

Fools Gold

A Warhammer Fantasy Roleplay Adventure

by Padraic Barrett

Introduction

This is a three hour scenario for 5 players using the WFRP system. PCs are pregenerated and included at the end of the scenario. NPC statistics are also listed at the end of the scenario.

The PCs are all kinsmen seeking to learn the fate of the dwarf Flakki. They are as follows:

- Sergeant Skalf of the Karaz-a-Karak Shieldbreakers: Determined to learn the fate of his brother.
- Garil of the Karaz-a-Karak Shieldbreakers: Was taken under the wing by Sergeant Skalf and seeking to repay that debt
- Hargin of the Karaz-a-Karak Rangers: Grew up with Skalf and Flakki and considers them his closest friends.
- Bardin of the Guild of Engineers: Kinsman of the both brothers, but old friend of Flakki's
- Magnar of the Runebearers: A kinsman, he brought word of Flakki's disappearance to Skalf and wants to see the matter through to its end.

Adventure Background

To a lesser or greater extent every Dwarf suffers from the malady of the mind that they call "Gold Lust". Even the most taciturn of that doughty race, will when faced with imminent wealth become overcome by a desire to possess it. This "horde" mentality is deeply ingrained and at the root of the races legendary wealth; no Dwarf is happy unless his horde is big enough to sit on. For some though this obsession becomes all consuming; a trait especially common among their miners and prospectors who as it were, went straight for the source.

This was certainly the case with Thorin Thorinsson, a lifelong prospector whose simplest wish was to have a horde bigger than he was. He toiled fruitlessly for years, the motherlode continually eluding him and slowly his obsession deepened. It was rumors of undiscovered veins of gold that led him to Mad Dog Pass, long lost to foul creatures when he was captured by the loathsome Ratmen. When they didn't kill him immediately he knew his fate was to be a slave, likely to die under the crack of their wicked whips. Crueler yet, as they set him to work in one of their crude mines he learned that the Skaven had succeeded where he had failed; they had found the motherlode. A vein of gold the likes he had never seen or heard.

Months later he would escape their clutches and return to Karaz-a-Karak but he had been changed by his ordeal. He was consumed by visions of the gold that he had been forced to mine but never possess and his hatred for the foetid Ratmen was pathological, even among a race that despised their kind. However his tale ignited a frenzy and soon it reached the ears of Prince Ulfar, a noble dwarf who hated the Skaven and had a penchant for gold. With Prince Ulfar's backing Thorin returned to Mad Dog Pass at the head of an expedition. They fell on the Skaven with the hatred of ages and many grudges were settled as they drove them from the mines that Thorin had once slaved in. Prince Ulfar formed a settlement in one of the old watchtowers that dotted the pass and the Dwarfs immediately set to work. From the outset they were under attack; the Ratmen fouled their water, ambushed its caravans and sabotaged the mine workings.

Thorin meanwhile continued to sink further and further into madness. He could not forget what he had suffered at the claws of the Skaven, of the gold that he had had to relinquish to them. Its luster haunted his dreams. He began to surround himself with others who likewise despised the Ratmen and slowly fermented a twisted vengeance with them. Thorin approached Prince Ulfar with concerns over a number of old mines. These he told Ulfar had been worked out by the Skaven and left in dangerous conditions. He asked to have them booby trapped and sealed, volunteering himself and a number of his fellows to the deed. Ulfar readily agreed and the mines were sealed, ostensibly to prevent the Skaven using them to infiltrate the settlement. Then Thorin and his followers began to lay traps, designed not to kill but to capture Skaven. These prisoners then had done to them what Thorin had suffered; shackled as slaves and set them to work in the sealed mines.

All this was done in secret. Thorin knew that the others would consider what they were doing not only dangerous but reprehensible. Thorin didn't care. This was his revenge. What he had not counted on was an over-curious miner stumbling into their midst. Thorin would not kill a fellow Dwarf but could not let him go free either. He was placed under guard, his fellows putting his disappearance down to the machinations of the Skaven. A letter was duly dispatched with the next caravan to inform his kin. Our story begins with his kin arriving in Mad Dog Pass seeking to uncover his fate.

Scene: Mad Dog Pass

Description: A chill wind scours the narrow path that hugs the sheer face of the mountainside. Somewhere downslope lies Mad Dog Pass, momentarily obscured by low lying clouds. Once the chief thoroughfare to the eastern side of the Worlds Edge Mountains it was now seldom used, plagued as it was by all manner of foul creatures.



Combat

A flare shoots up from the valley below, piercing the clouds and exploding in a shower of red sparks. The flare comes from a mule train following the pass that has come under attack by Ratmen. The stalwart Dwarfs have held there own thus far but Skaven Jezzail teams sniping from the valley walls are slowly cutting them down.

The Jezzail teams have taken up positions behind rock outcroppings shielding them from retaliatory fire from the caravan but leaving their rear exposed to the PCs. The teams are made up of one Ratman aiming the long barreled rifle on the shoulder of another, deafen Ratman. Due to the terrain the PCs can reach the nearest teams in a single charge. A successful attack on the Jezzails throws the attackers below into confusion and they break.

NPC Description: Brodir Bellow

Leader of the caravan, Brodir is a boisterous character, whether in his cups or in the midst of battle. His mail is polished to a shine, cinched at his waist by a heavy leather belt worked with gold. One hand holds a double-handed warhammer resting on his shoulders while the other strokes his full blond beard.

Key Points

- Brodir is grateful for the PCs assistance and will ask that they accompany the caravan for the remainder of the journey. If told of their purpose in traveling to Mad Dog Pass, Brodir commends the PCs and offers his assistance as repayment of the debt he feels he owes them.
- Brodir is well informed and tells the PCs of the Skavens machinations since the Dwarfs retook the mines including; fouling the settlements water, ambushing its caravans and sabotaging the mine workings. Within the settlement Prince Ulfar and Thorin Thorinsson are the most influential figures. The majority there owe allegiance to Prince Ulfar; the expeditions sponsor while Thorinsson is held in high esteem not only for the role he played in bringing about the expedition but for his ruthlessness in fighting the Ratmen

Scene: Longbeards Tower

Description: The ancient watchtower seems to extend from the mountain itself, its walls worked seamlessly into the cliff-face. Its foundations rise from a ledge overlooking the valley floor, moss growing in the cracks of its stone blocks. The towers peaked roof takes the form of a helmeted dwarf whose plaited beard extends down its walls as twisted columns, granting the towers name.



As the caravan approaches, a column of armed dwarfs file down the steps hewn into the valley walls; the only access from the pass to the tower. Brodir hails their leader warmly, instructs the teamsters to unload the wagons and leads the PCs up to the tower.

Brodir then gives the PCs the choice; speak with Prince Ulfar, the ruler of the settlement or go straight to the mines to see what they can learn there. Either choice is equally valid.

Scene: The Hall of Prince Ulfar

Description: The long hall is huge, its low ceiling supported by a forest of squat pillars. Smoke and laughter fill the air; the smoke from its blazing hearths and countless pipes, the laughter from the dwarfs seated at its tables, the clash of their tankards echoing off the rafters. Presiding over the merriment is Prince Ulfar, seated on his throne at the head of the hall, beer stein raised in toast to his court.

NPC Description: Prince Ulfar

A portly elderly dwarf, his gray beard reaching the floor in great plaited braids over his purple tunic. His throne is an ancient unadorned stone chair, while his feet rest on the skull of some nameless monster. His cheeks flushed and eyes bloodshot, Prince Ulfar is deep in his cups.

Key Points

- Ulfar greets Brodir with cordial familiarity and the PCs as honoured guests, offering refreshment and the hospitality of his hall. He flips from jovial to maudlin however on learning the reason for the PCs presence and laments their loss along with the deaths & maiming of so many others. He recalls Flakki's loss as particularly tragic for its senselessness. It had started when a number of mines had been sealed under advice from Thorin Thorinsson. They had been worked out by the Skaven and left dangerously unstable. Flakki had being outspoken in his belief that these mines could still hold rich veins of gold and that the risk was enough to reopen them. He was largely dismissed but stubbornly refused to let the matter go. As the mines main shafts had been sealed and booby trapped, he set off into the Underhalls searching for a way to access them in the depths. He had never returned.
- Thorin had soon been proved right when he reported that deeper portions of one shaft had been caved in. Although he did not like to speculate he feared that Flakki could have learned the truth of Thorin's warnings first hand.



Scene: The Mines

Description: Once a testament to Dwarf craftsmanship and engineering, the mines have felt the ravishes of time and neglect. The great pillars supporting the vaulted roof have collapsed in places and all are strewn with filth and crude graffiti, while its bridges and causeways are cracked and buckled. From slots in the ceiling the occasional column of light relieves the darkness, but throws the shadowed recesses into sharp relief. Mine entrances disgorge rumbling carts full of ore and slag. Steam-powered engines, fixed in position, continually haul chains which haul them out of the depths, requiring only a single worker to stoke its boiler.

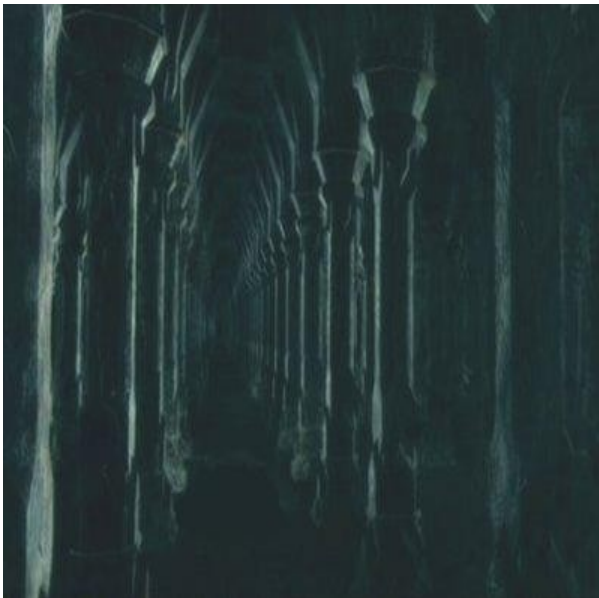
It is common knowledge that Thorinsson is the foremost authority on the mines and their environs having spent the most time there both as slave and free dwarf. It is to him that Brodir brings the PCs.

NPC Description: Thorin Thorinsson

Thorin's eyes have a manic cast, constantly roving in their sockets. He turns at every sound and appears to expect an ambush around every corner. His graying beard is only a hands breath in length, a legacy of his time as a slave.

Key Points

- Thorin is aware of Flakki's reason for entering the Underhalls but attempts to undermine its credence. He puts Flakki belief that the sealed mines held veins of gold rich enough to be worth reopening them as misguided folly and feigns regret at this . He explains that he personally surveyed the mines before having them sealed. Only a selected few were allowed enter them and only to maintain the booby traps and check for signs of the Skaven, so dangerous were they. Flakki had entered the Underhall looking for an old entrance further down because of this.
- Believing that he has since closed any remaining entries to the sealed mines, Thorin halfheartedly asks the PCs to reconsider their quest before wishing them well and laying out Flekki's last known path.



Scene: The Underhalls

Description: Foul air rises from somewhere below., the only illumination provided by flickering glowgems still set sporadically in the ceiling. The walls are supported by hewn blocks of granite, massive arches supporting the high arching roofs. Once carvings had graced the stonework but these were now defaced; chipped, scored, covered in graffiti and excrement. The corridors slope ever downward, some ending in steep stairwells others ending abruptly where cave-ins have blocked them. Everywhere lingers the remnants of battle; skeletons, rent armor and broken weapons.

The Underhall provides good opportunities to put the PCs on edge. While nothing “actually” happens until they encounter the Ratmen, promote the sense of unseen eyes watching them and throw minor obstacles in their path (partially collapsed corridors, flooded chambers, chasms in the floor) that force them to split up or put away their weapons, ratcheting up their unease.

Key Points

- The Underhalls are the no-mans land between the Dwarfs and the Skaven. Regular sorties by the Ratmen greeted by booby traps and concealed emplacements, the Dwarfs no longer risk patrols to ambush. Thorins directions allows them navigate the Dwarf defenses.
- As the PCs progress signs of the Skaven presence becomes increasingly more evident. The stench of ammonia and feces becomes overwhelming, the glowgems few and far between. The directions end in what must once have been a great hall, but now partially collapsed and flooded. It appears that they will have to turn back when they spot movement from one end of the hall to another. A mass of furred bodies scurry along the far wall before seemingly disappearing.
- Drawing close they see the mass is formed of packs of Skaven warriors with mismatched armour and weapons, mobs of slaves carrying crude tools driven forward by cruel whips and even the occasional Rat Ogres wielding great picks being goaded by terrified packmasters. Where they disappear stands a fissure in the wall, its interior so dark as to be near invisible.
- Not all the loathsome Ratmen however are gone. Close by to the fissure stands a great mound of rubble where the roof and wall have partially collapsed. Halfway up this mound crouches a scrawny Skaven in rags, speaking in its vile tongue to another of its kind who stands a little ways up the rubble. That one appears some kind of leader, marked unlike its fellows by its gray fur and surrounded by a huddle of black armoured figures. Their conversation over it scampers up the rubble and disappears into a concealed tunnel.



Combat

As the group of Ratmen led by the gray furred figure turn to leave, their attention is brought to the PCs. Whether the Gray Seer (which is what the leader is) senses their presence, unseen Gutter Runners ambush them or one of the PCs simply steps on a rat is at your discretion. In all events the Gray Seer throws out a claw and squeaks an order to his followers before throwing himself behind their ranks. The massed ranks of Storm Vermin swarm forward seeking to mob their opponents with sheer numbers.

The Gray Seer is the deciding factor in this combat. Initially he will assist the Storm Vermin but if it appears that the PC's have gained the upper hand he will flee causing the others to break. The same is true if he is grievously wounded or killed.

In the combats aftermath the PCs can determine a number of things by asking the right questions or making the appropriate Tests, in particular Navigation and Trade (Miner). They can then determine that the main body of the Skaven headed in a direction parallel to the course of the sealed mines but that the tunnel at the top of the mound of rubble seemingly leads straight to them.

Presuming that the PCs head towards the sealed mines then see below. If they take it into there heads to follow the main body of Skaven then the fissure brings them to a ramp leading down into a cavern. Hundreds of Skaven toil here, carrying rubble from a shaft that seems aimed at the sealed mines. The weight of bodies makes entering nigh impossible.

Scene: Slaves

Description: Following the crude tunnel you feel the vibrations long before you hear the impacts of tools on rock. The floor begins to crawl upward, widening slightly before opening onto a narrow ledge. The ledge overlooks a long mine shaft worked by chained lines of Ratmen. Some wielding pickaxes work a narrow vein of gold along its wall, others staggering under the weight of the rock filled baskets. However it is not a cruel Skaven overseer that whips their backs or kicks them in the ribs. No, it is Dwarfs.

This is of course a strange predicament the PCs find themselves in. Instead of finding a lair of Skaven, they find a lair of Skaven presided over by Dwarfs. The Ratmen are obviously slaves and the Dwarfs are not treating them in any well well. It should however have dawned on them that this might have something to do with Flakki's disappearance. If to compound matters echoing down the shaft comes the refrain of a particularly well known lament being sung passionately and badly. The strained voice in none other that of Flakki.

How the PCs approach this situation is their choice but the Dwarf slave masters only raise the alarm at their appearance, stepping back to let them pass. The PCs are after all Dwarfs.

NPC Description: Flakki

Sitting in a cage suspended from the ceiling, Flakki sits dangling his feet through the cage bars. He is unkempt but looks well fed and a small keg sits in the cage beside him. He appears dedicatedly drunk.

The PCs arrival does not have the expected result of jubilation on Flakki, largely as he believes the PCs to be figments of his imagination. The ensuing argument is cut short by the arrival of Thorin and his followers. He demands to know what the PCs are doing here. This is the "Evil Mastermind" speech where Thorin explains what he did and why, attempting to convince the PCs that what he is doing is right. There is a strong possibility that the PCs simply attack Thorin and his followers. In this case Flekki can explain later what was going on. In either case events are interrupted by a great bang that shakes the shaft and a plume of dust that comes from its farthest end. A dwarf staggers out of the haze coughing only to be mobbed by a gang of slaves. From the dust the figures of Rat Ogres wielding great picks take shape.

Finale: Rats in the Walls

The Skaven plan to attack the settlement through the sealed mines. Their scouts and spies learned of Thorin capturing live Skaven and quickly discovered his secret operation. The Skaven leaders responded by allowing more and more to be captured (usually those that crossed, failed or simply irritated them) until the mines were full. At the same time they began tunneling towards the sealed mines. Their spies in the mines have prepared the slaves to rise up when the counter-tunnel breaks through to stop the Dwarfs warning their fellows. Then in a tide of fur, claws and teeth the Skaven will pour into the settlement, past its defenses and cut the Stunties down.

Combat

The PCs and the surviving Dwarfs are currently faced by that tide, led by a vanguard of Rat Ogres. Things are not entirely going to plan as the PCs arrival has Thorin and his followers expecting trouble and the Rat Ogres are struggling to get through the breach they made. It is apparent though that this is only a temporary setback and soon the mines will be overwhelmed. The PCs, Flakki, Thorin (or one of his surviving followers) can suggest that they collapse the shaft. This is possible but with the time constraints involved and to be certain that they stop the Skaven it means certain death for those who do it. Thorin and/or his followers volunteer.

The PCs however need to buy them time. 10 rounds against the Rat Ogres, with a new Rat Ogre arriving every second round. Modify as appropriate.

Conclusion

If the PCs fail they die and the settlement is overrun by the Skaven.

If the PCs are successful they fend off the Rat Ogres long enough for Thorin and his followers to make their preparations. As they flee up the shaft they pass the Dwarfs, their heads bowed as they destroy key supports. Thorin is the last and as they pass the shaft collapses under the weight of untold tonnes of stone.

The secret of what happened in those mines however lies with the PCs and it is their decision what to do with it and you to judge the consequences

THE END

Bardin of the Guild of Engineers

The Golden Age of the Dwarfs is long past, their Empire shattered by natural disaster and war. Yet even in these darkest days they stand fast against their foes and hold to their oaths, though the price is often steep and paid in blood. So when word reached Karaz-a-Karak, the ancient Dwarf capital that the expedition to Mad Dog Pass had reclaimed the mines of Longbeards Tower it occasioned great rejoicing and many toasts. Whats more the rumors were apparently true; the story of a prospector called Thorin Thorinsson captured as a slave by the Skaven and forced to work in mines rich beyond comprehension beneath the ancient watchtower. Of his escape and return to Karaz-a-Karak where most had dismissed him as mad except for Prince Ulfar. Believed him enough to fund the expedition.

Not all the news to return from Longbeards Tower would be as good. Soon word returned that the Skaven lay perpetual siege to it, harassing its defenders and those traveling along the pass to & from it. It was at this time that word reached you of Flakki's disappearance. His brother Skalf had received the letter and he had sworn to travel there to learn Flakki's fate. You had grew up with Flakki, worked the mines beside him before entering the Guild of Engineers, both cousins and friends. And you knew that when Skalf set off you would be beside him too.

WS	BS	S	T	Ag	Int	WP	Fel
44%	38%	41%	52%	21%	55%	38%	20%
A	W	SB	TB	M	Mag	IP	FP
1	13	4	5	3	0	0	2

Skills: Academic Knowledge (Engineering) (Int), Animal Care (Fel), Common Knowledge (Dwarfs) (Int), Drive (S), Evaluate (Int), Navigation +10% (Int), Perception (Int), Read/Write (Int), Scale Sheer Surface (S), Speak Language (Khazalid, Reilspiel) (Int) , Trade +10% (Gunsmith, Miner) (Int)

Talents

Dwarfcraft: In stats

Grudge-born fury: +5% bonus to WS against Greenskins

Master Gunner: Half reload time of black powder weapons

Night Vision: Up to 30 yards

Orientation: In stats

Resistance to Magic: +10% bonus on Will Power Tests to resist magic.

Stout-hearted: +10% bonus on Will Power Tests to resist Intimidate, Fear and Terror Tests

Specialist Weapon Group (Engineer, Gunpowder, Two-handed)

Sturdy: No penalty while wearing plate armour

Very Resilient: In stats

Weapons: Battle axe (Dam 1d10+4) & Shield (May parry as a free action once per round. Limit of 1 parry per round remains in play) or Repeater Rifle (Dam 1d10+4, Roll of 99-00, the weapon explodes and inflicts Damage 8 hit on wielder, Six shots and six rounds to reload)

Armour: Leather armour, sleeved mail shirt and helmet (Head 3, Body 3, Arms 3, Legs 1)

Garil of the Karaz-a-Karak Shieldbreakers

The Golden Age of the Dwarfs is long past, their Empire shattered by natural disaster and war. Yet even in these darkest days they stand fast against their foes and hold to their oaths, though the price is often steep and paid in blood. So when word reached Karaz-a-Karak, the ancient Dwarf capital that the expedition to Mad Dog Pass had reclaimed the mines of Longbeards Tower it occasioned great rejoicing and many toasts. Whats more the rumors were apparently true; the story of a prospector called Thorin Thorinsson captured as a slave by the Skaven and forced to work in mines rich beyond comprehension beneath the ancient watchtower. Of his escape and return to Karaz-a-Karak where most had dismissed him as mad except for Prince Ulfar. Believed him enough to fund the expedition.

Not all the news to return from Longbeards Tower would be as good. Soon word returned that the Skaven lay perpetual siege to it, harassing its defenders and those traveling along the pass to & from it. It was at this time you learned that Sergeant Skalfs brother had disappeared there. Although he was a kinsman you had barely known Flakki, unlike Skalf who had mentored you in the Shieldbreakers and that debt was deep. When Skalf announced he intended to learn Flakki's fate you knew it was time to begin repaying that debt.

WS	BS	S	T	Ag	Int	WP	Fel
59%	36%	42%	53%	35%	35%	41%	19%
A	W	SB	TB	M	Mag	IP	FP
2	15	4	5	3	0	0	2

Skills: Animal Care (Fel), Common Knowledge (Dwarfs) (Int), Concealment (Ag), Dodge Blow +10% (Ag), Outdoor Survival (Int), Navigation +10% (Int), Perception (Int), Scale Sheer Surface (S), Speak Language (Khazalid, Reilspiel) (Int), Trade +10% (Miner) (Int)

Talents

Coolheaded: In stats

Dwarfcraft: In stats

Grudge-born fury: +5% bonus to WS against Greenskins

Night Vision: Up to 30 yards

Orientation: In stats

Resistance to Magic: +10% bonus on Will Power Tests to resist magic.

Stout-hearted: +10% bonus on Will Power Tests to resist Intimidate, Fear and Terror Tests

Specialist Weapon Group (Two-handed)

Strike Mighty Blow: In stats

Sturdy: No penalty while wearing plate armour

Warrior Born: In stats

Weapons: Great axe (Dam 1d10+6, Roll two dice and take highest, Opponents gain +10% to Dodge/Parry Tests)

Armour: Leather armour, sleeved mail shirt with coif, breastplate, bracers and helmet (Head 5, Body 5, Arms 5, Legs 1)

Hargin of the Karaz-a-Karak Rangers

The Golden Age of the Dwarfs is long past, their Empire shattered by natural disaster and war. Yet even in these darkest days they stand fast against their foes and hold to their oaths, though the price is often steep and paid in blood. So when word reached Karaz-a-Karak, the ancient Dwarf capital that the expedition to Mad Dog Pass had reclaimed the mines of Longbeards Tower it occasioned great rejoicing and many toasts. Whats more the rumors were apparently true; the story of a prospector called Thorin Thorinsson captured as a slave by the Skaven and forced to work in mines rich beyond comprehension beneath the ancient watchtower. Of his escape and return to Karaz-a-Karak where most had dismissed him as mad except for Prince Ulfar. Believed him enough to fund the expedition.

Not all the news to return from Longbeards Tower would be as good. Soon word returned that the Skaven lay perpetual siege to it, harassing its defenders and those traveling along the pass to & from it. It was at this time that Skalf had come with word of his brothers disappearance. You had grown up with them, cousins but also your closest friends. When Skalf had asked for help in learning Flakki's fate, you thought it ludicrous he had thought you might say no.

WS	BS	S	T	Ag	Int	WP	Fel
44%	50%	41%	52%	39%	36%	38%	20%
A	W	SB	TB	M	Mag	IP	FP
1	15	4	5	3	0	0	2

Skills: Animal Care (Fel), Common Knowledge (Dwarfs) (Int), Concealment (Ag), Dodge Blow (Ag), Follow Trail (Int), Outdoor Survival (Int), Navigation +10% (Int), Perception (Int), Scale Sheer Surface (S), Silent Move (Ag), Speak Language (Khazalid, Reilspiel) (Int), Trade +10% (Miner) (Int)

Talents

Dwarfcraft: In stats

Grudge-born fury: +5% bonus to WS against Greenskins

Mighty Shot: In stats

Night Vision: Up to 30 yards

Orientation: In stats

Rapid Reload: Half reload time

Resistance to Magic: +10% bonus on Will Power Tests to resist magic.

Stout-hearted: +10% bonus on Will Power Tests to resist Intimidate, Fear and Terror Tests

Specialist Weapon Group (Crossbow, Two-handed)

Sturdy: No penalty while wearing plate armour

Very Resilient: In stats

Weapons: Battle axe (Dam 1d10+4) & Shield (May parry as a free action once per round. Limit of 1 parry per round remains in play) or Crossbow (Dam 1d10+3, One round to reload)

Armour: Leather armour, sleeved mail coat with coif, leggings and helmet (Head 5, Body 3, Arms 3, Legs 3)

Magnar of the Runebearers

The Golden Age of the Dwarfs is long past, their Empire shattered by natural disaster and war. Yet even in these darkest days they stand fast against their foes and hold to their oaths, though the price is often steep and paid in blood. So when word reached Karaz-a-Karak, the ancient Dwarf capital that the expedition to Mad Dog Pass had reclaimed the mines of Longbeards Tower it occasioned great rejoicing and many toasts. Whats more the rumors were apparently true; the story of a prospector called Thorin Thorinsson captured as a slave by the Skaven and forced to work in mines rich beyond comprehension beneath the ancient watchtower. Of his escape and return to Karaz-a-Karak where most had dismissed him as mad except for Prince Ulfar. Believed him enough to fund the expedition.

Not all the news to return from Longbeards Tower would be as good. Soon word returned that the Skaven lay perpetual siege to it, harassing its defenders and those traveling along the pass to & from it. You'd brought word to Skalf of his brothers disappearance. You had sworn to deliver the letter personally for both Skalf and Flakki were kinsmen. On reading it Skalf had sworn to learn his brothers fate. Somehow you knew he would. More you decided you would be there.

WS	BS	S	T	Ag	Int	WP	Fel
62%	33%	44%	50%	35%	36%	36%	19%
A	W	SB	TB	M	Mag	IP	FP
2	15	3	4	5	0	0	2

Skills: Common Knowledge (Dwarfs) (Int), Dodge Blow (Ag), Gossip (Fel), Outdoor Survival (Int), Perception (Int), Secret Sign (Scout) (Int), Speak Language (Khazalid, Reilspiel) (Int), Swim (S), Trade +10% (Miner) (Int)

Talents

Dwarfcraft: In stats

Fleet-footed: In stats

Grudge-born fury: +5% bonus to WS against Greenskins

Night Vision: Up to 30 yards

Rapid Reload: Half reload time

Resistance to Magic: +10% bonus on Will Power Tests to resist magic.

Sixth Sense: GM may make a Will Power Test on your behalf before a dangerous situation. If you pass, you avoid being surprised

Stout-hearted: +10% bonus on Will Power Tests to resist Intimidate, Fear and Terror Tests

Strike Mighty Blow: In stats

Sturdy: No penalty while wearing plate armour

Very Strong: In stats

Weapons: Battle axe (Dam 1d10+4) & Shield (May parry as a free action once per round. Limit of 1 parry per round remains in play) or Great axe (Dam 1d10+6, Roll two dice and take highest, Opponents gain +10% to Dodge/Parry Tests)

Armour: Leather armour, sleeved mail shirt and helmet (Head 3, Body 3, Arms 3, Legs 1)

Sergeant Skalf of the Karaz-a-Karak Shieldbreakers

The Golden Age of the Dwarfs is long past, their Empire shattered by natural disaster and war. Yet even in these darkest days they stand fast against their foes and hold to their oaths, though the price is often steep and paid in blood. So when word reached Karaz-a-Karak, the ancient Dwarf capital that the expedition to Mad Dog Pass had reclaimed the mines of Longbeards Tower it occasioned great rejoicing and many toasts. Whats more the rumors were apparently true; the story of a prospector called Thorin Thorinsson captured as a slave by the Skaven and forced to work in mines rich beyond comprehension beneath the ancient watchtower. Of his escape and return to Karaz-a-Karak where most had dismissed him as mad except for Prince Ulfar. Believed him enough to fund the expedition.

Not all the news to return from Longbeards Tower would be as good. Soon word returned that the Skaven lay perpetual siege to it, harassing its defenders and those traveling along the pass to & from it. It was at this time you'd received the letter with word of Flakki. He had disappeared, his fate unknown. You knew they thought him dead. You knew he was alive. Then and there you swore to travel there and learn the truth. Whatever the cost.

WS	BS	S	T	Ag	Int	WP	Fel
64%	29%	37%	46%	33%	30%	41%	35%
A	W	SB	TB	M	Mag	IP	FP
2	17	3	4	3	0	0	2

Skills: Academic Knowledge (Strategy/Tactics) (Int), Common Knowledge (Dwarfs) (Int), Dodge Blow (Ag), Gossip (Fel), Intimidate +10% (S), Navigation +10% (Int), Perception (Int), Scale Sheer Surface (S), Shadowing (Ag), Speak Language (Khazalid, Reilspiel) (Int), Trade +10% (Miner) (Int)

Talents

Coolheaded: In stats

Dwarfcraft: In stats

Grudge-born fury: +5% bonus to WS against Greenskins

Menacing: In stats

Night Vision: Up to 30 yards

Orientation: In stats

Resistance to Magic: +10% bonus on Will Power Tests to resist magic.

Stout-hearted: +10% bonus on Will Power Tests to resist Intimidate, Fear and Terror Tests

Strike Mighty Blow: In stats

Sturdy: No penalty while wearing plate armour

Weapons: Battle axe (Dam 1d10+3) & Shield (May parry as a free action once per round. Limit of 1 parry per round remains in play)

Armour: Leather armour, sleeved mail shirt with coif, breastplate, bracers and helmet (Head 5, Body 5, Arms 5, Legs 1)