

WARHAMMER®

# FANTASY ROLEPLAY™



## JOURNEY TO BLACK FIRE PASS™

AN ADVENTURE FOR WARHAMMER FANTASY ROLEPLAY





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# A GRIM, PERILOUS WORLD AWAITS

The great Twin-Tailed Comet, a portent tied to both Sigmar and the Empire, has been seen in the sky. To some, it is a sign of hope. To others, the harbinger of doom. Tensions rise, as the effects of a ruthless winter and poor harvests are felt across the Empire - villages and farms find it harder than ever to scrape by, and supplies for the Empire's constant war efforts dwindle ever lower.

To many citizens, this can mean only one thing. The End Times are at hand. Fear is rife. Another Great War is coming. Beastmen are growing restless, attacking villages with greater frequency and ferocity. The Chaos cults are rising up, summoning daemons, fomenting rebellion, and instigating insurrection throughout the Empire's cities. Bands of Chaos marauders scout further and further south than usual - some even penetrating as far as the Reikland to test the Empire's defences for the coming conflict.

In the midst of this bleak, brewing turmoil, the adventurers are beacons of hope. Fate has called to them, binding them with the silvery threads of destiny and fortune. Together, valiant humans of the Reikland, wood elves from Athel Loren, high elves from distant Ulthuan, and the dwarfs of Karak Azgaraz face the formidable threats of the Old World.

Can these brave few fulfill their destinies as Fate's champions in this, the Empire's time of greatest need?

## A BRIEF OVERVIEW

*Warhammer Fantasy Roleplay* provides an exciting way to experience roleplaying games. In a roleplaying game, players work together to direct the action of characters they create in order to tell interesting stories and have a good time with friends. In *Warhammer Fantasy Roleplay*, the characters embark on adventures in the perilous Old World, a setting rife with conflict and intrigue, scarred by war and the forces of Chaos.

The boxed set for *Warhammer Fantasy Roleplay* is best suited to a group of four players. One of the players assumes the role of the Game Master (abbreviated as GM), while the other three players take on the roles of individual heroes, the main characters in the group's ongoing stories. These players are called hero players, and their characters are often referred to as adventurers or player characters (abbreviated as PCs). More players can certainly participate. With more players, some players may need to share components, and each player may have slightly less time "in the spotlight" for his character and his own personal storyline.

## A PREVIEW OF THINGS TO COME

While this adventure serves as an introduction to *Warhammer Fantasy Roleplay*, it is also a prelude to an exciting new supplement coming soon from Fantasy Flight Games.

Included in this adventure is the new miner career, which is a preview of one of the careers to be introduced in the forthcoming supplement.

## GETTING STARTED

If you're new to Warhammer Fantasy and the Old World and Empire, you may want to read more about the setting in *Chapter 10: The Empire* in the *Warhammer Fantasy Roleplay (WFRP)* rulebook. If you plan on being a player, you will want to read through the main rulebook to learn about the core concepts and gameplay. If you plan on being a GM, you will want to become familiar with all the books eventually, but should start by learning the rules found in the WFRP rulebook and the Game Master information in the *Tome of Adventure*.

In addition to a number of cards, custom dice, and special components, *Warhammer Fantasy Roleplay* includes four game books. Before running the adventure in this booklet, it is recommended the GM become familiar with the main rules and concepts introduced in the following two books:

### THE WARHAMMER FANTASY ROLEPLAY RULEBOOK

The *Warhammer Fantasy Roleplay* rulebook has important information on the basics needed to run the game. In particular, players will want to learn about task resolution and the core mechanic, how action cards work, and how combat is resolved. This book also provides a great deal of background information on the setting, particularly the Empire, the region of the Old World where the events of the game are focused.

Of particular note are the following sections:

- ✦ Chapter 1: Characteristics & Abilities (*WFRP* page 13)
- ✦ Chapter 5: Playing the Game (*WFRP* page 39)
- ✦ Chapter 6: Actions & Manoeuvres (*WFRP* page 48)
- ✦ Chapter 7: Combat, Damage & Healing (*WFRP* page 54)

### TOME OF ADVENTURE A GUIDE TO GAME MASTERY & ROLEPLAYING

The *Tome of Adventure (ToA)* contains additional rules and information for the players who will be running the *Warhammer Fantasy Roleplay* sessions as the GM. It includes suggestions and guidelines for managing long-term campaigns, handling character development, and creating adventures.

The book also contains background and statistics for a variety of enemies to pit the players' heroes against. The player running this adventure as the GM will want to become familiar with the rules on managing and running NPCs and enemies during encounters.

Of particular note are the following sections:

- ✦ Chapter 1: Game Mastering 101 (*ToA* page 3)
- ✦ Chapter 3: Game Master Resources (*ToA* page 19)
- ✦ Chapter 6: Enemies & Adversaries (*ToA* page 40)
- ✦ Chapter 7: The Bestiary (*ToA* page 45)



PC CARDS	GUNNAR THUNDRIK	THORD THUNDRIK	BHEDRIN GRALISSON	VALDEN HALDOR
Action Cards	Melee Strike, Ranged Shot, Perform a Stunt, Assess the Situation, Guarded Position, Parry, Dodge, Block, Scrutinise, Inspiring Words	Melee Strike, Ranged Shot, Perform a Stunt, Assess the Situation, Guarded Position, Block, Parry, Shrug it Off, Dodge, Troll Feller Strike, Reckless Cleave	Melee Strike, Ranged Shot, Perform a Stunt, Assess the Situation, Guarded Position, Parry, Dodge, Block, Chink in the Armour, Knockback Shot, Call of the Wild	Melee Strike, Ranged Shot, Perform a Stunt, Assess the Situation, Guarded Position, Block, Parry, Splints & Bandages, Find Weakness
Talent Cards	I Know a Guy... (Reputation), Gregarious (Reputation), I Seem to Recall... (Focus)	Charge (Tactic)	Coordinated Efforts (Tactic), Keen Eyes (Focus)	Resolute (Focus), Jack of all Trades (Focus)

## THE ADVENTURERS

Before playing this adventure, the person running the demo will want to assemble the player characters (PCs). Four player characters have been designed for this adventure. It is recommended the players use three of these four PCs. All four PCs can be used if the group does not mind sharing some of the basic components.

The player characters are detailed starting on page 29 of this booklet. The person running the demo should take the career sheets and cards listed in each PC description needed to assemble that character's starting profile and should also transcribe the information shown on the abbreviated character sheet onto one of the full size character sheets included on the pad of sheets in the core set.



The GM will want to study these characters as well, especially their motivations and backstories. This will help guide the players in roleplaying their characters, as well as provide the GM with opportunities to add fortune or misfortune dice whenever a player incorporates their character's motivations into their skill checks.

## PARTY IDENTITY

After the players have had a chance to review the characters, their cards, and other information, you should encourage them to discuss the PCs' strengths and weaknesses with each other, as well as their backstories and motivation to help familiarise everyone with the party of adventurers.

During this discussion, the GM should provide the players with the *Intrepid Explorers* party sheet. Give them a moment to look over their party sheet and their character sheets so they can develop an idea of who they are and what their goals are. Feel free to give them a brief overview of the adventure at this time.

## ADVENTURE SYNOPSIS

Recently, Belkrum Thundrik left Karak Azgaraz and ventured into Black Fire Pass. He carried with him a mighty weapon meant to aid his dwarf kin in their war against the greenskins. However, word of his arrival never reached his home of Karak Azgaraz, nor did Belkrum Thundrik return.

Growing restless, Belkrum's brothers Gunnar and Thord set out to discover their brother's fate. Employing the skills of a miner or a hunter (or both, since the chance of encountering some Orcs is relatively appealing to Dwarfs), the Thundrik brothers embark on a dangerous journey to Black Fire Pass.



## CORE SET MATERIALS

While it might be a good idea to lay out all the core set components for players to look at before and after their adventure, in an effort to save space and keep focus on the game at hand feel free to return unused materials to the box. See the sidebar entitled “What You Won’t Need” for a list of components you can return to the box.

## PLAYER MATERIALS

Players will need their appropriate career sheets, their career ability cards, the *Intrepid Explorers* party sheet, a stance ring, activation token, a standup, and stance meter. Refer to the PC Cards chart to retrieve each player character’s action and talent cards.

## GAME MASTER MATERIALS

The GM will want to study this entire booklet, in addition to the previously mentioned sections of the core set rules. In preparation for the play session, place the wound deck, dice pool, fatigue & stress tokens, and tracking & fortune point tokens within easy reach of the players. Also, pull the *Staggered* Condition and *Ill-Fortuned* Condition cards from the condition card deck. Put the remaining condition cards away.

You’ll also want a selection of standups and the plastic bases available to represent various enemies and NPCs the players may encounter along the way.

Also, be sure to prepare a progress track like the one shown on page 8 to manage several of the events that take place over the course of the adventure. In addition to the track, you’ll need to place two tracking tokens (of different colours) on the track.

## WHAT YOU WON’T NEED

In order to conserve space and time, place the following components back in the box:

- ✦ Unused action, talent, speciality, location, and career ability cards (refer to PC Cards chart)
- ✦ The condition cards (except the *Ill-Fortuned* and *Staggered* cards), insanity deck, and miscast deck
- ✦ Unused career and party sheets
- ✦ Any unused standups (set aside enough standups to represent the PCs, NPCs, and adversaries)

## PLAYER COMPONENTS

Each player will want to make sure they have enough space to set up his character’s playing area. Each individual player area will consist of their career sheet, character sheet, stance meter (with activation token), as well as their action, talent, and career ability cards. The Game Master can leave the wound deck, party sheet, fatigue/stress tokens, and dice pool in a general area where all players can reach.







## INTRODUCTION

# PLANNING THE JOURNEY

This is a scenario for up to four players and is designed to provide newcomers to *Warhammer Fantasy Roleplay* with a showcase of how to make skill checks, engage with the other denizens of the Old World in battles of wits, and test their prowess in fierce combat with their enemies.

The following material outlines the background to an exciting adventure, pitting a group of Dwarfs against their hated foes with a few twists and surprises along the way. If you are planning to play in the game, learning about these surprises will ruin the enjoyment. Your GM will provide you with all the information you need and should be willing to answer any questions you might have about the world as known to your character, so PLEASE DO NOT READ ANY FURTHER.

If you are the GM it will be your job to convey the Old World and its inhabitants to your players. You will need to familiarise yourself with the plot of the scenario and answer any reasonable queries your players might have about their situation.

This adventure is written with a mind to being used to showcase *Warhammer Fantasy Roleplay* at events. Some GMs may be more pressed for time than others, so we have designed this adventure in three parts. For those GMs with time to spare, the whole adventure

can be run to provide players with a comprehensive introduction to the world of Warhammer and the rules of *Warhammer Fantasy Roleplay*.

However, for GMs on a tight schedule there will be options at the end of each episode that provide ideas for how to bring the game to a satisfying conclusion at earlier stages. You will notice that the first episode contains a quick combat, a few skills checks and some negotiating with NPCs, so if you only have an hour or so to play the game you will probably find that taking the time to prepare the first episode, and playing it to the full, will be better than trying to speed through the whole adventure in short time.

If you take this option there is a section at the end of each episode entitled "Time to Finish?" This provides ideas on how to wrap up the adventure without having to play the later episodes if you are pressed for time.





## SETTING THE SCENE

Long ago the Dwarfs were the indisputable masters of the lands now called the Old World. Their vast labyrinthine holds delved deep into mountain ranges. Their miners extracted enormous wealth from the earth and Dwarf merchants dealt with elven traders to their mutual enrichment.

Such halcyon days are gone. Friendship with the elves soured to the point of a long and costly war. The Dwarfs eventually emerged victorious, but were left vulnerable. Before they could recover their strength a volcanic upheaval wrecked much of their underground realm and their enemies fell upon them. The depths of their holds were assailed by night goblins and skaven, whilst armies of Orcs attacked from above.

Outposts and fortresses that had held strong against the might of the elven armies fell to these barbaric invaders, each a bitter blow to the proud race of the Dwarfs. They recorded each of their defeats in the pages of the Books of Grudges. So important to them were the records of their grievances that they wrote them in the blood of their kings.

## KARAK DRAZH AND KARAK AZUL

One such hold is that of Karak Drazh, which was overrun by greenskins some 469 years before the birth of Sigmar. For three millennia no Dwarf has sat on the throne of Karak Drazh; instead it is occupied by the mightiest of the local Orc warlords. The Dwarfs bear particular resentment towards these warlords. Even the name Karak Drazh has passed from use, today it is referred to, in the most bitter and desultory of tones, as The Black Crag.

The current Squatter King is Gorfang Rotgut, notorious for the strength of his choppa arm, his hatred of the Dwarfs and the audacity of his atrocities against them. In 2503 IC he led an expedition against Karak Azul whilst King Kazador and many of his household were absent on a hunting trip. Gorfang's Orcs defiled the sacred places of the hold, murdered many of its defenders and led the survivors back to The Black Crag in chains. Most infamously Gorfang subjected the son of King Kazador to a ritual humiliation, leaving him nailed to the throne of Karak Azul shorn of his hair and beard. For this insult King Kazador has vowed a mighty reckoning against his Orc enemy, but as of yet Gorfang's Orcs have weathered all that the throng of Karak Azul can throw at them.

## THE GREY DWARFS

The ravages of Gorfang are but one example of the pains suffered by the Dwarfs since the decline of their empire, but even in these troubled times some hopes of renewal exist. The Grey Mountains have become the site of newly excavated holds, populated by the descendants of those Dwarfs who fled the destruction of holds in the World's Edge Mountains. These new holds are not plagued by the Orcs of the badlands, nor are they invaded from below by hordes of skaven.

The denizens of the Grey Mountain holds are known as Grey Dwarfs, and they are largely the descendants of refugees from broken holds. To those Dwarfs who remain in the World's Edge

Mountains the Grey Dwarfs offer hope of a regrowth of their ancient power, but are also a painful reminder of how far the Dwarfs have declined.

## KARAK AZGARAZ

One of the holds that has been established in the Grey Mountains is that of Karak Azgaraz. This hold, whilst newly constructed and of modest size, is still a mighty and enduring fortress in the eyes of the men of nearby Ubersreik. It is a popular location for younger Dwarfs, who wish to seek glory and prosperity away from the disapproving gaze of their elders.

Yet for all the impetuosity of youth, the Dwarfs of Karak Azgaraz are still keen to prove themselves useful, and when one of their record keepers stumbled upon some information that could prove useful in thwarting Gorfang Rotgut, it set wheels in motion that will lead to the events of this adventure.

## RECENT EVENTS

Belkrum Thundrik used to help organise the Hall of Records at Karak Azgaraz. This great repository of lore was disorganised, for it contained many books and charts that had been brought with refugees, and many of these items had not been properly identified or indexed.

The Loremaster of Karak Azgaraz tasked Belkrum with researching a number of dusty old scrolls, and with the help of some forgotten maps of the Dwarf underworld Belkrum realised he was looking at some architectural diagrams of Karak Dazh, showing a number of hidden entrances and corridors. Such a map would surely prove useful to King Kazador in settling his grudge with Gorfang Rotgut.

Belkrum swore then and there that he would lead an expedition to Karak Azul, with the aim of presenting the plans to King Kazador himself. Such an act would surely prove to the Dwarfs of the World's Edge Mountains that the denizens of Karak Azgaraz were not to be underestimated.

The Loremaster of Karak Azgaraz approved of his pupil's quest, but warned him to take precautions and keep the plans a close secret, for the Dwarfs have many enemies who would greatly desire to have such plans for themselves. What the verminous skaven might do with detailed plans of Dwarf holds, even broken ones, didn't bear thinking about. To this end the Loremaster ordered a runeshield to be forged, with a hidden compartment underneath the boss that the plans could be hidden within. This shield would be gifted to the King of Karak Azul as "a weapon with which to defy the Squatter King." How pleased would King Kazador be when the humble shield turned out to provide him with a secret way to assault his enemy?

So Belkrum set out to journey to Karak Azul in order to keep his vow to see the plans handed to King Kazador. With him went the Runesmith who had forged the shield and a pair of well-armed bodyguards. Half way through Black Fire Pass the Dwarfs were set upon by Gnashrukk's scouts and Belkrum met with a violent end.

Only a few Dwarfs in Karak Azgaraz knew the details of Belkrum's quest. These include Belkrum's brothers, Gunnar and Thord, his closest drinking cronies and the Loremaster himself.



## MAKING PROGRESS

The progress track shown below will be used throughout the adventure to track two important pieces of information – the readiness of the greenskin forces that wait at the PCs' destination, and the progress of a rival group of dwarfs' have made in figuring out what has been going on with the strange events of late.

### GNASHRUKK'S SCOUTS

The marker on the far right space represents the forces of Gnashrukk. He is one of Gorfang Rotgut's Lieutenants, and he has been given the task of watching part of Black Fire Pass in order to report back to the Black Crag should the Dwarfs or the men of the Empire prepare to invade.

Gnashrukk's Orcs are too few to attack an army, or even one of the merchant caravans that sometimes snake through Black Fire Pass on their way to or from the Border Princes. However he has led attacks on small parties of travellers, including Belkrum Thundrik and his companions. Gnashrukk slew the lorekeeper and most of his party before heading back to the Black Crag to make their report to Gorfang himself.

At the time that the party sets out from Karak Azgaraz, Gnashrukk's band of Orcs and goblins have just returned to their post and are on high alert. The longer the Dwarfs take to reach Black Fire Pass the more likely it is that Gnashrukk will drop his guard, and his followers may even fight amongst themselves whilst they wait for some action.

Different actions by the party might cause the marker representing the Orcs to rise or fall on the progress tracker. If the marker remains above the fifth space the Orcs remain on high alert. If it reaches the fifth spot or lower they will drop their guard, and if it falls as far as the first space a squabble breaks out amongst Gnashrukk's bored forces.

It may seem that the longer the Dwarfs take to reach Black Fire Pass the better off they will be, and to some extent this is true, but they aren't the only ones looking for the resting place of Belkrum Thundrik.

## BARNOCK DURAN'S KARAZ-A-KARAK RANGERS

Bardin Blatterzarn was a Dwarf ranger who accompanied Belkrum Thundrik to Black Fire Pass. As the Orcs struck he abandoned his companions and fled to the southern end of the pass. Such a display of cowardice is not typical of the stoic Dwarfs, and Bardin was deeply ashamed of his actions. Alone, scared and ashamed he turned from the path to Karak Azul and instead made for the nearest Dwarf hold, Karaz-a-Karak.

Karaz-a-Karak is the greatest of the Dwarf holds in the World's Edge Mountains and the seat of High King Thorgrim Grudgebearer. Thorgrim is said to be the direct descendant of the Dwarf ancestor-god Grungni, and bears a mighty runic axe claimed to have been wielded by Grimnir, the warrior god of the Dwarfs.

Thorgrim is obsessive about meting out vengeance on the enemies of the Dwarfs. He carries the huge Book of Grudges with him, a compilation of all the grievances done to Dwarfkind written in the blood of the High King and his ancestors. He pours over its pages, looking for any opportunity to settle his accounts, but those close to the High King know that for every grudge he strikes out, two more are added to the massive tome.

When Bardin reached the gates of Karaz-a-Karak, close to death from exposure and starvation, the High King's subjects took him in and nursed him back to health, but they were suspicious of him, especially when he proved cagey about his reasons for being there.

No Dwarf would ever harm another merely for being tight-lipped, but Thorgrim and his Council of Elders have decided to get to the bottom of the matter. To this end they have dispatched a force of rangers to Black Fire Pass, led by an intrepid captain named Barnock Duran.

The marker on the first space of the progress tracker represents Barnock and his rangers. The longer the party takes to reach Black Fire Pass the more likely it is that Barnock will have found Belkrum's remains and figured out what is going on. If Barnock finds the plans he will take them to the High King. This might not seem like a bad result, but there is a matter of honour at stake.

## THE PROGRESS TRACKER

Assemble a progress track nine spaces long with an event marker at space five and nine. Place two markers on the tracker, one at the first space – representing Barnock's dwarf rangers – and another at the last space – representing Gnashrukk's Scouts. The tracker on the back of the GM's screen (from the Game Master's Toolkit) is perfect for this use.



Barnock's Rangers

Gnashrukk's Scouts





## EPISODE ONE THE JOURNEY

Once the players have familiarised themselves with their characters read the following to the players:

*It has been a fortnight since you left the safety of Karak Azgaraz in the search for your lost friend and brother, Belkrum Thundrik. This brave Dwarf and his companions disappeared whilst journeying to the distant hold of Karak Azul. They planned to present its king with a mighty shield to aid him in his battle against the despicable Orcs who subjected his kinsmen to all manner of atrocity. You have assured the Loremaster of Karak Azgaraz that you will find out what became of Belkrum and fulfil his mission by making sure King Kazador receives the shield.*





*At the human town of Ubersreik you commissioned a barge to take you to Averheim. The journey was frustratingly slow, and you even suspected that the mad old Kislevite captain travelled slowly on purpose to wring more coin from you. You decided not to tarry overlong in the city of Averheim, despite its many intrigues and distractions. Instead you are taking the Old Dwarf Road to Black Fire Pass and the Badlands beyond.*





If the players have any questions about Karak Azul, King Kazador, Gorfang Rotgut and the history of the relationship between the Grey Dwarfs and those of the World's Edge Mountains the GM may share as much as he feels like, as such information is common knowledge to the Dwarfs.



CHECK RESULTS	FOLLOWING THE OLD DWARF ROAD — AVERAGE (2D) OBSERVATION CHECK
No successes	<p><i>Following the Old Dwarf Road is not easy and a couple of times you find yourselves on the wrong track. By the time you reach the town of Heideck you are feeling tired and irritable.</i></p> <p>Each Dwarf suffers 1 point of fatigue and party tension increases by 1.</p> <p>Move the tracking token representing Barnock's rangers two spaces up the progress tracker, move the tracking token representing Gnashrukk's scouts two spaces to the left on the progress tracker.</p>
	<p><i>Whilst it is not always easy to follow the Old Dwarf Road you make good progress, and arrive at the town of Heideck in good time.</i></p> <p>Advance the tracking token representing Barnock's rangers 1 space along the progress tracker. Move the tracking token representing Gnashrukk's scouts 2 spaces to the left along the progress tracker.</p>
	<p><i>Your journey is smooth and trouble-free, you reach the town of Heideck in record time (for a Dwarf).</i></p> <p>Move the tracking token representing Gnashrukk's scouts 1 space to the left along the progress tracker.</p>
	<p><i>You make better time than expected, and find a small peaceful clearing with a pool of fresh water – a welcome respite along the way.</i></p> <p>Each Dwarf recovers 1 point of fatigue and party tension decreases by 1.</p>
	<p><i>Finding the right route is difficult at times, and you make a few wrong turns along the way. The journey takes a bit longer than expected, and even though you are a stoic company of Dwarfs a few angry words are exchanged regarding the abilities of your chosen pathfinder. Eventually the lights of the town of Heideck can be seen in the distance.</i></p> <p>Each Dwarf suffers 1 point of fatigue and stress and party tension increases by 1.</p> <p>Advance the tracking token representing Barnock's rangers 1 space along the progress tracker. Move the tracking token representing Gnashrukk's scouts 1 space to the left along the progress tracker.</p>

## SKILL CHECK REMINDER

Remember, in *Warhammer Fantasy Roleplay*, success or failure is only part of the outcome for a skill check. The  symbols help determine whether a skill check succeeds or not. If at least one  remains after cancellations caused by  symbols, the check succeeds. If more than one  remains, a higher success result might be possible.

Other outcomes can influence a skill check, as well. Results based  on or  can still occur. In the skill check above, the check could fail, but still trigger the  result, or the check could succeed, but still suffer the  result.

However, they will know nothing about Gnashrukk's scouts, or the involvement of the Dwarfs from Karaz-a-Karak, and only Gunnar will know anything about the plans of Karak Drazh (see Gunnar's motivation on page 29).

## FOLLOW THE OLD DWARF ROAD

The Old Dwarf Road was once a broad stone highway connecting the Dwarf realm to elven trading posts, but that was many millennia ago. Now the broken road is criss-crossed with pathways to nearby human settlements, and much of the stone has been prised from the ground for other constructions.

In order to make good time and keep to the right track the Dwarfs should choose one of their party to make an **Average (2d) Observation check** to stay on the right path. The better the result of this check the quicker the Dwarfs will reach their next destination.

## ACT ONE: HEIDECK

This small market town was built on the site of an old Dwarf trading post, and some of the buildings there date back to a time before the war with the elves. As the party arrives at the town read the following to the players.

*At first glance, Heideck seems typical of the towns lived in by humans. Their small cramped dwellings jostle together in untidy rows, roughly arranged about a central square. To Dwarf eyes the buildings look flimsy and precarious, and some of them show signs of giving in to subsidence and their own weight. The human inhabitants of Heideck are insular folk, though they do congregate in the town square to trade goods and visit the local inn.*

*On closer inspection some of the buildings seem to be made with stone cut by an expert hand, and faded runic script can be seen on some of the larger blocks of masonry. In particular is a large shrine erected to the glory of Sigmar, the founder of the Empire and a friend of the Dwarfs. Many fine examples of Dwarf cut stone have been used in its construction, to the extent that it even reminds you a little of home.*



## THE ORC'S HEAD

The local inn is called The Orc's Head, and the Dwarfs may look approvingly on the mouldering greenskin cranium which is mounted on a spike above the entrance in place of a sign. Food and drink can be purchased within for a couple of brass pennies and is meagre fare, though for a schilling the inn provides pints of 'Orc's Headwrecker', a potent ale that the staff confidently boast is "fit for a Dwarf". It is a respectable and tasty brew, though it pales in comparison to the best ales available in Karak Azgaraz.

Tavern gossip revolves around politics. Apparently a local human ruler has recently died, and many different noble houses are engaged in manoeuvres to ensure that their claimant becomes the next elector. At regular intervals the drunken denizens of the bar vent opinions such as "long live the Lietdorfs!", "up the Alp-traums!", "sod the lot of them!" or "perhaps a coalition would be a fine thing for all involved!"

Should the Dwarfs wish to speak to the locals they will find it easy to strike up a conversation. If they ask about Belkrum and his companions a couple of men will confirm that a party of Dwarfs passed through the town in the direction of Black Fire Pass about six weeks earlier.

If the Dwarfs ask about the runic stones used in constructing some of the buildings in Heideck they will be looked at with surprise. The humans here think all Dwarfs should know that there is a ruined Dwarfen outpost to the edge of town, and that the people of Heideck have used stones from the ruin in their buildings since the time of Sigmar.

## THE CHARLATAN

Farial Trefoil is an unusual Wood Elf. In his youth he was continually warned about his impetuosity and the lack of consideration he showed in his decision making. When Farial announced that he wished to wander the wider world his nobles granted him permission provided he spend two decades outside Athel Loren before returning home. The elders hoped that during this time he would learn to temper his wilder inclinations and develop a proper appreciation for the woodland community in which he was raised.

It is the eighth year of Farial's wandering, and thus far he shows little sign of acquiring the maturity expected by his elders. He greatly enjoys the reception he gets from rustic folk in the Empire, who view him with a mixture of suspicion and awe. Farial plays up to this. Whilst no magician, he has a habit of nonchalantly performing acts of sleight of hand whilst others are watching him, leading to rumours that he is a wizard of some repute. Whilst no prince, Farial continually slips anecdotes about his meetings with kings, emperors and lords, leading folk to wonder whether or not he is a noble in exile.

Farial has convinced the folk of Heideck that not only is he an elven prince, but that he is thousands of years old and used to trade with the Dwarfs that lived here. He even has a few charts for sale, showing the locations of Dwarfen treasure hoards hidden deep beneath the earth.

When the Dwarfs enter the inn, Farial is holding court at a table in the corner of the room. He cuts a strange figure, as he is dressed in robes of white and blue, much like an elf from Ulthuan. However, his brown hair is matted and wild and his flesh decorated in a tattooed pattern of swirling green. Any Dwarf studying Farial

will notice on a **Hard (3d) Observation check** that his clothes are not cut from the fine cloth expected of a rich elf, but are carefully altered from more humble materials that could be purchased from any mercer in the Empire. Read the following to any Dwarf who takes an interest in Farial.

*The elf is expounding loudly and enthusiastically to the gaggle of rough-looking men stood around his table. He beams and laughs and even seems a little drunk. You expect elves to be haughty and other-worldly, full of arrogant pride, but this rather strange looking elf is currently behaving in an open and friendly manner. "Well my good men!" He declares. "Now that we are acquainted and refreshed let us discuss the matter of my wares; would anyone like to make me an offer?" At this he places a roll of grimy vellum on the tabletop. A man in a red felt cap mentions ten silver pieces. The elf theatrically rolls his eyes and the other men laugh. You hear the muttered mention of gold and the elf leans in with an expression of interest.*

If the party does nothing, the scroll eventually sells for 3 crowns. However, if they decide to take a closer look at the proceedings the elf notices them and snatches up the scroll. He declares "I care not for this company, sirs, and I bid you good night", before disappearing to his room. If he is accosted in any way, he will insist that he is left unmolested and the staff of the bar, convinced as they are that he is an eccentric elven prince with a talent for sorcery, will provide him with any assistance they deem necessary.





If the map is sold, Farial will retire, but he will be so wrapped up in his con game that he won't have noticed the Dwarfs unless they bring attention to themselves. He will head to his room, lock the door, pack his things, leave the inn through the window and make his way towards Grenzstadt.

## A MYSTERIOUS STRANGER

If left to purchase the map, the man who does so will be left at the corner table surreptitiously studying it. He is a large and muscular man in this mid-thirties, with an overgrown black handlebar moustache, a broken nose and many missing teeth. After a while he will approach the Dwarfs and ask if they would mind accompanying him to his room as a favour.

If the map is not sold this man and Farial will meet later on that night and make the purchase. Farial will then leave the inn as described above and the man will study the map in his room for a while before approaching the Dwarfs.

He introduces himself as Rudi Zalt, and explains he has just purchased a map of the nearby Dwarfen ruins. However, he explains, the key is in Khazalid and he asks the Dwarfs if they would be interested in translating it, for which he will pay them 20 schillings.

If the Dwarfs agree to this he will show them the map, and they will be able to tell that the runes on the map are only a crude approximation of Khazalid, and make no sense. On an **Average (2d) Intuition check** a Dwarf will notice that the vellum is new and merely stained with ale to give the appearance of age.

On hearing this Rudi will fly into a rage and decry "that cheating long-eared oathbreaker!" He will march to Farial's door and bang upon it fiercely, but the elf will have gone. Rudi will try to avoid giving the Dwarfs the money he agreed on, but if threatened or bargained with he will pay them in part.

## NOW THAT'S A STRONG DRINK!

Once he has calmed down Rudi will apologise and offer to buy the Dwarfs a drink. He will go to the bar and the Dwarfs may notice on an **Average (2d) Observation check** that he exchanges some words with the man in the red felt cap before returning with a pint of Orc's Headwrecker for each Dwarf. Rudi has dosed the drinks with a sedative, and the Dwarfs should make **Hard (3d) Resilience checks** or suffer from the *Staggered* Condition until next morning. Rudi will then retire to bed, and by this time of night most of the inn's patrons will have done likewise.

If asked why he wished to purchase a map of the local ruins Rudi will exclaim that he is an enthusiast of antiquities with a particular interest in the local area. This certainly contrasts a bit with his rough appearance, but he is a practised liar and it will require a **Daunting (4d) Intuition check** to realise he is hiding something. In fact, Rudi and the man in the red cap are bandits with ambitions to break into the Dwarf tombs nearby and loot them. If the pregenerated PC Gunnar is used, and makes this Intuition check, remember that he has a specialisation in Judge of Character and so should add an additional fortune dice to his dice pool for the check.

## A HAUNTING

A room at the inn can be bought for the price of two schillings a night. That night the chaos moon, Morrslieb, rises large and gibbous in the sky, bathing Heideck in an eldritch green light.

As the Dwarfs drift off to sleep read the following to Thord, or to any Dwarf left on watch:

*The night is still and quiet, but a deep and plaintive cry disturbs you and you see a dimly glowing movement through the tavern window. Taking a closer look you see that this room has a view of the Dwarfen ruins on the outskirts of the town. As you watch you notice a figure of a Dwarf stumbling about between the stones. To your astonishment you realise this is no living Dwarf, but the shade of one that died long ago, his pale and translucent form glowing under the light of Morrslieb. He turns to you and fixes you with a doleful gaze. He mouths a few words, and despite the distance between you you can clearly hear his voice dryly whisper "my kin, my brother, we are desecrated, dishonoured by plunderers, help us, please help us." The shade vanishes, and where he once stood you can see that a great coverstone has been torn from the earth, revealing a great dark entrance to the earth.*

If the Dwarfs investigate they will discover that on the outskirts of Heideck are the ruins of an ancient Dwarf trading post, dating back to the golden age when elves and Dwarfs lived together in the old world, before the disharmony that led to war between the two peoples.

At the spot at which the shade vanished there is a large rectangular slab that has been prized out of the earth. A set of stone stairs disappear down into the dark.

## ACT ONE ENDS WHEN:

- ✦ The PCs set out to investigate the haunting
- ✦ After Act One ends, be sure to introduce a Rally Step

## ACT TWO: THE DWARFEN CATACOMBS

Under the streets of Heideck are a series of forgotten Dwarf tunnels, their dwelling places of long ago. The tunnels are lined with thick slabs of the same rock seen elsewhere around the town. The interior of the tunnel system is like the Dwarf holds in miniature, though even Dwarf masonry cannot last for millennia without some faults appearing, and water has seeped into the catacombs, meaning that the Dwarfs must wade about once they reach the bottom of the stairs.

The catacombs form an extensive network, but sounds of grinding stone and gasps of exertion can be heard coming from a room to the left of the corridor, from which can also be seen the light of a flickering torch.

Within the room the party are faced with a shocking scene, the room is clearly a resting place for the Dwarfen dead, and squat granite sarcophagi line the walls in rows. Two of these stone coffins have been pulled apart and their contents spilled over the floor, a pile of jumbled up jewels and gold. Separating the valuables from the remains are Rudi, the man in the red cap and two other bandits.



Rudi and his men are desperate outlaws, wanted for rustling and highway robbery throughout Averland. They know that if they are brought to justice they will hang, and expect no quarter from the Dwarfs anyway, so as soon as the Dwarfs enter the room they will draw their swords and fight for their lives.

## A LESSON IN COMBAT

When the dwarfs stumble upon Rudi and his thugs, set up the PC standups and their adversaries in the middle of the table. They will begin the fight at close range, with both parties prepared to fight. This should be a quick fight, as Rudi and his boys are more likely to flee fight to the death. Stats on Rudi and his thugs can be found on page 26. Combat will end either when the dwarfs are defeated, Rudi and his gang flees or are defeated.

After the fight, you might urge them to return to The Orc's Head to recover their strength before the morning's journey.

## THE CURSE

It may be that the Dwarfs do not investigate the eerie sighting of the ghost in the ruins or, even worse, desecrate the tomb and steal the jewels for themselves. Should they partake in such egregious disrespect for their ancestors they will find themselves under a powerful curse. Take the *Ill-Fortuned* condition card and leave it by the party sheet. All the Dwarfs will suffer from the condition until they do something that would reasonably redeem them in the eyes of their ancestors.

In addition, the ancestors will provide a guiding hand to more deserving Dwarfs. Move the tracking token representing Barnock's Rangers two spaces up the progress tracker.

## THE MORNING AFTER

*Sounds of activity rouse you from your slumber early the next morning, but after the night you've had the temptation is to slip the serving staff of the inn a few schillings and ask not to be disturbed for a few more hours. Will you continue on your way, or get the extra sleep you sorely need?*




If the Dwarfs set off promptly each of them suffers one point of fatigue. If they stay in bed they suffer no fatigue (and will recover any fatigue they might have suffered earlier). However, advance the tracking token representing Barnock's rangers 1 space along the progress tracker, and move the tracking token representing Gnashrukk's scouts 2 spaces to the left on the progress tracker.

## ON THE OLD DWARF ROAD AGAIN

As the party nears Black Fire Pass the human habitations become fewer and further between. As a result, the Old Dwarf Road becomes easier to follow, but the party might like to speed their way by taking a shortcut.

*The Old Dwarf Road runs fairly straight from Heideck to Grenzstadt and it is easy enough to follow, though as you near the Black Mountains, the terrain becomes hilly and scrubby. Many alternative paths promise the potential of shaving some time off your journey. Do you want to remain on the road, or take a few likely shortcuts if the opportunity arises?*

If the party take this option one of them should be chosen to make an **Easy (1d) Nature Lore check**.

CHECK RESULTS	ON THE OLD DWARF ROAD AGAIN — EASY (1D) NATURE LORE CHECK
No successes	<p><i>The journey from Heideck to Grenzstadt is not made any easier by traipsing along country pathways, and by the time you reach the town you are all feeling weary and dispirited.</i></p> <p>Each Dwarf suffers 1 point of fatigue and party tension increases by 1.</p> <p>Advance the tracking token representing Barnock's rangers 2 spaces along the progress tracker. Move the tracking token representing Gnashrukk's scouts 2 spaces left along the progress tracker.</p>
	<p><i>The journey goes according to plan, and you arrive at the town of Grenzstadt as expected.</i></p> <p>Advance the tracking token representing Barnock's rangers 1 space along the progress tracker. Move the tracking token representing Gnashrukk's scouts 2 spaces left along the progress tracker.</p>
	<p><i>You eat up the miles between Heideck and Grenzstadt in short order (no pun intended). Taking those shortcuts was definitely a good plan!</i></p> <p>Move the tracking token representing Gnashrukk's scouts 1 space left along the progress tracker.</p>
	<p><i>Despite the apparent ease with which you follow the pathways you manage to take one irritating wrong turn, and wander straight into a swarm of angry midge flies. Some bitter words are uttered regarding the ability of certain party members to follow their own noses and you arrive at Grenzstadt slightly worse for the wear.</i></p> <p>Each Dwarf suffers 1 point of fatigue and party tension increases by 1.</p> <p>Advance the tracking token representing Barnock's rangers 1 space along the progress tracker. Move the tracking token representing Gnashrukk's scouts 1 space left along the progress tracker.</p>



Should the party decide to remain on the road move the tracking token representing Barnock's rangers two spaces up the progress tracker, move the tracking token representing Gnashrukk's scouts two spaces down the progress tracker. However, no fatigue is suffered.

## ACT TWO ENDS WHEN:

- + The PCs reach Grenzstadt
- + After Act Two ends, be sure to introduce a Rally Step

## ACT THREE: GRENZSTADT

Grenzstadt is a larger town than Heideck, and heavily fortified for it is the last human settlement before the entrance to Black Fire Pass. Thick stone walls encircle the town, and men garbed in the yellow and black uniforms of the state troops of Averland patrol the ramparts.

At the gate is a toll booth decorated with many patriotic inscriptions about the valuable defence the brave men of Grenzstadt provide the rest of the Empire, as well as a reminder as to how much such a defence costs. Entry to the town is a silver schilling a leg.

Once inside it is obvious that Grenzstadt is somewhat busier than its size as the forbidding fortifications that surround it might suggest. Grenzstadt's location between the Empire and the Dwarf holds on the other side of Black Fire Pass make it a commercial hub of no mean significance, and whilst the many market stalls in the town square sell rather meagre fare, the streets are lined with many up-market emporiums specialising in luxury goods such as furs, gems, and precious metals.

The town is also famous for being the supposed site of Sigmar's last night in the Empire before he disappeared into Black Fire Pass. As such the town is full of all manner of pilgrims, zealots, and fanatics. There are even a few bands of self-mortifying flagellants wandering the town, inflicting injuries on each other with whips, scourges, and brands.

## THE ETERNAL WATCH TEMPLE OF GRENZSTADT

Dominating the town square is an odd building. It is built from black basalt slabs and protected by walls as thick as those of the town itself. The building rises to a tall thin spire, incongruously fragile-looking compared to the mighty walls that surround it. This is the Eternal Watch Temple of Grenzstadt, the home of an order of Sigmarite priests who keep a constant vigil on the entrance to Black Fire Pass. They hope to be the first to see the return of Sigmar from the land into which he disappeared, as certain holy prophecies foretell.

## DWARFS IN GRENZSTADT

There are a great many Dwarfs wandering round the town, and they congregate in the market square and a sizable Dwarfen quarter nestled against the southern wall. In fact about ten percent of the residents of Grenzstadt are Dwarfs, although this number seems smaller due to the human pilgrims and merchants who inhabit the town at any one time.

## TAVERNS IN GRENZSTADT

There are many inns and hostleries in the town, catering to the influx of pilgrims that visit Grenzstadt. The inns tend to be named after events told in legends about Sigmar, such as "The Skaranock", "King Ironbeard's Rescue", or "The Last Rest".

Most of these inns are jam packed with pilgrims, there is no place to sit, no rooms available and the time taken to queue at the bar would stretch the patience of any Dwarf. However, within the Dwarfen quarter there is a large drinking hall built in the traditional style called Dawr Urbaz, a Khazalid phrase that in this context implies "even though this place of trade has not been here for a very long time it is fit for Dwarfs and therefore admirable". It was established in 1467.

Inside are long tables of thick timber hewn from oak, lined with equally sturdy benches. There are many fine Dwarfen beers for sale at the bar, such as Troll Brew, Thengeln's Golden Preserve and Old Fortitude. The bar also provides dishes of kuri (spiced goat meat). The prices are high, and the party may well have to part with some silver for the fare – but it'll be the best meal that they've had since leaving Karak Azgaraz.

## TAVERN GOSSIP

The Dwarfs of Grenzstadt are gregarious examples of their folk, traders with a gift for gossip and socialising. The party will not find it hard to strike up a conversation, and if they keep to themselves they will soon be approached and asked to introduce themselves, tell their tales and generally join in a bit more.

News from the Dwarf realms has not been reaching the town much recently. Apparently this is a consequence of increased volcanic activity from the fire mountains to the south. Plumes of ash have drifted through the sky, and gyrocopter pilots have been advised not to fly until the eruptions settle down a bit.





Some of the Dwarfs here will have met Belkrum and the other Dwarfs as they journeyed to Black Fire Pass. The news they give is a little worrying, apparently Belkrum and his party were the worse for wear, bearing a few injuries they had apparently sustained in battle with highway robbers on the Old Dwarf Road. However, they were still keen to press on and only stayed the night at Grenzstadt. This was about five weeks ago.

If asked about an odd looking elf some of the Dwarfs will admit that they have seen such a figure in town recently, he has apparently been seen talking to some Sigmarite pilgrims about some sort of artefact for sale.

## A FAMILIAR FACE

Fariel Trefoil has realised that he has made a mistake in coming to Grenzstadt. There are too many Dwarfs here and he is afraid they will expose his scams. However, one of the fake maps he has prepared purports to show several points visited by Sigmar during his journey through Black Fire Pass, and the probable site of his resting place.

Fariel hopes to make a quick crown by selling this map to a pilgrim and then heading back into the Empire to somewhere a bit less, well, Dwarfen. He has been speaking to various pilgrims and has arranged to sell the map to the highest bidder at an impromptu auction held in the market square.

The Dwarfs may spot Fariel in the square, or hunt him down after hearing about him from the Dwarfs at Dawr Urbaz. If they aren't looking out for Fariel allow them to make an **Easy (1d) Observation check** to spot the elf. If they are keeping an eye out for him there is no need to check – he's pretty conspicuous after all. If they approach the elf read the following.

*The elf is at a table in the corner of the marketplace and has drawn a small crowd of curious men. They are clearly devout, bearing many symbols of the god Sigmar. Some of them even bear ugly, self-inflicted wounds. "Much hardship I have endured to bring this artefact to you!" the elf explains, "I have made myself an exile in the eyes of my own kind, for the Loremasters of the White Tower of Hoeth would never permit such a document to leave their libraries. But, I believe the truth of your holy founder, the ultimate fate of Sigmar, should be known to his people!" A cheer erupts from the surrounding men. "Now, who would like to make me an offer?"*

If the Dwarfs make their presence known Fariel will try to keep his cool. If the Dwarfs want to expose him as a faker they can try to explain this to the watching crowd, whilst Fariel dismisses their claims as "nonsense" and "they are simply trying to turn you against me because they hate elves."

Once the Dwarfs have made their case they can choose to make a Charm, Guile, or Leadership check opposed by Fariel's Guile of 5. Add a fortune dice to the check if the Dwarfs can testify to the similar deception they saw the elf play in Heideck or any other pertinent observations they might raise. If the check is failed the crowd will berate the Dwarfs for their prejudices, and will ensure Fariel is escorted to safety.



The Journey

If the check succeeds the crowd will turn on Fariel and exact revenge for his deception and blasphemy. His purse will be taken from him and the contents distributed amongst those he would have sought to con. The Dwarfs will be offered 6 schillings each for their role in exposing the elf.

If the Dwarfs help Fariel escape a beating and robbery he will be touched and grateful. However, the pilgrims and zealots will not be so forgiving, and the best the elf can hope for is to be run out of town.

## ACT THREE ENDS WHEN:

- ✦ The PCs confront Fariel and prepare for their venture into Black Fire Pass
- ✦ After Act Three ends, be sure to introduce a Rally Step

## TIME TO FINISH?

If you are running this game at an event and are pressed for time you might feel that now is a good place to stop. If you wish to take this option, then in order to tie up some loose strings you could alter the events of the scenario so that Bardin Blatterzarn did not escape to Karaz-a-Karak, but instead fled from the orc ambush with the shield, and spent the interim period wandering the Black Mountains and hiding from goblin bands and wandering trolls.

Events could conspire so that Bardin makes it to Grenzstadt shortly after the PCs, and that he stumbles into Dawr Urbaz just as they are settling down for the night. He could explain to them about the Greenskin ambush, and clearly the shield is still to be delivered to King Kazador. Settling such matters could be a matter for a future adventure.





## EPISODE TWO

# AMBUSH IN THE PASS

Just a short trip from the town of Grenzstadt is the entrance to Black Fire Pass. This starts as a rough mountain track winding up the Black Mountains. However, the character of the road changes quickly, passing through a rent in the mountainside caused by a volcanic upheaval long ago. Sharp black rocks jut from the earth, and hot steam vents from smoking holes to the sides of the path. The path soon becomes a narrow defile passing between steep cliffs of black volcanic rock.

### ACT ONE: THE GOBLIN SCOUT

Datzda Shiznitt is a goblin wolfrider who provides Gnashrukk with an extra pair of eyes. He guards a point at the top of a ridge towards the northern end of Black Fire Pass. He has orders not to engage anyone he sees, but to find Gnashrukk and make a report if anyone enters the pass.

*As you approach a turn in the winding path, you hear a long and keening cry followed by a pained yelp.*

Any Dwarf passing an **Easy (1d) Nature Lore check** will be able to identify the source of the noises as a wolf.

*As you turn the corner the path rises sharply to a rise some distance from you. At the highest point sits a scrawny greenskinned figure perched upon a miserable and malnourished wolf. Its black coat is matted and mangy and the areas of bare skin bear many small wounds. The rider leans on a long spear whilst carefully exploring the interior of its crooked nose with a filthy finger.*

At this point Datzda is at long range from the Dwarfs. If they haven't specified that they are taking care to approach quietly he will notice them and make his escape as described below.

If the Dwarfs mention that they approach stealthily after hearing the wolf's cry they must each take an **Easy (1d) Stealth check**. This will bring them round the corner and within long range of Datzda. From here the Dwarfs can either target him with missile weapons, or try to sneak closer.



To sneak from long range to close range requires a **Hard (3d)**

**Stealth check.** If the Dwarfs succeed in this check they can either shoot Datzda or engage him in close combat. However, if the goblin spots the Dwarfs or if they shoot him without killing him he will flee.

*The goblin fixes you with his beady red eyes and his maw splits into an ugly grinning sneer. He hawks and spits a wad of slimy yellow phlegm in your direction before savagely jabbing his mount in the haunch with the business end of his spear. With a pained yelp the wolf scrabbles over the ridge and carries the goblin out of sight.*

If Datzda escapes he is able to warn Gnashrukk. Move the Orc tracking token three spaces up the progress tracker if this occurs. Datzda does not speak Khazalid or Reikspeil and so cannot be reasoned with or interrogated. He possesses nothing but his spear, a battered shirt of lamellar armour and bits of manky dried meat of dubious origin.

### ACT ONE ENDS WHEN:

- ✦ Datzda escapes to warn Gnashrukk
- ✦ The PCs subdue Datzda
- ✦ After Act One ends, be sure to introduce a Rally Step

## ACT TWO: GNASHRUKK'S SCOUTS

Gnashrukk is a large and muscular Orc. He is accompanied by three brutal-looking Orcs. A contingent of goblins from the Broken Nose tribe also accompany Gnashrukk. They are the wolfrider Datzda and four goblin archers.

However, tensions between the Orcs and goblins are apparent, and if the Dwarfs have been slow and careful in their approach to Black Fire Pass the Orcs may have taken their boredom (and hunger) out on the smaller greenskins.

If the Orc marker on the progress tracker has reached the first space at any point on the journey to Black Fire Pass then reduce the number of goblin archers by one. Also one of the remaining goblins and one of the Orc guards counts as lightly wounded.

How the Orcs react to the Dwarfs depends on the position of the Orc marker on the progress tracker. If the tracker is on the sixth space or higher the Orcs are on high alert, if it is on space five or lower the Orcs are off guard.

### THE CAIRN

About half an hour's walk from the encounter with the wolf rider the path widens and flattens out, allowing the Dwarfs to walk line abreast with no discomfort. Ahead of them they can make out a grisly sight.

*In the middle of the path in front of you a rough stone cairn has been constructed from broken bits of basalt and shards of obsidian. Three long spears jut from between the piled rocks. On the tip of each of the spears is mounted a Dwarf's head. The grisly trophies have been much abused, bruised, and battered. Their eyes and other areas of soft flesh have been gnawed by scavengers and the scraggly tresses of once fine, long beards waft in the breeze.*

If the Dwarfs approach the heads to examine them they will be able to identify them as having once belonged to Belkrum and two of his three travelling companions. It is here that Gnashrukk and his band will mount their attack on the Dwarfs.

### GNASHRUKK'S BAND ON HIGH ALERT

If the Orcs are on high alert they will be observing the Dwarfs as soon as they approach the cairn. The greenskins occupy a pair of positions on the mountainside.

The two positions are at long range from the cairn and long range from each other. The position to the left is a small perch for a couple of archers. Two of the goblins will be stationed here and will shoot at the Dwarfs. They use a couple of hastily assembled rock piles to hide behind, which means any missile fire aimed at them will suffer from the addition of a misfortune dice.

The second position is a larger ledge on the right hand side. This position is manned by the Orcs and the remaining goblins including Datzda (if he has survived). Similar rock piles have been erected here and the goblins will fire from this cover. If Datzda lives he will have armed himself with a stolen Dwarf crossbow he has hidden nearby.

Because of their elevated position any missile fire that the goblins aim at the Dwarfs counts as being at short range. Return fire counts as being at long range and the Dwarfs can move to the positions as if moving to a location at long range.

### GNASHRUKK'S BAND OFF GUARD

If Gnashrukk's Orcs are caught off guard there will be no archers on the left hand side of the path. All of Gnashrukk's band will be hidden on the ledge to the right. Read the following to the party if they decide to approach the cairn.

*As you approach the cairn you hear a loud ululating cry from the cliffs above. Looking up you can see a fierce looking Orc peering over a roughly made barricade. From behind him you can hear sounds of alarm and weapons being drawn.*

The Dwarfs have an advantage here, not only are they not caught between two sets of foes, but they can have a turn to ready weapons and manoeuvre whilst the Orcs and goblins arm themselves.



## THE CHALLENGE

Like any Orc boss Gnashrukk maintains his position through fear and intimidation. This requires that he prove his might on regular occasions, and if things go well for the Orcs, or if they are hard-pressed, he will issue a challenge to the Dwarfs in the hope of instilling some much needed respect into his underlings.

Gnashrukk will issue his challenge if:

- ✦ The fight is going well for the Orcs in the early stages of their ambush, and some of the Dwarfs have been struck by arrows.
- ✦ The Dwarfs have grasped the initiative, and are set to engage the Orcs before they have readied themselves.

Read the following to the players if either of these criteria have been met and Gnashrukk is still alive:

*From the Orc ranks there comes a deep and guttural bark. The greenskins fall silent and a huge Orc Warboss pushes his way forward. He wears a suit of heavy iron armour that is pitted with corrosion and of ugly workmanship, but it looks a formidable defence nevertheless. What little you can see of his flesh is covered in a network of scars. He glares down at you, his beady red eyes framed by the edges of a horned helm. He gives a rumbling bellow and bashes his shield with the flat of a heavy cutlass before pointing a grimy talon in Thord's direction. 'Hoi! Yoo! Stunty! Troll botherer!' he roars. 'Cum 'ere to get a slaughtering if you've got the zoggin' gutz!' The other greenskins lower their weapons and begin to chant, 'Gnash! Rukk! Gnash! Rukk!' Clearly a challenge to single combat has been issued.*

If Thord is not part of the party for some reason Gnashrukk will issue his challenge to the next most dangerous looking Dwarf. For their part, the Orcs will behave honourably if the challenge is accepted, remaining at their positions until the fight is over. The goblins are not so gallant, and will use the opportunity to sneak into better firing positions and knock fresh arrows to their bows.

If the Dwarfs accept the challenge, Gnashrukk will fight his opponent until one of them is dead or disabled. If Gnashrukk is defeated the Orcs will lose their composure and attack in a frenzy, whilst the goblins will look to escape after taking a quick pot shot or two.

If the Dwarfs do not accept his challenge, attack him en masse, or fire missile weapons whilst the fight is underway Gnashrukk will goad them for their cowardice ('cheatin' stunty yeller-bellied gitz!') and order his Orcs to attack. Should Gnashrukk win he will aim some savage kicks at the body of his opponent whilst screaming 'Ave it stunty! Ad a-zoggin-nuff 'ave yer?' before leading his Orcs in a charge against the remaining Dwarfs.

## THE WOLF

Finally, if Datzda survived his earlier encounter with the Dwarfs his much-abused wolf will be tied up to a rock further up the path, just out of sight from the cairn. The beast is half mad with pain and

hunger, and will attack anyone who engages it. However it cannot move itself and the Dwarfs could skirt past unharmed if they wished. If the rope tying it to the rock is cut it will slope off towards the Badlands to the south.

This small act of mercy might also help the Dwarfs, for the wolf will encounter Barnock's Rangers during its journey, and will set their marker one space back on the progress tracker if it does so.

## ACT TWO ENDS WHEN:

- ✦ Gnashrukk is defeated in the challenge (which result in his underlings fleeing in terror)
- ✦ The Dwarfs survive the ambush and either kill the greenskins or force a retreat
- ✦ After Act Two ends, be sure to introduce a Rally Step

## ACT THREE: THE FINAL RESTING PLACE OF BELKRUM THUNDRIK

A short way on from this point the Dwarfs are faced with another sad sight. There are the signs of a fight here, broken crossbows, quarrels, and arrows litter the ground, and a couple of goblin corpses. The headless corpses of Belkrum Thundrik and two of his companions are piled up against the bottom of the cliff to the right of the pass. The corpses are much abused, showing signs of post-mortem mutilation and besmirched with Orcish filth.

The body of Bardin Blatterzarn and the runeshield are nowhere to be seen. However, if the Dwarfs search the area for clues as to where the shield, or the missing Dwarf, might be they will soon discover a recent set of tracks heading to the south. An **Easy (1d) Observation check** will confirm that these are the sort of tracks a Dwarf might leave, and if the check generates any boons the Dwarfs will be able to tell that the tracks have been left by a number of Dwarfs who came from the south, moved about the area, and then headed south once again.

## ACT THREE ENDS WHEN:

- ✦ The PCs discover the tracks and set off toward Kazad Haz-Drazh-Kadrin
- ✦ After Act Three ends, be sure to introduce a Rally Step

## TIME TO FINISH?

It may be that you are playing this game as part of a demonstration or one-off and if that is the case this may be a good place to finish. If that is the case it is probably easiest to include Bardin amongst the dead and have the runeshield found at the scene of the fight between Belkrum's Dwarfs and their orc assailants.

The Dwarfs will therefore have found the shield, and can carry it to Karak Azul without further incident to complete their quest.





## EPISODE THREE

# BARNOCK'S RANGERS

A couple of miles from the place where they discovered the bodies of their fallen comrades the Dwarfs arrive at a small squat fortress. This is an outpost towards the southern end of Black Fire Pass that is sometimes manned by rangers and clansmen from Karaz-a-Karak. This is Kazad Haz-Drazh-Kadrin, the fortress of Black Fire Pass. Read the following to the players.

*It has been about an hour since you left the place where you found the body of Belkrum Thundrik. As you continue south, the bootprints of dwarfs have become more obvious on the muddy paths of the pass. Ahead you spot a small but sturdy outpost, a circular fortification barely twenty metres high and fifty metres across. A flag depicting the heraldry of Karaz-a-Karak flutters in the breeze, and a lone Dwarf can be seen manning the battlements, shouldering a crossbow. He notices you, and his face splits into a welcoming grin. "Hail lads!" he shouts. "What news?"*

### GRUM SNORRISSEN

Grum is a member of Barnock's Rangers and he has been given the task of watching the approach to the fortress. He is a friendly Dwarf, though he takes his responsibilities seriously, and he will not let the party enter the fortress unless they provide him with their names and details of where they are from. If they do not co-operate he will tell them that they are welcome to be on their way, but advise them to learn some better manners when talking to the Dwarfs of the Everlasting Realm. On a successful **Easy (1d) Intuition check** the PCs may realise there is an implied insult in such a remark, for those Dwarfs of the World's Edge Mountains inhabit holds that date back to the golden age of the Dwarfs, whilst those of the Grey Mountains do not.

However, Grum does not take offences to heart (which is unusual for a Dwarf) and even if the party does arouse his ire he will relax and forgive them if they mention that they have faced Orcs, that their companions have been killed, that they require healing or shelter, or that they are looking for a lost shield.

Once the Dwarfs have convinced Grum they mean no harm he will disappear for a couple of minutes and then slide open a stone door set at the base of fortress to admit the party.





Inside the fortress it is cramped, but cosy. A circular hallway is lit by a roaring fire and several torches in sconces. It is ringed by several stout wooden doors, and a spiral stair leads up to a trapdoor set in the ceiling. Another banner of Karaz-a-Karak is pinned to the wall, the rich embroidery glints gold and silver in the firelight. In the corner of the hallway is a stone table, around which sit four Dwarfs. They look like tough customers; muscular, weatherbeaten and bearing the marks of old wounds. They give you a cursory nod before turning to one another and striking up an impassioned discussion about the shortcomings of the tactics employed at the Battle of the East Gate, and how the Dwarfs there should have listened to their elders. Grum shuts and bolts the fortress door before moving toward a room to the side of the hall. "Please follow me."

## AN AUDIENCE WITH BARNOCK DURAN

Grum will be tight-lipped about the situation in the fortress, he will take the Dwarfs to a small but comfortable barracks room and invite them to leave any gear they are carrying here. He won't answer any questions they have, promising that "in a minute I'll take you to see our Lord. He can speak for himself and explain things to you."

Once the PCs are settled, Grum will lead them through the hallway to a stout oak door. He will peer inside and say "it's the Grey Dwarfs to see you, my lord". A gruff and deep voice from within states "let 'em in then, Grum" and Grum turns to the PCs. "In you go."

*This room is arrayed as an audience chamber. At the end of the room the walls are narrow, but they taper outwards towards the far wall, where there is a throne on a raised dais. The two Dwarfs standing on either side of the throne bear large two handed axes, and whilst they hold them in a manner of relaxed ceremony, they look as if they could mete out serious punishment with them if need be. Upon the throne is another Dwarf, sturdy and commanding. His beard is full and long, flowing down his chest and pooling in his lap. He regards you sternly from beneath thick eyebrows and speaks to you in deep and sonorous Khazalid.*

*"I am Barnock Duran, Dwarf of Karaz-a-Karak and proud subject of the Everlasting Realm. I bid you welcome, but before I extend hospitalities I've a need to sound you out, for these are not golden days for our people and even apparent friends turn out to hold secrets." The runeshield is nowhere to be seen.*

## WHAT BARNOCK SUSPECTS

Barnock is suspicious of the Dwarfs, but his knowledge about the runeshield and its purpose is not complete. He is a canny Dwarf, and will have figured certain things out. The degree of his knowledge depends on how far up the progress tracker the marker representing Barnock's Rangers has risen.

Barnock knows that a Dwarf from Karak Azgaraz called Bardin arrived at Karaz-a-Karak nearly three weeks ago. He knows Bardin admitted that he and his companions had been assailed in Black Fire Pass, and that they were there on a journey to Karak Azul. He also knows that his rangers have recently returned from the scene of a fight to report that three Dwarf bodies were found, as well as a large runeshield which now rests in the armoury of the fortress.

## AT EVENT SPACE FIVE

Barnock's suspicions about the runeshield have been aroused. He knows there is more about it than a simple gift, because it is actually a fairly unremarkable piece of work, and no Dwarf from the Grey Mountains would assume that such a mediocre runeshield would interest or assist the Dwarfs of Karak Azul in any significant way. Why then, he wonders, did they take so much trouble to deliver it? He is determined to take the shield back to Karaz-a-Karak to find out more.

Barnock's suspicions will affect his attitude to the PCs, and any checks or actions they make in an attempt to charm, intimidate or otherwise persuade him in negotiations will suffer from an additional misfortune dice.



## AT EVENT SPACE NINE

One of Barnock's rangers has found out that the runeshield's boss is removable, and they have discovered the plans within. He has yet to figure out what the plans show, aside from the obvious fact that they depict parts of a Dwarf hold. He has no idea what to make of this, and is even worried that it might involve an act of sabotage or invasion against the Dwarfs.

Barnock will view the PCs with intense distrust, and any checks or actions made in an attempt to charm, intimidate or otherwise persuade him in negotiations will suffer from three additional misfortune dice.

Keep in mind when portraying Barnock that he is a serious and important Dwarf, worthy of respect. He tends to expect poor manners and irresponsible behaviour from Dwarfs of the Grey Mountains, so he will bear some rudeness from the party without anger. If they are diplomatic and respectful he will be pleasantly surprised and may warm to them. If they are outright rude at any point he will call the audience to a halt and suggest they calm down and learn some manners before he speaks to them again. He will order them confined to their barracks room until they decide whether or not to leave the fortress or talk again, this time with a bit more respect. At the end of the day Barnock is the subject of an even more serious and important Dwarf, the High King, and he will act in the best interests of Karaz-a-Karak at all times.

Whatever Barnock's suspects, he will introduce himself and make a few initial enquiries:

*The Dwarf on the dais raises his right hand and speaks. "Welcome to Kazad Haz-Drazh-Kadrin." He says. "My gatekeeper tells me you are Grey Mountain folk, so let me extend a further welcome on behalf of the Dwarfs of the Everlasting Realm, Karaz Ankor. I am Barnock Duran, and within these walls I speak with the authority of one regarded as trusted confidant by none other than Thorgrim Grudgebearer, ruler of Karaz-a-Karak and High King of all Dwarfs. Before we proceed I should like to settle a couple of matters. What brings you to Black Fire Pass?"*

## TRACKING NEGOTIATIONS

Take the progress tracker used earlier and a marker representing Barnock's patience. His patience starts on space 1.

- ✦ Advance the token 1 space if Barnock has realised that the runeshield is a fairly mediocre effort. Advance it 3 spaces if he has discovered the plans.
- ✦ Each time a member of the party shows notable disrespect to Barnock or anything he holds dear, advance the token 1 space. Be generous to the party in this regard, Barnock will acknowledge that tensions are high and so will be somewhat forgiving. A jibe along the lines of "we had to kill your Orcs for you" would be met with grim good humour, an insult to the extent of "Kruts upon your High King!" would see the marker advance a full

5 spaces. Refusing to answer queries, giving clearly evasive answers or playing semantic games will count as a minor insult, and the token will advance by 1 space.

- ✦ Every time a member of the party lies to Barnock have them make a Guile check opposed to his Intelligence of 4. Advance the token 1 space every time a PC lies and fails such a check.
- ✦ If the Dwarfs are under a curse for failing to honour the ancestors of Heideck Barnock they will feel oddly ill at ease. Advance the token 1 space.
- ✦ Should any PC attempt to flatter Barnock, provide a good account of their actions and reasons for being there, volunteer relevant information without being asked, underline their commitment to Dwarf interests or apologise for any insults their companions might make have them make a Charm check opposed to Barnock's willpower of 4. Move the token back 1 space every time a PC passes such a check, unless they begin to lay it on in an insincere or over the top fashion. Barnock likes polite and loyal Dwarfs, but not sycophants. If they're being oily about it he won't respond favourably any more.
- ✦ If the PCs testify to the fact that they have killed greenskins, thwarted elves, and avenged the desecration of their ancestors move the token back 1 space, but they may only benefit from this once.
- ✦ If the PCs criticise Barnock and his rangers for not seeing to the indecent manner in which the Dwarf bodies were left move the token back 1 space. In truth Barnock wishes to address this matter and is somewhat ashamed by it. Other priorities have come up.

## BARNOCK'S QUESTIONS

Barnock's first line of questioning will be to establish what the Dwarfs are doing in Black Fire Pass and if they know anything about the runeshield. He will ask:

- ✦ What brings you to Black Fire Pass?
- ✦ Where are you going?
- ✦ Why are you going there?
- ✦ Is there anything else about your journey that might be of concern or import to the High King and his subjects?
- ✦ Is there anything we can do for you?

Remember that Barnock will be impressed if the Dwarfs volunteer information easily. If the Dwarfs state that they are off to Karak Azul, but don't say that they are due to deliver a runeshield to King Kazador he will ask:

- ✦ Are you acquainted with a Dwarf named Bardin Blatterzarn?
- ✦ We came across the distressing sight of some dead Dwarfs in the pass to the north, do you know anything about that?
- ✦ We found a shield there, of apparently fine craftsmanship, do you know anything about that?



## FEIGNING IGNORANCE

If the Dwarfs assert that they do not know anything about Bardin or the runeshield, Barnock will wrap the interview up unless he knows about the plans.

If he knows about the plans and his patience marker is on space five or lower he will relax and say he has no further questions. He will invite the Dwarfs to join him and his men for an evening meal, stay the night and then be on their way in the morning.

If he knows about the plans and his patience marker is on space 6 or higher read out the following:

*Barnock furrows his craggy brow and grimaces. He produces a folded parchment from a pocket and opens it to reveal the secret plans of Karak Drazh. "Perhaps you would like to stop lying to me and explain the meaning of this," he says, with an air of menace.*

If the PCs confess the details of their mission then move on to the section called "The Matter of the Map".

If they continue to be evasive Barnock will give the following speech and then have his guards escort the PCs from the fortress:

*"Be on your way then, but don't think you're fooling anyone, and know this – whilst we would never raise our arms against an honourable Dwarf, if the attempted smuggling of this map proves to threaten the Everlasting Realm in any conceivable fashion, a call for recompense from the traitors of Karak Azgaraz will be entered into the pages of the Book of Grudges in the blood of the High King himself."*

## ADMITTING THAT THEY OWN THE RUNESHIELD

Should the Dwarfs tell Barnock that they are looking for the runeshield he will have a couple of further questions:

- + What is it for?
- + Why were so few assigned to deliver the runeshield on such a dangerous journey?
- + Is there anything else about the runeshield we should know?

And if he does not know about the plans, but regards the runeshield as a mediocre example of the craft:

*Forgive me for casting aspersions on the work of your Runesmiths, but what exactly is it about this rather unremarkable runeshield that is supposed to provide any sort of aid or comfort to the Dwarfs of Karak Azul?*

And if he knows about the map:

*We found some plans hidden beneath the boss of the shield. What are they for?*

If the PCs admit to knowing about the map move on to the section marked "The Matter of the Map". If they feign ignorance they will be escorted from the hold and receive the same dire warning outlined above.

## CONCLUDING NEGOTIATIONS

If Barnock does not know about the map, his attitude towards the Dwarfs recovering the runeshield will depend on how he feels after they have answered his questions.

If the marker representing his patience on the progress tracker has not reached event space five, he informs the PCs that the runeshield is safe. He invites them to stay the night and share food and drink with his rangers. He swears that in the morning he will return the shield to them and send them on their way – and he will be as good as his word provided they arouse no further suspicion.

If the marker has reached event space five, Barnock is not satisfied with the PCs account. He demands that the rangers take the runeshield to Karaz-a-Karak to be examined by Runesmiths there before being taken on to Karak Azul. The PCs will have to go along with this – though they may try and abscond with the map or the runeshield at a later point.

If the marker reaches event space nine at any point during negotiations Barnock will stand up and yell at the PCs:

*"Enough of your lies and insults! Never have I had to deal with such honourless Dwarfs! Krutz to you! Know this - if this the business of this shield proves to threaten the Everlasting Realm in any conceivable fashion a grudge against the traitors of Karak Azgaraz will be entered into the pages of the Book of Grudges in the blood of High King Thorgrim himself!"*

The PCs will then be escorted from the fortress.

## THE MATTER OF THE MAP

If the PCs own up to the map Barnock will have the following questions:

- + What is this a map of?
- + What are you planning to do with it?

If they provide him with satisfactory answers, his response will depend on how he feels and whether or not the PCs are evasive. If they are he will throw them from the fortress as described earlier, with the same dire warnings.

If they explain the map adequately, and the marker representing Barnock's patience has not yet reached event space five he will make the following speech:



*"Much as I admire your dedication to assisting the beleaguered kin of Karak Azul, I am saddened that you have failed to consider the rights of Karaz-a-Karak in your mission. As you should well know, it is the right of the High King to decide on how best to avenge the wrongs done to our people, whether they are the Dwarfs of Karak Azul or not. However, I was tasked with returning with news of a runeshield, not some maps, so I am willing to let you go on your way with these plans and the runeshield provided no word of what occurred in this chamber passes your lips – do you so swear?"*

If the PCs agree Barnock will provide them food and a bed and allow them to go on their way in the morning.

However, if the marker representing Barnock's patience is at event space five or higher he will not be so willing to cooperate.

*"Are you Grey Mountain folk so ignorant of the ways of your forebears that you don't even realise that the right to decide how best to settle grudges lies not with the king of Karak Azul, mighty as he is, but with your High King, Thorgrim Grudgebearer? If there are secret plans of broken holds to be discovered he should be the first to know. Continue on your way to Karak Azul, and let King Kazador know that once the High King has considered these plans he will decide how best to go about bringing vengeance to the squatter king and his minions!"*

## A FINAL CHANCE TO REACH A SENSIBLE COMPROMISE

There is one solution to the problems surrounding the map that is good for everyone involved, and if one of the PCs suggests it at any point then tempers will cool and Barnock will agree to do what is in the best interests of all involved.

That is to make a copy of the map and take it to King Kazador whilst Barnock and his men deliver the originals to the High King.

This is such an eminently sensible solution that even if Barnock has been reduced to rage by the PCs he will assent to it, mutter "should have thought of it myself" and offer to let them stay the night in the safety of the fortress.

## STEALING THE RUNESHIELD OR THE MAP

It may be that the end result of the negotiations is that the PCs do not convince Barnock to give them either the runeshield or the map, but remain on good terms with him and are invited to stay the night.

This obviously provides the opportunity for them to indulge in some skulduggery. There are a few different options.



Barnock's Rangers

If Barnock doesn't have the map but won't give up the runeshield the easiest thing to do would be to ask to see the shield and remove the map. The PCs could then take the plans to Karak Azul and leave the runeshield with the rangers to take to Karaz-a-Karak, none the wiser.

This is a perfectly viable plan, and the PCs will be able to carry it off without any trouble provided they don't go about it in a way that would reasonably arouse suspicion. Just asking to see the runeshield to confirm that it really is the one Belkrum carried will get them escorted to the armoury where their privacy will be respected. They can simply steal the map at this point.

There will of course be consequences when Barnock's rangers take the runeshield to Karaz-a-Karak for further inspection and it is found that there is something amiss, but by that time the PCs will have made it to Karak Azul.

A more audacious attempt would be to steal the map or the runeshield from the armoury at night. Make an **Average (2d) Skulduggery check** if a PC attempts to steal just the map, or a **Daunting (4d) Skulduggery check** if a PC attempts to steal the runeshield.

Furthermore, if the PCs wish to leave the fortress without being seen, each of them will have to pass a **Hard (3d) Stealth check** to creep past the guards.

If any of these checks are failed, the Dwarfs of Kazad Haz-Drazh-Kadrin will apprehend the PCs and Barnock will question them once again as to what they are up to. This time his patience will nearly be at an end. Place the token on the seventh space on the progress tracker.



## THE RUNESHIELD OF KARAK AZGARAZ

The Runeshield of Karak Azgaraz is a large and impressive round shield. It is wrought from an alloy of iron and gromril, and is decorated with a number of protective runes that have been etched into its surface and picked out in gold leaf.

Whilst the runeshield looks impressive and offers better protection than a normal round shield, it is not a great example of the Runesmith's art. Many Runeshields are forged to be works of art. This particular one seems to be made to be purely functional, or perhaps for some other purpose...

**Defence:** 1

**Soak:** 2

**Encumbrance:** 4

## FIGHTING THE DWARFS OF KAZAD HAZ-DRAZH-KADRIN

There are eight rangers in the fort, including Barnock. They are on high alert and sleep with their axes and armour on, so even in the dead of night it will only take a minute or so for all of them to respond to an alarm.

They really do not want to attack their fellow Dwarfs, but they will defend themselves and will sooner kill than be killed.

It should be obvious to the PCs that fighting and winning against these tough Dwarf rangers is not a wise option. If the party are foolish enough to attack them they will have a deadly and desperate fight on their hands, as well as the knowledge that they are committing a grave act against the Dwarfs of Karaz-a-Karak that will surely be entered in the Book of Grudges should anyone find out about it.

## EXPELLED FROM KAZAD HAZ-DRAZH-KADRIN

If the PCs have been ejected from the fortress they really only have one option left if they want to have any chance of regaining the runeshield, and that is to approach the fortress with an air of abject contrition and engage in an open and polite negotiation again. If they attempt this Barnock will leave them outside for a while whilst he calms down, and then admit them once more for a new round of questioning. This will work much as before and if the party upsets him again he will throw them out for good.

The PCs may think that they could set an ambush for the rangers further to the south, assuming that they will carry the runeshield back to Karak-a-Karak.

How to deal with this depends on how generous you are feeling towards the PCs. Barnock's rangers are a professional outfit, and if they have reason to suspect that some rather odd Dwarfs are plan-

ning to waylay them on their journey home they will signal for reinforcements via carrier pigeon rather than attempt the journey themselves, which will only end up with the PCs getting into even more trouble.

On the other hand if the PCs do come up with a clever plan for an ambush you should perhaps reward them by having Barnock lead a force of three rangers towards the southern end of the pass, carrying the shield with them as they go.

## WRAPPING UP AND FURTHER ADVENTURES

How the adventure ends depends on the success of the PCs. If they acquire the plans then the remainder of their journey to Karak Azul will pass without incident. They will be hailed as heroes by the Dwarfs who live there, and will even receive the personal thanks of King Kazador himself. All the benefits of hospitality that Karak Azul can afford to show the PCs will be given to them, and the Dwarfs of the hold will announce that they are indebted to Karak Azgaraz and will hold it in high esteem in the future. A bond of friendship between the two holds will be forged, which may well bear the fruit of trading opportunities or military assistance in the years to come.

However, if the Dwarfs of Karak Azgaraz duped Barnock's rangers in order to retrieve the plans their deception may be discovered, and the High King of Karaz-a-Karak will not forget such a slight in a hurry. If the insults shown to his representatives were particularly rude, or if any of Barnock's rangers were attacked, Thorgrim Grudgebearer might even regard the Dwarfs of Karak Azgaraz as oathbreakers and traitors, and add an account of their crimes to the Book of Grudges.

Maybe the dwarfs dealt with Barnock well, treating him with respect and coming to a compromise about the runeshield or the plans. If this is the case the High King will view them as worthy allies and canny negotiators, and his feelings of gratitude towards Karak Azgaraz might match those of King Kazador.

If the PCs do not recover the plans they are left with little choice but to return to their hold in shame. Their brave expedition will have ended in disaster. The good name of the Thundrik clan will have been besmirched, becoming a notorious byword for ill-thought plans and hapless expeditions. Many members of the family who weren't even involved in the venture may feel the pressure to renounce their lives and family ties, shave their heads and take up the life of the Troll Slayer, searching the wild corners of the world in the hope of an honourable death.

But perhaps the Dwarfs have gotten a taste for adventure whether or not they failed in their task. Plenty of strange happenings have occurred on their travels. They have perhaps made a friend or an enemy of an elven trickster, or they might want to return to Heideck to ensure that the Dwarf ruins there are properly investigated and looked after. Maybe the hustle and bustle of the market town of Heideck has sparked their curiosity, or perhaps they wish to find fortune and glory exploring the goblin infested mountains surrounding Black Fire Pass?





## APPENDIX NPCs & PCs

The following pages provide complete game statistics for the major non-playing characters (NPCs) encountered throughout this adventures, as well as four ready-to-play dwarf player characters (PCs).

Several of the key NPCs in this appendix have one or more custom actions, such as Gnashrukk's "Stunty Splitta" attack action. Treat these exactly as if they were action cards.

### TOME OF ADVENTURE REVIEW

To brush up on managing enemies and reading creature statistics and abilities, you may wish to review the following chapters from the *Tome of Adventure*: **Chapter Six: Enemies & Adversaries** (page 40) and **Chapter Seven: The Bestiary** (page 45).

If you wish to add a little more depth to some of the encounters in this adventure, there are many useful NPC profiles in the *Tome of Adventure*, particularly the Townsfolk NPC on page 66 of that book.

### A BALANCING ACT

As the GM, you should feel free to adjust or modify the encounters, or the statistics for any of the NPCs or creatures involved, to account for the needs of the story and the composition of the player's group of characters. Adding or removing a couple of Orc guards or goblin archers, or adjusting an enemy's A/C/E ratings can make a big difference to the overall difficulty of an encounter.





CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
FARIAL TREFOIL	3 (5)	3 (2)	4 (0)	5	4	5	1/6/2	12	R2
RUDI ZALT	3 (5)	3 (2)	3	3	3	3	6/3/1	15	R1

## FARIAL TREFOIL

Farial is originally from the forest of Athel Loren, but always felt something of a stranger amongst his own kind. He is happier, for the time being, amongst the men of the Empire, but this is mainly due to his talent for duping them.

Farial is not a coward, but avoids violence if he can help it. It not so much that he lacks principles, but more that he considers men and Dwarfs so beneath him that he need not behave honourably in their company.

Despite his many character flaws, Farial is loyal to those who deserve his respect. Winning the respect of such a conceited and feckless elf is not easy, but should someone save his life he will be truly grateful, even if his rescuer is a Dwarf.


**WHO ARE YOU GOING TO BELIEVE?**


*Social, NPC*

FELLOWSHIP (FEL)

Used By: Farial Trefoil

**Effect:** Farial uses his charming personality to defend his claims against the naysayers

☞ Add ■ to any checks attempting to denounce Farial's claims while this card is recharging

☞☞☞ As above, and all targets in hearing distance suffer 1 stress for doubting the poor elf in the first place!

☞☞☞☞ As above, and Farial may perform another *Social* action

☞ Farial gains □ on all *Social* checks or actions while this action is recharging

☞ Farial may perform a free manoeuvre

☞ Farial lays it on thick, giving any opposing *Social* checks or actions □ while this action is recharging

## RUDI ZALT

Rudi Zalt is a wanted man in three provinces. Recently he and his gang have relocated to Averland, indulging in crimes such as rustling and highway robbery. Things have been getting somewhat desperate for Rudi of late. None of his schemes have been netting the gang much in the way of takings, and whilst they have thus far remained loyal, he fears that without a profitable venture there will soon be dissension in the ranks.

Rudi has been learning what he can about the Dwarf ruins outside Heideck. He's fairly sure he has the location of one of the crypts there, and he hopes it contains some impressive grave goods. He has also plans to do a deal with an elf for a map that might provide more information about the area. Rudi's willing to stake his last remaining gold on the map. If it doesn't work out he'll just have to trust his instincts about the crypt and its likely contents.

Rudi uses the same abilities as soldiers, as given on page 66 and 67 of the *Tome of Adventure*.


**I'M OUTTA HERE!**


*Basic, NPC*

AGILITY VS. WEAPON SKILL (ST)

Used By: Rudi Zalt  
Engaged with target

**Effect:** Rudi panics and bolts for the exit

☞ Rudi can disengage for free and then perform a free manoeuvre

☞ Attacks against Rudi gain ■ while this card is recharging

☞ Rudi loses 1 Cunning die

☞ The target can perform a free *Basic Attack* against Rudi

## BERNARDT, HANS AND THE MAN IN THE RED FELT CAP (RUDI'S GANG)

Rudi's gang are a trio of hardened criminals with many murders and robberies to their names. Bernardt and Hans are compatriots of Rudi from his days in the rookeries of Altdorf. The man in the red cap is a taciturn individual who joined the gang recently, and isn't keen to divulge any personal information. He has an Ostlander accent, leading the others to refer to him as "Red Boris".

Rudi's gang have fallen on hard times, but he has underestimated their loyalty. Bernardt and Hans have enough self knowledge to know they could never provide any leadership, and Red Boris is yet to gain the confidence of his fellows.

The gang use the profiles and abilities of soldiers, as given on page 66 and 67 of the *Tome of Adventure*.



CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
DATZDA SHIZNIT	3 (5)	3 (1)	4 (0)	3 ■	2	3	3/4/1	10	C1
DATZDA'S WOLF	3 (4)	4 (2)	4 (2)	2 ■	3	1	4/3/2	12	C1
GNASHRUKK	6 ■ (5)	6 ■ (5)	3 (2)	2	3 ■	2	6/3/1	16	R2

## DATZDA SHIZNIT

The Broken Nose Goblins are one of the most successful of the various goblin tribes that plague the World's Edge Mountains and the surrounding areas. In ages past the tribes were instrumental in the capture of Dwarf holds such as Karak Azgul. For goblins they have a reputation for professionalism, and have even been known to follow orders of some tactical complexity. Orc warlords often come to agreements with the Broken Nose Goblins, hiring their warriors to perform the role of scouts or archers.

Datzda is a competent scout and wolf rider, he patrols the pass to the north of Gnashrukk's position, bringing him news of anything moving through Black Fire Pass.

Datzda is armed with a spear, and has hidden a crossbow nearby that he will retrieve if he is given the chance. He benefits from all the special rules and actions for Orcs on page 60 and 61 of the *Tome of Adventure*.

### THE WOLF

Datzda's wolf is a poor example of the breed - malnourished, mangy and broken. Whilst it is not as powerful as the Giant Wolves found in the forests of the Empire, it is still a dangerous foe, and Datzda controls it with cruel mastery.

The wolf benefits from all the special rules and actions for Giant Wolves on page 48 and 49 of the *Tome of Adventure*.

## WOLF RIDER

While Datzda remains on his wolf, he benefits from a couple of advantages. First, any manoeuvres made by the wolf in order to cross distances will not affect Datzda. He effectively gets to move the same distance without using up any of his own manoeuvres (also note that the wolf benefits from the Swift rule, and so may make a manoeuvre for free). Datzda will also be fighting from an elevated position against the Dwarfs, and so will benefit from a fortune dice to any rolls he makes to hit them in melee.

## GNASHRUKK

Gnashrukk is a trusted lieutenant of Gorfang Rotgut. He is a huge Orc, and his size and strength have contributed greatly to his rise to a position of authority. He leads his scouts well, but even he cannot prevent standards from slipping if his lads become bored and fractious.

Gnashrukk is bold and follows a personal warrior code. He greatly enjoys the thrill of single combat, and will take the opportunity to indulge in this passion if he believes it won't jeopardise the wider mission.

Gnashrukk is armed with a broad-bladed cutlass, and is covered head to foot in thick iron armour. His metal shield carries a depiction of a grinning red Ogre face.



### STUNTY SPLITTA!

Basic, NPC

WEAPON SKILL (ST) vs. TARGET DEFENCE

Used By: Gnashrukk  
Engaged with dwarf target

**Effect:** Gnashrukk uses his cutlass to deliver a devastating blow to his stunty target

- ✦ The attack hits for +1 damage
- ✦✦✦ The attack hits for +3 damage, +1 critical
- ✦ The target suffers 1 fatigue
- ✦✦ The attack hits a second opponent in the same engagement
- ✧ Gnashrukk suffers 1 wound

The Orcs accompanying Gnashrukk are typical of their kind. Brutal and violent, they are natural born warriors. As long as Gnashrukk proves his leadership by regularly cracking heads and defeating the occasional enemy in single combat they will follow his orders to the letter.

See page 60 and 61 of the *Tome of Adventure* for details of the Orcs' profiles and abilities.

### SNIVIL, BUGDUFF AND ROTBAG (GOBLIN ARCHERS)

More goblins of the Broken Nose Tribe. This trio of archers have had their confidence shaken after seeing a few of their friends cut down in battle against Belkrum Thundrik and his companions. They will behave cautiously, sniping from afar with their short-bows, and they will only fight in hand-to-hand combat if they are pressed into it.

See page 60 and 61 of the *Tome of Adventure* for details of the Goblins' profiles and abilities.



CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
BARNOCK DURAN	5 (7)	5 (3)	3 (0)	4	4	3	4/3/5	17	R1
GRUM SNORRISSEN	4 (7)	4 (3)	3 (0)	3	4	3	4/2/3	15	R1
DWARF RANGERS	4 (7)	4 (3)	3 (0)	3	3	3	4/2/3	14	R1

## BARNOCK DURAN

Barnock is the captain of a small but elite force of Dwarf rangers who patrol the mountains to the southern end of Black Fire Pass. He is a subject of the High King, and he and his rangers are seen as a semi-formal scouting force for the armies of Karaz-a-Karak.

Barnock is fiercely loyal to the High King, and will always try to do what he thinks is best for the glory of the Everlasting Realm. He is a reasonable Dwarf and will treat those who show him consideration with respect and a genuine desire to help. That being said, he does not suffer fools gladly.

Barnock benefits from the Grudge, Sturdy and Night Vision rules on page 24 of the *Warhammer Fantasy Roleplay* rulebook.

Barnock wears a suit of mail. He is armed with a great weapon (axe) and a crossbow.

## GRUM SNORRISSEN AND THE DWARF RANGERS

These tough and resourceful dwarfs are under the command of Barnock Duran, and do all they can to ensure the safety of Karaz-a-Karak and the surrounding lands. They are generally taciturn fellows with a gruff attitude of having seen it all before, though Grum is a gregarious exception to this trend.

The rangers benefit from the Grudge, Sturdy and Night Vision rules on page 24 of the *Warhammer Fantasy Roleplay* rulebook.

They are equipped in the same manner as Barnock.



### IS THAT SO?

*Basic, NPC*

INTUITION (INT) vs. TARGET FELLOWSHIP (FEL)

Used By: Barnock Duran  
Target within close range

**Special:** Use this social action when Barnock's patience reaches the first event space of the encounter track. It targets the dwarf who most recently taxed Barnock's patience

**Effect:** Barnock narrows his evaluating gaze

✦ The target adds ■ to social checks until the end of the audience

✦ The target suffers 1 stress

✦✦ Barnock gains □□ on his next Intelligence or Fellowship check

☠ Barnock suffers 1 stress

### WHERE'S YOUR HONOR?

*Basic, NPC*

INTIMIDATE (FEL) vs. TARGET DISCIPLINE (WP)

Used By: Barnock Duran  
Target within close range

**Special:** Use this social action when Barnock's patience reaches space eight of the encounter track (the second-to-last space). It targets the PC with the best Willpower. This action uses Fellowship rather than Strength

**Effect:** Barnock growls a mild oath and tugs ferociously on his beard in dismay at the state of modern dwarfdom

✦ The target and each of his allies in the encounter suffers 1 stress

✦✦ As above, and the target must make an **Average (2d) Discipline check** or he is overcome with feelings of shame. He suffers ♦ to further checks during this encounter

✦ Barnock gains 1 Cunning

✦✦ Barnock gains 1 Expertise

☠ Barnock suffers 1 stress



## GUNNAR THUNDRIK

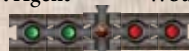
### KARAK AZGARAZ DWARF AGENT

CHARACTERISTICS		BASIC SKILLS		
		SKILL	CHAR.	TEN.
FATIGUE	STRENGTH	ATHLETICS	ST	■ ■ ■
	3	BALLISTIC SKILL	AG	■ ■ ■
		COORDINATION	AG	■ ■ ■
	TOUGHNESS	INTIMIDATE	SO	■ ■ ■
	3	RESISTANCE	TID	■ ■ ■
		RIDE	AG	■ ■ ■
STRESS	AGILITY	SNEAKY	AG	■ ■ ■
	3	STEALTH	AG	■ ■ ■
		WEAPON SKILL	ST	■ ■ ■
	INTELLIGENCE	CHARM	FE	■ ■ ■
	4	DISCIPLINE	WI	■ ■ ■
		FIRST AID	INT	■ ■ ■
FORTUNE	WILLPOWER	FOKLORE	INT	■ ■ ■
	2	GUIDE	FE	■ ■ ■
		INDUCTION	INT	■ ■ ■
	FELLOWSHIP	LEADERSHIP	FE	■ ■ ■
	4	NATURE LORE	INT	■ ■ ■
		OBSERVATION	INT	■ ■ ■
FORTUNE		3		

Career Ability: Agent

Wound Threshold: 13

Stance Meter:



Skill Specialisations: Dwarf History (Folklore), Judge of Character (Intuition)

Talent Cards: I Know a Guy... (Reputation), Gregarious (Reputation), I Seem to Recall... (Focus)

Basic Action Cards: Assess the Situation, Block, Dodge, Guarded Position, Melee Strike, Parry, Perform a Stunt, Ranged Shot

Special Action Cards: Scrutinise, Inspiring Words

Special Race Ability: Azgaraz Dwarf (WFRP rulebook, page 23)

Armour: Leather Armour: Defence 0, Soak 2

Weapons: Reasoner (mace): DR 5/CR 3, melee; Disputer (black powder pistol): DR 6/CR 2, ranged - Pierce 1, Reload, Unreliable 2, Close Range

Other Equipment A worn note from his brother Belkrum detailing the secret of the runeshield, a fine set of travelling clothes, exquisite boots, a tinderbox, candles, and a shot mould. A powder horn and bullet pouch containing ten shots for the Disputer. A leather pouch containing a gold coin and 75 silver.

Gunnar is a diplomatic Dwarf that has spent many years under the employ of a lesser noble house in Averland. When his patron passed away, the house fell into ruin. Gunnar returned home to Karak Azgaraz. However, his homecoming was bittersweet. His brother Thord had fallen into shame, taking on the mantle of Troll Slayer to atone for his indiscretions (of which he will not speak). To make matters worse, his brother Belkrum has gone missing. Gunnar has only a weathered note and Thord's sorrowful grunts to explain for Belkrum's disappearance.

Motivation: The note Gunnar carries tells of the map hidden in the runeshield, but Gunnar does not even tell his companions about this (except perhaps Thord, if he is sober). He will not relinquish this information easily, wanting to personally inform the High King himself of Belkrum's and Karak Azgaraz's discovery.

## THORD THUNDRIK

### KARAK AZGARAZ DWARF TROLL SLAYER

CHARACTERISTICS		BASIC SKILLS		
		SKILL	CHAR.	TEN.
FATIGUE	STRENGTH	ATHLETICS	ST	■ ■ ■
	5	BALLISTIC SKILL	AG	■ ■ ■
		COORDINATION	AG	■ ■ ■
	TOUGHNESS	INTIMIDATE	SO	■ ■ ■
	5	RESISTANCE	TID	■ ■ ■
		RIDE	AG	■ ■ ■
STRESS	AGILITY	SNEAKY	AG	■ ■ ■
	3	STEALTH	AG	■ ■ ■
		WEAPON SKILL	ST	■ ■ ■
	INTELLIGENCE	CHARM	FE	■ ■ ■
	2	DISCIPLINE	WI	■ ■ ■
		FIRST AID	INT	■ ■ ■
FORTUNE	WILLPOWER	FOKLORE	INT	■ ■ ■
	3	GUIDE	FE	■ ■ ■
		INDUCTION	INT	■ ■ ■
	FELLOWSHIP	LEADERSHIP	FE	■ ■ ■
	2	NATURE LORE	INT	■ ■ ■
		OBSERVATION	INT	■ ■ ■
FORTUNE		3		

Career Ability: Troll Slayer

Wound Threshold: 15

Stance Meter:



Talent Cards: Charge (Tactic)

Basic Action Cards Assess the Situation, Block, Dodge, Guarded Position, Melee Strike, Parry, Perform a Stunt, Ranged Shot

Special Action Cards: Reckless Cleave, Shrug it Off, Troll Feller Strike

Special Race Ability: Azgaraz Dwarf (WFRP rulebook, page 23)

Weapons: Bleeder (greataxe): DR 7/CR 2, melee

Armour: None

Other Equipment: A pair of spare pants, a cloth sack containing 17 silver coins, and an old tankard fashioned into a bracer.

Even though he doesn't look it, Thord is the younger brother of Belkrum and Gunnar. He grew up in the shadow of his brothers, who were both excellent craftsmen and scholars. Bitter at his inability to outshine his elders, he constantly wandered from Karak Azgaraz, searching for either trouble or drink... often both. As he grew older, he tried to take on more responsibility by aiding Belkrum in the Hall of Records. When Belkrum made an important discovery, Thord volunteered to accompany his brother through Black Fire Pass to deliver valuable information to the High King. Unfortunately, Thord drank heavily the night before the journey, chased wild animals through the forest, and passed out for nearly a day. Ashamed that he let his brother down, Thord fashioned his favourite tankard into a bracer and took the Slayer Oath, vowing to never shame his clan again.

Motivation: Thord wants nothing more than to find his brother Belkrum and to make amends for his irresponsibility. The tankard around his wrist will constantly remind him of his shame, so drinking has become a rather stressful endeavour for Thord...



## VALDEN HALDOR

### KARAK AZGARAZ DWARF MINER

CHARACTERISTICS		BASIC SKILLS		
		SKILL	CHAR.	TEN.
FATIGUE	STRENGTH	ATHLETICS	ST	■■■
	4	BALLISTIC SKILL	AG	■■■
		COORDINATION	AG	■■■
	TOUGHNESS	INTIMIDATE	SD	■■■
	4	RESILIENCE	TD	■
		RIDE	AG	■■■
STRESS	AGILITY	SNEAKY	AG	■■■
	2	STEALTH	AG	■■■
		WEAPON SKILL	ST	■■■
	INTELLIGENCE	CHARM	FD	■■■
	5	DISCIPLINE	WF	■■■
		FIRST AID	INT	■
FELLOWSHIP	WILLPOWER	FOKTORE	INT	■■■
	2	GUIDE	FD	■■■
		INTUITION	INT	■■■
	FELLOWSHIP	LEADERSHIP	FD	■■■
	2	NATURE LORE	INT	■
		OBSERVATION	INT	■
FORTUNE		3		

**Career Ability:** Miner - Intuition, Nature Lore, and Resilience checks gain ☐ when in mountainous territory or underground.

**Wound Threshold:** 14

**Stance Meter:**

**Skill Specialisations:** Pathfinding (Nature Lore), Alert (Observation)

**Talent Cards:** Resolute (Focus), Jack of All Trades (Focus)

**Basic Action Cards:** Assess the Situation, Block, Guarded Position, Melee Strike, Parry, Perform a Stunt, Ranged Shot

**Special Action Cards:** Splints & Bandages, Find Weakness

**Special Race Ability:** Azgaraz Dwarf (WFRP rulebook, page 23)

**Weapons:** Pickaxe: DR 5/CR 3, melee

**Armour:** Leather: Defence 0, Soak 2, Buckler: Defence 1, Soak 0

**Other Equipment:** A lantern with plenty of oil, a tinderbox, a leather bag full of metalworking tools, and 50 silver coins

Valden is a well respected Dwarf in Karak Azgaraz, as are most miners. While his main profession is mining, he also dabbles a bit in blacksmithing. He helped craft the runeshield that Belkrum took with him into Black Fire Pass and he has been waiting eagerly to hear any news about the journey. It is his hope that the High King will be impressed with Valden's work and invite him to join the ranks of the Runesmiths. When word reaches him about Gunnar's intentions of searching for Belkrum, Valden eagerly volunteers to accompany him, anxious to learn of the outcome of his prized work.

**Motivation:** Valden knows nothing of the truth behind Belkrum's quest. He simply wants to find out if his shield reached its destination. He is proud of his work and will take great offence to anyone who denounces its exquisite design.

## BHERDIN GRALISSON

### KARAK AZGARAZ DWARF HUNTER

CHARACTERISTICS		BASIC SKILLS		
		SKILL	CHAR.	TEN.
FATIGUE	STRENGTH	ATHLETICS	ST	■■■
	3	BALLISTIC SKILL	AG	■
		COORDINATION	AG	■■■
	TOUGHNESS	INTIMIDATE	SD	■■■
	4	RESILIENCE	TD	■■■
		RIDE	AG	■■■
STRESS	AGILITY	SNEAKY	AG	■■■
	5	STEALTH	AG	■■■
		WEAPON SKILL	ST	■
	INTELLIGENCE	CHARM	FD	■■■
	3	DISCIPLINE	WF	■■■
		FIRST AID	INT	■■■
FELLOWSHIP	WILLPOWER	FOKTORE	INT	■■■
	3	GUIDE	FD	■■■
		INTUITION	INT	■■■
	FELLOWSHIP	LEADERSHIP	FD	■■■
	2	NATURE LORE	INT	■
		OBSERVATION	INT	■
FORTUNE		3		

**Career Ability:** Hunter

**Wound Threshold:** 14

**Stance Meter:**

**Specialisations:** Tracking (Nature Lore), Crossbows (Ballistic Skill)

**Talent Cards:** Coordinated Efforts (Tactic), Keen Eyes (Focus)

**Basic Action Cards:** Assess the Situation, Block, Dodge, Guarded Position, Melee Strike, Parry, Perform a Stunt, Ranged Shot

**Special Action Cards:** Chink in the Armour, Knockback Shot, Call of the Wild

**Special Race Ability:** Azgaraz Dwarf (WFRP rulebook, page 23)

**Weapons:** Crossbow: DR 6/CR 3, ranged, Two-handed, Reload, Axe: DR 5/CR 3, melee

**Armour:** Leather: Defence 0, Soak 2

**Other Equipment:** A set of spare clothes, a lantern, three animal snares, a small quiver of crossbow bolts, antivenom herbs & balm, an iron skillet, and 15 silver coins.

Bherdin is an expert woodsman, and as a skilled hunter, serves as a Quarrel-reler to the dwarf regiments in times of war. He travels the dense forests that surround the Grey Mountains, priding himself on knowing the hidden paths and shortcuts of region. He was a close friend of Belkrum, planning on aiding him in his journey to Black Fire Pass. However, on the morning of their departure, Belkrum's brother Thord was nowhere to be found. After searching for hours, Belkrum's party had to eventually depart. Belkrum asked Bherdin to stay behind to find his brother. Reluctantly, Bherdin agreed, swearing to find Belkrum's brother during his absence.

**Motivation:** Bherdin holds a bit of resentment towards Thord for making him miss Belkrum's journey. He would already have submitted Thord's name to be entered into the Book of Grudges if he was not his best friend's brother. However, Bherdin wants only to find Belkrum, and he will go to great extremes to discover the fate of his dear friend.





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# JOURNEY TO BLACK FIRE PASS™

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