

## USING KARAK AZGAL

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

## THE LURE OF KARAK AZGAL

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

### Fortune and Glory

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

### City of Pleasures

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

### Safe Haven

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

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

### Thieves' World

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

### For the Ancestors

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

### Caravan Guards

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

## THE JOURNEY TO KARAK AZGAL

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

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

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

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

## SEEDS OF ADVENTURE

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

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

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





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

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

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

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

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

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

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

### Degree of Success

### Information

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