

**WARHAMMER
FANTASY ROLE PLAY**

DOOMSTONES



DEATH ROCK

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CONTENTS

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INTRODUCTION 3

WHAT THIS BOOK CONTAINS 3; The Three Chapters 3; Abbreviations 3; HOW TO USE THIS BOOK 4; Beginning the Adventure 4; THE CRYSTALS OF POWER 6; THE BLOODAXE ALLIANCE 6; THE FLIGHT OF YAZERAN 7; RADZOG 7; GM'S PLOT SUMMARY 8; Paper Chase 9; Putting it Together 9; A Red Herring 10; YAZERAN'S PROPHECY 10.

THE WARNING 11

THE GHOST 11; THE JOURNEY 11; Experience and Advancement 11; Encounters 13; MOUNTAIN ENCOUNTERS 13; Terrain 13; Wolf Riders 13; *Special Section I, Gobrek the Troll Slayer - between pages 13 & 14;* FOREST ENCOUNTERS 14; Beastmen 14; Giant Snake 14; ROAD ENCOUNTERS 14; Marshlight 14.

EYRIE 15

THE MONKS 15; Gregor, Roostmaster of Eyrie 15; Norbert, Flagmaster of Eyrie 15; Dieter, Initiate 16; Scar, Guard Captain 16; Klaus, Armourer 16; Dahlbert, Brewer 16; Other Monks 16; THE FLAGS 17; RULES OF THE ROOST 17; JOINING THE MONASTERY 17; BED AND BOARD 17; THE DAILY ROUTINE 17; THE DEFENCES 18; APPROACHING EYRIE 18; THE INTERVIEW WITH GREGOR 19.

A TOUR OF EYRIE 21

The Squares 21; The Towers 22; The Rooftops 23; Entrance Level 23; Ground Level: The Hall and Library (area 5) 24; Ground Level: The Kitchens (area 6) 28; Ground Level: The Workshops (area 7) 29; Ground Level: Private Quarters (area 8-25) 31; *Special Section II, The Council of Eyrie - between pages 31 & 32;* Ground Level: The Shrine (area 25) 33.

THE ATTACK 35

WHO GOES THERE? 35; TIMING THE ATTACK 35; ROOFTOP FIGHTING 35; Movement 36; Combat 36; Falling 36; Wet Roofs 36; Fate Points 36; THE APPROACH PHASE 37; The Guards 37; The Monks 37; The Adventurers 37; THE ARRIVAL PHASE 37; *Special Section III, Radzog's Court - between pages 37 & 38;* The Birds 38; Secret Weapons 38; The Emergency Meeting 38; The Parley 38; Counterfire 40; Heroic Raid 40; Last-Minute Defence Work 40; An Unwelcome Visitor 40; Softening Up 41; THE

ATTACK PHASE 41; The Front Door 41; Up and Over 43; Airlift 43; Death from Below 43; Staging the Battle 43; Weight of Numbers 44; The Death of Radzog 44; Got the Zogger 45; *Special Section IV, Bloodaxe Alliance Troops - between pages 45 & 46.*

CONCLUDING THE ADVENTURE 46

EXPERIENCE POINTS 48

PROFILES 49

THE WARNING 49; 12 Wolf Riders 49; 12 Great Wolves 49; Beastmen 49; Giant Snake 49; Marshlight 49; THE MONKS OF EYRIE 49; Gregor, Roostmaster of Eyrie 49; Norbert, Flagmaster of Eyrie 49; Dieter 50; Scar (Udo Schwerner), Guard Captain 50; Klaus, Armourer 50; Scratch, Klaus's Dog 50; Junior Monks 50; Middle Ranking Monks 50; Senior Monks 51; Guards 52; Yazeran's Ghost 52; THE BLOOD-AXE ALLIANCE 52; Radzog, level 4 Orc Elementalist 52; Black Orcs 53; Two Wyvern Riders 53; Two Wyverns 53; Orc Warriors 53; Goblins 53; Snotlings 53; ELEMENTALS 53.

THE CRYSTAL OF AIR 54

USING THE CRYSTAL 54; THE CRYSTAL'S POWERS 55; Automatic Powers 55; Lesser Powers 55; Greater Powers 55; SIDE-EFFECTS 55; ROLE PLAYING THE CRYSTAL OF AIR 56; COMBINING THE CRYSTALS OF AIR AND FIRE 57; Automatic Powers 57; Lesser Powers 57; Greater Powers 57; Side Effects 57.

GUARDIAN SPIRITS 58

WARHAMMER FANTASY BATTLE 60

SAMPLE PLAYER CHARACTERS 61

HANDOUTS 69

The adventurers and handouts should be removed before play. Permission is granted to photocopy these pages for personal use only.



DEATH ROCK

Welcome to **Death Rock**, the third of the **Doomstones** adventures. In this part of the campaign, the characters continue their search for the ancient Crystals of Power, and hunt through a remote mountain monastery for the Crystal of Air.

This adventure is set in the same part of the southern Vaults mountains as the previous **Doomstones** adventures: **Fire in the Mountains** and **Blood in Darkness**. It can be played as a stand-alone adventure, although it is preferable to have played – or at least read – the previous adventures.

- a selection of pregenerated player characters.
- full details of the Crystal of Air, the magical artefact which is the basis of the adventure.
- appendices on *Guardian Spirits*, a new magical creature, and on using **Death Rock** with **Warhammer Fantasy Battle**.

WHAT THIS BOOK CONTAINS

Death Rock includes the following:

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

The Three Chapters

Death Rock breaks down into three chapters:

The Warning

A ghostly encounter sets the adventurers on the trail of the Crystal. They must head north along the trade road to the Winter's Teeth pass, and make their way through the mountains from there to the remote monastery known as Eyrie.

Eyrie

Arriving at the monastery, the adventurers find they are expected. A playing card and an old letter

Abbreviations

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

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

start a trail of clues which takes them all over the monastery. Orcs are gathering around Eyrle, and a massive assault is building – can they find the Crystal in time to save the monastery?

The Attack

Led by a warped and fanatical priest, the Orcs attack the monastery. The adventurers must fight for their lives, or find some way to escape. They may have found the Crystal of Air, but are they strong enough to hold on to it?

Running the Adventure

The Attack, runs concurrently with the latter part of the adventurers' search for the Crystal of Air. This puts time pressure on the adventurers to find the Crystal before the monastery is overrun by the Orcs. Be sure to read both chapters before running this adventure, as timing is crucial.

HOW TO USE THIS BOOK

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

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

If you have already played **Blood in Darkness**, you can use the same characters. The pregenerated characters supplied with this adventure are those from **BiD**, with extra skills and advances reflecting their experience from that adventure.

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

Death Rock can be used with less (or more) experienced characters provided that you bear the following points in mind:

The first part of the adventure at the monastery involves investigation and problem-solving, so relevant skills, reasonably high **Int** and **Fel** scores, and the right approach are far more important than fighting ability. Later, though, the monastery is attacked and the adventurers will have to fight for their lives – it is at this point that you will have to be careful to adjust the strength of the attacking force to the strength of the party.

Beginning the Adventure

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

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

The Enemy Within Campaign

If you want to use **Death Rock** in conjunction with the *Enemy Within* campaign, you should play **Death Rock** at some time before **Empire in Flames**. During **EiF**, the adventurers will have quite enough on their plates without an added excursion into the Vaults, and by the end of the campaign, they will probably have far more important problems to worry about than a couple of hundred Orcs!

A good point to use **Death Rock** is immediately after **Something Rotten in Kislev**; the adventurers are sent to the Vaults (by Graf Boris or Sulring Durgul, it makes no difference at this point) to search for a lost Dwarfhold or to investigate reports of fresh Goblinoid activity, when they stumble across the first clue which sets them looking for the Crystal of Air.

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

The Restless Dead Campaign

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

The **Restless Dead** campaign ultimately leads the adventurers to Delberz, which is not far from Altdorf, so again they can travel up the Reik and Söll to the Vaults given a suitable reason to do so. For example, in the adventure *The Haunting Horror*, they might find a document giving details of a powerful cult base in the Vaults, with a clue that this cult was somehow responsible for the Chaos creatures which have afflicted the house. If you have a copy of **Death on the Reik**, you can use some of the incidents and encounters from the *River Life of the Empire* section to enliven a long river journey and to toughen up the characters a little as they go.

