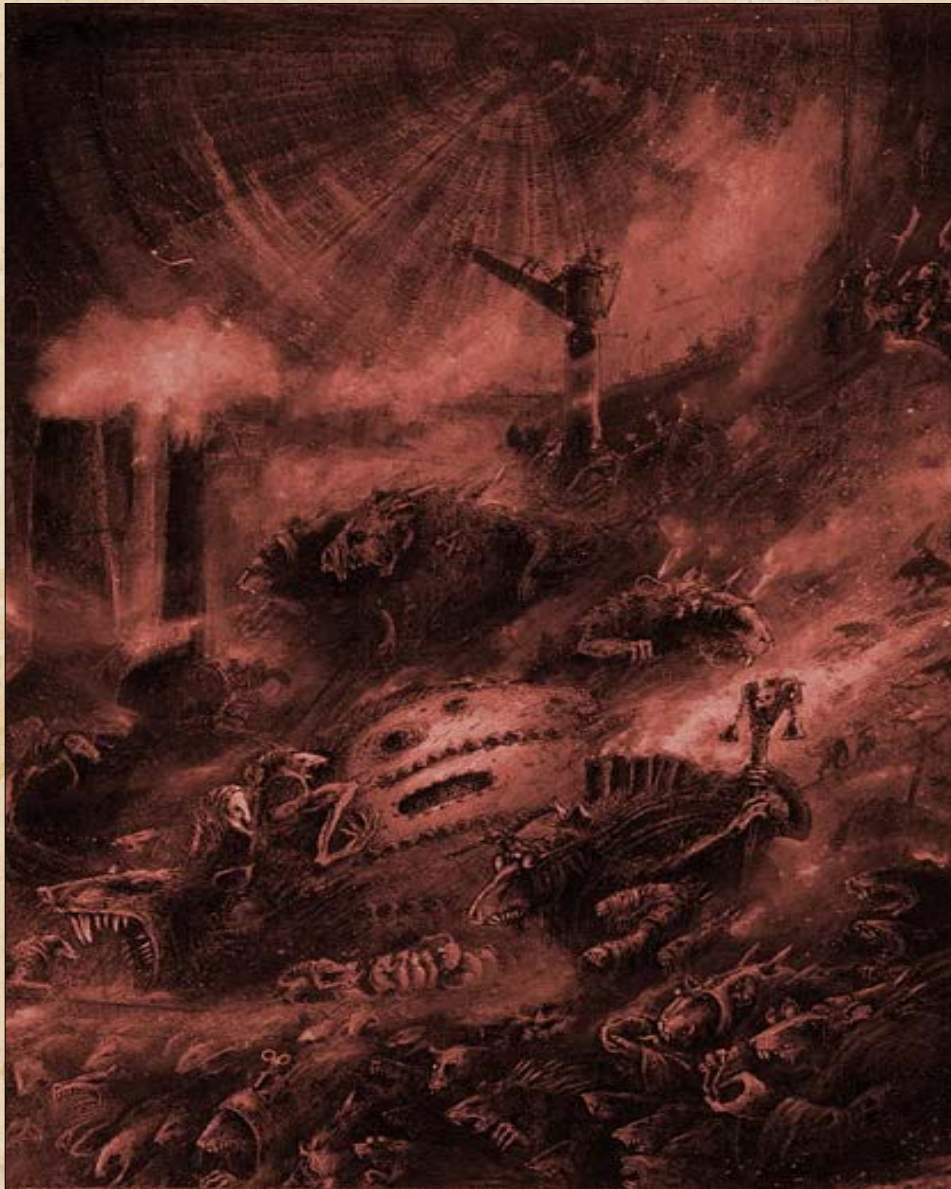


Fan Material for Warhammer Fantasy Roleplay : To Hell Pit and Back



TO HELL PIT AND BACK

Written by Dave Allen

CONTENTS

Page 3 – The Road to Hell Pit is Paved with Bad Intention.

Whilst visiting the bazaar at Putrid Stump the party are gathered by a powerful patron and his footlicker who give them a task to do.

Page 4 – Straight to Hell Pit.

The party journey down the underworld to their destination, with stop offs at Skaven lairs under a couple of Dwarf Holds in the World's Edge Mountains.

Page 6 – Hungry as Hell.

A chance encounter in the dirt lanes offers a potential solution to any provision problems the PCs might have.

Page 6 – At the End of the Driftmain.

The party is assailed in a vulnerable position.

Page 7 – More than a Dozen and One Ways to Skin a Cat.

The trouble getting through the back door to Hell Pit. Bribe, bluff or battle?

Page 8 – Life in Hell Pit.

Fixed locations and random encounters in the 3rd Circle of Clan Moulder's chief stronghold.

Page 11 – Maleff Ikk's Laboratory.

The working space of a prodigious Clan Skryre Warlock Engineer provides the scene of the climax.

Page 13 – Like a Rat Outta Hell Pit.

Their prize secured, the party head back to collect their just desserts.

Page 15 – Experience Awards.

Earn up to 100 XP!

Page 15 – Handouts and Maps.

Squint at the scrawlings of Skeely-Splicer Vrgl and explore 3 exciting locations!

Page 19 – Sample Characters.

Snikkitt, the self-doubting Apprentice Grey Seer, Drittskritt, the war-porn bore Black Skaven Bodyguard, Meffit T'kk, the slave-taking sycophantic Bounty Hunter with a heart of iron pyrites, and Flens Visspikk, the Surgeon with ambitions to become a great poisoner one day.

Page 21 – Subplots for Sample Characters and Acknowledgements.

Some more reasons to complicate the plot and some well-earned thanks.

Page 22 – Spells.

Fan Material for Warhammer Fantasy Roleplay : To Hell Pit and Back

The Road to Hell Pit is

Paved with Bad Intention

The scenario begins at a bazaar or other busy Skaven meeting area. The exact location is unimportant, though somewhere to the south or west of Karak Ungor would make sense - as written the scenario assumes you begin at Putrid Stump.

The bazaar is a busy meeting and gossiping place for Skaven, and the following rumours could be heard by various party members to help set the atmosphere or provide the impetus for getting involved in subplots:

- *Seers' eyes are on Clan Mors and their blatant war-growth. Gnawdwell better get subtle soon, or else.*
- *A Seer may reward those who find more proof of Warlord Gnawdwell's plans to expand his armies.*
- *Last week the Horned Rat himself appeared at Under-Karak Ungor and ate their Grey Seer. No, no one saw it happen as such, but they found his body all alone in the temple half eaten up - what else could it have been?*
- *The bazaar at Hell Pit is the best place in all the under empire to pick up poisons, as many of the plants that grow up there are warp-touched and deadly.*
- *Some say the Horned Rat looks favourably on those who eat the hearts of thirteen lesser Skaven.*
- *Need for slaves at Under-Karak Ungor.*

Trikk'exx Hhrest't, a Grey Seer of some import, is looking for some expendable stooges to undertake a task for him. If the party are already formed then he will grab the most important looking member (a Chosen Skaven if there is one, or the member with the highest Strength score if there isn't) and hiss excitedly at him that there is an important task that needs doing and that the Horned Rat himself will look favourably upon any who accept it.

If the party is not yet formed then this can be a perfect opportunity to create one, as the Seer and his attendant footlicker invite lone Skaven, who show the right combination of promise and naivety, to form a team.

The party are led to a quiet niche in which to plot with the Seer. The scrawny dun-furred footlicker busies himself making bows and flattering remarks to the Seer, overtly wetting himself in fear and respect as he does so. From time to time he gives the PCs a dirty look,

Trikk'exx Hhrest't - Skaven Grey Seer

The Seer has grey fur and pallid skin. He has a noble bearing, for a Skaven, and exudes confidence. This goes some way to disguising the vast megalomania and paranoia typical of his type.

WS	BS	S	T	AG	INT	WP	FEL
21%	31%	41%	45%	55%	54%	47%	48%
A	W	SB	TB	M	Mag	IP	FP
1	13	4	4	4	3	-	1

Skills: Academic Knowledge (Magic), Channelling, Common Knowledge (Skaven), Magical Sense, Perception, Read/Write, Search, Speak Arcane language (Magick), Speak Language (Queekish), Speak Language (Reikspiel).

Talents: Aethyric Attunement, Coolheaded (added to profile above), Dark Lore (Warp), Dark Magic*, Fast Hands, Lesser Magic (Aethyric Armour, Dispel, Move), Meditation, Night Vision, Petty Magic (Warp), Public Speaking, Suave (added to profile above).

* See **Children of the Horned Rat or Terror in Talabheim** for details.

Armour: None.

Weapons: Quarter Staff, Dagger.

Trappings: Grey Robes, Quarter Staff, Dagger, 8 Warpstone Tokens, Poisoned Wind Globe, Mummified Cat Corpse, Rotten Tooth, Vial of Warpstone Powder, Brass Bangles.

Likk Spttl - Skaven Footlicker

This scrawny Clan Kisk Skaven is a master of flattery, and has been clever enough to attach itself to a powerful Grey Seer who appreciates it's ardent sycophancy.

WS	BS	S	T	AG	INT	WP	FEL
30%	24%	38%	27%	31%	43%	17%	17%
A	W	SB	TB	M	Mag	IP	FP
1	8	3	2	5	-	-	1

Skills: Blather, Charm, Common Knowledge (Skaven), Dodge Blow, Perception, Speak Language (Queekish).

Talents: Etiquette, Luck, Night Vision, Savvy (added to profile above) Schemer, Suave (added to profile above).

Armour: None.

Weapons: Dagger.

Trappings: Tatty brown shift, Dagger.

mentally disparaging them for their inferior displays of sycophancy. After introductions have been made the Seer chitters excitedly:

"The Lord of Decay, the one we worship-adore and who gifts grey-furs with voices and plans and has, has, has been telling me to look for you, yes, you all. Wants something done yes, done about a nastybad runt better eaten up by his broodmother at birth, yes, yes, yes! Malef

Fan Material for Warhammer Fantasy Roleplay : To Hell Pit and Back

Ikk, yes, heard of him, yes?"

"Ooh yes, yes! We hate, hate, hate him!"
Squeaks the footlicker.

Clan Skryre Skaven may well of heard of him if they succeed a **Challenging (-10%) Common Knowledge (Skaven) Skill Test** - he is a Warlock Engineer who has spent a deal of time residing in Hell Pit, creating sets of cybernetic implants with which to augment Rat Ogres.

The Warlock is proving a prodigy at this sort of thing, and his work could cause a power imbalance that might upset the Seers' grasp on Skaven society (besides, Seer Lords such as Thanquol quite like their own technologically upgraded mutant Rat Ogres, and don't want such luxuries to become devalued). The party are asked to locate the warlock and return to the Seer, with his head.

"These inventions not Horned One's way! He plans for day when swarm from the underway, inherit surface from all things up there, yes, yes? Us, yes? Us, us, us! Not steaming warp-powered gimcrack! Not widget-popping jigger gizmos! I need some sneaks to bring me his head yes, and uneaten at that, yes? There'd be food and warp tokens and rights to the breeding pits for any Skaven able enough yes, yes, yes! And if not able enough they help with haruspexy, yes?"

"Wise words! Wise words lord, lord, lord, your hair is so sleek, your eyes is so bright!" Squeaks the footlicker. The Seer gives it a dismissive pat on the head, at which it gives a self-satisfied squeal of delight.

The main entrance to Hell Pit is too well guarded for the party to break into without some serious challenge as to their reasons for being there, so the Seer suggests an alternate route, a tunnel branching of the main underway straight into the circle the Warlock works in. This is guarded but the Seer gives them a tool to help them enter unannounced – a poisoned wind globe.

"A tunnel branching off the main underway to Hell Pit" probably doesn't sound like a decent set of instructions to human ears, but bear in mind that like Eskimos and snow the Skaven language has a multitude of terms for "dank hole". Indeed, there are more words for "tunnel" in Queekish than there are varieties of Averland sausage, so the Seer's instructions could be along the lines of:

"Scuttle slipshod from our lair under the stunted things' Ungor, down dirt lanes for three foodstops my uglies, then quick, quick over the

shattercracks and through the burroway, there will you find crosscutting and, brrrr, feel chill-air, nearer now, steal down the bore-well there and – hungry now little things – have another foodstop there then up, up along the driftmain 'til gets dark, darker for even rat-eyes to pierce and feel, feel, feel with whiskers and right paws for the crack in the wall and follow it to the crawlspase, a pothole! A pit whole enough for just a toady a-time yes-yes? A capillary of underway, not known well but guarded still, yes, yes little ones, big black rat and wretch-help they station there with distress-bell but hush, hush, not need for such a flavour of fear - here! A tool for such circumstances!"

He pulls from a large pouch at his waist a globe of thick green glass, bound in heavy hawser. Clan Skryre characters will recognise the object as a Poisoned Wind Globe, but other characters will have to pass a **Common Knowledge (Skaven) Skill Test** to realise what the object is and how it works. If no one understands what the object is for, and one of the party is brave enough to admit their ignorance, the Seer will be frustrated but will explain the object's function.

The Seer also gives the PCs some Warp Tokens (1 per party member) for provisions.

Lastly he hands them a map made by an Eshin scout (who did not carry out the murder because the Seer thinks the party more expendable). The map is not good and when the party reach Hell Pit they may find they have to compensate for many errors and simplifications on the map. This will not be helped if the party are illiterate. Give the party Handout 1 - this is the map drawn by the Eshin scout.

"So my little stinking petties, everything clear, clear? Bring Maleff Ikk's head back, back, back to the Temple here quick, quick to get what's coming to you, yes, yes?"

The party should have some time to get prepared, but impress on them the fact that they are far more likely to gain the regard of their important new patron if they make haste. A single warp token should be enough to get all the provisions needed to see the party safely from Putrid Stump to Karak Varn.

Straight to Hell Pit

The most direct route to Hell Pit from Putrid Stump is to travel to the lair underneath Karak Varn (a journey of about 7 foodstops), then from their to the lair under Karak Ungor (about 6 foodstops) and from there to Hell Pit.

Fan Material for Warhammer Fantasy Roleplay : To Hell Pit and Back

If you have trouble thinking up some ways of adding flavour to the journey use the following table to bring the trip to life a little.

Features of the Underway

Old Fight: The ground here is soaked with blood and urine. A Skaven corpse lies nearby. Everything of value (including the edible parts of the body) has been taken.

Dirt Lanes: Near to Skaven settlements the underway becomes well trodden, with soft packed earth underfoot and torches in sconces along the tunnel sides. Other Skaven are regularly encountered here and many rats nest in the graffiti-covered walls of the Dirt Lanes, feasting on the refuse that passing Skaven leave behind.

Tunnelside Shrine: To the left of the tunnel is a small alcove containing a sconce for a torch, a bell and a brazier fixed to the wall for passing Skaven to burn a small offering to the Horned Rat in.

Shattercracks: An old limestone pavement forms the floor of the tunnel here, making the journey hard going. Water is easy to find in this area, gathering in the cracks between the stones. There is no lighting, and even Skaven need to light some sort of lantern or torch to see their way.

Abandoned Skryre Weapons: A Challenging (-10%) Perception Skill Test reveals that a warlock pistol and a shattered poisoned wind globe lie to one side of the tunnel here. The pistol is corroded but a talented warlock engineer might be able to get it working again.

Burroway: The tunnel becomes a narrow dirty hole, and the party may have to establish a marching order to pass through, which might be a good opportunity to instil some paranoia. There is no lighting.

Plague Pilgrims: A group of Plague Monks make their way down the tunnels, heading south, they are swinging censers and chanting holy maledictions. Avoiding them might be a good idea unless the party want to risk catching something virulent.

Crosscutting: Cold northern winds mix with the tepid atmosphere of the underway at this cavernous crossroads. A torch burns in a sconce here and daily a patrol from a nearby settlement escort a Skaven here to change the torch.

Slave Train: A group of slaves, mostly Skaven, but some human and goblinoid too, are led through the tunnels in a chain gang. Burly Skaven slavers guard the line at regular intervals.

Bore-well: Another tight tunnel through hard igneous rock. The marks of some great drilling machine can be seen screwing their way through the stone here. There is no lighting.

Under-Karak Varn

This is a fairly standard Skaven lair, and using the information for Under-Delberz from page 56 of **Children of the Horned Rat** is apt. Note that the entire warren is very damp and smells strongly of the rotten remains of the Black Water fish which is the chief source of food for the Skaven here.

The Skaven of Karak Varn are undergoing a famine and the party will find it very hard to buy provisions here. A Warptoken each will provide them with enough food to make the 6 foodstops to Karak Ungor, but other Skaven may well steal from or mug the party for their food.

Skirmishes with the Dwarfs above are common occurrences here, and the party will see lots of Skaven clanrats being mustered to defend their lair.

Visiting the Temple

The temple here is well attended, the Seers here (there are two) regularly hold sermons extolling the wickedness of the Dwarfs and urging the Skaven of Under-Karak Varn to fight this foe.

Under-Karak Ungor

Another Typical Skaven lair - though it's proximity to Hell Pit means that there is a high percentage of members of Clan Moulder here.

The population of Karak Ungor are also starving. Food is very hard to acquire and is eagerly stolen. The usual chaotic hurly-burly of a Skaven lair is absent, the ratmen here seem apathetic, sullen and tired, despondent even. Another resource that the lair is short of is slaves, many of whom have been cannibalised, and the prices for decent slaves here are now very inflated.

Stories here are rife of a manifestation of the Horned Rat some time ago. Apparently whilst the lair's Grey Seer was tending to the temple the god appeared to him and, after a heated exchange, gobbled him up. This event was apparently witnessed by Flem Skree, the Seer's attendant.

Flem Skree - Maddened Attendant

Flem used to be the attendant to the Seer here. Witnessing the death of his master has made him quite mad. He is suffering from starvation too.

WS	BS	S	T	AG	INT	WP	FEL
35%	24%	38%	37%	31%	33%	19%	13%
A	W	SB	TB	M	Mag	IP	FP
1	5	3	3	5	-	12	-

Skills: All forgotten.

Talents: Black Hunger.

Insanities: Near-catatonic and uncommunicative.

Armour: None.

Weapons: Claws.

Trappings: Tatty brown shift.

Visiting the Temple

Should the party investigate the local temple of the Horned Rat they will find it very sadly

Fan Material for Warhammer Fantasy Roleplay : To Hell Pit and Back

neglected. The great bell at the centre of the ceiling is draped in sooty cobwebs, and the only rats that can be seen are thin and weak. The braziers are cold and a font contains only a small puddle of warpstone infused water.

Flem Skree sits shivering in a corner of the temple. He reeks of the musk of fear (positively drips with it, to be frank). The Seer's attendant is quite mad and refuses to speak or eat, of no use to the party unless they wish to kill and consume him.

The whole atmosphere of Karak Ungor is of a place forsaken by the Horned Rat, and the party should be happy to get out of there.

Hungry as Hell

It's appropriate to have the party run out of provisions at some point. Let them know that they don't have food left and that foraging doesn't turn up much more than a few worms and other small invertebrates. Maybe even have them begin to suffer from the effects of starvation as described on page 114 of the **Core Rulebook**, except that the effects begin to show on Skaven the foodstop after running out of provisions.

However, help is at hand. Once the party are starting to feel the pinch read the following out to them:

In the gloom of the underway you can make out a group of Skaven standing in a circle and bickering with one another loudly and animatedly. They stare at one another with evil glances and thick ropes of drool worm from their panting maws. You are able to recognise the icons of Clan Mors scratched upon their clothing and into their skin.

These Skaven have also been travelling to Hell Pit but have become lost and run out of food, and they are beginning to feel the effects of starvation. They are bickering to establish a pecking order and, once it is clear who the runt of the group is, they will happily use him as trail rations. Of course, the arrival of the party may well solve their dilemma. If the PCs make successful Silent Move rolls they will have the opportunity to surprise their opponents in an attack, but if the PCs approach the starving Skaven openly they will find themselves under attack with little chance to parley. The group of starving Skaven are larger than the party, but are in a very weakened state, and should be no great challenge.

Once a Skaven from either side is critically injured the messengers will cease fighting and

one of them will indicate the casualty.

"Stop-stop! Hungry - we take, take, eat, eat, eat, no more fight!"

The PCs can either press the attack or leave the messengers to their meal. If they continue to attack they can butcher any Skaven corpse for enough meat to keep them well fed until they reach their destination.

From here on the journey is uneventful, though other Skaven parties can be encountered along the way, as the route between Karak Ungor and Hell Pit is well travelled.

The Starving Mors Messengers

These Skaven have been sent from the City of Pillars to deliver a message and some warpstone to Packlord Thrask. However, poor preparation has resulted in them becoming starved and lost.

WS	BS	S	T	AG	INT	WP	FEL
30%	25%	30%	30%	40%	25%	25%	15%
A	W	SB	TB	M	Mag	IP	FP
1	5	3	3	5	-	-	-

Note: The profile above has the effects of starvation taken into account. There are two more messengers than there are PCs.

Skills: Command, Common Knowledge (Skaven), Concealment, Outdoor Survival, Perception, Prepare Poison, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Swim.

Talents: Night Vision, Tunnel Rat.

Armour: Light Armour (Leather Jack and Leather Skullcap).

Armour Points: Head 1, Arms 1, Body 1, Legs 0

Weapons: Hand weapons (a mix of picks and swords) and daggers.

Trappings: Armour and weapons. One of the messengers carries an order for Moulder-bred rats (Handout 2) and a wooden casket holding some shards of Warpstone (about 18 Warp Tokens worth).

At the End of the Driftmain

Following the Seer's instructions the party can easily locate the crack, though it is only large enough for a single Skaven to crawl through at a time.

A young Tregara has made it's home in a cranny that branches off from the crawlspace (see Map 1). The Tregara is hungry and if the PCs disturb it it will attack them. Have the PCs declare the order that they are crawling down the tunnel in. The lead PC has a chance to spot the Tregara's nook on a **Challenging (-10%) Perception Skill Test**. If this is passed explain to the PC that he can see a dark, narrow crevice to his right. At the

Fan Material for Warhammer Fantasy Roleplay : To Hell Pit and Back

point in which they pass the Tregara's hiding place have them make a **Silent Move Skill Test**. The Tregara will attack the first PC who fails the test (with the advantage of surprise if it's hiding place was not spotted).

Juvenile Tregara

This is a young Tregara, barely four foot in length and suffering from a long period without food. More information about these cavern-dwelling insects can be found on page 116 of **Children of the Horned Rat**.

WS	BS	S	T	AG	INT	WP	FEL
30%	0%	35%	30%	35%	18%	32%	10%
A	W	SB	TB	M	Mag	IP	FP
2	10	3	3	6	-	-	-

Skills: Concealment +10%, Scale Sheer Surface +10%.

Talents: Natural Weapons, Tunnel Rat, Wrestling.

Special Rules:

- **Armoured Skin:** The juvenile's carapace isn't as thick as an adult's but still offers some protection.
- **Barbed Forearms:** +10% to Weapon Skill tests whilst grappling.
- **Wall Climber:** +20% bonus to Scale Sheer Surface tests.

Armour: Exoskeleton.

Armour Points: Head 1, Arms 1, Body 1, Legs 1

Weapons: Jaws and claws.

It's hard to fight in such a confined space. Only the attacked PC and the PCs directly before and/or behind him may attack the Tregara, and the following actions may not be made: Charge Attack, Jump/Leap and Manoeuvre. Double handed weapons, polearms and missile weapons may not be used in the crawlspace (with the exception of pistols and thrown weapons). Also movement values count as 1 for the Skaven in the crawlspace, and the Tregara receives a +10% bonus for attacking prone foes.

If the PCs disengage from the Tregara it won't follow them further than ten yards from it's nook, although this does mean it will still be there should the party decide to return this way.

This fight can become a bit boring for PCs who are isolated from the combat by the above rules. In playtesting it was suggested that the GM fudge things so that the Tregara attacks on of the players in the middle of the column, or that a second, weaker Tregara burrow through the cavern wall to attack the rear of the group.

More than a Dozen and One Ways to Skin a Cat.

The crack now widens so that soon the PCs are able to walk upright and two abreast. From this point you should be able to plot the party's location on the map showing a section of Hell Pit (Map 2).

The Guardroom

As the Seer mentioned there is a small guardroom at this juncture which is manned by a Black Skaven and a sharp-eyed Clanrat. A brand is kept in a sconce here, so it should be possible for the party to spot the guards before the guards spot them, provided they are quiet and not carrying a brighter light source. Opposite the sconce is a large brass alarm bell.

Skriss't - Black Skaven Guard

A typical Stormvermin in waiting with coal-black fur and a very powerful physique. Like many Black Skaven his pride in his martial prowess actually outweighs the well developed sense of self preservation that Skaven are normally famous for.

WS	BS	S	T	AG	INT	WP	FEL
38%	24%	48%	36%	26%	19%	40%	16%
A	W	SB	TB	M	Mag	IP	FP
1	12	4	3	5	-	-	-

Skills: Common Knowledge (Skaven), Dodge Blow, Intimidate, Perception, Speak language (Queekish), Swim.

Talents: Coolheaded, Night Vision, Sturdy.

Armour: Light Armour (Leather Jack and Leather Skullcap).

Armour Points: Head 1, Arms 1, Body 1, Legs 0

Weapons: Halberd, sword.

Trappings: Armour and weapons.

Skee D'll - Clan Moulder Clanrat

In contrast to his companion this Skaven is impressively lily-livered and willing to turn tail at the first sign of trouble.

WS	BS	S	T	AG	INT	WP	FEL
24%	22%	26%	27%	33%	32%	33%	22%
A	W	SB	TB	M	Mag	IP	FP
1	8	2	2	5	-	-	-

Skills: Animal Training, Command, Common Knowledge (Skaven), Concealment, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Swim.

Talents: Night Vision, Specialist Weapon Group (Sling), Tunnel Rat.

Armour: Light Armour (Leather Jack and Leather Skullcap).

Armour Points: Head 1, Arms 1, Body 1, Legs 0

Weapons: Sword and Sling.

Trappings: Armour and weapons, 6 stones for sling, shield.

Fan Material for Warhammer Fantasy Roleplay : To Hell Pit and Back

The guardroom contains a table and pair of chairs and a jug of poor quality but strong alcohol. There are a number of options available to the party at this juncture, some ways of tackling the guard include:

- **Using the Wind Globe:** Follow the rules on page 73 of **Children of the Horned Rat** to use the wind globe. Note that there is a gentle draft blowing inwards from here, so the gas cloud will not drift randomly, but will float a yard a turn towards the centre of Hell Pit.
- **Bribery:** This is probably the easiest way to get past the guard. A Warp Token each should satisfy them, though if they spot that the party have more they will haggle for extra and grow more curious as to the PCs intentions the longer they talk.
- **Bluff:** The guard are not used to Skaven coming this way and will be highly suspicious, however a good cover story may well win the party entry. If they have the warpstone and letter for Packlord Thrask they will be told off for using this entrance, but will be admitted.
- **Fight:** If engaged the Black Skaven will fight to the best of his ability. The Clanrat will seek to disengage as quickly as possible, ring the alarm bell and then run to the main guardhouse for reinforcements.

If the alarm bell is rung there is a 45% chance that it will be acknowledged by Skaven in the main guardroom. If this is so they will take about ten rounds readying weapons and armour and then a force of four Black Skaven and ten Clanrats will make their way from the guardroom to the disturbance. They will likely kill the party if they are still there, but may be moved by particularly impressive stories that invoke the name of a powerful Skaven, or generous offers of bribery.

If the bell is left unring then a change of the guard will happen in about two hours time. If bodies are discovered by the fresh guard they will ring the bell. Once summoned the guards will form pairs and begin to patrol the area covered by the map. Any Skaven not recognisably of Clan Moulder (like the PCs) will be questioned as to why they are here and how they arrived - but these investigations will not be very thorough. The under-empire is a violent place, and Skaven life is cheap, after all.

If no bodies are found then the new guard will settle in, Skaven quite regularly abandon their posts due to hunger or distraction, and the new guard will just agree to make the old guard's lack of vigilance a favour they can call in from them in future.

Life in Hell Pit

The party are now free to follow the Eshin scout's map to their target. Whilst most of Hell Pit is a maze of tunnels there are some locations that might be useful or interesting for the PCs to visit while here.

Slave Cages

Many of the tunnels near the laboratories are lined with black wrought-iron cages containing slaves. Most of these are fellow Skaven, though there are a number of human and goblinoid slaves as well.

Most of the slaves just lie in their cages, exhausted and browbeaten, many lie completely prostrate, either catching some hard-won sleep or dead. Some of the slaves still have life left in them and try to attract attention. For example a heavily scarred Skaven slave might say:

"Listen listen to me yes, sorry-thankyou! I, I, I was there when we took took Rictus warren, lost blade lost shield with Verminkin's mark on, on, on in the dark. Face bitten, not see I am Clanrat? Not, not belong with manthing slaves and capture-kin. I am Clan Moulder Clanrat like you! Don't, don't, don't go! Warp Tokens! Warp Tokens! Let, let, let me go and I show, show, show where stash of Warp Tokens!"

Or a bearded, heavily-set human with defiant hatred in his eyes who speaks to the party in halting and unsure language and spits at any PC who approaches his cage:

"You stenching vermin! You stenching, louse-ridden Vermin! No better than the rats you resemble you murdering, stenching, honour-free... Tchar curse you! Tchar thwart your stenching, petty ambitions! Don't you raise your claws at me, ratman! See this mark? That means I belong to your own Throt the Unclean that does! Yes, heard of him haven't you? That's his mark that is. Better leave me alone if you know what's good for you, filth."

Guard Barrack

The Skaven guards are billeted here. In total there are five Black Skaven guards and eleven Clanrat guards (with profiles like Skriss't and Skee D'dll on page 6), though normally one of each will be located at the guardroom. The others tend to spend their time here or procuring food at the Bazaar, though they will muster in order to deal with common emergencies like escaped slaves or a rampaging Moulder creation.

Fan Material for Warhammer Fantasy Roleplay : To Hell Pit and Back

Temple to the Horned Rat

This is a small temple for local worship, Hell Pit's primary temple is elsewhere, and is far more impressive. Nevertheless this is still a large and imposing cavern that houses a large brass Screaming Bell and swarms with a multitude of rats in all shapes and sizes. To the rear of the temple are the relatively opulent quarters of a Grey Seer and his two Black Skaven bodyguards. A brimming font full of warpstone infused water sits on an obsidian dais beneath the largest of the bells. A brazier burns in one corner, fed regularly with chunks of warpstone by an attendant.

The party can pay their respects here and, if their grovelling genuflections in the holy house of the Horned Rat are suitably pitiful, the GM should give them a suitable reward for their piety (like enjoying an extra fortune point each until the end of the scenario).

Warrens

Most of the area shown in the map is riddled with the sleeping spaces of Clan Moulder Skaven. Typically these quarters consist of little more than a dank hole with some filthy straw bedding. The numbers of Skaven who occupy a given hole tends to vary between one and three.

The characters can use these holes to lay low in if they have attracted attention to themselves. At any one time a particular hole has a 33% chance of being unoccupied. The party can use these holes to hide in and can search them in the hope of finding something edible (a successful **Search Skill Test** turns up some food 20% of the time).

The rightful inhabitants of the hole can of course return at any time the GM sees fit.

More important Skaven have more impressive holes. To the north-east of the map, for example, is the burrow of Master Mutator Malis Manwrack, in order to reach his abode a visitor must travel down a tunnel with it's own guardhouse and two side burrows inhabited by a pair of Skaven Broodmothers. Whether the Master is home or not a total of four Black Skaven Eunuchs stand ready to repel intruders and assassins.

Bazaar

This area is thronging with Skaven buying, bartering, bickering and burgling from a motley group of vendors and tradesmen manning tables of foodstuffs and knickknacks. Should the party wish to get provisions, spell ingredients or pet rats they have the opportunity to acquire them here.

This is also the best place to meet Skaven who

will be willing to talk about goings on in Hell Pit, and a successful Gossip test will result in directions to Maleff Ikk's laboratory.

The bazaar is also a great place to pick up poisons, as the warped plants and fungi that grow in the lands surrounding Hell Pit make great ingredients for toxic potions. Skaven from Clan Eshin travel here to get certain venoms, and can be seen perusing these wares.

The New Tunnel

This tunnel has recently been created by a Clan Skryre machine that causes fault lines in the rock to crack open. It's purpose is to house the growing population of Hell Pit by giving Skaven more surfaces in which to carve out burrows.

Mention to the party that this crack seems cleaner and less lived in than the other tunnels around, and that there is a lot of rubble on the ground.

Laboratories

Warlock Engineers of Clan Skryre and Master Mutators of Clan Moulder use these rooms to perform their unholy experiments in. The laboratories are large rooms with a funnelling tunnel leading to Hell Pit (to better extract any foul fumes that the experiments produce). Smaller burrows are attached to the labs, providing either storage facilities or sleeping quarters for those who use the lab.

The Pit

A gangway leads around the edge of Hell Pit itself. A freezing rain, tinged with both the colour and flavour of warpstone, drizzles constantly down from the upper levels.

Hell Pit is a vast, vertiginous chasm, and characters here should be encouraged to return to the burrows surrounding it or start taking Fear tests as a result of the pure agoraphobia the abyss instils in all who gaze into it.

If you wish to explore Hell Pit further the article **Wayfarer's Companion: Hell Pit**, written by Phil Kelly, can be found in **White Dwarf 311** and will prove an invaluable resource.

Random Events in Hell Pit

Use the following table to complicate the PCs journey to Maleff Ikk's lab.

Five or so such encounters on the way in should suffice, and then one or two on the return to the tunnels.

Fan Material for Warhammer Fantasy Roleplay : To Hell Pit and Back

01-12	Escaped Moulder Beast*
13	Eye of the Horned Rat*
14-19	Botched Assassination*
20-35	Panicked Rush*
36-42	The Passing of Packlord Thrask*
43-57	Escaped Slave
58-69	Routine Search
70-84	Tunnel Works
85-91	Suspicious Look
92-00	Rats

* These events will only occur once during the PCs time in Hell Pit. If you roll any of these events twice then reroll instead.

Escaped Moulder Beast

Mention to the party that the air is thick with the musk of fear and squeals of distress. From a nearby tunnel a knotted group of rats and Skaven charge in a panic, followed closely by an enraged Rat Ogre (see page 115 of **Children of the Horned Rat**). Unless the party make evasive manoeuvres they will be caught up in the press of bodies and find themselves carried along in the direction of the bazaar, where the Rat Ogre will overturn a few stalls before being subdued. The PCs can try to make **Strength Tests** to resist the push of the crowd, though this may leave them within arms reach of the Rat Ogre.

Eye of the Horned Rat

This mission may be under divine scrutiny after all. Simply mention to the party that they all suddenly feel a profound sense of awe and fear and secretly roll D10 to see which of the two adversaries the Horned Rat favours.

1-7	Trikk'exx Hhreest't
8-10	Maleff Ikk

Should the party come to fight Maleff Ikk and he has the favour then he may benefit from a fortune point for that encounter.

Should the party come to blows with Trikk'exx Hhreest't and he has the favour then he may benefit from an (additional) fortune point for that encounter.

Botched Assassination

A Clan Eshin Gutter Runner mistakes one of the party for his mark, and begins to shadow them. The mark will be a chosen Skaven if the party includes one, or the strongest Skaven if it doesn't. He will attack if he thinks his target is in a vulnerable situation, but will realise his mistake as soon as he lands the first blow, and will then attempt to extricate himself from the situation.

Gutter Runner

Career: Gutter Runner (ex-Night Runner)

Race: Skaven (Common, Clan Eshin)

WS	BS	S	T	AG	INT	WP	FEL
33%	28%	32%	38%	62%	67%	70%	32%

A	W	SB	TB	M	Mag	IP	FP
2	13	3	4	6	-	-	-

Skills: Common Knowledge (Skaven) +10%, Concealment +10%, Dodge Blow, Navigation, Outdoor Survival, Perception +10%, Scale Sheet Surface, Silent Move +10%, Speak Language (Queekish), Swim

Talents: Fleet-Footed, Night Vision, Orientation, Rover, Specialist Weapon Group (Crossbow, Throwing), Tunnel Rat

Armour: Light Armour (Leather Jack and Leather Skullcap)

Armour Points: Head 1, Arms 1, Body 1, Legs 0

Weapons: 2 Hand Weapons, Punching Dagger, 4 Throwing Stars, Crossbow Pistol with 10 bolts

Trappings: 2 Warpstone Tokens, Best Craftsmanship Rope (10 Yards)

Panicked Rush

As Escaped Moulder Beast, except in this case it turns out that the cause of the panic is unknown or long gone, and after a while the crowd disperses with some embarrassed grumbling.

The Passing of Packlord Thrask

Marching towards the PCs are a group of seven Stormvermin (with profiles like Skriss't on page 6), bunched around a very ostentatiously dressed and confident Skaven. They push any Skaven in their way to the sides of the tunnel as they make their way to the bazaar and will react very aggressively towards anyone who doesn't cooperate. After the guards have passed Skaven nearby will chitter excitedly about the important Skaven being Packlord Thrask.

The Packlord will go to the market and buy various items for scientific experiments before returning to his burrow, he will be dismissive of lesser Skaven, but will be interested in the Mors order if it is shown to him.

If using the pregenerated characters Thrask recalls Meffit as a reliable slavetaker, and will be interested in commissioning him to track down some goblinoid slaves for an experiment he is soon to commence. How this pans out is up to the GM.

Escaped Slave

As the party pass a warren have them make **Perception Skill Tests**. Those who pass will notice a filthy human cowering in the darkness at the back of the hole. If the party make any

Fan Material for Warhammer Fantasy Roleplay : To Hell Pit and Back

indication that they have spotted him he will try and fight his way out and run to another hiding place. Use the Beggar profile from page 233 of the **Core Rulebook**, though his only trapping is a stolen knife.

Routine Search

Up ahead the party can see that a pair of Stormvermin (with profiles like Skriss't on page 6) are stopping non-Moulder Skaven and questioning them as to their reasons for being in Hell Pit. They can be bribed, bluffed or fought as described for the guards on page 5.

Tunnel Works

The tunnel up ahead is blocked, a recent rockfall has occurred and Skaven engineers and labourers are working hard to clear the way of rubble and bodies. The party will have to find another route.

Suspicious Look

As the party pass by a fairly nondescript Skaven of Clan Moulder he locks eyes with one of them. He then stiffens, and there is the tangible scent of the musk of fear and hatred. The Skaven scuttles off in a different direction, pauses to glance at the object of his fear and loathing once again, and then runs away very, very quickly.

Rats

The party disturb a swarm of ravenous rats, which mill about for 3 turns scratching and biting. For each of these turns the PCs must pass an **Agility Test** or suffer 5 points of damage to either leg, modified as normal by Toughness Bonus and Armour.

Maleff Ikk's Laboratory

Like the other labs around the pit this is a large cavern with a wide and high exit funnelling into the pit itself (so that gasses and smoke caused by experiments can dissipate quickly). A smaller room with a straw bed in it is accessible from a tunnel leading from this main chamber, these are Maleff Ikk's sleeping quarters. See Map 3 for more information.

The Warlock is not well guarded, but is a fairly capable foe himself. He is also working alongside the Master Moulder Wringrentch, who will assist him in combat provided things don't look too dangerous. When (if) the PCs finally track him down he and Wringrentch will be working on a set of mechanical devices on a table (some hydraulic claws for augmenting a Rat Ogre - though only a Skaven of Clan Skryre or Clan Moulder would recognise them as such). There is a sedated Rat Ogre on the table too, and Maleff Ikk and

Wringrentch are in the process of splicing the mechanical arms onto the amputated stumps of it's arms.

To the left of Maleff Ikk's lab there is a pile of mechanical and biological refuse.

He will notice the party enter and will jump to the assumption that they are here to kill him. With this in mind he will slowly back away towards a cabinet at the side of the laboratory whilst giving the following speech. He's trying to give himself enough time to grab a warlock pistol lying in one of the open drawers of the cabinet.

"I see, see, see, Maleff Ikk has enemies yes? See the way the wormtails turn. Maleff Ikk can read, read, read the meaning of the scratches on the wall! Too, too good at it am I? Contraptions got some big cheese warlord trying to disgorge? Some seething Seer thinks I'm trying to pull his whiskers yes? Stupid, stupid, stupid, not see how effective these are? Malef Ikk's never been scared to tread on toes and tails and now it's his comeuppances yes, yes, yes? No. No, no, not, not, not now-now yes!"

Allow the party to interrupt his speech if they wish to act at all, but if they let him reach the end he will have the initiative and will have trained his pistol on the leading PC. Maleff Ikk will perform a Delay action, and will shoot if there are any sudden movements, attempts to prepare a spell or readying of missile weapons.

The PCs can deal with Maleff Ikk in a number of ways - though the most straightforward is to fight him. They could try and convince him they aren't assassins, but are here to talk about a commission, or just to see the great Warlock at work. These sorts of promises or pandering to his ego will tend to calm Maleff Ikk down provided a **Challenging (-10%) Charm Skill Test** is passed.

Most probably negotiations will break down at some point (unless some shady deal is brokered). Maleff Ikk will try to fight the party from a distance. Once he has discharged his pistol he will continue to use items he has stashed in the cabinet provided he is still next to it. These include four poison wind globes and several vials of chemicals (treat these as improvised throwing weapons, though characters hit and injured by one can risk developing mutations at the GMs discretion).

Maleff Ikk's warp blade (which is designed like a halberd in mimicry of his hero - Ikitt Klaw) is leant next to the cabinet, and once he feels melee is likely to be joined he will pick this up and wield it.

Fan Material for Warhammer Fantasy Roleplay : To Hell Pit and Back

Maleff Ikk - Clan Skryre Prodigy

Maleff Ikk is a genuinely innovative Warlock Engineer who draws on experiences from his time as a Clawleader in campaigns against Dwarfs of the World's Edge Mountains. This has had the result that his experiments, fusing a level of craftsmanship close to Dwarfen standards with a Skaven engineer's fertile ingenuity, have brought him under the malign scrutiny of certain Grey Seers, who have decided to have him killed in order to protect their own position in the status quo.

WS	BS	S	T	AG	INT	WP	FEL
44%	43%	37%	41%	59%	56%	45%	27%
A	W	SB	TB	M	Mag	IP	FP
2	16	3	4	5	-	-	-

Skills: Academic Knowledge (Engineering), Academic Knowledge (Science), Academic Knowledge (Strategy), Command, Common Knowledge (Dwarfs), Common Knowledge (Skaven), Concealment, Dodge Blow, Drive, Intimidate, Outdoor Survival, Perception, Read/Write, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Speak Language (Reikspiel), Trade (Engineer), Trade (Smith).

Talents: Keen Senses, Marksman (added to profile above), Master Gunner, Sharpshooter, Specialist Weapon Group (Gunpowder), Specialist Weapon Group (Sling), Strike Mighty Blow, Sure Shot, Warlock Engineering*, Tunnel Rat.

* See **Children of the Horned Rat** for details.

Armour: Light Armour (Full Leather Armour).

Armour Points: Head 1, Arms 1, Body 1, Legs 1

Weapons: Warp blade (halberd style), dagger.

Trappings: Armour and weapons, engineer's kit, four poisoned wind globes (in cabinet), warp blade (by cabinet), supercharged warp-power accumulator, three pounds of warpstone (in cabinet), 6 Warp Tokens.

He doesn't want to use it to discharge warp lightning as this would likely wreck his lab. However if pressed hard he will resort to using it in this way.

Wringrentch will fight to the best of his ability until the tide looks likely to turn against him, then he will try to escape and alert the guards. If he becomes truly trapped he will betray Maleff Ikk, claiming he knew all along that the perverse Warlock wasn't to be trusted and would soon get his just desserts. In reality he will be deeply angry with the party, and will seek their downfall at the next opportunity.

The fight with Maleff Ikk should be an anarchic climax to the scenario, and quite dangerous. Impress on the PCs how noisy and messy the fight in the lab is and make them anxious about the fracas attracting nearby Skaven (in fact nearby Skaven are so sick of bangs, explosions and bright lights emanating from the laboratories

Wringrentch - Master Moulder

Wringrentch is Maleff Ikk's primary collaborator and co-experimentalist. He is loyal to his ally, but will not continue to fight once Maleff Ikk is dead. He will bear a grudge against the party for ruining this satisfying scientific relationship, and will try to alert the guards to their presence, so they would be better off killing him soon.

WS	BS	S	T	AG	INT	WP	FEL
49%	39%	45%	40%	48%	43%	41%	26%
A	W	SB	TB	M	Mag	IP	FP
2	14	4	4	5	-	-	-

Skills: Academic Knowledge (Science, Strategy/Tactics), Animal Care, Animal Training, Command, Common Knowledge (Skaven) +10%, Common Knowledge (the Empire), Concealment, Dodge Blow, Intimidate, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Queekish, Orc), Swim, Torture.

Talents: Keen Senses, Master of the Lash, Menacing, Mould Flesh, Night Vision, Schemer, Seasoned Traveller, Specialist Weapon Group (Sling), Strike Mighty Blow, Strike to Injure, Surgery, Tunnel Rat, Unsettling, Wrestling

Armour: Light Armour (Full Leather Armour).

Armour Points: Head 1, Arms 1, Body 1, Legs 1

Weapons: Hand weapon, dagger, shield, whip.

Trappings: Cloak, 10 warpstone tokens, 3 sets of manacles.

that they couldn't care less about investigating or alerting the guards). The following events should occur during the fight:

- **Wind Direction:** Clouds of poisoned gas move towards the centre of Hell Pit at a rate of five yards a round - as the funnel at the end of the lab is designed to extract fumes. Maleff Ikk knows this, and may throw a globe so that the resulting cloud will drift into PCs in a following turn.
- **Slippery Patches:** There are many puddles of oil and chemicals on the floor, and running or charging characters should take **Agility Skill Tests** to avoid falling over.
- **Disturbed Throtling:** Throtlings are the results of whimsical experiments by the Master Moulders - such as seeing how well the head of a human child copes when spliced onto the body of a Gnoblar, or finding out how many tails can be grafted on to a single rat. One of these pitiful experiments has made it's way into Maleff Ikk's lab and has hidden in a pile of junk. Worked up into a frenzy by the sights and sounds of combat it launches itself at the nearest PC. Count it as a Goblin for the purposes of combat.
- **Pitraiser!:** At a dramatic juncture have a stray spark of warp lightning, a carelessly thrown

Fan Material for Warhammer Fantasy Roleplay : To Hell Pit and Back

bottle of chemicals or the discharge of energy from a magical spell bring the sedated Rat Ogre on the table to life. He bursts his bonds with ease, one of the great hydraulic claws snapping open and shut whilst the other hangs limply from his left shoulder, leaking a constant drizzle of blood, pus and oil.

Killthing - Augmented Rat Orge

This is the latest collaborative experiment between Maleff Ikk and Wringrentch, a large Rat Ogre with mechanical arms. The creature is a deadly opponent, but is confused and hurt after the rough and ready surgeries it has just undergone, and it's creators have only had time to properly attach one of it's new arms.

WS	BS	S	T	AG	INT	WP	FEL
36%	0%	59%	47%	18%	11%	22%	10%
A	W	SB	TB	M	Mag	IP	FP
2	15	5	4	5	-	-	-

Skills: Dodge Blow, Intimidate +10%, Perception, Scale Sheer Surface..

Talents: Fearless, Frightening, Natural Weapons, Night Vision, Strike Mighty Blow, Strike to Injure.

Armour: Metallic Arms

Armour Points: Head 0, Arms 2, Body 0, Legs 0

Special Rules:

- *In Great Pain:* Killthing is maddened with pain and the effects of the sedatives it has been given. It will lash out indiscriminately, ignoring the goading of it's creators. Each turn randomly determine an opponent for Killthing, it will then charge this opponent unless they are already in Melee, in which case Killthing will make a Swift Attack against its opponent.
- *Dying:* Killthing loses a wound each turn as a result of it's injuries. It takes any critical hits as a result of this wound loss to its left arm.

Weapons: Claws.

Once Maleff Ikk is defeated the party can comb through his laboratory and quarters if they wish. Alongside Maleff Ikk's trappings they will find 5 Warp Tokens, any remaining wind globes and a letter to Maleff Ikk from a member of Clan Moulder named Vrgl.

Can a deal be struck with Maleff Ikk?

Of course! Whilst Maleff Ikk will react to the PCs entry with hostility he is willing to listen to them, and may well calm down if they give some further explanations for their presence. However, he would not have got as far as he has without a very healthy dose of paranoia, and as such will tend to second guess all but the most eloquent and subtle of lies, and he will ask awkward questions to test any cover stories the PCs give to him.

It is possible that, if he gleans something of the PCs mission, Maleff Ikk could cooperate with them in order to ensure his continued survival. He would be very interested to know about the Seer who ordered his death. He might even offer the PCs a reward for bringing him the head of Trikk'exx Hhrest't.

What if the PCs fake Maleff Ikk's death?

This sort of chicanery should be expected and, indeed, encouraged in a game involving Skaven PCs. In fact, if they parley with Maleff Ikk and reveal their plans he may even suggest they take an alternative head back with them.

A suitable head shouldn't be too hard to find from one of the inhabitants of the slave cages surrounding the laboratories. A successful

Disguise Skill Test can result in it looking a lot like the Warlock Engineer.

However, Trikk'exx Hhrest't is not easily fooled, and even if the head is well disguised the PCs will have to convince him it's the head he is looking for by passing a **Challenging (-10%) Bluff Skill Test**. This ruse won't work forever though, and soon word will reach the Grey Seer that Maleff Ikk is still alive and creating his augmentations for Clan Moulder. Should the PCs location be known to him at this point he will probably arrange for their lives to end quickly and painfully.

I don't suppose that it's beyond the realms of possibility that someone else could assassinate Maleff Ikk before the Seer hears anything more about it - meaning the PCs get off entirely. How about rolling D100, and on the result of a 13 the PCs have been lucky enough for circumstances to have conspired in this manner.

Like a Rat Outta Hell Pit

The return journey need not be eventful, though random events, the guard at the guardroom and the juvenile Tregara may need to be dealt with again.

Under-Karak Ungor is still suffering from shortages of food and slaves, and still carries an air of despondency.

Successful fishing expeditions and the raiding a dwarven caravan at Under-Karak Varn has solved the worst of their hunger issues, and provisions aren't so hard to acquire here.

Back at Putrid Stump Trikk'exx Hhrest't can be found in the Temple to the Horned Rat. The Seer will be delighted to receive the head of Maleff Ikk, and will see to it that the PCs receive a reward of

Fan Material for Warhammer Fantasy Roleplay : To Hell Pit and Back

two Warp Tokens each. Should the PCs suggest that he promised them more lavish rewards he may become murderously apoplectic. However, he will be very interested if it is brought to his attention that Clan Mors seem to be acquiring tools of war from Clan Moulder - and the two handouts the party may have found are ample evidence of this in his eyes. The Grey Seers have their beady eyes trained on the bellicose clan, and this evidence could lead to him finding more work for the PCs as he attempts to discern more about Warlord Gnawdwell's intentions...

Fan Material for Warhammer Fantasy Roleplay : To Hell Pit and Back

Experience Awards

- 10 points each for slaying the starving Skaven messengers.
- 20 points for any Skaven involved in slaying the Tregara.
- 20 points each for dealing with the guard via violence.
- 30 points each for dealing with the guard via trickery.
- 30 points each for delivering Maleff Ikk's head to Trikk'exx Hhreest't.
- 10 points for the Skaven who suggests to Trikk'exx Hhreest't that Clan Mors seem to be readying for war.

Handout 1 – Map of Hell Pit

Below is the map drawn by the Eshin scout that Trikk'exx Hhreest't gives to the party at the start of the adventure.

If the party ask for advice on how to read the map the Seer will look exasperated with them but will explain the following points:

- The arrow at the bottom indicates where the party will enter Hell Pit, the small burrow just above it, marked with the bell icon, is a guardroom.
- The large dark arrow is a laboratory, and the usual location of the target.
- The large burrow near the centre is a bazaar.
- The large burrow near to the top left of the map is a temple to the Horned Rat.
- The jagged line to the top right is the chasm of Hell Pit.
- Other locations "don't matter".



Fan Material for Warhammer Fantasy Roleplay : To Hell Pit and Back

Handout 2 – Order for a Rat Swarm

This note is carried by the starving messengers of Clan Mors.

Mostly Honoured Packlord Thrask

Lord Grawdwell has request - yet threatless - for rat morass and so sends contents of casket for you to peruse with promises of duplicate on receipt of the morass

Previous understandings understood to apply regarding quality and delivery - no Throtling scum nor byblow

The City of Pillars regards You

Handout 3 – Letter to Maleff Ikk

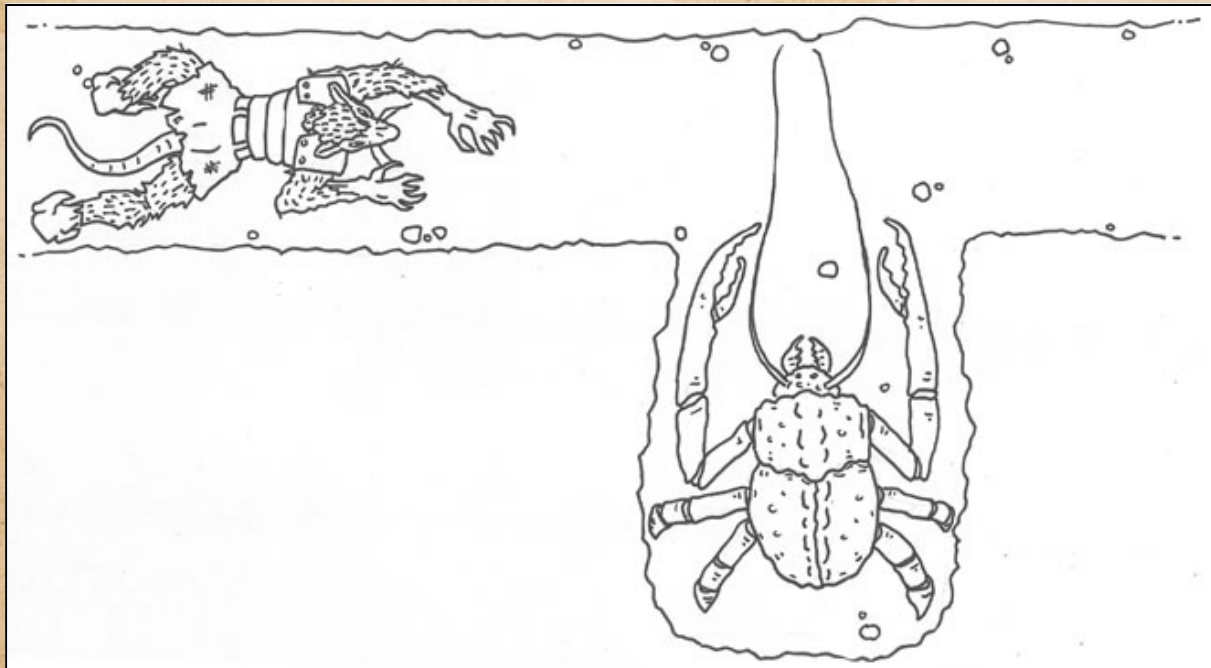
This letter can be found if the party search Maleff Ikk's laboratory.

Preponderant + yet Novitiative Ikk

Augmented Rat Dyes have excited the Councilor!! Promised many wretchedness if none made!! Greet glory for both Skayne Moulder. Good Pleased!! Stay pleased if none made very soon. Mild concern expressed as to ability of creature-machines to tell between friend and foe when enraged. Not huge problem - make more research? Expect delegation from City of Pillars before fat moon fills up!! Or such... It was comment made that the wrap-fire throoping device attached on the second creature you supplied had just sort of effect both in manner of carriage wrought + fear evoked to greatly impress the Lord of Decay!! Perhaps you could peer a look into similar uses of other devices - netting guns, jizzails, globe throwers + such? I'll arrange for test - sleeves as you need to assure yourself that such devious devices can be gainfully employed upon a monstrosity that walks heavy + try to stop Throt on Vermilion soon!! + with their regard there will no longer be such a need for your low-lying + I'll be able to give you the tour of the Pit + promised when you smelt of interest.

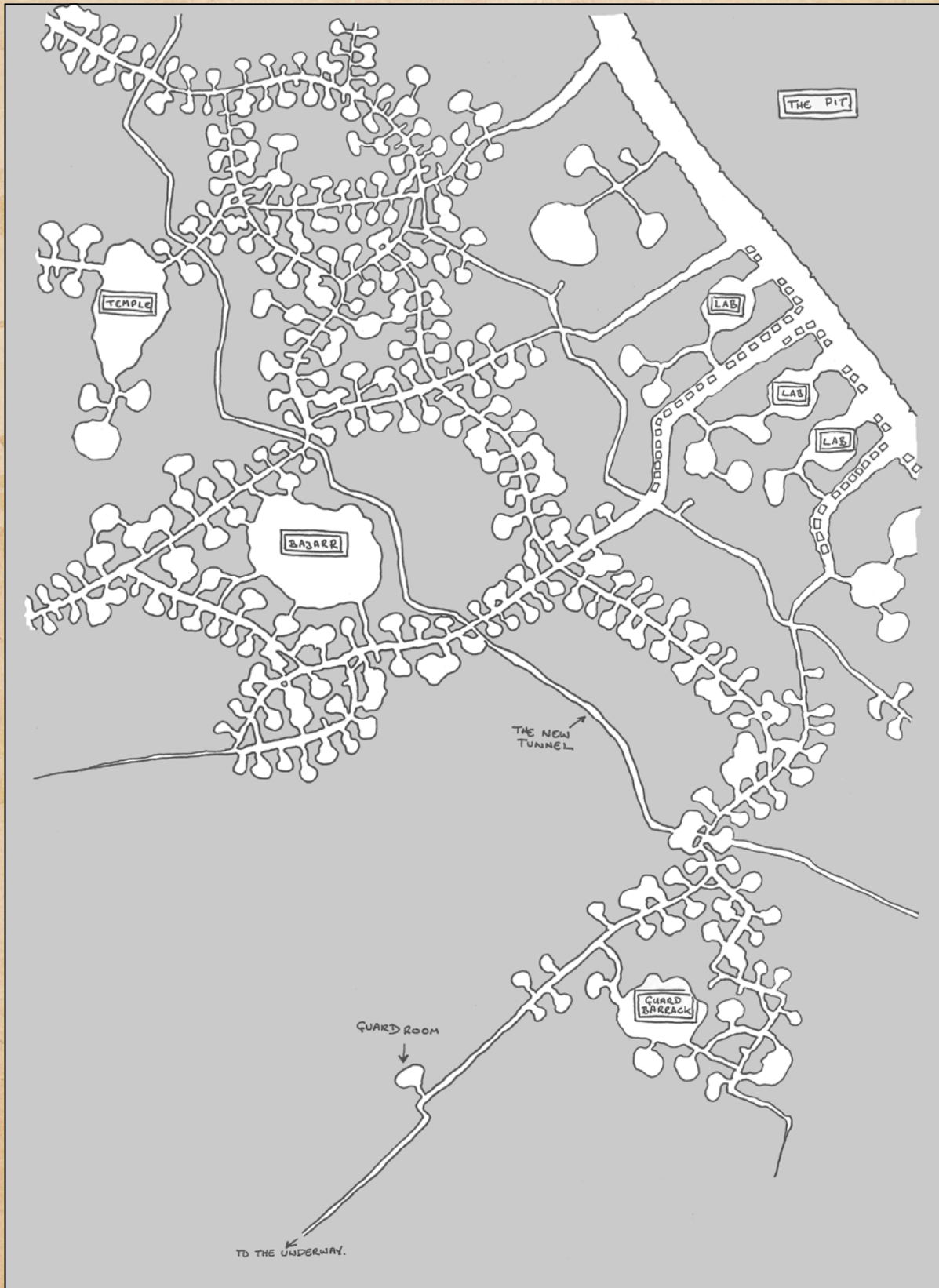
Sheely Spicer - Superintendent - Vrd

Map 1 – The Tregara Cranny



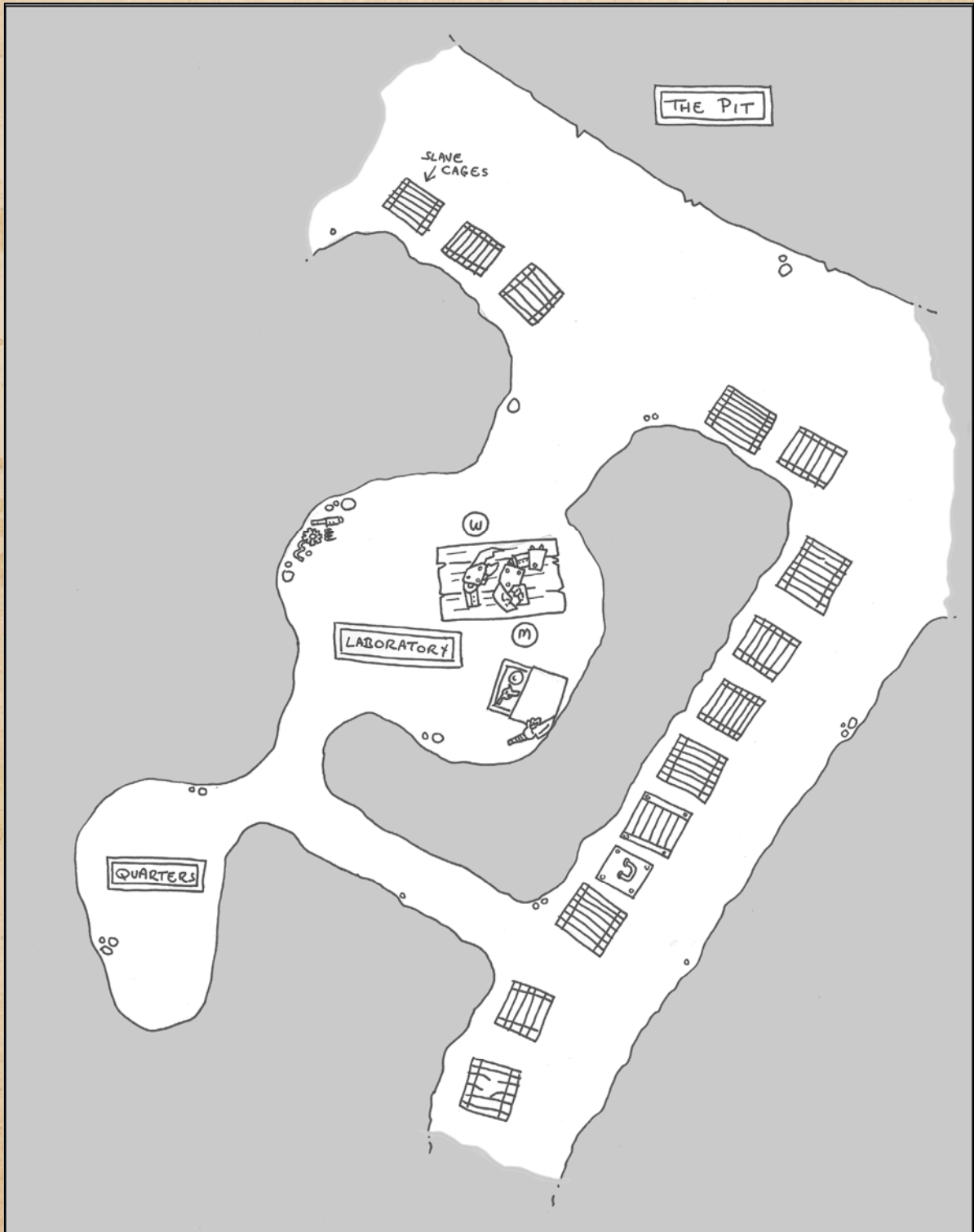
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Map 2 – Hell Pit



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Map 3 – Maleff Ikk's Lab



Maleff Ikk's position is marked with an "m".

Wringrentch's position is marked with a "w".

Fan Material for Warhammer Fantasy Roleplay : To Hell Pit and Back

Sample PCs

Snikkitt - Apprentice Grey Seer

"Of course I am favoured of He Who Gnaws Below! Have I not walked through the Thirteen Circles of Initiation? At the Temple in the Shattered Tower I took the Test of Death, and did I not choose the door that led to the Sanctum of the Horned Rat whilst the other apprentices strode into one of the twelve chambers of Certain Doom? Who could be more blessed in the eyes of the Horned One than one such as I?"

Snikkitt has recently left the cloisters of the great temple of the Horned Rat in Skavenblight together with his loyal (loyal inasmuch as Skaven acknowledge loyalty anyhow) bodyguard Drittskritt.

Whilst Snikkitt has proved to be an adept worker of magic, and whilst his appetite for ambition is typical of the Skaven, he does possess enough self-knowledge to realise that he had better show some caution on his road to power, and pay the proper amount of deference to his betters, all the while attempting to preserve his own poise and dignity in the eyes of his underlings.

Snikkitt often finds he can get his way by claiming that the Horned Rat's wishes are much the same as his own. In truth he has never received a vision from the Horned Rat (unless disturbing nightmares involving cats and his broodmother count). This makes him feel increasingly paranoid as time passes without some form of comfort or advice from the god he so fervently worships.

The fact that he has received no holy revelation as of yet increases the fear and envy he feels towards other Grey Seers. Snikkitt worries that they will somehow sense he lacks the favour of the Horned Rat, and will judge him expendable as a result.

WS	BS	S	T	AG	INT	WP	FEL
18%	28%	22%	37%	32%	49%	36%	37%
A	W	SB	TB	M	Mag	IP	FP
1	9	3	3	4	2*	-	2

* An advance has already been taken in this characteristic.

Skills: Academic Knowledge (Magic), Channelling, Common Knowledge (Skaven), Magical Sense, Perception, Read/Write, Speak Arcane Language (Magick), Speak Language (Queekish), Speak Language (Reikspiel).

Talents: Aethyric Attunement, Coolheaded (added to profile above), Lesser Magic (Blessed Weapon, Silence), Night Vision, Petty Magic (Warp), Savvy (added to profile above), Suave (added to profile above).

Armour: None.

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Quarter Staff.

Trappings: Grey Robes, Quarter Staff, 2 Warpstone Tokens.

Drittskritt - Black Skaven

"...at Battle of North Stair Warlord Queek led Clan Mors warriors through old dwarf sewer outlet in bravegood raid against goblins who much infest the uppertop levels of City of Pillars - killing many and enslaving rest for Skavendom good. Warlord Queek slew goblin chief, right hand of Skarsnik himself no less, in single combat..."

Drittskritt, like his master Snikkitt, is savvy enough to realise that ambitious Skaven don't last long unless they disguise it somewhat and attach themselves to a worthy patron. With this in mind he serves Snikkitt with some diligence, though this situation could well change if a more prestigious master showed an interest in employing him.

Drittskritt is a militarist, and quite enjoys examining and discussing the various items of the tactics, weaponry and armour used by Skaven and the other races of the Warhammer world. He can be a bit of a bore about this at times, and other Skaven, with their famously short spans of attention, can find his enthusiasm for the subject very draining. He has persuaded his charge, Snikkitt, to visit the bazaar so he can look at weaponry.

His interest in matters martial has made Drittskritt aware of the recent successes of Clan Mors. Whilst he respects the achievements of Warlord Gnawdwell and his protégé Queek Headtaker, Drittskritt feels that the balance of power in Skaven society will continue to be wielded by the Grey Seers rather than shift to the warlord clans. As such he believes that Mors have overreached themselves in terms of ambition, and will soon suffer a pronounced fall from grace. If Drittskritt could have a visible hand in that fall from grace he might well earn respect from Grey Seers he so admires.

Of course, if Drittskritt turns out to be wrong, he would happily join Clan Mors as they violently brush aside the old order and set up a new, and more military, regime to rule Skaven society.

WS	BS	S	T	AG	INT	WP	FEL
46%	22%	47%*	39%	31%	27%	28%	18%
A	W	SB	TB	M	Mag	IP	FP
1	12	4	3	5	-	-	1

* An advance has already been taken in this characteristic.

Skills: Common Knowledge (Skaven), Dodge Blow, Intimidate, Perception, Speak Language (Queekish) Swim.

Talents: Coolheaded (added to profile above), Night Vision, Specialist Weapon Group (Two-handed), Sturdy, Street Fighting, Strike Mighty Blow, Very Resilient (added to profile above).

Armour: Light Armour (Leather Jack and Leather Skullcap).

Armour Points: Head 1, Arms 1, Body 1, Legs 0

Weapons: Great Axe.

Trappings: Armour and Great Axe.

Fan Material for Warhammer Fantasy Roleplay : To Hell Pit and Back

Meffit T'kk - Clan Verms Slavetaker

"No, no, no, no, no! Not hit like that, break something, no workgood long if you go break, break, breaking them. Smack, pinch, scratch! Hurt, hurt, hurt them like that - then they workgood well, well, well."

The Skaven of Clan Verms are unusual in that from an early age they are trained in the skills necessary to survive outdoors. These traits make them good candidates for an important role in Skaven society - finding and capturing slaves.

Meffit is a young Skaven who has nevertheless become quite adroit in skills involving locating, caring for and transporting slaves. Unlike many Skaven slavers Meffit seems to understand that some basic care, respect and promise of reward can result in a more motivated and healthy worker. This means that by the standards of his peers Meffit treats his charges quite well, though to the eyes of a man of the Empire he would seem to behave towards them in a shockingly brutal fashion.

These methods have earned Meffit some derision from more traditional slavers, but he hopes his more productive approach will earn him the regard of his superiors, and even get him noticed by the Grey Seers themselves.

Meffit has come to the bazaar in Putrid Stump in order to find some employment. It has been a while since he received a commission to find slaves that he didn't find too dangerous, and he's becoming hungry...

WS	BS	S	T	AG	INT	WP	FEL
30%	36%*	22%	39%	31%	30%	21%	22%
A	W	SB	TB	M	Mag	IP	FP
1	9	2	3	5	-	-	1

* An advance has already been taken in this characteristic.

Skills: Common Knowledge (Skaven), Follow Trail, Intimidate, Outdoor Survival (+10), Perception, Search, Shadowing, Silent Move, Speak Language (Queekish) Swim.

Talents: Marksman (added to profile above), Night Vision, Rover, Specialist Weapon Group (Entangling), Strike Mighty Blow.

Armour: Light Armour (Leather Jack and Leather Skullcap).

Armour Points: Head 1, Arms 1, Body 1, Legs 0

Weapons: Pick, Sling and Net.

Trappings: Weapons and armour, sling and bag containing ten stones, Net, Manacles, 10 Yards of Rope.

Slavetaker: Skaven Slavetakers scour the Old World's countryside looking for people to abduct. Use the Bounty Hunter career for their advance scheme and trappings, but replace crossbow and bolts with sling and ammunition.

Flens Visspikk - Clan Skaul Barber-Surgeon

"Yes, yes, yes, pack, packing cut with rat leavings make good, good quick, quick, quick. Hurt yes, yes, yes? Hurt lot mean me fix well, well, well. With healing comes much-much pain and much-much puss. Nasty cut. Nastybad cut. Deep slit. Slit nearly cut black-bile-sac. What say make cut? Assassin blade? Who make bounty-offer you think?"

Skaven medicine is crude when compared to that of other races, but a range of rough and ready remedies, coupled with quick metabolisms and tough constitutions, mean that their surgeons can be surprisingly effective.

Whilst hasty stitching and techniques for staunching blood loss are treatments all too commonly called for in the rough and tumble of the Under-Empire, the Skaven who can perform these operations all too frequently see to it that their patients suffer worse infliction should it in some way benefit the doctor politically, or refuse to work unless it is clear what sort of reward will result from their efforts. These traits, coupled with the fact that many of their techniques are perfect illustrations of the maxim "kill or cure", mean that Skaven surgeons are looked upon with a particularly pungent combination of suspicion mixed with dependency by their peers.

Being a member of Clan Skaul, Flens has always been in a position to learn about the applications of certain narcotic substances. He learnt more about his craft from a battlefield surgeon after a bout of the internecine fighting that constantly punctuates life in the Under-Empire.

Flens has ambitions to become a great poisoner one day, as such individuals can become important members of Skaven society and are often asked to share their expertise with Clan Pestilens or Clan Eshin. With this in mind he tends to study the effects of venoms on many of the patients he suspects of not being missed much. He is visiting the bazaar to see if he can steal some poisons.

WS	BS	S	T	AG	INT	WP	FEL
34%	30%	38%	31%	45%	39%*	23%	21%
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	5	-	-	1

* An advance has already been taken in this characteristic.

Skills: Charm, Common Knowledge (Skaven), Haggle, Heal, Perception (+10), Read/Write, Speak Language (Queekish), Speak Language (Reikspiel), Swim (+10), Trade (Apothecary).

Talents: Night Vision, Resistance to Disease, Resistance to Poison, Suave (added to profile above), Surgery.

Armour: None.

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Sword.

Trappings: Trade Tools (Barber-Surgeon).

Fan Material for Warhammer Fantasy Roleplay : To Hell Pit and Back

Subplots for Sample PCs

Once the party are assembled in the bazaar at Putrid Stump and know their mission give them these handouts to provide some additional complications to the adventure.

Snikkitt - Apprentice Grey Seer

The patronage of a powerful Seer might be just what you need, but you have also heard apocryphal tales of how betraying and killing such an individual can bring one to the attention of the Horned Rat - and you do crave such attention.

Be careful with your underlings, they will obey you, if they know what's good for them, but they will betray you if you display anything in the ways of weakness that they can exploit. They must never know you doubt your link to the god of the Skaven.

Your paranoia about being forsaken by the Horned Rat leads you to want to pay him all due respect whenever possible, it would be remiss of you to visit a Skaven stronghold without visiting a local temple to grovel in.

Drittskritt - Black Skaven

Oddly, you really do pride yourself on being a loyal bodyguard. Anyone who hurts Snikkitt must die by your hand.

Unless, of course, they are themselves more important than Snikkitt, or closely affiliated with someone more important than Snikkitt - but still, for a Skaven you are pretty loyal.

Being a military Skaven you know the value of an operation carried out as quietly and as quickly as possible. Once at Hell Pit you will want to find your target, achieve your objective and get out again without any distractions.

That said, there must be some odd weaponry within the Warlock's lab, so a quick search of the room wouldn't go amiss...

Meffit T'kk - Clan Verms Slavetaker

It has been a while now since you received a commission for slaves that you could successfully fulfil, and your reputation and wealth are beginning to suffer as a result. New markets and new opportunities to find slaves, or steal some, might interest you.

Both Seers are desirable contacts for you. Maybe once this mission is over one or the other might commission you for work more suited to your talents. Of course, should they come to blows, your loyalties will ultimately lie with the more senior Seer.

That said, Clan Moulder are always in need of fresh slaves for their scientific test subjects. You've done deals with them in the past, a senior Packlord named Thrask. You're not keen to spoil your good reputation with Clan Moulder, but maybe it's worth it to get in with the Seers...

You and Flens have both just been introduced to Snikkitt (as well as Drittskritt and each other) at the start of the adventure. It would probably work in your favour if you were to show Snikkitt more sycophancy than Flens does - unless doing so puts you in danger.

Flens Visspikk - Clan Skaul Barber-Surgeon

A visit to Hell Pit gives you an opportunity to pick up some rare poisonous fungi from the bazaar there. The Khaine-Cap is a deadly poisonous mushroom that you have been wishing to study the effects of for some time now.

If using Dan White's Herbalism rules from the Fan Section of the Black Industries site then Black Cackler, Dead Man's Fingers, Pangwood and Lemsang can all be found at the Hell Pit bazaar, and Flens would be very interested in these plants too.

You and Meffit have both just been introduced to Snikkitt (as well as Drittskritt and each other) at the start of the adventure. It would probably work in your favour if you were to show Snikkitt more sycophancy than Meffit does - unless doing so puts you in danger.

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Fan Material for Warhammer Fantasy Roleplay : To Hell Pit and Back

Spells

Quick reference for spell casting characters.

Note that Maleff Ikk can use his Warp Blades to cast Warp Lightning as if he had a Magic Characteristic of 2. When rolling damage for the spell he rolls 2 dice and chooses the highest as a result of his Supercharged Warp-Power Accumulator.

Snikkitt - Apprentice Grey Seer

Petty Magic (Warp)

Favour

Casting Number: 5
Casting Time: Half action
Ingredients: Bit of human flesh (+1)
Effect: +5% bonus to your next test, or steal Favour of the Horned Rat from any Skaven within 16 yards.

Ghostly Flame

Casting Number: 6
Casting Time: Half action
Ingredients: Pinch of Warpstone powder (+1)
Effect: Light equivalent to torch burns for 1 hour. May be thrown as a *magic missile* with Damage 1.

Mark of the Horned Rat

Casting Number: 3
Casting Time: Half action
Ingredients: A rotten tooth (+1)
Effect: Target within 16 yards passes WP test or gains blemish lasting 1D10 hours for -5% Fel.

Rat Thrall

Casting Number: 3
Casting Time: Half action
Ingredients: Bit of mouldy cheese (+1)
Effect: Summon communicating and obedient rat for 1D10 hours.

Vector

Casting Number: 4
Casting Time: Half action
Ingredients: Wad of Dung (+1)
Effect: Target within 16 yards must take T test or be at -20% to Resist Disease for 24 hours.

Wrack

Casting Number: 5
Casting Time: Half action
Ingredients: Tear from a human child (+1)
Effect: Target within 12 yards suffers pain and -5% to WS, BS, Ag for 1D10 rounds.

Lesser Magic

Blessed Weapon

Casting Number: 6
Casting Time: Half action
Ingredients: Dab of blessed water (+1)
Effect: Weapon or 5 shots count as magical for 1 hour.

Silence

Casting Number: 10
Casting Time: Half action
Ingredients: A gag (+1)
Effect: Target within 24 yards must pass WP test or be silent for rounds equal to caster's Magic level.

Trikk'exx Hhrest't - Skaven Grey Seer

Petty Magic (Warp)

As Snikkitt.

Lesser Magic

Aethyric Armour

Casting Number: 5
Casting Time: Half action
Ingredients: Link of chainmail (+1)
Effect: Gain AP equal to Caster's Magic Level for 6 rounds.

Dispel

Casting Number: 13
Casting Time: Full action
Ingredients: Small silver hammer (+1)
Effect: cause spell (not ritual) within 12 yards to end.

Move

Casting Number: 4
Casting Time: Half action
Ingredients: A small tin (+1)
Effect: Move small item up to 12 yards, or open or close unlocked door or knock item over within 24 yards.

Dark Lore (Warp)

Armour of Darkness

Casting Number: 10
Casting Time: Half action
Ingredients: Bit of blackened leather (+2)
Effect: 1 AP to every location and +20 bonus to Concealment Skill Tests.

Death Frenzy

Casting Number: 18
Casting Time: Full action
Ingredients: 2 drops blood from rabid animal (+2)
Effect: Ally within 18 yards gain Black Hunger.

Flensing Ruin

Casting Number: 25
Casting Time: Full action
Ingredients: Piece of elf, dwarf or human skin (+3)
Effect: Target within 10 yards takes S5 hit for a number of rounds equal to caster's Magic Level.

Skitterleap

Casting Number: 8
Casting Time: Half action
Ingredients: Hind leg of rat (+1)
Effect: You or ally within 18 yards teleport to location in line of sight.

Vermintide

Casting Number: 14
Casting Time: Full action
Ingredients: A wheel of good cheese (+2)
Effect: All creatures within template centred on caster take Damage 1 hit, except caster. On following round swarm moves 12 yards in direction of caster's choice, then control is lost.

Warp Lightning

Casting Number: 11
Casting Time: Half action
Ingredients: A slender copper rod (+2)
Effect: *Magic Missile*, 48 yards and Damage 5. Caster takes Damage 1 hit for every 1 on the Casting Roll.