

Dwarf Prospectors

Pride and Prejudice and Pickaxes: how to blow up Grudges with Blasting Charges!

Dwarfs are the exceptionally (read extremely) proud people of the Old World. Always grumbling behind their sacred trio of virtues: how old you are, how rich you are and how skilled you are. That's the classic background, we know...but the very heart of the Dawi beats beneath the mountains - ahhh the old good Duraz - where the primordial stone-breaking toil of the Father-God Grungni still passes down to his sons: the Miners!

Rooock & Stooone! Ores to mine? Tunnels to carve? There are no Dwarfs more capable...so no living species more capable. Picks to swing? Skaven to bury? Just another productive day! One Twin-Tailed massive chunk made out of warpstone?! Well, sounds like an omen-invitation for a warband of Dwarf Prospectors - ohhh the new bad Thengduraz! Since word of this new extraction charter fell from the sky, the various Guilds of Miners, Engineers and Powdermakers immediately saw the promise of great things: research, exploration, culture, etc. In short, unimaginable wealth. One of those rare occasions, perhaps once in the memory of a Living Ancestor, when the Guilds set aside their rivalries, temporarily of course, in the face of enormous profits.

And so, from the stone halls (always from underground) they march to the Manling Ostermark, toward the richest open-pit mine in all the Known World: Mordheim! Alright, it might be called "the City of the Damned", but all it takes is a shovel in hand and just a pinch of blackpowder. All within reach from the High Lodefinder to the last Boki-Beardling sworn into the Guild...

"Dispossessed? Pffff! By the Gromril veins in all Karaz Ankor - and other Khazalid swears with no translation - we bear no stain on our honour! Just hard work and the proper stains of our hard work: calluses on the palms and wax on the brow are like Clan-brothers for us. Heigh-ho! We raid this cursed city not to buy back shame, we do it because it's the ancestral duty of Miners. Not a single scrap of ore, dug from the depths or fallen from the sky, must ever end up in Ratmen paws...or worse Goblin grubbers...or even worse pointy-eared Elgi! That is dishonor. That is the real dispossession - one last obscenity in Dwarvish."

So watch your tongue, unless you want a Maraz Mattock between the eyes or a place in the Book of Grudges, don't go calling them "Treasure Hunters" like their kin. Sure, they hunt treasures, not out of disgrace, but on Guild commission. These warbands aren't led by desperate nobles, only Chief Prospectors who can bore through granite and armor plates, paid in strong distillate (officially for the Steam Drill's tank). Oh and these leaders know too well the power of Blasting Charges. Reminder: they are never shy about using them.

When newbie mercenaries arrive outside the walls of Mordheim and sees smoke plumes and booming echoes, they have to learn fast...a little adventure just turned into a big barrel full of explosives. The City of the Damned might soon detonate into the City of Rubble, just the daily welcome of the Dwarf Prospectors.

Dwarf Prospectors Special Rules

All Dwarf Prospectors are subject to the following special rules:

Dawi Be Dawi. We are the (best mining) Dwarfs and we're digging a hole. The Dwarf Prospectors benefit from the following special rules as described in the Dwarf Treasure Hunters: Hard to Kill, Hard Head, Armour, Hate Orcs & Goblins, Grudgebearers, but not Incomparable Miners. A full crew of stocky-grudging excavators doesn't just know how to dig...they were born with Great Pickaxes in hand.

Incomparable (Guild-Vouched) Miners . They're not just miners. They're professionals. These Dwarfs have the earth-sense of Grungni and decades of underground toil, so they can sniff out wyrdstone like bloodhounds in the dark, even in Mordheim. When checking for wyrdstone at the end of a game, add +1 to the number of pieces found for a Dwarf Prospectors warband. In addition, on the Exploration chart, roll an extra 1D6 and discard the lowest result.

Bozdok Veterans. The translation for Manling might be: constantly banging your head on low roofs or pit props, so these Dwarfs clearly haven't squinted at daylight in a long time. These Dwarfs may reroll any failed Initiative tests caused by enclosed hazards, whether in tunnels, catacombs, sewers or any place not under open sky. If a collapsing building, hidden traps or treacherous terrain have a ceiling above their lanterns, they know how to handle it.

Choice of Warriors

A Dwarf Prospectors warband must include a minimum of three models.
 The maximum number of warriors in the warband may never exceed 12.
 You have 500 gold crowns to recruit your initial warband and purchase items from the Dwarf Prospectors Equipment Lists.

Chief Prospector . Each Dwarf Prospectors warband must have 1 Chief Prospector: no more, no less!

Old Powdermaster . Your warband may include up to 1 Old Powdermaster.

Durslayer of Grungni . Your warband may include up to 1 Durslayer of Grungni.

Ironbreakers . Your warband may include up to 2 Ironbreakers.

Miners . Each Dwarf Prospectors warband must have 3 Miners. Any number of models may be Miners.

Sappers . Your warband may include up to 5 Sappers.

Tunnel Fighters . Your warband may include up to 5 Tunnel Fighters.

Boki-Beardlings . Your warband may include any number of Boki-Beardlings.

Starting Experience

Chief Prospector starts with 20 experience.

Old Powdermaster starts with 12 experience.

Durslayer of Grungni starts with 8 experience.

Ironbreakers start with 0 experience.

Henchmen start with 0 experience.

Characteristic Increase

Characteristics for Dwarf Prospectors warriors may not be increased beyond the maximum limits shown here:

<i>Profile</i>	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
<i>Dwarf</i>	3	7	6	4	5	3	5	4	10

Dwarf Prospectors Skill Tables

	Combat	Shooting	Academic	Strength	Speed
Chief Prospector	✓	✓		✓	
Old Powdermaster		✓	✓		
Durslayer of Grungni	✓			✓	
Ironbreakers	✓	✓		✓	

Dwarf Prospectors Equipment List

The following lists are used by Dwarf Prospectors warband to pick their equipment:

Heroes Equipment Lists

Hand-to-hand Combat Weapons

Dagger	1st free / 2 gc
Hammer	3 gc
Axe	5 gc
Maraz Mattock	8 gc
Great Pickaxe	15 gc
Double-handed Weapon	15 gc
Dwarf Axe	15 gc
Sapper-shovel-spear	20 gc
Warlantern**	25 gc
Steam Drill	80 gc
0-1 Gromril Weapon*	3 times the cost

Missile Weapons

Pistol	15 gc (30 for a brace)
Drakefire Pistol	35 gc (70 for a brace)
Grudge-raker	50 gc
Silverthrower	150 gc
Trollhammer Torpedo	200 gc

Armour

Shield	5 gc
Helmet	10 gc
Light Armour	20 gc
Heavy Armour	50 gc
Gromril Armour*	75 gc

Miscellaneous Equipment

Stonebread	10 gc
Dawongi-in-a-box***	15 gc
Dwarven Torchrig	15 gc
Flash Powder	15 gc
Powder Keg	15 gc
Superior Blackpowder	25 gc
Blasting Charge	40 gc
Cinderblast Bomb	50 gc
0-1 Wrecking Wagon**	150 gc

Genchmen Equipment Lists

Hand-to-hand Combat Weapons

Dagger	1st free / 2 gc
Hammer	3 gc
Maraz Mattock	8 gc

Missile Weapons

Grudge-raker	50 gc
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Armour

Helmet	10 gc
Light Armour	20 gc
Heavy Armour	50 gc

* Any weapon and armour a Dwarf may normally purchase may be bought as Gromril instead. For rules on Gromril, see the Mordheim rulebook. Note that this price applies only to a starting warband, as it represents the Dwarf Prospectors finding such items within their own stronghold or digging them out in mines. Later purchases of Gromril Weapons and Gromril Armour must use the price chart in the Mordheim rules.

** Coming soon - the rules were lost in the tunnels.

*** Only Chief Prospector.

1. Chief Prospector

85 gold crowns to hire

The Chief Prospector is more than just a miner by trade...sometimes he is a renowned Guild scholar, sometimes nearly a mole who hasn't seen the sun in half a century straight and sometimes just the Dwarf with the most cave-ins worth telling. Oh but a Chief Prospector can be all of these at once! Ready to stomp forward with heavy boots whether into a new adventure or into some (academic) research expedition through the City of the Damned.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	4	3	4	1	2	1	9

Weapons/Armour. The Chief Prospector may be equipped with weapons and armour chosen from the Dwarf Prospectors Heroes equipment list.

SPECIAL RULES

Leader. Any models in the warband within 6" of the Chief Prospector may use his Leadership instead of their own. Nothing new here, even in a warband from the mines of Caraz-Adul.

Field Promotion. Years in the Miners Guild and decades carving new tunnels through Old World, shape a Chief Prospector onto the right path: the achievement of a unique and venerable mastery. However, Dwarven bureaucracy shows no mercy before a ridiculous amount of paperwork, so it's common enough to see a battlefield promotion still waiting for the Guild committee. The experience is there, but the stamp and seal are still missing. Instead of making an Advance roll, a Chief Prospector may choose one (only one) new Rank from the list below:

- **New Rank - Lodefindexer.** The knowledge of the rock has become so instinctive, that he can locate ores and gems by smell and taste alone. When rolling on the Exploration chart at the end of a game, a Lodefindexer may modify one dice roll by +1/-1. Note, only a Chief Prospector with the special skill Six Stone Sense may be promoted to Lodefindexer.

- **New Rank - Stoneshaper.** Because of his instinct for strengths and dangers of the earth, he reads stone the way others read maps. On any rocky ground, the Stoneshaper moves at full speed over Difficult Terrain and at half speed over Very Difficult Terrain. One model in base contact with the Stoneshaper at the start of his turn may move at the same speed and so may any models following behind in a contiguous line, as long as the formation remains unbroken. Like the locomotive of Grimgrandel, the Stoneshaper must always stay at the head! Note, only a Chief Prospector with the special skill Champion of Excavators may be promoted to Stoneshaper.

- **New Rank - Drill Instructor.** "Back down those holes and give me a hundred pick-strikes, you mudworms" is one of the favorite barked orders, enough to wake the whole warband. The Drill Instructor increases the range of his Leader ability by 6" and may use the Steam Drill without the usual penalty of always striking last. Note, only a Chief Prospector with the special skill Ghuzzak may be promoted to Drill Instructor.

0-1. Old Powdermaster

50 gold crowns to hire

An Old Powdermaster carries enough blackpowder in his beard alone to pack a small bomb...in emergency the warband could shake him hard enough and blow off half a charge in a pinch. It may pass for a demolisher's trick - The Secret Technique of the Quivering Mustache - but the truth is simply that it's what happens when any Sapper spends more years beside Powder Kegs than beside his own kin.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	4	3	4	1	2	1	9

Weapons/Armour. The Old Powdermaster may be equipped with weapons and armour chosen from the Dwarf Prospectors Heroes equipment list. The Old Powdermaster must be equipped with at least one of the following: Blasting Charge, Cinderblast Bomb, Superior Blackpowder.

SPECIAL RULES

Master of Demolitions. In his hands, Fire Bombs count as Blasting Charges. When throwing a Blasting Charge or firing a blackpowder weapon, if the Old Powdermaster rolls a 1 to hit, a misfire is triggered! Roll a second die and on a 2+ the misfire is ignored. If the second roll also fails, the Blasting Charge explodes just as if the Old Powdermaster had struck himself or consult the Blackpowder Weapon Misfires chart. All things considered, it's true: "demolition is my mission: senior level" yet even a seasoned hand suffers when Valaya refuses her blessing.

Expert Blastsmith. A Dwarf who knows his craft knows what's good and what's not. At trading posts, the goods for sale are judged with a sharp eye: kegs too damp, fuses too short, but also bargains to fix later with his own tools. The Old Powdermaster gains an additional +1 on Rare rolls to find any blackpowder weapons and +2 on Rare rolls to find the following items: Blasting Charge, Cinderblast Bomb, Powder Keg, Flash Powder, Firecrackers, Fire Bomb, Superior Blackpowder. The Old Powdermaster always benefits from a 2D6 gold crowns discount on the items listed before.

The Price of Experience . After a Longbeard's lifetime of explosions, misfires, collapses and glorious detonations, no Powdermaster walks away without a few scars of the trade or maybe a hard-earned lesson. When recruiting an Old Powdermaster for your warband, you must determine the price he paid for his experience on the Wounds & Wisdom chart. To use the Wounds & Wisdom chart, roll two D6. The first die represents the “tens” digit and the second the “units” digit. For example, a roll of 1 and 5 is 15, while a roll of 3 and 6 is 36. This type of dice roll is referred to as a D66 roll.

0-1 . Durslayer of Grungni

60 gold crowns to hire

Not pure members of the Slayer Cult...more like its deep-dwelling cousins. These outcasts of course seek honour in death, but are as much chosen of Grimnir as of Grungni. The Durslayer Oath in the price paid when shame strikes underground, sworn almost always by Miners who have lost their companions beneath the mountains. Whether devoured by a Shard Dragon or snatched by Night Goblins, the disgrace can be unbearable. Instead, a single mistake in reading brittle bedrock or getting lost in tunnels is a heavy burden on any old-hand Prospectors. Unlike their orange-crested kin, the Durslayers blind themselves in a sacred rite with molten wax, sealing eyes or even the whole face and beard under a mask of Grungni - a vow to see only in stone and through stone. Armed with the old working tools, now holy weapons - Maraz Mattocks & Great Pickaxes - a Durslayer of Grungni is living quake of (blind) fury in the tunnels. Yet should a warband be desperate enough to offer him a worthy death in the City of the Damned, he may well answer Mordheim's call.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour . The Durslayer of Grungni must be equipped ONLY with two Maraz Mattock or one Great Pickaxe. No other weapons are sacred to Grungni, so the Durslayer may never be equipped with other close-combat and missile weapons or any form of armour.

Skills . The Durslayer of Grungni may choose from Combat & Strength Special Skills list. In addition, the Durslayer of Grungni may choose from the Dwarf Prospectors & Durslayer Special Skill list.

SPECIAL RULES

Deathwish . Durslayers of Grungni still belong to the Slayer Cult, always seeking an honorable death in combat. They are completely immune to Psychology and All Alone tests.

DURSLAYER SKILLS

Stoneskin Slayer . The Durslayer of Grungni always wounds any opponent on a roll of 4+, regardless of Toughness, unless his own Strength would normally require a lower roll, as per the Monster Slayer special skill. Additionally, enemies listed in the Dig & Destroy special rule (namely monsters with a skin of stone) have a -1 save modifier on armour saves against his attacks. The not-so-subtle difference between breaking stone and breaking armour...

Tremorsense . Now the senses are sharpened beyond those of any burrowing beast, the blessed blindsight that lets the Durslayer read the tremors of the earth like a map. The Durslayer of Grungni adds +1 to his Initiative and double the range to detect hidden enemies.

Wards of Grungni . Perhaps it's a runic tattoo or a strict diet of Stonebread, but the Durslayer bears the protection of his Ancestor Father. These wards spare the devoted son long enough to throw himself into the melee - no arrows and no spells will dare to cleanse his shame! The Durslayer of Grungni has an unmodified 5+ ward save to all ranged attacks and starts each new scenario with Stonebread eaten. Note, both Belly of Stone bonus and Grumbling Gut malus apply.

0-2 . Ironbreakers

50 gold crowns to hire

As the Clan Stonetrunk bards like to say: there are Dwarfs, underground, who have never seen the sun, but they really know how to fight! Ah the Ironbreakers, the fearless shieldwall of the Underway armed with the heaviest toys. So, when pickaxe diplomacy isn't enough, even a warband roaming Mordheim will reinforce their ranks with guts, hammers/axes and most importantly solid plates of armour.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	5	3	3	4	1	2	1	9

Weapons/Armour . Ironbreakers may be equipped with weapons and armour chosen from the Dwarf Prospectors Heroes equipment list. Ironbreakers must be equipped with Heavy Armor or Gromril Armour.

SPECIAL RULES

Fought Below, Fought It All . Decades of battle in the deeps leave little on the surface that can truly intimidate them. Ironbreakers may reroll any failed Leadership test. To them the Bozdok Veterans special rule also grants an extra bonus: in tunnels, catacombs, sewers or any place not under open sky, Ironbreakers are immune to Fear and All Alone tests. Nothing rattles their armour or their will when rock is overhead.

Henchmen

(bought in groups of 1-5)

3+ . Miners

50 gold crowns to hire

Miners are rightly the bedrock of any Dwarf Prospectors warband, the hard-working muscle that keeps the whole venture grinding forward. In the armies of the Karaks they serve as irregular regiments beside Clan Warriors, but they march to battle with the same pride, armed much as they toil: the trusted Great Pickaxe! For these stonebreaker-and-bonebreaker Guild employees, the ruins of Mordheim are simply another dig-site (one thick with warpstone).

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	3	3	3	4	1	2	1	9

Weapons/Armour. Dwarven Torchrig and the trusted Great Pickaxe! What did you expect?! Miners may be equipped with weapons and armour chosen from the Dwarf Prospectors Henchmen equipment list.

0-5 . Sappers

40 gold crowns to hire

It's never easy to make the most stubborn folk in the Old World agree, especially when the Miners Guild and the Engineers Guild are forced to work side by side. Double corporations, double stubbornness...yet Sappers are indispensable to any Dwarf Prospectors warband and a healthy dose of competition (and many tankards up for grabs) often proves a strong motivation when treasure waits to be dug out or blown out.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	3	3	3	4	1	2	1	9

Weapons/Armour. Sappers may be equipped with weapons and armour chosen from the Dwarf Prospectors Henchmen equipment list. Sappers may be equipped with Sapper-shovel-spear and (with an Old Powdermaster hired) may be equipped with Blasting Charge as well.

SPECIAL RULES

Rookie of Demolitions. In his hands, Fire Bombs count as Blasting Charges. When throwing a Blasting Charge or firing a blackpowder weapon, if the Sapper rolls a 1 to hit, a misfire is triggered! Roll a second die and on a 4+ the misfire is ignored. If the second roll also fails, the Blasting Charge explodes just as if the Sapper had struck himself or consult the Blackpowder Weapon Misfires chart. All things considered, it's true: "demolition is their mission: junior level" yet even a fresh hand suffers when Valaya refuses her blessing.

0-5 . Tunnel Fighters

40 gold crowns to hire

For centuries, the Incursions of Chaos have eaten away the World's Edge Mountains Holds, so in response the Dwarfs forged and fielded troops specialized in tunnel fighting. The name was fairly self-explanatory, after all. Standing between Clan Warriors and the elite Ironbreakers, Tunnel Fighters are veterans of underground warfare, far more skilled than the already impressive Dawi average. To Manlings however, the difference is almost laughable!

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	4	3	3	4	1	2	1	9

Weapons/Armour. Tunnel Fighters may be equipped only with hand-to-hand combat weapons and armour chosen from the Dwarf Prospectors Henchmen equipment list. Tunnel Fighters may be equipped with Shields.

SPECIAL RULES

Gromril Calling. Some Tunnel Fighters now wear armour like a second beard or feel at home in dungeons, catacombs, sewers and mines (naturally). Ready to join the ranks of the hardest warriors! When a Tunnel Fighter rolls "The Lad's Got Talent" may choose to become an Ironbreaker. Note, thus the warband may have more than two Ironbreakers.

Boki-Beardlings

25 gold crowns to hire

Boki by birth and Beardlings by age! These young miners haven't soaked half their whiskers in proper Dwarven Ale yet, but they'll heft weapons twice their size just to squeeze a nod out of the Longbeards. And should "Boki" confuse you, that's only because you don't live beneath the mountains. It's Dwarven slang for miners, nothing more.

Profile	M	WS	BS	S	T	W	I	A	Ld
	3	3	2	3	4	1	2	1	8

Weapons/Armour. Boki-Beardlings may be equipped with weapons and armour chosen from the Dwarf Prospectors Henchmen equipment list.

Dwarf Prospectors Special Skills

Dwarf Prospectors Heroes may choose these skills instead of the standard ones.

Ancestral Trinity

As the warband is made up of Dwarfs, the skill starter pack relies on three oath-stones of resilience: Extra Tough, Thick Skull and True Grit. When starting a new campaign, the Dwarf Prospectors may choose only one of these abilities and replace the Ancestral Trinity special skill. Once chosen, this oath-skill shall never be forsaken!

Tunnel Fighter

A Dwarf Prospector has never learned how to fight in the “dangerous” fighting pits of the Empire, but has earned his scars in the lurking dark of the tunnels - the brothers Grungni & Grimnir approve! The Hero is an old burrowing fox at close-quarters combat underground and adds +1 to his WS and +1 to his Attacks when fighting in dungeons, catacombs, sewers, mines (naturally) or anywhere else beneath Mordheim.

Six Stone Sense

Earthy voices whisper to the Hero and seem to guide him toward the hidden gems. During the Exploration phase, roll one extra die. However, if this special skill would take you above the maximum of six dice, then Six Stone Sense counts as Wyrdstone Hunter instead.

Champion of Excavators

Behold the master of the Maraz Mattocks, scion of the Great Pickaxe of Unrad Grimbeard! When the Hero wields close-combat weapons with the Dig & Destroy special rule, he gains +1 WS and may reach a new Racial Maximum Weapon Skill of 8. In addition, every Critical Hit the Champion of Excavators causes in hand-to-hand combat always counts as a Master Strike.

Ghuzzak

Only model with Leader special rule. When a Hero bellows “Ghuzzaaaaaak” as only the delicate Dwarven tongue can, the Beardlings dash off like a minecart with no brakes. Sometimes, when the one with the longest beard is shouting in fury, it’s way worse than marching home without a single nugget...so all Henchmen within the Leader’s aura may add +D3” to their charge range. Ghuzzak special skill affects the Wreaking Wagon too! The full rule is coming soon, hoping the mule doesn’t eat the documents again.

Dwarf Prospectors Special Equipment

This equipment is only available to Dwarf Prospectors and no other warbands may purchase it.
See the Trading section for full rules on acquiring Rare Items.

Maraz Mattock

Cost. 8 gold crowns

Availability. Rare 6, Dwarf Prospectors only

Much like Ghal Maraz, the legendary "Skull-splitter" warhammer of Signar, this one-handed pick is no mere mining tool. The Maraz Mattock is a symbol of unbreakable working strength in every deephold, from Karak Zhul to Karak Zorn. Obhh it's Dwarven-crafted (High Quality) and made to split or "maraz" through whatever stands in its path...sometimes gold veins, sometimes ribcages.

Range. Close Combat

Strength. As User

SPECIAL RULES

Dig & Destroy, Piercing Point

Dig & Destroy. When a Dawi creation serves both work and war, it's a miracle of the brothers Grungni and Grimnir. In scenarios such as Horrors of the Underground, when a Tunnel Collapse, a model armed with weapons with this special rule inflicts 1D3 Wounds to the barrage of boulders during the Shooting or Close Combat phase. Additionally, these weapons add +1 to all rolls to wound when attacking stone-skinned or subterranean enemies, such as Tunnel Dwellers or Shard Dragons, Wyrms or Dread Maws, Earth Elementals or Stone Golems and other lumps of walking rock. Just in case someone cooks up more homebrew monsters...

Piercing Point. Just as the special rule Cutting Edge for Dwarf Axes, but here all the force is focused into a single, penetrating strike. A Maraz Mattock has an extra save modifier of -1, so a model with Strength 4 using a Maraz Mattock has a -2 save modifier when he hits an opponent in hand-to-hand combat.

Great Pickaxe

Cost. 15 gold crowns

Availability. Rare 6, Dwarf Prospectors only

Imagine the Maraz Mattock, but raised on Bugman's XXXXX. For this reason, the Great Pickaxe is a true miner's companion: no elegance, no finesse, just brutally effective. In the hands of a seasoned Prospector, its twin-pronged head becomes a force of (subterranean) nature, burrowing through bedrock or smashing apart shields.

Range. Close Combat

Strength. As User +2

SPECIAL RULES

Piercing Point, Dig & Destroy, Two-handed, Strike Last

Sapper-shovel-spear

Cost. 20 gold crowns

Availability. Rare 8, Dwarf Prospectors only

This "polearm" is a true multi-purpose masterwork, a must-have not only for sappers, but also for gravediggers, tunnel and trench fighters or any dwarf who needs tools more than patience. Its head resembles a reinforced spade, forged by a blacksmith with too many grudges: a broad blade with rivets or blunt spikes, sometimes serrated to tear through more than just dirt and rubble. One edge is often reinforced with studs and sharpened like an axe for hacking through ropes or roots. In times of need, it becomes a multi-purpose weapon! A warband of prospectors can jab it like a spear, swing it like a halberd or, in desperate moments, plant it in the ground as an improvised barricade. Whether you're breaching a wall, digging a foxhole or fending off a frenzied warpstone-sniffers, the Sapper-shovel-spear solves 95% of battlefield problems...the other 5% can usually be handled with explosives.

Range. Close Combat

Strength. As User +1

SPECIAL RULES

Ace of Spade, Dig & Destroy, Heavy, Two-handed

Ace of Spade. Three ends for one solution! In the first round of hand-to-hand combat, the warrior must choose which part of the Sapper-shovel-spear to strike with. Once chosen, the attack mode cannot be changed for the duration of that combat. The warrior may choose another attack mode only when they start a new hand-to-hand combat. If striking with the flat, treat the attack as a Club with the special rule Concussion. If striking with the edge, treat it as an Axe with the special rule Cutting Edge. If striking with the tip, treat it as a Spear with the special rule Strike First.

Steam Drill

Cost. 80 gold crowns

Availability. Rare 10, Dwarf Prospectors only

Ahhh what a divine creation! It's bulky and it's noisy, born to dig mines and drink alcohol, but no...it's not a Maiden of Valaya. Behold, little Beardling, the Steam Drill! Originally invented to speed up mining, the Steam Drill has, despite grumbling from the more traditionalists, been officially approved by the Dwarf Engineers Guild. Sure, it's heavier than a drunken mule and louder than an ogre's belch, but there's nothing quite like the thud it makes when it cracks stone. How do you weaponize such a glorious contraption? Simple! Don't aim at the ground, little Beardling, aim at anything that moves in the City of the Damned.

Range. Close Combat

Strength. As User +3

SPECIAL RULES

*Piercing Point, Dig & Destroy, Booze Engine,
Both Hands, Hunkar Heavy, Strike Last*

Booze Engine. The Steam Drill is a thirsty machine and how could it be otherwise, considering the bearded inventors? It constantly craves maintenance with water for cooling and steam pressure, but above all the alcohol-based combustible! Even in a ruined city like Mordheim, something flammable can always be found, so the Steam Drill must be refueled between battles. If not refueled, it remains unpowered for the next scenario and counts as a simple Club with the following special rules: Both Hands and Hunkar Heavy. Refueling the Steam Drill costs 2D6 gold crowns. In an emergency, however, the warband may use fermented drinks looted or equipped. You could pour in some of that cheap Kislevite Vodka or finally burn that brash (and treacherous) Elven Wine. It has to be a full-blown catastrophe to sacrifice a barrel of Bugman's Ale...but in Mordheim, anything goes.

Both Hands. The Two-handed special rules, but with extra stubbornness. It's no "nimble" Great Pickaxe, the Steam Drill takes both hands at all times! The warrior may not use an additional weapon in close combat and may not be equipped with a shield or buckler (so forget about that +1 bonus to armour save against shooting).

Hunkar Heavy. This weaponized tool is an anvil-class weight and takes all the strength and experience of a master miner just to carry it around...let alone to use it properly in close-combat fighting. The Steam Drill is so cumbersome that the warrior suffers a -1 Movement characteristic penalty from now on. Additionally, even with the Strongman skill, the Strikes Last special rule still applies.

Drakefire Pistol

Cost. 35 gold crowns

Availability. Rare 9, Dwarf Prospectors only

Drakefire Pistols are basically the firearm version of a hot-headed Dwarf with the Black Gobbo (middle finger up) in sight: the squattest tunnel-fighting engine of war, loaded with alcoholic "magic" and one bad moment away from belching all that fury over the fool ahead. These volatile alchemical weapons, much like their big brother Drakegun, not only light up the darkness into daylight, but are absolute delights for close-quarters carnage, whether wielded in one hand or in pairs. Of course, the Longbeards will always choose the old ways, muttering that nothing beats a well-tempered axe...and who could blame them? Dwarven steel never lies. Still, with a little care - cooling and venting the pressure - a Drakefire Pistol is safe enough, unless standing in front of the barrel!

Range. 4"

Strength. 4

SPECIAL RULES

Stream of Drakefire, Torchbite, Prepare Shot

Stream of Drakefire. Ready for a shower of white-hot alchemic fire? When an Ironbreaker (usually) fires with the Drakefire Pistol, draw a line 4" long and 1" wide (the line must be absolutely straight). All models in its path are hit on a 4+ with no modifiers with a Strength 4 torrent of Fire damage, like the Brazier Iron in the Mordheim 2002 Annual. When firing with a brace of Drakefire Pistols, draw instead a line 4" long and 2" wide and may re-roll any misses, as twin barrels unleash even more fire.

Torchbite. When used in close combat, between searing steel and pressure-cooked flames, a Drakefire Pistol is treated as a normal Mace, but with a -1 to hit modifier. The melee attacks are Fire damage too, but only on a roll of 6 the barbecue/enemy is set ablaze.

Silverthrower

Cost. 150 gold crowns

Availability. Rare 11, Dwarf Prospectors only

Originally designed to soften veins of precious metals, especially the Bryn-grade gold, the Silverthrower unleashes a molten stream of quicksilver, dissolving the crusted seams of noble ores. The dense amalgam is collected and then refined by the Guild of Alchemists. This technique of extraction (jealously kept) is the envy of the nearby allies, known as "Quecksilberwolke" by the Imperial steiger or fondly nicknamed "La Coboldiana" by the engineers of Miragliano. Like any other mining tool, from Great Pickaxes to Steam Drills, it's no secret they pull double duty: digging and killing. And the same goes for the Silverthrower, with its spray of mercury sludge it becomes a fearsome weapon. Beautiful to watch that shimmering sheet of liquid metal (almost poetic) and completely toxic! The Dwarf Prospectors don't need a Flame Cannon to clear the Underway...even without scorching like fire, the Azrilfire poisons flesh and weakens plates all the same.

Range. 6"

Strength. 2

SPECIAL RULES

*Heavy Stream of Azrilfire, Beardling Crew,
Both Hands, Dig & Destroy, Move or Fire*

Heavy Stream of Azrilfire. When the Silverthrower Team sets the contraption off, draw a line 6" long and 2" wide (the line must be absolutely straight). All models in its path are hit on a 3+ with no modifiers with a Strength 2 spray of Poison (Black Lotus) damage, so any roll of 6 to hit automatically wounds. Any target struck, Gromril vein or Mordheim scum, must take their armour save with a -2 modifier. If engaged in hand-to-hand combat, the Lead Handler of the Silverthrower (at times even the Chief Prospector himself) counts as armed with a Club, but always coated in Black Lotus.

Beardling Crew. The Silverthrower is a massive piece and needs at least two Dwarfs to operate at full capacity: dissolving things. The perfect crew is one "Gunner" or Lead Handler - typically the warband veterans - and one Boki-Beardling Assistant. Too young to pull the trigger, sure...yet stout enough for hauling pump lines, backpack tanks and pressure bellows. Without a Boki-Beardling Assistant, the Silverthrower suffers the following extra special rules: Prepare Shot (takes a complete turn to reload), Hunkar Heavy (see Steam Drill) and Strike Last, obviously. The Boki-Beardling Assistant cannot be equipped with any weapon or shield, but can still wear armor. Oh don't worry, he fights almost normally...a steel-toed kick or the headbutt of a young Dawi is far from pleasant (counts as armed with Fist).

Grudge-raker

Cost. 50 gold crowns

Availability. Rare 8, Dwarfs only

The masterwork of Grimm Burloksson, though with a family name like that, the Mountain Realm could only expect great things. Terrible, arm-ripping things at times...yes, but great. The Grudge-raker, or Grudge Raker, is a twin-barreled marvel of Dwarf engineering, quite literally a short-range-iron-storm, and the weapon of choice for trench fighting, tunnel fighting and now city fighting (of the Damned) too. Traditionalists still call it Burloksson's prototype, but with low jamming issues, this anti-infantry shotgun is spreading among the ranks of Thunderers and Underway Expeditionaries with incredible speed. Oh incredible for Dawi standards, that is.

Range. 12"

Strength. 3

SPECIAL RULES

Assault Blunderbuss, Double-barrelled, Prepare Shot

Assault Blunderbuss. As said already, this short-range-iron-storm or Grudge-raker for the lads, has the following to-hit modifiers: ignores cover and movement penalties, but suffers a -2 to hit when shooting at targets over 6" away. Note, this short-range cannot be increased by any upgrades, for example the Expert Weaponsmith special rule of the Dwarf Engineer.

Trollhammer Torpedo

Cost. 200 gold crowns

Availability. Rare 12, Dwarf Prospectors only

If "Kulgur" refers to the fine (?) art of cooking Troll, then the Trollhammer Torpedo is all you need for fresh meat. Straight out of the Ironrake's Handbook - Chapter: Emergency Rations. This powerful weapon hurls a spiked slug (a heavy one) capable of massive damage, just the thing for punching holes in large beasts. No one bothers too much about what to bring down: Rat Ogres, Bull Centaurs, Chaos Spawns and any other big brute that wanders too close, but the name says it all...Trolls are THE quarry. Maybe all those breeds - river and stone, ice and snow - only mean more trophies to take home, or maybe Trolls are simply dumb enough to charge head-first into the shot. Hard to say...

Range. 24"

Strength. 5

SPECIAL RULES

Big Game Cracker, Trollbane, Incredible Force, Move or Fire, Prepare Shot

Big Game Cracker. Ol' Deadeye Rordak once said: "What doesn't kill monsters still makes them hit the ground harder." Therefore, enemies with Large Target special rule which are not wounded are Knocked Down on a roll of 4+, even if they normally can never be Knocked Down.

Trollbane. The shell is specifically forged to deal with Trolls and their annoying self-healing. Any wound inflicted by a Trollhammer Torpedo cannot be regenerated, just like those caused by fire.

Stonebread

Cost. 10 gold crowns

Availability. Rare 6, Dwarfs only

A round loaf that lasts for months (or years), Stonebread has almost no nutritional value...unless you're a Dawi. To them it is oddly fortifying and naturally packed with minerals, far too many for Manling stomachs. Stonebread - Durazbrog in Khazalid - is baked from a mixture of cultivated grain, mountain barley, wild seeds and rock dust! No wonder it's rock-hard, but it's literally bread made with rock. Old Miners and Ironbreakers claim to love Stonebread, though it might simply be a show of toughness before the short-beards, ahhh a lesson of the harsh traditions. They know the secret: soak it in beer until it stops cracking teeth.

SPECIAL RULES

Belly of Stone

Belly of Stone. All that rock does wonders for Dwarven resilience or disasters for stomachs and latrines. The first time a model suffers a wound in close combat he may make an additional saving throw of 6+. This save is never modified and is taken after all other armour saves. On a roll of 1 the baker has overdone the special mix (gravel for taste) and the model is affected by Grumbling Gut for the rest of the scenario: treat as Stupidity, but test on Toughness instead of Leadership and on 1D6 instead of 2D6.

Dawongi-in-a-box

Cost. 15 gold crowns

Availability. Rare 7, Dwarf Prospectors only

This small cage is designed to house little friends - like canaries, moles, lizards or whatever vermin the warband can catch - "trained or encouraged" to screech or even collapse in the presence of hidden dangers. These creatures (sadly) are very sensitive to hazards, detecting them long before the Dwarfs.

SPECIAL RULES

Critter Insurance Policy

Critter Insurance Policy. Dawongi-in-a-box allows the Chief Prospector to reroll one die during the battle. After the reroll, roll another die. On a 1-2 the poor little friend falls in service. Each time a creature is lost, the cost of the Dawongi-in-a-box increases by +5 gold crowns. Perhaps just supply and demand...or animal welfare concerns!

Dwarven Torchrig

Cost. 15 gold crowns

Availability. Common, Dwarf Prospectors only

These helmet mounts are almost a must-have for any true miner! A Dwarven Torchrig is often the first "welcome gift" the Boki-Beardlings receive from the Guild, usually after finding a nugget as big as their noses or completing an entire expedition without cracking their heads on the ceiling. Whether it carries a candle stub or a lump of tallow, glowing mushrooms or crystal salts, the rule is simple: keep the light close and keep both hands free for the work (or for the fight).

SPECIAL RULES

For Master Miners

For Master Miners. The Dwarven Torchrig can be strapped directly onto a Miner's brow or jammed onto a Helmet between horns and wings, so the Clan heraldry doesn't end up caked in wax and smoke...not entirely, anyway. It counts as a Lantern (+4" to the distance to spot hidden enemies) and allows the model to keep both hands free for weapons.

Blasting Charge

Cost. 40 gold crowns

Availability. Rare 8, Dwarf Prospectors only

According to the Mordheim Rulebook: "Fire Bombs are rare and deadly weapons, designed by the Dwarf Engineers of the World's Edge Mountains. A small batch of gunpowder is sealed inside an iron casing, with a short fuse fed into it. Once lit, the thrower has only a few seconds before the powder ignites and the whole thing explodes." Well, Blasting Charges are the pro version! The ones made by and made for Sappers. Those with a trained eye for earth's cracks or the precise center of a Skaven swarm.

Range. Special *Strength.* Special

SPECIAL RULES

Dig & Destroy, Fire Bomb Mk II

Fire Bomb Mk II. Essentially the Fire Bomb, but tailored for Sappers with the Dig & Destroy special rule. Thus, the Blasting Charge may be thrown in the Shooting phase in the same way as Blessed Water (see Mordheim Rulebook). If the Blasting Charge lands on target the warrior hit takes D3 Strength 4 hits with no saves for armour and all warriors, friend or foe, within 1 inch of him take 1 Strength 3 hit with saves as normal. If the throwing warrior rolls a 1 when rolling to hit the Blasting Charge misfires and explodes just as if the throwing warrior had been hit by his own Blasting Charge!

Cinderblast Bomb

Cost. 50 gold crowns

Availability. Rare 10, Dwarf Prospectors only

While Blasting Charges are for the common workforce, the Cinderblast Bomb is the detonation marvel reserved for Ironbreakers or better yet, for the Old Powdermaster himself. It flies like a short-fused rocket, lands like a stone-thrower and explodes leaving nothing behind but glowing cinders...a delicate task only for longer beards.

Range. 2-8" *Strength.* Special

SPECIAL RULES

Cinder-toss, Move or Fire

Cinder-toss. When a resolute Dwarf Prospectors Hero finally launches a Cinderblast Bomb, all the warband hope he's done the calculations right. If the Cinderblast Bomb lands directly on target, the model suffers D3 Strength 6 hits with no saves allowed and all models, friend or foe, within 1½ inches of the target suffer 1 Strength 3 hit each, with saves allowed as normal. EK WATTOCK, if the attack misses, roll 2D6" and scatter the Cinderblast Bomb in a random direction, using the Warhammer directional die. All models, friend or foe, within 1½ inches of final landing spot suffer 1 Strength 3 hit each, with saves allowed as normal. Well, it's not that filthy Skaven junk, but even Dwarven craft can hurt in the wrong hands.

Old Powdermaster Wounds et Wisdom chart

To determine the Price of Experience of an Old Powdermaster, roll a D66.

11-12 Morgrim's Curse

The Ancestor God of Dwarf Engineers has frowned upon this Powdermaster's careless past. Whether it was a short-fused charge or a poorly mixed batch of blackpowder something has angered Morgrim. The Old Powdermaster starts with 0 experience.

13 Marked by Misfires

The Old Powdermaster has been marked (too many times) by decades of Eshin-triggered detonation and Bad Moon-hexed misfires. Roll D6 times on this table and re-roll any results over 36. An Old Powdermaster may not have duplicate results and each negative outcome must be unique. It's "merely" a mark of misfortune... not a death sentence!

14 Oath of the Durslayers

This is a death sentence, but a voluntary one. An underground disgrace shadows his name and redemption lies only through the pickaxes of Durslayer Cult. The Old Powdermaster replaces his weapons/armour options and special rules with those of a Durslayer of Grungni. This result does not count toward the 0-1 limit for Durslayers of Grungni, so a Dwarf Prospectors warband may include (in rare doomed cases) two such stone-breaking warriors!

15 Witness me

The Old Powdermaster is... oh well, very old and lifetime of explosions leaves him with one last plan: when death comes, beneath the awe-struck eyes of his fellow sappers, his legacy won't be not in shame, but in flame! This blazing legacy is a personal and skewed tribute to Zharrvengryn, literally Flaming Vengeance, the runesword of Gazul, Ancestor God of Death. When the Old Powdermaster is reduced to 0 Wounds and taken Out of Action, he immediately detonates, causing an automatic Strength 6 hit to all models within a D6+3". "Witness me, for I am the Powder Keg...ehm, King!"

16 Blackpowder Addiction

A thousand breakfasts spiced with Darkland Snow have wrecked the Old Powdermaster's senses. Now, the acrid stench of blackpowder is like fresh mountain air and without it he shows signs of withdrawal: anxiety and paranoia are not exactly the best condition for one handling explosives. At the start of each Shooting phases, the Old Powdermaster must fire a blackpowder weapon or throw an explosive, such as Fire bombs or Cinderblast bombs. He can do so even if no enemy model is in sight! Firing into the air, blasting apart some piece of rubble or perhaps taking aim at that fancy-hatted Marienburg hired sword keeps the Blackpowder Addiction at bay. If he fails to do so, until the start of his next Shooting phase, whenever the Old Powdermaster takes a Leadership test, roll three dice and discard the lowest result.

21 Echoes of Grudges

Collapsing that tunnel full of Night Goblins back when he was just an apprentice sapper was a great honor, but with a price... a Little Waaagh! curse from their chieftain shaman. The Old Powdermaster knows that Greenskins are enemies, yet he no longer remembers why. Maybe they're just mischievous spirits or ancestors shades from underground? The Old Powdermaster no longer benefits from the Hatred special rule against Orcs and Goblins.

22 Shell Shock

It only took one explosion, the accident that changed everything: an entire organ gun ammo rack bursting all at once. Since then, something inside the Old Powdermaster's head just broke and his spark is nothing but smoke now. The Old Powdermaster suffers from the Stupidity special rule.

23 Walking Fuse

It only took one explosion, the accident that changed everything: an entire flame cannon tank bursting all at once. Since then, something inside the Old Powdermaster's head just broke and his spark is nothing but fire now. The Old Powdermaster suffers from the Frenzy special rule.

24 Demolungs Disease

The lungs of Dwarfs are naturally resistant to stone powder and underground pressure, thanks to their constitution blessed by Grungni himself. Though they're not wheezing chimney-sweeping manlings, even a Dawi's endurance has its limits. Demolungs Disease strikes only the most seasoned tunnel veterans, those who've spent over a century breathing the choking fumes of countless blasting charges or even surviving the Shard Dragon's Breath of Nightmares! Among the Guilds of Miners, Engineers and Powdermakers, it is ironically regarded as a badge of honour, a mark of long service and deep-mine-bound resolve. The Old Powdermaster may not run any more, but he may still charge. Subtract -D3" to his charge range.

25 Blown-Away Leg

Never trust Imperial gunpowder, even if it's from Nuln, because the price of experience was a limb: "My leg's gone...guess I'm halfway to joining Long Drong's crew now!" The Old Powdermaster suffers a -1 Movement characteristic penalty from now on.

26 Blown-Away Arm

Never trust Cathayan dragon-powder, even if it's from Shang-Yang, because the price of experience was a limb: "My arm's gone...I'd skip a whole week o' ale for Burlock Damminson's mechanical arm!" The Old Powdermaster may only use a single onehanded weapon from now on.

31 Two Hands, Five Fingers

It's said to be Tilea's most common injury during the Day of the Spear celebrations on the 8th of Nuovannaio, when children from Sartosa to Remas play with fireworks like they were toys. Still, even a grizzled demolitionist (especially a DWARF demolitionist) is always one misfire away from losing something, usually digits. As long as an Old Powdermaster has a thumb and an index finger, he can still light a fuse. But swinging an axe with half a hand? That's another story. The Old Powdermaster's Weapon Skill is permanently reduced by -1.

32 Bye Bye One Eye

Skaven snipers don't miss often, especially when you're a squat-shaped target with enough charges to level a mountain. A damned Warplock Jezzail once tried to take the head off a younger Old Powdermaster, leaving him with one eye and a grudge that still burns. The Old Powdermaster's Ballistic Skill is permanently reduced by -1.

33 Boomed Eardrums

The Old Powdermaster once attended the test fire of a non-lethal deterrent round for a Thunder Cannon. It was supposed to be the final exam of a clansmate, who is now an outcast engineer. After that ear-shattering boom, the Old Powdermaster started nodding at everything and yelling at everyone. Nowadays, some say it's just his teaching method...how he supervises young sappers...but others call it near-total deafness. The Old Powdermaster's Initiative is permanently reduced by -1.

34 Shrapnel Heart

During a mercenary contract with the Greybeard's Prospectors in the Atalan Mountains, the Old Powdermaster was captured by Tuareg bandits. Their goal was to exploit his blackpowder knowledge to craft explosives for raids against rival desert tribes. But the Old Powdermaster had other plans...better a Doomseeker's path than share blueprints with thieves! In secret, he cobbled together an improvised propulsion device to escape. This "flying iron armor" worked, but the landing shattered several ribs and lodged metal shrapnel dangerously close to his heart. The Old Powdermaster's Toughness is permanently reduced by -1.

35 Burned Beard

One eye? One arm? One leg? Abhh, just scratches! Half a brain fried by too many mine gases? Ohhh only bad luck...but none is more unbearable than a scorched beard. In Dwarf culture, it's worse than death. A beardless Old Powdermaster carries a heavy burden. Though miners and sappers still respect his skill, it's hard not to judge a battle-hardened veteran of over 120 years, with scarred skin where proud whiskers and braids once grew. The Old Powdermaster's Leadership is permanently reduced by -2.

36 Little Prodigy

Once in a generation, a true prodigy is born! Be it Leonardo da Miragliano among Mankind or Ikit Claw among the Skaven. Like any folk, the Dwarfs too, occasionally count among their halls a Beardling touched by genius...take Malakai Makaiison, for example! When the Ancestor Gods kindle the forge-flames in the soul of a young Dawi, he may well become a natural Powdermaster before his beard is even full-grown. Of course, the Guild Longbeards never approved, favoring time-honed discipline over wild sparks. But when a Chief Prospector needs the best explosive skills available for raids in Mordheim, even the youngest sapper might just earn a place in the warband. The Old Powdermaster retains his weapons/armour options and special rules, but uses the profile of a Boki-Beardling.

41-56 Still Standing!

Incredibly, the Old Powdermaster has survived it all: blasts and collapses, misfires and backfires, Skaven shootouts and Greenskins ambushes, even Elven cuisine...and he is still standing! It might be luck, it might be stubbornness or just one beardsmith miracle, but now the City of the Damned doesn't play favorites. The Old Powdermaster has no lasting effects from "The Price of Experience" special rules.

61 Veteran of the Guild

Some Dwarfs serve for decades. Others for centuries. The Old Powdermaster has worn the Guildmark longer than many powdermakers have been alive. All this time setting charges and dodging cave-ins has taught him more than any handbook: a trick or two to stay in one piece, and nerves harder than gromril. The Old Powdermaster may re-roll any single failed Leadership test.

62 Powdermaster's Assistant

At times, the Old Powdermaster's reputation or Guild obligations saddle him with an apprentice in tow, grumbling all the way. Tradition is sacred and blackpowder lore must be passed on, but some secrets are best learned the hard way. "By Grungni! Back in my days we learned with blasts, not babble!" followed by some untranslatable obscenities in Khazalid. The warband gains one free Powdermaster's Assistant henchman, using the profile, weapons/armour options and special rules for Sappers. This addition cannot exceed the maximum number of warriors allowed in the warband. If the Old Powdermaster dies during the campaign and the Powdermaster's Assistant eventually rolls "The Lad's Got Talent" results on Henchmen Advancement table, he becomes the new (Old) Powdermaster, gaining the same Skill lists and the Master of Demolitions & Expert Blastsmith special rules.

63 Not My First Thrund

Thrund, in the Dwarfish tongue, can mean handgun, blackpowder or even explosion itself, and the Old Powdermaster has seen so many - far too many - that he doesn't flinch anymore. There's nothing in the streets of Mordheim he hasn't already seen or blown to bits. The Old Powdermaster is immune to fear from now on.

64 The Scar of Doom

The Old Powdermaster, the Dawi who lived...has come to settle old scores! A tremendous warpstone blast scarred his brow, leaving behind a mark of uncanny shape: a Twin-Tailed Comet. In a city steeped in superstition and sorcery, it's best to stay away from one who bears the Scar of Doom. The Old Powdermaster causes fear from now on.

65-66 Morgrim's Blessing

The Ancestor God of Dwarf Engineers has smiled upon this Powdermaster's diligent past. Whether it was a perfectly-timed blast or an alchemically balanced recipe of blackpowder, something has pleased Morgrim. The Old Powdermaster starts with 20 experience.



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