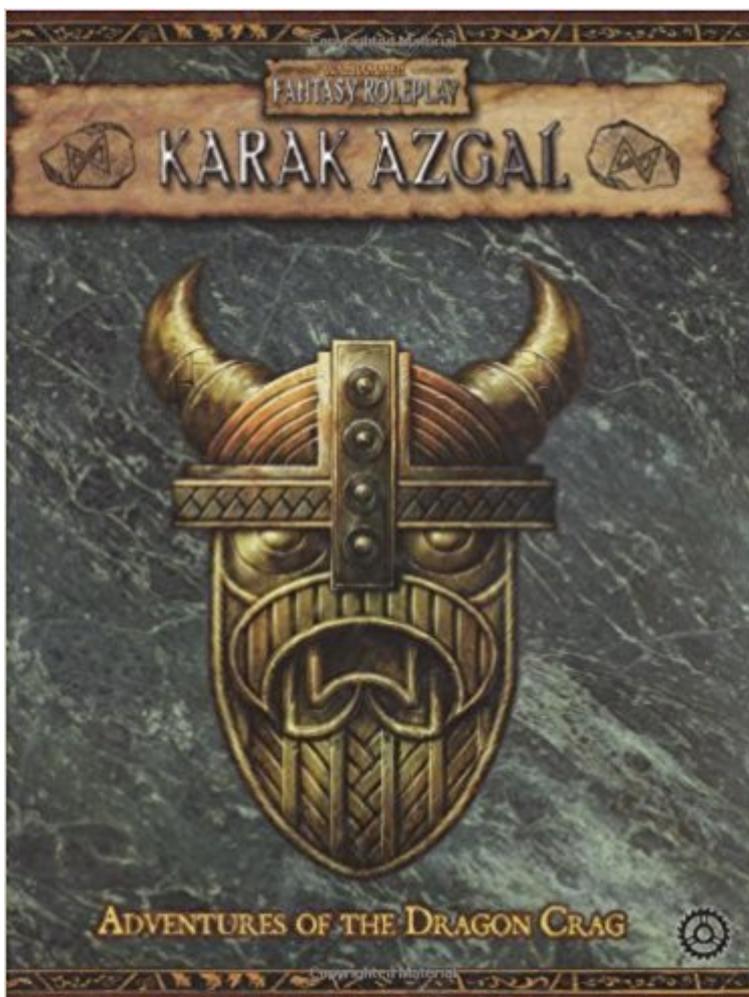


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Warhammer RPG: Karak Azgal (Warhammer Fantasy Roleplay)



Synopsis

This adventure and setting sourcebook for Warhammer Fantasy Roleplay contains maps of the city and its mines and caverns, extensive tools for creating adventures in Karak Azgal, detailed lairs for a variety of monsters, and new terrors.

Book Information

Age Range: 12 and up

Series: Warhammer Fantasy Roleplay

Hardcover: 95 pages

Publisher: Black Industries (November 8, 2005)

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Product Dimensions: 8.8 x 0.5 x 11.2 inches

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Average Customer Review: 4.8 out of 5 stars [See all reviews](#) (4 customer reviews)

Best Sellers Rank: #1,297,430 in Books (See Top 100 in Books) #64 in [Books > Science Fiction & Fantasy > Gaming > Warhammer](#) #321 in [Books > Science Fiction & Fantasy > Fantasy > Military](#) #15619 in [Books > Teens > Science Fiction & Fantasy > Fantasy](#)

Customer Reviews

Great sourcebook for me. I love the explanation of a Dwarf Hold and the surrounding city that grew up around. I knew of Kara Azgal from playing a "Mordheim" scenarios and this sourcebook brought the place even more to life. Additionally it provides some real nice stuff on dungeon delving.

Something I have done in D&D stuff, but not very much in Warhammer. In fact I plan to use Karak Azgal to start a new campaign with a bunch of d20 players. They will be a bit familiar with dungeone delving and will allow them to transition into the game easier.

This is one of my favorite WFRP sourcebooks, especially for people looking to expose people to the game who are used to more traditional fantasy RPGs. Warhammer games rarely if ever have a lot of true dungeons in them, and this book provides them in spades, and with a definite WFRP bent. The book breaks down in a few sections: Overview Karak Azgal/Skalf's Hold- detailing the city proper Deadgate- all about the shantytown outside the walls Ruins- several chapters explaining the various tribes, creatures, factions and dangers in the enormous dungeon, ending with a Very Big

Bad if you need one. Each section gives you a background, a slew of NPCs to use as hooks, several dark dealings going on that the characters may find themselves involved in, places of note, etc. The dungeon section has some great and detailed monsters and situations but leaves tons of room for your own ideas. Full disclosure, I really love the open world style of supplement as opposed to the closed campaign with a pre-set narrative for the PCs to follow. So this is pretty much the ideal style for me, where as I found *The Enemy Within* (the perennial favorite-campaign-ever of so many WFRP players) to be far too rail-roady for my tastes. If you are looking for a sit down and play out of the box supplement, this isn't it. If you want rich and deep inspiration with tons of hooks, backstory and color, this is fantastic.

I have a warm spot in my heart for the Games Workshop art used in these adventures

Karak Azgal is a sourcebook for the Warhammer Fantasy Roleplay game's Second Edition, detailing a dwarf-run city in the mountains. It combines adventure hooks aboveground in the city built over the ruins of the dragon-destroyed dwarf city, and in the underground passages below.

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