

The Bell Toll

The Lamplighter's Local



Tangle with tiny foes

The remnants of The Mordheim Firefighters & Lamplighters Guild (or what remains within their "tallow" suits) entered the ruined suburb from the east, while unbeknownst to them a family of Halflings, Survivors of Sommershire, did similar to the west.

The Firefighters immediately lost Captain Pointer to a hail of arrows, caught off guard in the open. Benchman "Stovepipe" attempted a return with his rifle, and missed. More Halflings moved up to harass the gentle Tallow Men, who continued to returned fire. One Halfling took two bolts to the helmet, but sprung right back up from the knockdown. Meanwhile two others halflings strung up young recruit "Squat" behind an outhouse, retiring



him promptly. Desperate, the remaining brave firemen (who are most definitely not ghoulish) returned continuous volleys until finally striking the grandfather of the family, fatally wounding him for good. The Tallow Men's attempts at stealing away the Halfling Captain's daughter came to naught and cost them dearly; their warlock "E-Bone", catching an arrow to the eye having fumbled his spell book.

Grandpa goes down! High Price of Ambush

Leaking precious fluids, the Tallow Men retreated to a nearby tavern and by chance, came upon some rather medicinal ales; making a full recovery. The Halflings came out unscathed, except Grandpa who's firmly under the top soil - a high price for ambushing your humble local lamp lighters.



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Routine Pest Control

The Nordheim Firefighters Lamplighters Guild, or Tallowmen as they were affectionately known by humble once-alive locals, sometimes have to take side gigs to keep the fuel burning. Mad Baron Ol' Cumberidge complained his steelworks had been overrun by rats, again, five rooms to clear and a wyrdstone reward. It's a wonder the Works are still going, or in his head at least. Jobs a job though! How hard could it be?

The rats were larger than expected, and armed too. "Stovepipe" tried his best to get a few rifle shots off but his hangover made him wobble. The crossbow troops proved equally strung out. Wasn't long before melee had to be had, that didn't go well either. Stove' took multiple hits from a wyrdstone pistol,



somehow surviving a bit longer, getting up each time. Captain Pointer got knocked out and fell 16ft, he's completely mad now and sustained 6 permanent wounds from the bone crunching falls, then being beaten by rat's clubs as he lay unconscious and broken.

Rats Party

Enjoying the carnage a bit too much one of the rats tried a diving charge and briefly crippled himself from 12ft drop. Providing some light comedy before 3 of his mates then kicked "Birdhouse" to near death while he also lay facedown in the dirt

For one turn of the clock all four of the Tallowmen left in the fight lay wounded - they were already three down, while the rats partied with violence on the helpless sods. Stomping and beating wounded public servants.

The firefighters did their best to clear the Steelworks, all got knocked out the fight. Two dead and not much to show for it. The Baron of course, wasn't too pleased, refused to pay at first, but after some gentle talking to - he forked over four wyrdstone shards for the Guild's trouble.