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ROLE-PLAY

# LORDS OF STONE AND STEEL



THE DWARF REALMS OF KARAZ ANKOR  
AND THE REDOUBTABLE HOLD OF KARAK NORN

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# ◆ KARAZ ANKOR ◆

## THE ANCIENT EMPIRE OF THE DWARFS



From the beginning of history, the traditional homeland of the Dwarfs has been the Worlds Edge Mountains, the vast, forbidding mountain chain that marks the eastern boundary of the Old World. In ages past, the Dwarfs built their massive underground strongholds among the towering peaks and gaping chasms.

The tale of the Dwarfs is sorrowful. Their once great empire has been worn down by constant struggle against Goblins, Skaven, and other foul creatures. Over the course of centuries, they have fought with determination to defend their realm. It is a bitter struggle and many of the Dwarfs' magnificent holds have fallen — ruined or occupied by evil creatures. The achievements of the past are now mere memories, ancient sagas sung in half-empty halls.

In the most ancient times, the tough and hardy ancestors of the Dwarfs thrived and multiplied in the bleak lands of the southern Worlds Edge Mountains. In time, they migrated northward from their ancestral homelands.

Their progress took detours as they followed veins of ore northwards, mining out the exposed seams and moving onwards in search of gold, iron, gemstones, and workable stone. As the Dwarfs spread out, they left clans scattered throughout the Worlds Edge Mountains.

The Dwarfs spread they founded strongholds, small realms centred around a fortified mine dug into a productive seam or source of gems. Some ventured to the north and west into Norsca where they settled amongst the cold mountains, while others travelled east across the Great Skull Land and to the Mountains of Mourn. For a while, these dispersed Dwarf clans maintained contact with each other, but they would be separated by the coming of Chaos.

The strongholds of the Worlds Edge Mountains are remnants of an empire known as Karaz Ankor, meaning 'Everlasting Realm' or 'Mountain Realm', the Khazalid word for mountain and extreme durability being the same. The great city of Karaz-a-Karak, meaning Everpeak in Reikspiel, lay at the centre of this empire.



# DWARF KINGS

Throughout Karaz Ankor, holds are ruled by kings (and, less frequently, queens). The title of king is a hereditary one within the royal clan and passes from the king to his eldest son upon the king's death. When a king does not have a suitable heir, it is his duty to choose a successor from within his clan and supervise his training. Such important decisions are made in conjunction with the council of elders. A king rarely acts against the advice of his council, although the council rarely question the wisdom of a king who has proven his mettle.

The highest-ranked individuals in a hold are the members of the royal clan, the lords of the mountain holds bordering the Empire and eastern Norsca. No member of the proud noble clans would wish to live in the lands of men if they could help it. Even the lords of fallen holds hope to remain in the mountains and recover all they have lost. Those rare nobles who do suffer to live in Human territory do so because they believe it to be the most effective base from which to strike out to reclaim their lost holds (or because they fear to meet the gaze of Dwarf nobles in command of their own possessions).

Dwarfs put great store in the lineage of their kings. A royal line is supplanted only if it is extinguished or disgraced. In such cases, a thane or prince from another hold may be invited to become king, or another high-ranking clan may become the royal clan. Exactly what happens is decided in council by the thanes of the hold, with counsel from influential guilds and clans.



## THANES

Dwarfs are not fond of titles and like to keep such things simple. With the exception of the king and his direct heirs, the princes of the royal clan and notable members of the noble clans are referred to as thanes, even if related to royalty. Thanes may hold offices, but these are not hereditary. Each swears an oath of allegiance to the king and holds their office at the king's whim.

If a king dies, a thane of the royal clan may be promoted in the line of succession, or a new kingship may be claimed if the clan retakes an old hold, or establishes a new one. All leaders swear oaths of loyalty to a king, who, in turn, swears such an oath to the high king of Karaz Ankor.

## DWARF QUEENS

There have been examples of reigning Dwarf queens, but in most cases, a queen is not a permanent ruler, only a regent. Once she chooses a suitable husband or her heir becomes suited to rule, her reign typically ends. If there is no queen, then the previous queen (usually the king's mother) serves as dowager queen.

Following Valaya's example, queen consorts play major roles in the running of a hold, sometimes effectively co-ruling with their husbands. Dwarf queens have their own informal councils to gather information, and also gain knowledge from accompanying the king when he holds his weekly audiences in the Great Hall. When not attending audiences and council gatherings, queens tour the various depths of a hold talking to working Dwarfs and guild elders at their workshops, mines, and barracks.

## KINGS AND WEALTH

In a Dwarf hold, property is often proportionate to status, and as a hold is the king's domain, it is he who has the most. Clan halls, forges, even mines are all effectively 'leased' by the king and this is how the income of a royal clan is generated.

In addition to land leasing, the hold's king will also place levies upon all the craftguilds, request a proportion of all gold and precious minerals excavated from mines, and take remuneration for pickaxes, helmets, and even lanterns. Dowries, too, are subject to royal duty, and a king's blessing upon any union often hangs upon the treasure that can be made as a result.

# THORGRIM GRUDGEBEARER

**Motivation:** Vengeance

**Short-term Ambition:** Guard against the aftereffects of the Turmoil in the Empire

**Long-term Ambition:** Strike out every grudge in the *Dammaz Kron*

At any time, there is a single high king. Since the time of Gotrek Starbreaker, this has normally been the king of Karaz-a-Karak, reflecting its status as the most powerful hold since the fall of Karak Eight Peaks. The high king nominally commands all kings, but this is more a matter of cooperation than obligation, as Dwarfs are proud individuals who rile at the idea of submission. The current high king has done much to earn respect, and even the most independent Dwarf king regards him as worthy.

High King Thorgrim Grudgebearer of Clan Ullek has reigned as high king since the time of Magnus the Pious. He is famed across the lands of Dwarfs and Humans alike for the wisdom and vigour of his reign. Under his leadership, Dwarf kings have retaken holds, upheld tradition while fostering advances in technology and runecraft, held the remnants of the Dwarf empire together, and struck back against their enemies.

Thorgrim Ulleksson earned the nickname 'Grudgebearer' while serving as Kharl for his uncle, High King Balun Alriksson, because of the zeal with which he pursued grievances. It is said that he settles grudges as other Dwarfs empty tankards. He has vowed to strike out every entry in the *Great Book of Grudges*, and to the approval of all, his reign has seen more grudges stricken out than new ones recorded. Thorgrim's rule has reminded the Dwarfs that they are still a force in the world.

## THORGRIM AS PATRON

Thorgrim is the ruler of an empire beset by no shortage of woes. There is always work to do: vengeance to reap, oaths to honour, halls to reclaim, the precocious foolishness of Humans to correct.

Karaz-a-Karak suffers no shortage of powerful, prideful individuals. Thorgrim could dispatch Characters to solve burgeoning issues before they escalate and require recording as a new grudge. Recently, strife resulting from the scheming of secretive followers of Chaos rocked the Empire, and Thorgrim will not allow this turmoil to bring harm to his people.

He might send the Characters to recover Dwarf relics from fallen holds or scout out areas of interest for future conquest. If they are successful, he may employ the Characters to join such an expedition, promising them a share of the spoils.

Thorgrim may set the Characters on avenging injuries done to the Dwarfs at some point. If they are practised warriors, Thorgrim sends them to slay hidden, mobile, or distant foes who may evade, or not warrant, the full weight of a Dwarf throng. If the Characters' talents lie elsewhere, they could gather intelligence on targets Thorgrim is considering dealing with in the future, or seeking to forge new alliances.

As the high king of Karaz Ankor, there is very little Thorgrim could not reward the Characters with should they prove worthy. A royal boon from him is one of the greatest treasures anyone in the world could receive.

## THORNS AT THEIR SIDE

Before the Forest of Gloom was a haunt of spider-riding Goblins, it was an Elven colony and a sacred place to their god Loec. This historical triviality recently became relevant when Elves from Laurelorn Forest proposed to drive out the Goblins and settle within the forest. Despite counting several unsettled grudges against the Eonir, Thorgrim is considering this plan, as a joint invasion would give Everpeak better neighbours and strike out countless dire grudges against the Goblins.

As a small Eonir force enters the forest on a scouting mission, the Characters are asked to join them and judge their worth. Making this task trickier is the fact that many within Karaz-a-Karak are unhappy about Thorgrim's ruling and wish to see the Elves discredited. They send along their own envoy to oversee matters, who does all he can to interpret any shortcoming as a sign of Elven cupidity. The Characters must exercise their talents for diplomacy to ensure the Elves get a fair report.

## THORGRIM GRUDGEBEARER – DWARF

## KARAK LORD

Gold 8

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	82	35	65	75	26	30	48	65	85	45	28

**Traits:** Armour 7 (18), Weapon (Axe of Grimnir) +10 (Damaging, Hack)

**Skills:** Athletics 50, Art (Writing) 63, Charm 60, Consume Alcohol 88, Cool 115, Dodge 50, Endurance 90, Evaluate 85, Gamble 85, Haggle 55, Intimidate 75, Intuition 36, Language (Classical 70, Khazalid 85, Reikspiel 80), Leadership 95, Lore (Dwarfs 80, Geology 70, History 85, Law 85, Metallurgy 70, Politics 80, Warfare 85), Melee (Basic) 107, Perception 31, Ranged (Crossbow) 55, Research 85

**Talents:** Ancestral Grudge (against pretty much every historically notable species or culture there is), Argumentative, Bookish 3, Commanding Presence 4, Dealmaker, Inspiring, Long Memory, Magic Resistance, Night Vision, Noble Blood, Public Speaker 4, Read/Write, Relentless, Resolute, Savant (Law) 6, Savvy, Speedreader, Sturdy, Tireless, Unshakeable, War Leader, Wealthy 150

**Trappings:** Armour of Skaldour, Axe of Grimnir, Clothing, Dragon Crown of Karaz, *Great Book of Grudges*, Jewellery worth 1,750 GC

## Armour of Skaldour

Skaldour made this armour in ancient days and the secrets of his rune died with him. It is one of the heirlooms of the kings of Karaz-a-Karak.

**Rune of Preservation** — The armour

loses the *Weakpoints* Flaw

**Rune of Stone** — +1 AP

**Master Rune of Skaldour** — The armour reduces Damage from incoming blows by 4. A Damage 0 blow does not cause Wounds

## Axe of Grimnir

Grimnir is said to have vanished in the far north fighting the Dark Gods of Chaos, but before he went, he gave one of his axes, Onkegruni (Widow-maker), to his son Morgrim. This gromril axe has been passed through generations of Dwarf

high kings. Its edges never blunt and it bears glowing runes whose secrets passed from the world with the ancestor gods themselves.

**Giantbane Master Rune** — When attacking a Giant with this weapon, the wielder may reverse the attack Test and any Critical Wound roll made for the target.

**Master Rune of Alaric the Mad** — This weapon ignores all benefits provided by armour.

**Master Rune of Skalf Blackhammer** — Any successful attack with this weapon counts as scoring a Critical.

## Dragon Crown of Karaz

The Dragon Crown of Karaz has sat upon the brow of the high kings of Karaz Ankor since the founding of the city. It is marked with Za, the Ruling Rune, a symbol of lordship over the Dwarfs.

**Master Rune of Kingship** — The wearer may reverse any Charm, Intimidate, or Leadership Tests they make that target a Dwarf or a group of mostly Dwarfs.



## COUNCIL OF ELDERS

The size and influence of a hold's council of elders varies depending on the population of the hold but always commands great respect. It comprises the elders of influential craftguilds, high priests of Grungni and Valaya, and high-ranking members of the royal clan (such as the king's treasurer and chief victualler). Kings meet regularly with their councils of elders to discuss the affairs of the hold, its policies, and the import of recent events.

The elders are venerable and wise and take time to deliberate issues. Their approach is characterised by detailed discussion and meticulous planning. Council meetings are more frequent without the king than with him and are intended to consolidate information and narrow options before presenting them to the king.

### THE ROYAL CLAN'S ROLE

More reputable and capable members of the royal clan are appointed to handle administrative tasks, taking titles such as chancellor, spymaster, minister of armaments, and master of procurement. Kings often pass time in their clan's feast hall, where they carouse with their clansfolk.

The conversation often turns to current events, the latest missive from the high king, recent outrages from the Human realms, and clan gossip. His kinfolk also take on the task of providing the king with welcome diversion. Joining his friends and kinsfolk for an occasional hunt for Goblins on the mountainsides can be a refreshing distraction from a king's solemn responsibilities.

### PRINCE GORRIN ALRIKSSON OF KARAK HIRN

A chief diplomat of Karak Hirn, Prince Gorrin has more of his mother's even-tempered disposition than King Alrik's hard-headed traditionalism. Gorrin does not share his father's condescending attitude towards non-Dwarfs and finds Humans interesting company. This helps Gorrin to effectively manage intelligence gathering for the hold using Dwarf and Human agents.

Parties that include Imperial Dwarfs may find themselves brought to the attention of Gorrin by a Dwarf of Karak Hirn. He grants approval for these intermediaries to test the Characters by setting them on an espionage mission to report on developments in the courts of Averland. Should the Characters complete it without attracting notice, they may receive more work in the same line but are unlikely to learn who their benefactor is.

### RIVALRIES WITHIN THE COUNCIL

Councils do not always march in lockstep. A king's advisors are often split into at least two factions. Generally, one of these groups tends to be aggressive in pursuing Dwarf interests and projecting power, while the other is more cautious. Other factions, if they exist, usually fall between these extremes.

Given the council members' great age and social standing, spirited debates rarely become overheated or lead to rivals proclaiming oaths or grudges. Still, the fear of such things derailing discussions does cause many councils to become mired in indecision.

Attending kings show their mettle and wisdom if they can calm heated disagreements and prevent grudges. A time-tested tactic is to call for more ale to be served just as contentious matters are broached.

### HIGH PRIESTESS LORA RAFEKSDOTTIR OF KARAK HIRN

Lora Rafeksdottir is a high priestess of Valaya and member of the council of elders serving King Alrik. High Priestess Lora is not a member of any faction, preferring a more neutral policy between aggressive and cautious. She is uncertain of Prince Gorrin's leanings in favour of a more explicit treaty of mutual aid with the Humans. Lora firmly believes that Karak Hirn should only look to itself to deal with troubles along its borders. She cites recent reports of bandits on the Empire's borderlands as something Dwarfs could solve on their own.

While Lora appeals to Dwarf pride, Prince Gorrin realises that the high priestess's solution could result in a border incursion and create an incident with Elector Countess Liebzwitz's newly acquired Sudenland. Gorrin decides to act by sending Characters (Dwarfs and Humans) he recently hired to eliminate the bandit threat before the council can convince King Alrik to send Dwarf forces.

## DWARF HOLDS

The largest settlements in a Dwarf kingdom, Dwarf holds can house hundreds of thousands of Dwarfs. They are usually positioned in the centre of the realm and all roads lead to them. As one would expect from Dwarfs, most holds follow a similar layout, with most of it buried in layers (known as 'deeps') beneath a large mountain.

As of 2512 IC, the remaining Dwarf realms cover hundreds of square miles of mountainous terrain. Fortified outposts on the roads crossing the borders control and track the number of outsiders entering the kingdoms, and the guards there search for signs of enemy incursions.

## WORLDS EDGE MOUNTAIN HOLDS

During the Golden Age, each of the Worlds Edge Mountain holds were connected by an underground network of roads called the Underway (Ungdrin Ankor). Many centuries of devastating wars greatly reduced the Dwarf population and compelled remaining holds to retreat to easily defended borders. Many ruined outposts and once-prosperous settlements litter the mountains, and stretches of the Underway and gorge-spanning sky bridges were destroyed.

The Worlds Edge Mountain holds retain a siege mentality. Incursions by Orcs and Goblins test Dwarf defences and the fall of several holds means many passes through the mountains are unguarded. Dwarfs whose ancestors survived the fall of their holds continue to launch expeditions to reclaim their lost homes.

### KARAZ-A-KARAK

The largest Dwarf hold, Karaz-a-Karak is the capital of the Dwarf empire of Karaz Ankor and seat of the high king. The most important Dwarf cultural artefacts and books, including the *Great Book of Grudges*, are kept in its vast arsenals and extensive libraries.

Karaz-a-Karak's surface defences are more massive than those protecting Altdorf. Inlaid with gromril and protected by runes, the great iron gates of Karaz-a-Karak have held fast against countless attempts to breach them.

The hold guards Silver Road (*Agrildrin*), an ancient mountain pass which connects from the former Dwarf mine of Mount Silverspear in the east to the Border Princes and Black Fire Pass in the west. Invasions from the east have used this road to reach the rich Empire.

### ZHUFBAR

Zhufbar (Torrent Gate) was established primarily as an industrial centre. It is home to the world's largest shrine to the ancestor god Morgrim and the greatest engineers' guildhall. The hold was built in a steep-sided canyon formed by a thundering waterfall cascading from Black Water into a tributary of River Stir below. The force of the water runs through thousands of water wheels and powers huge drop hammers, crushers, and other machinery of the hold. The roar of rushing water and clatter of Dwarf machinery echo from the canyon walls, and at night, the entire area is lit by the fires from hundreds of furnaces.

Tunnels once connected Zhufbar to Karak Varn but were sealed to reduce the threat of Skaven attacks. Since the end of the Vampire Wars, Dwarfs from Zhufbar have avoided the small mountain track through Sylvania in favour of a road they built through the foothills to the banks of the Aver Reach.

### KARAK EIGHT PEAKS

Known as Vala-azrilungol (Queen of the Silvery Depths) during the Golden Age, Karak Eight Peaks was second in importance to Karaz-a-Karak until it was overrun by Goblins and Skaven in -513 IC. Karak Eight Peaks is the only major fallen hold to have been recovered by the Dwarfs, if only partially. Dwarfs hold only the Upper Deep and Deep of Clans while the karak remains in a constant state of siege. King Belagor is desperate to the point of hiring mercenaries from Tilea and beyond.

The hold is built in a great fertile valley watered by springs and surrounded by eight mountains: Windswept Mountain (*Karag Ziflin*), Sunset Mountain (*Karag Yar*), Shadow Mountain (*Karag Mhonar*), Silverhorn (*Karagril*), Crescent Mountain (*Karag Lhune*), Mount Redstone (*Karag Rhyn*), Sunrise Mountain (*Karag Nar*), and White Lady (*Kvinn-wyr*). A mountain track called Hidden Pass (*Kadrin Hudak*) leads from Death Pass (*Kadrin Uzkul*) to Karak Eight Peaks. As Death Pass is under the control of Goblins, the Dwarfs use the restored Underway segment to Karak Azul.

# KAZADOR THUNDERHORN

**Motivation:** Family

**Short-term ambition:** Take a throng up the Worlds Edge Mountains and exact vengeance

**Long-term ambition:** Rescue kin from Gorfang Rotgut

The king of Karak Azul is a massive, powerfully built Dwarf named Kazador, of Clan Donarkhun. In his youth, Kazador's feats of strength and endurance were legendary. Entries in Karak Azul's *Book of Days* boast that the king once rescued a fully laden ore pony trapped in a deep crevasse by lifting the stricken creature above his head, a feat he was willing to repeat on several occasions when challenged.

No Dwarf in his kingdom has ever matched him in a drinking contest. He was the undisputed champion of the annual anvil hauling competition and his throw in the hammer toss is the longest on record. A raucous and lively king, Kazador's warlike tendency frightened Orcs away from his hold, and he was a peerless hunter who kept his tally in the *grobkul* higher than any other Dwarf's, even counting records from the Golden Age. His great rulership and mirth made Karak Azul a joyful place.

Now he is a Dwarf consumed by grief and seething bitterness. In 2503 IC, the Orc chieftain Gorfang Rotgut of the Red Fang tribe (**Tribes and Tribulations**, pages 106–107) attacked the karak through a secret tunnel, slaying two hundred and thirteen Dwarfs, despoiling the deeps, and stealing away with Kazador's wife, Queen Morga, and dozens others of his kin. This was compounded by Gorfang's grand shaming of Prince Kazrik, shaving him and nailing him to the throne of Karak Azul, which left the prince broken in mind.

Nothing brings Kazador joy anymore. The Dwarf he was is gone but for the fleeting moments when he claims vengeance from the Dwarfs' enemies. His pain will remain raw until Gorfang is dead and what remains of his family is safe.

## KAZADOR AS PATRON

Kazador has promised half of all his wealth to whomever rescues his kin from Black Crag or recovers their remains. Any who slay Gorfang earn themselves their pick of the treasury. For ten years, mercenaries have travelled to Karak Azul and from there tried to claim the king's bounty, and the Characters may yet be the latest to take the king's coin and give it a go. This is no mean feat, however; Black Crag was once the Dwarf hold Karak Drazh, and behind its stout defences are hordes of Orcs and Goblins. If the Characters succeed, they will be forever remembered as heroes and legends.

Alternatively, the Characters could help Kazador with his own efforts to free his kin. Any attempt to rescue his family is more likely to succeed if they gain current information on Black Crag's forces and defences, such as by scouting the place or interrogating Red Fang Orcs. In particular, the shifting alliances of Orcs and Goblins means that Gorfang may have additional forces to call upon, so discovering these alliances is of the utmost importance. If the Characters could disrupt those alliances, or even cause fighting between their forces, it would be a boon to any military expedition.

Characters who impress Kazador could enrich their clans and holds with favourable trade terms for Iron Peak's steelwork, or receive artisanal masterpieces they could scarcely acquire elsewhere. Runelore is well known in Karak Azul, meaning Characters held in high esteem could commission magical items unavailable elsewhere. If the Characters are particularly highly renowned, Kazador would be willing to provide significant resources to aid in the rescue of his kin, up to and including launching a major attack as a distraction.

## TUNNEL SURVEY

In the days of High King Finn Soursowl, the adventurers Dorin and Katalin (**Dwarf Player's Guide**, pages 13–14) rescued his captured sons from Black Crag by sneaking in through a secret passageway. That tunnel was collapsed long ago, but perhaps the feat could still be replicated. Kazador needs the Characters to survey a good place to set up a dig site for a new tunnel into the karak, right under the Orcs' noses – dangerous work, but potentially invaluable.



## KAZADOR THUNDERHORN – DWARF KARAK LORD

Gold 8

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	75	74	75	67	40	30	65	55	75	27	32

**Traits:** Armour 6 (12), Ranged (Dwarf Crossbow) (80) +10 (Damaging, Impale, Precise, Reload 1), Weapon (Hammer of Azul) +14 (Damaging, Impact, Pummel)

**Skills:** Athletics 55, Art (Writing) 80, Charm 37, Charm Animal 85, Climb 100, Consume Alcohol 92, Cool 95, Dodge 50, Endurance 92, Evaluate 80, Gamble 75, Haggle 42, Intimidate 100, Intuition 60, Leadership 47, Language (Khazalid, Reikspiel 65), Lore (Beasts 70, Dwarfs 80, Heraldry 75, History 70, Metallurgy 75, Orcs and Goblins 70, Politics 75, Warfare 70), Melee (Basic 100, Two-handed 85), Play (Horn) 85, Outdoor Survival 75, Perception 60, Ranged (Crossbow) 94, Secret Signs (Guilder 75, Hunter 75), Set Trap 85, Stealth (Rural) 50, Trade (Mason) 75

**Talents:** Accurate Shot, Ancestral Grudge (Orcs), Argumentative, Carouser, Dealmaker, Fast Shot, Hatred (Orcs and Goblins), *Hardy*, Hunter's Eye, Inspiring, Iron Will, Long Memory, Magic Resistance, *Marksman*, Night Vision, Noble Blood, Public Speaker, Read/Write, Relentless, Resolute, Rover, Strider (Rocky), Strong Back, Sturdy, Tireless, Trapper, Unshakeable, *Very Strong*, War Leader, Wealthy 80

**Trappings:** Armour of Kings, Clothing, Dagger, Dwarf Crossbow and 10 Bolts, Hammer of Azul, Jewellery worth 1000 GC, Thunderhorn

## Hammer of Azul

The Hammer of Azul has been borne by the kings of the hold ever since the time of the ancestor gods. This mighty two-handed warhammer is forged from gromril and bears a potent selection of runes.

**Rune of Might** — When attacking a target of a larger Size than the wielder, the weapon gains +3 Damage.

**Rune of Striking** — When attacking with this weapon, the wielder adds +10 *Melee (Two-handed)*.

**Master Rune of Smiting** — If a hit from this weapon deals damage, it inflicts double Wounds, plus four additional Wounds.

## Armour of Kings

This armour was forged in ancient days and is worn by the king in times of war. It is forged from the finest gromril.

**Rune of Resistance** — Whilst wearing this armour, the wearer gains a +10 bonus to Oppose incoming melee attacks.

**Rune of Stone** — +1 AP

## Thunderhorn

Legends say that the horn was fashioned from the tusk of some mighty beast. It was brought by the Dwarfs from the distant south many years ago. The reigning lord of Karak Azul has carried it into battle for centuries.

**Master Rune of Dismay** — When the bearer blows the horn, enemies within *Toughness* x 2 yards who are not immune to Psychology suffer a -10 penalty to all Tests for 1 Round. The rune can only be used once per day.



# UNGRIM IRONFIST

**Motivation:** Honour his oaths

**Short-term Ambition:** Kill something strong enough to keep his skills sharp

**Long-term Ambition 1:** Die a glorious death as befitting a Slayer

**Long-term Ambition 2:** Protect and lead his people as befitting a king

Many years ago, King Baragor of Karak Kadrin swore the Slayer Oath. Whilst no official account explains his decision, the death of his daughter at the claws of the great dragon Skaladrak, who attacked her retinue as she travelled to Karaz-a-Karak to wed the son of the high king, is commonly understood as the cause. In any case, Baragor became the first Slayer King.

The position of Slayer King presents a paradox, oathbound to die as a Slayer and to live to protect his people as a king. Baragor could not fulfil his oath as a Slayer, but he could help others to do so. He founded the shrine to Grimnir in Karak Kadrin and established a haven for Slayers from across the Dwarf realms.

Baragor upheld his honour and was considered a wise and reasonable king. He died in a tunnel cave-in deep below Karak Kadrin, his Slayer's oath unfulfilled. His son Dargo inherited both the kingdom and the oath.

His living descendant is Ungrim Ironfist of Clan Drakebeard, the current Slayer King of Karak Kadrin. Like his ancestors before him, he reconciles the two oaths through continuous warfare, providing for Slayers at Karak Kadrin, and commemorating their deeds. Still, the stain of his generational dishonour can only be expunged by a mighty death in battle, and like his ancestors before him, Ungrim has yet to meet such a fate.

Ungrim is a mighty warrior, responsible for slaying foes like the Dragon of Black Peak, who had singlehandedly routed armies and devoured towns. For centuries, he has fearlessly stood in the front rank of Karak Kadrin's throngs and is famed as a peerless general. He marches to war at any opportunity, eager to claim vengeance and pit himself in personal combat against the strongest enemies. However, for all that Ungrim is hot-headed and eager for violence, he is a wise king who deeply understands the responsibilities of leadership.

## UNGRIM AS PATRON

Characters who serve Ungrim as his envoys have the duty of monitoring Kislev and Ostermark for any issues that stand to affect the karak and must involve themselves as appropriate. Ungrim may expect his envoys to intervene even if their issues are strictly internal, for the simple fact that aiding their trade partners is honourable and maintains relations. Characters can enter this role if they have diplomatic credentials, noble lineage, or a proven capacity to bring unreasonable Humans to heel.

Not all of Karak Kadrin's neighbours are so agreeable. The Worlds Edge Mountains crawl with enemies, and it is Ungrim's duty to wipe out threats to Karak Kadrin and keep Peak Pass safe for trade. However, few are keen on testing themselves against a Dwarf throng, especially when the Slayer King himself leads it! Characters who can track down and flush out worthy enemies would earn Ungrim's gratitude.

One of Ungrim's duties is to ensure that Slayers are properly commemorated. To that end, he might send agents to where a Slayer is believed to have fallen to confirm their doom and discover how they died. As Slayers go where they are likely to die, the Characters may end up in peril, so Ungrim ensures they are warriors of note before he assigns this duty.

Ungrim commands the loyalty of fearless, death-seeking warriors who, on his recommendation, would help the Characters should they embark on any foolhardy quest. Slayer Characters who count Ungrim as their patron can be sure that they will be honoured after death. Other Characters could take advantage of Ungrim's patronage to secure mercantile and diplomatic connections with the karak's Human neighbours, and the karak's own mineral wealth is nothing to be scoffed at.

## MANEATER'S TRAIL

Ungrim has a score to settle with the Ogre Golgfag Maneater (Archives of the Empire Vol. II, page 13), but he has evaded retribution so far. Word has reached Ungrim that Skrocroc Gorespine, one of Golgfag's crew, recently joined up with the mercenary company Matthogg's Payswords (Tribes and Tribulations, page 72) in neighbouring Ostermark. Ungrim wants the Characters to follow up on this lead and pump Skrocroc for information on Golgfag.



## UNGRIM IRONFIST – DWARF KARAK LORD

Gold 8

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	97	35	85	90	46	45	48	55	100	35	47

**Traits:** Armour 7 (16), Weapon (Axe of Dargo) +15 (Damaging, Hack, Impact, Tiring), Weapon (Dwarf Axe) +13 (Hack)

**Skills:** Athletics 65, Art (Writing) 58, Consume Alcohol 110, Charm 50, Cool 120, Dodge 65, Endurance 115, Evaluate 75, Gamble 65, Haggle 55, Heal 75, Intimidate 105, Intuition 61, Language (Battle 75, Khazalid, Reikspiel 70), Leadership 55, Lore (Chaos 60, Dragons 75, Dwarfs 80, Giants 65, Heraldry 75, History 75, Metallurgy 75, Politics 75, Trolls 75, Warfare 90), Melee (Basic 117, Two-handed 117), Outdoor Survival 65, Perception 61

**Talents:** Ambidextrous, Ancestral Grudge (Orcs), Argumentative, Carouser, Combat Master, Dealmaker, Dual Wielder, Fearless (Everything), Furious Assault, Frenzy, Frightening, *Hardy*, Implacable, Inspiring, Iron Jaw, Iron Will, Long Memory, Magic Resistance, Menacing, Night Vision, Noble Blood, Public Speaker, Read/Write, Relentless, Resolute, Reversal, Robust, Slayer, *Strike Mighty Blow*, Strong Back, Strong-minded, Sturdy, Tireless, Unshakeable, *Very Strong*, War Leader, Wealthy 50

**Trappings:** Axe of Dargo, Clothing, Dagger, Dragon Cloak of Fyrskar, Jewellery worth 1000 GC, Slayer Crown

## Axe of Dargo

The Axe of Dargo was reforged Baragor's own axe and is inscribed with the Slayer Oath.

**Rune of Parrying** — The wielder can reverse Tests to Oppose melee attacks with this weapon.

**Master Rune of Smiting** — A hit from this weapon inflicts double Wounds plus four.

## Dragon Cloak of Fyrskar

In 2510 IC, the Orc warlord Gnashrak was defeated at the Battle of Broken Leg Gully. The Dwarfs of Karak Kadrin proved vital in defeating Gnashrak and ending the threat the Orc's depredations posed to Karaz-a-Karak. In recognition of this feat, Ungrim was gifted with a cloak fashioned by the runesmith Heganbor for High King Finn Soursowl and made from the hide of the Dragon Fyrskar.

**Rune of Luck** — +1 Fortune

**Rune of the Furnace** — The wearer can never acquire the *Ablaze* Condition and reduces all incoming Damage from fire and flaming attacks by 4.

**Master Rune of Spite** — Whenever the wearer takes damage from a melee attack, the attacker immediately suffers 2d10 Damage to a random Hit Location.

## Slayer Crown

This is a sturdy horned helmet topped with a crest of orange hair, like a Slayer's crest.

**Rune of Iron** — +2 Wounds

**Rune of Stone** — +1 AP



## KARAK KADRIN

Karak Kadrin (Stronghold of the Pass) is the second largest hold after Karaz-a-Karak. The 'Slayer Keep' is known for its great Shrine of the Slayers (*Khaz Drengi*) and Great Temple of Grinnir. Like his ancestors, King Ungrim Ironfist has sworn oaths as both king and Slayer. He balances both roles by often fighting against Dwarf enemies on the battlefield.

Karak Kadrin overlooks the western entrance of Peak Pass (*Kadrinaz*). Peak Pass is closed beyond the borders of the kingdom since the eastern mines fell millennia ago. Invading Orcs and Goblins have forced their way through several times since then.

Karak Kadrin's proximity to the Empire provides lucrative trade with the northeastern provinces of Ostland, Ostermark, and Talabecland in addition to Kislev. The closeness also provides Karak Kadrin with some protection on its western flank.

## BARAK VARR

The only Dwarf hold constructed on a coast, Barak Varr (Sea Gate) is built within the towering cliffs where the waters of Blood River spill into Black Gulf. Caverns and tunnels carry brackish water deep beneath the Varenka Hills to underground harbours where merchant ships from throughout the Old World and Araby can safely moor and unload their cargo.

Massive sea gates secure the harbours after nightfall. Resulting from the cosmopolitan nature of the haven, Barak Varr Dwarfs are known for their hospitality and acceptance of foreigners, but the hold's king, Byrrnoth Grundadrakk, is being increasingly influenced by the hardline example of Thorgrim Grudgebearer.

Barak Varr is the home port of the small but powerful Dwarf navy. The fleet of steam-powered, heavily-gunned ironclads regularly engages in seek-and-destroy missions against pirates plaguing the Black Gulf trade routes. Barak Varr gunboats patrolling the Blood and Skull Rivers likewise take on this task. The various ironclad vessels (including river gunboats) are a testament to the hold's naval engineering, and the hold is also known to maintain a small fleet of experimental vessels capable of submerging for short periods of time.

## KARAK AZUL

Commonly referred to by its nickname 'Iron Peak', Karak Azul (Metal Hold) has the distinction of being the only southern hold to have never fallen, though it has come close on several occasions. The last occurred in 2503 IC when King Kazador was absent. Orc Warlord Gorfang of Black Crag penetrated the hold's defences, captured Kazador's kin, and mutilated his son. Shamed, a brooding Kazador now hires Dwarfs, Humans, or anyone else with promises of great treasure if they can rescue his kin. None who tried have returned.

Karak Azul occupies a plateau where spectacular fireworks by volcanic Fire Mountain (*Karag Haraz*) can be seen. The hold's forges continue to produce weapons of unrivalled quality. Recently, Azul engineers and miners rebuilt a segment of the Underway connecting the hold to Karak Eight Peaks. The re-opened Underway is the preferred route to resupply the besieged hold.

## PRINCE ULTHER AND THE DRAGON COMPANY

Heir to the throne of fallen Karak Ungor, Prince Ulther Stonhammer and his Dragon Company operate north of Peak Pass. They recently established a forward base in Khazid Rhyn near Karak Kadrin where they can rest and replenish provisions before returning to their raids.

Characters traversing the mountains east of Ostermark run the risk of encountering Orc and Goblin raiding parties. They ambush travellers from an elevated position on the mountainside, making use of the rocky terrain to rain down arrows. Caught in such a trap, the Characters may find themselves pinned down in a narrow ravine with no avenue of retreat. As things are about to become bleak, the Dragon Company appears upslope, launching their own ambush. The Orcs and Goblins are soon eliminated (the Dragon Company takes no prisoners).

Characters saved by the Dragon Company may find themselves in for a shock. Prince Ulther may be a bold war leader, but he is a rude, self-centred individual who does not sympathise with those who fall afoul of Goblins. The Dwarfs demand a share of the Characters' belongings and wealth to compensate them for their effort before allowing them to leave. If the Characters can provide anything that might prove useful in the liberation of Karak Ungor, the attitude is considerably warmer. However, should it transpire that the Characters are unable to keep promises to help the Dwarfs reclaim the stolen home, the Dragon Company will become their bitter enemies.

# BLACK MOUNTAIN HOLDS

After their initial expansion through the Worlds Edge Mountains, the Dwarfs explored other mountain ranges. Settlements in the Black Mountains began slowly as mines, trading posts, and villages tucked away in valleys. Strikes of ore and precious metals brought more clans to the new land and the more prosperous settlements grew to fortified towns and then full holds.

The Black Mountain holds are the oldest Dwarf holds outside the Worlds Edge and Norse realms. Their wealth is comparable as they have easier and safer access to trade routes with the Empire and other Human realms than Karaz-a-Karak or the southern holds. Mountain Road (*Karadrin*) winds its way through the high country connecting the Black Mountain holds.

## KARAK HIRN

Karak Hirn (Horn Hold) is the largest and wealthiest of the holds in the Black Mountains. A younger hold, founded after the great quakes that ushered in the Time of Woes, its founder, King Kurgaz, fled the disasters of those dark times and happened upon the mountain, drawn to its peak by the strange roaring that issued from caverns there. When winds blow in a certain direction, the passage of air through natural tunnel openings and networks creates a powerful blast, which can be heard 15 miles away. The Dwarfs constructed additional sound chambers and doors, allowing them to vary the pitch and duration of the sound. Dwarfs can now use the natural feature to send out warnings to their kin.

Karak Hirn is reached from the Empire by passing through Kropfenleben on River Hornberg (a tributary of the Söll) to Icy Wind Pass. The road ends at Quarter-mile Bridge which spans the gorge separating the path from the Merchant Halls that provide a back entrance to Karak Hirn. The hold can be reached from Mortensholm in the Border Princes on Hidden Valley Pass, which intersects the Icy Wind Pass at Kazad Ruvalkbar.

The hold is ruled by King Alfrik Ranulfsson, a descendant of King Kurgaz. While most Dwarf kings tend to be traditional, Alfrik's preference for old-fashioned ways makes him almost eccentric in his conservatism.

For all that he refuses to replace the hold's arsenal of crossbows and bolt throwers with handguns and cannons, his achievement in striking out all the grudges in one of the volumes of Karak Hirn's book of grudges has earned him great esteem.

## KARAK ANGAZBAR

Built beneath Karaz Ensamar, a mountain that stands in the centre of a broad valley, Karak Angazbar (Irongate Hold) is the second largest hold in the Black Mountains. A large marshland in the valley to the south of the hold is the source of River Staffel. Mountain Road passes by the gates of Karak Angazbar and turns towards the northwest to descend through the Vale of Staffel to the border between Averland and Wissenland. The hold also has access to the Border Princes.

The kingdom of Karak Angazbar extends from River Staffel to Black Fire Pass where its fortified outpost, Migdhal Vongalbarak guards the eastern entrance of the major trading (and invasion) route from Karaz-a-Karak.

Orcs remain a problem on the kingdom's borders between no man's land along the Imperial frontier. Recently, Harboth's Black Mountain Boyz (**Tribes and Tribulations**, page 42) moved into this area and outside Karak Angazbar's reach. Treaties with the Empire forbid Dwarf holds from sending troops across the border without specific permission from ruling Humans.

## KARAK GANTUK

Karak Gantuk (Gap Hold) is the smallest of the Black Mountain holds and built on a saddle between the slopes of the Big Twin (*Karaz Grozartrinlag*) and Little Twin Mountains (*Karaz Artrinlagit*). The Upper Deep of the hold is split, with one half in each of the mountains. Non-residents are only allowed to enter the Little Twin Gate. Pinetop Pass (*Kadrin Kineföhringormaz*) transects the Upper Deep, connecting the hold with the Oggel river valley and the Imperial town of Agbeiten to the north as well as the Treblecz river valley and the Border Princes town of Vidovdan to the south. The route of Mountain Road runs along the northern slope of the mountain gap.

The kingdoms of Karak Gantuk and Karak Angazbar share a common border, which is rare among Dwarf holds. Agreements between the two facilitate aid and military assistance when Orc tribes maraud the region.





# HOLDS IN THE VAULTS

The towering heights of the Vaults have even richer deposits than the Black Mountains. The growth of holds here occurred shortly after those in the Black Mountains. Migrations after the fall of mines elsewhere brought even more Dwarf settlers. These refugees were not the only people on the move, as many Belthani from the lands that would become the Empire and Bretonnia found refuge in the Vaults holds.

Built by engineers and miners, the Vaults holds are connected by an underground highway called the Ungdrin Garaz. Most take the name to mean 'Young Underway', though some take it to mean 'Fearless Underway', the name representing hope in the ambitious endeavour.

## KARAK IZOR

Karak Izor (Copper Hold) is the first and largest of the Vaults holds. Its age, prestige, and wealth are such that all Vaults settlements from the eastern Irrana to the northern Apuccini Mountains look to Karak Izor for protection and leadership.

Karak Izor's formidable defences and difficult terrain make it nearly impervious to attack. The few Orc warbosses who manage to cross the treacherous mountains and precipitous ravines without mutiny arrive with exhausted troops who fall easy prey to the hold's artillery and gyrocopters.

Copper Road connects Karak Izor to Montdidier to the north and Brenheim to the east. The road mostly runs along the rivers and streams at the bottom of deep canyons which allows for easy monitoring by Dwarf rangers. When the road climbs up to the kingdom's borders, fortified gatehouses at the top of the passes force exhausted travellers to wait outside the gatehouse walls until permits are presented and checked.

## KARAK EKSFILAZ

The westernmost of all holds, Karak Eksfilaz (Whispering Aspen Mountain) is named for the aspen-dominated forested mountain of the same name. The hold does much of its trade with northern Tilea through the towns of Campogrotta and Toscania. These are reached on a path, Via Zaffiro (*Zaffenwegaz*), which descends the Arena River valley.

This trade road runs past the path leading to the massive iron gates of Karak Eksfilaz and continues to the north end of Novalone Pass. This route facilitates trade with Quenelles and southern Bretonnia.

Skaven and Night Goblins present a constant danger to the miners of Karak Eksfilaz. Whilst the two species often make war on one another, they are willing to form unstable alliances of convenience when it comes to preying upon the Dwarfs. The crude, unstable tunnels they dig sometimes breach Dwarf into the hold's Underdeep, allowing creatures like rats and cave squigs to find their way inside. Karak Eksfilaz has a specialised unit of Vermin Hunters (*Nathadredez Agri*) who are expert at killing such foul creatures in the deep natural caves and narrow passageways.

## KARAK BHUFDAR

Karak Bhufdar (Grey Fir Hold) is located at the end of a mountain valley surrounded by a mixed forest of majestic grey fir trees, from which the hold draws its name, and broadleaf trees such as stately Bretonnian oaks. As well as more usual products of ore and stone, timber is a source of trade for Karak Bhufdar. Most of the hold's trade is conducted by way of the Young Underway to the adjacent kingdoms of Karak Eksfilaz and Karak Kaferkammaz. From these holds, trade from Karak Bhufdar can reach other markets in the Vaults and the Human realms of the Old World.

## KARAK KAFERKAMMAZ

Famed for the marble quarries in its kingdom, Karak Kaferkammaz (Marble Layers Hold) is the highest of the Vaults holds. Its position near the edge of an escarpment allows sentries in watchtowers to observe large-scale movement along Loren Highway and the southern edge of Athel Loren. Additionally, the kingdom is one of the main sources of marble in the Old World and favoured by Tilean sculptors.

Given the value of marble, Dwarf merchants often move large stones through the Young Underway to avoid uneven surface paths until it reaches Karak Eksfilaz. From that hold, the marble safely makes its way to Tilea on Via Zaffiro. Marble travelling to Bretonnia does so on Marble Road (*Kaferdrin*) until the stone reaches the Loren Highway and, eventually, Quenelles.

## KARAK GROM

Karak Grom (Defiant Hold) is the southernmost of holds located near where the Vaults yield to the Apuccinis. The hold is built into the sheer east face of Cleaved Mountain (*Karaz Mar*) and overlooks a broad mountain valley through which the west fork of River Skiros flows. The trade route of River Road (*Ruvalkdrin*) follows the river through Kharnos Forest to markets in the Border Princes towns of Lakoras and Thesos. Said to be haunted, Kharnos Forest is plagued by roving gangs of bandits and occasional marauding Orcs.

True to its name, Karak Grom has faced many Orc raids and incursions over the millennia. A couple of incursions have wrought great damage but failed to breach the great gates. The rotting heads of the last invading Orc warbosses still line the approaches to the hold.

## GREY MOUNTAIN HOLDS

The migration to the Grey Mountains represents the last of the Karak Dwarfs expansion. In this case, many of the clans fleeing the destruction in the east already found existing trading posts and mines from the Golden Age when Dwarfs and Elves peacefully traded. Compared to other Dwarf holds, the Grey holds are smaller and less wealthy, but still rich by Human standards.

Dwarf holds in the west are not located on the main trading routes Humans use to trade between the Empire and Bretonnia, preferring more rugged locations where the mineral deposits are greater even if the trade routes are more perilous. When conflicts among men from the Empire and Bretonnia arise, Grey Mountain Dwarfs lean towards Imperials but do not generally get involved. It is not like the Bretonnians represent an existential threat.

## GRIMHOLD

Once known as Karak Skivark (Slate Hold), Grimhold is a cautionary tale for the Grey holds. Grimhold sits just north of Montdidier Pass, a mountainous trade route connecting Kreutzhofen in Wissenland to the Loren Highway and Salignac-La-Rouge in the Duchy of Carcassonne.

Despite its enviable access to Montdidier, Grimhold is a dying hold. Its veins of precious metals have been exhausted in the Mining Deep, and valuable ore is harder to find. The output of the kingdom's mines is not sufficient to make up for the hold's deficiencies, and many Dwarf miners are departing for other Dwarf kingdoms and the Empire.

## KARAK NORN

The largest Grey Mountain hold, Karak Norn (Barren Earth Hold) is built into the southeast slope of Iron Peak (*Angspithaz*) in the southern portion of the Grey Mountains close to major Imperial markets of the Söll river valley in Wissenland. Most of Karak Norn's trade passes through Meissen, making that town one of the wealthiest in Elector Countess von Liebwitz's possession. Karak Norn is covered in more detail in **Chapter 2**.

## KARAK AZGARAZ

Meaning 'Hold of the Fearless Axes', Karak Azgaraz (**Archives of the Empire Vol. I**, pages 58–71) is located south of Grey Lady Pass and near the Imperial city of Ubersreik. The Grey hold maintains good relations and trades with both Reikland and Parravon. Like many holds, the Azgaraz Dwarfs have some difficulty with Orc and Goblin tribes on their frontiers.

## KARAK ZIFLIN

Karak Ziflin (Windswept Hold) is the smallest of Grey Mountain holds. Winds from the western Sea of Claws frequently blow through the kingdom. Karak Ziflin sits north of Axe Bite Pass, more on the Bretonnian side of the divide than the Empire's.

Karak Ziflin trades with Humans by using two different roads to Axe Bite Pass. Montfort Road (privately known to the Dwarfs as *Ufdikadrin* or 'Road to the Haughty') is the western track that meets Axe Bite Pass a cannon shot (1,200 yards) away from Château Montfort. Ziflin's merchants do not receive as warm a welcome in the Bretonnian stronghold as they would in the Empire, which many suspect to be the result of meddlesome Elven influence. A majority take the eastern route, Friendship Road (*Ongakadrin*), which joins Axe Bite Pass within hailing distance from Helmgart's massive gates.

## NORSE DWARF HOLDS

Even though the Norse Dwarfs spent six millennia isolated from the Karak Dwarfs, their holds are similar in their design. Events that affected Karaz Ankor, such as the War of Vengeance, did not touch the Norse Dwarfs. Their separation ended when seafaring Norse Dwarfs visited their kin at Karak Vlag in 1696 IC.

The realms of Norse Dwarfs are largely protected by runestones inscribed with Master Runes of Expel Chaos (**Sea of Claws**, page 40), which removes the corrupting effects of Chaos from the land, but does not extend to repelling Human marauders. The fall of Kraka Drak in 2390 IC was a stark reminder of this limitation.

Three of the Norse Dwarf kingdoms are connected by Icy Pine Road (*Wyrkinefobrdrin*) which winds through Giantshome (*Groniklug*) Mountains. Noted for their large population of Giants, Trolls, and other monsters, the mountains attract Slayers from the Old World searching for a worthy doom.

### KRAKA DRAK

Kraka Drak (Dragon Hold) was the largest and wealthiest Norse Dwarf hold until the Chaos Lord Valmir led an Aesling host to besiege it. This action, known as the War in the Mountains, saw fierce fighting as the marauders advanced within the stronghold. Knowing that other Norse Dwarf holds were in danger, King Crom Silverbeard took the desperate decision to topple the mountain, trapping himself in the deeps of Kraka Drak along with the forces of the Chaos lord. Refugees fled to other Dwarf holds, and after 88 years of fighting, Kraka Drak was considered lost.

Over a hundred years later, King Thorgard Cromsson led many of the Kraka Drak Dwarfs to return to the ravaged kingdom the hold's ruined halls to rebuild. First, the Dwarfs built a fortified gatehouse and erected the toppled runestones. These defensive measures allowed the Dwarfs to start clearing out and restrengthening the Upper Deep.

### KRAKA RAVNSVAKE

Kraka Ravnsvake (Raven's Roost Hold) grew in importance and population after the fall of Kraka Drak. The hold took possession of the port town of Sjoktraken on Draksfjord and their fleets, augmenting Kraka Ravnsvake's own considerable sea power.

Kraka Ravnsvake boasts the largest temple to Grimmir of all Norse Dwarf holds. It is said to have been the last place the ancestor god visited before disappearing into the Chaos Wastes. An underground harbour, Ravnshafnaz, welcomes merchants from every port, including Sea Elves. All that is required is a permit obtained at Khazid Vulkhrund, the riverport within the entrance of Ungruvalk (Under River).

Kraka Ravnsvake is also renowned for okrinaduraz, a hard, bluish-grey stone favoured by Dwarf stoneshapers to carve the likeness of revered ancestors and fashion works of art. The stone is also growing in popularity with Marienburg sculptors.

### KRAKA DORDEN

Built in on the seaward side of Thunder Horn (*Dordengornaz*), Kraka Dorden (Thunder Hold) opens to a small plateau overlooking Taldursfjord and the Frozen Sea. Cliff Road (*Klifazadrin*) descends from the plateau before one fork splits to Icy Pine Road while another ends at the port of Hafnazit. Several Norse Dwarf adventurers from the hold embarked on their journeys from here, including Juggo Joriksonn, who sailed to Lustria with 'the Magnificent' Sven Hasselfriesan.

Kraka Dorden is located to the northwest of Kraka Drak. Though the Aeslings are weakened from the War in the Mountains and constant Norse Dwarf raids of revenge, their existence puts pressure on Icy Pine Road. Dwarf engineers are working to expand Little Harbour as Ravnsvake coastal gunboats make the maritime trading route on the Frozen Sea the safer trade route.

### KRAKA ORNSMOTEK

On the shores of the 200-mile long Grewarwatrafjord, Kraka Ornsmotek (Eagle's Peak Hold) does not lie in the Giantshomes. Instead, the hold is built in the Jagged Tooth (*Getakkartandr*) Mountains where Giants, Trolls, and other monstrosities are constant dangers. The northernmost of Norse holds is in a particularly dire situation as it borders the lands of the Aeslings.

Despite its remote location within White Bear Mountain (*Karaz Wyrberoz*), Kraka Ornsmotek is a wealthy hold. It is built over the only extensive gold mine in Norsca and rich deposits of diamonds and obsidian. Merchants used to brave narrow passes and trails to reach the hold, but the newly built Frozen Harbour (*Frusenhafnaz*) on the fjord helps secure the trade route.

# LOST HOLDS AND MINES

Devastating war between Dwarfs and their eternal enemies, Orcs, Goblins, and Skaven, began four millennia ago and continues to rage in the Worlds Edge Mountains. The fighting has been less intense than it was in Sigmar's time, but it is a battle of attrition. The Great War Against Chaos further changed the situation in the northern Worlds Edge Mountains region.

Reclaiming fallen holdings has always been a fraught endeavour. No major hold has ever been fully retaken, and even if Dwarfs manage to reclaim a minor hold or one of their larger mines, they often lack the numbers to hold it against their enemies' unending multitudes. However, there have been successful long-term reclamations over the centuries, particularly in the present age, spurring hope for present and future endeavours.

## KARAK ZORN

Karak Zorn (Upland Plateau Hold) is the rumoured birthplace of the ancestor gods and first Dwarf generations. The time of the ancestor gods remains shrouded in legends as is the location of this lost hold. Loremasters claim that it was built on a high upland plateau overlooking the steaming jungles of the Southlands.

Legends claim the hold was the wealthiest in existence, yet the reasons given for its abandonment vary. Some claim that its mines petered out and the Dwarfs moved on. Others claim the surrounding lands grew inhospitable and forced them to leave. Few suggest that a rebellion against the ancestor gods led to a violent schism. When Dwarfs do talk about Karak Zorn, it is mostly to describe the site from which the Long Migration began.

## KARAK UNGOR

At its height, Karak Ungor (Delving Hold) had the deepest and richest mines in Karaz Ankor. In -1500 IC, earthquakes and volcanic eruptions ripped through the Worlds Edge Mountains as Dwarfs celebrated the final departure of the Elves' armies from the Old World, creating many fissures and weakening the integrity of the mine tunnels. Red Eye Night Goblins poured through these fissures at a time when the Ungor Dwarf army had not yet returned from the 'Pointy-ear' war. When the army did return, it was defeated by the hold's defences.

Karak Ungor was the first major Dwarf hold to fall. Its site was renamed Red Eye Mountain by the victorious Goblins. Dwarf attempts at recovering Karak Ungor always fell short, eventually forcing them to change tactics. Currently, Prince Ulther Stonehammer, heir to the throne of Karak Ungor, and his Dragon Company raid Goblin settlements and camps to kill the enemy while probing Red Eye defences.

## KARAK VARN

Built into the cliffs overlooking Black Water, Karak Varn (Lake Hold) sat on the largest known deposit of gromril ore. The earthquakes that heralded the Age of Woes caused the lake's waters to flood the hold's lower deeps. Thousands of Dwarfs perished, and a hoard of treasure was lost. In -1499 IC, Orcs attacked from above while the Skaven attacked the unflooded deeps. Many Dwarfs died defending the hold, and others were forced to retreat after heavy losses.

Known to Humans as Cragmere, Dwarfs have made many expeditions to recover gromril from the flooded site. Efforts have been made more dangerous by the presence of Orcs, Skaven, and even fouler creatures in the ruined deeps. The Dwarfs' current enclave in its Upper Deep endures, at least for now.

## EKRUND

Bordering Black Gulf, the Dragonback Mountains mines of Ekrund (Descending Stairs) were the richest outside the Worlds Edge. Its ore and gemstone deposits once rivalled those of the Worlds Edge and many of the clans became fabulously wealthy by Dwarfen standards.

Having learned of the fall of Karak Ungol and Karak Varn, Ekrund Dwarfs began to re-fortify the mine. They were too late. An Orc horde overran the Badlands and fell upon Ekrund. The Dwarfs did not have the numbers to defend the mines. In a desperate attack, they broke through the Orc encirclement and fled to the shore of Black Gulf. There, the naval might of Barak Varr provided the space for the Ekrund Dwarfs to evacuate. In time, many of the surviving clans settled in the Vaults.

Expeditions to Ekrund have been launched in the hope of finding riches within the long-abandoned mine, but the many Orcs in the area make such missions dangerous.

## MOUNT GUNBAD

Situated on Worlds Edge eastern slopes far to the east of Black Water, Mount Gunbad (*Karaz Gunbad*) was by far the richest Dwarf mine. It is the only source of the highly valued brightstone (*brynduraz*), a brilliant blue gem much beloved by Dwarf jewellers for its hardness and clarity. Moreover, Gunbad had huge gold deposits which helped fuel the Dwarf effort during the War of Vengeance. Night Goblins overran the hold in -1457 IC. The Dwarfs briefly recaptured Mount Gunbad 200 years later, but the vulnerability of the mines forced them to finally abandon it.

## MOUNT SILVERSPEAR

Like Gunbad, Mount Silverspear (*Karaz Agrilwutraz*) is located on the Worlds Edge eastern slopes. It was the second largest Dwarf mine and was built near Silver Road (*Agrildrin*). The mine had vast deposits of silver, iron ore, and precious gemstones. The wealth of the mine supported the Dwarf war effort against the Elves. In -1387 IC, Orc warboss Urk Grimfang took possession of the mines, re-fortified its defences (in that crude Orcish manner), and renamed his conquest 'Mount Grimfang' in his own honour.

## KARAK AZGAL

Once known as Karak Izril (Hold of Jewels), Karak Azgal (Hoard Hold) withstood centuries of war, a massive Orc army besieged the hold in -469 IC. With the fall of Karak Azgal inevitable, the Dwarfs hid their treasures, which were protected by the Rune of Hiding, and fled. Orcs destroyed the hold after finding no treasure and moved on.

A Dragon, Graug the Terrible, found and settled within Karak Azgal's treasure vaults. One day, a young Dwarf named Skalf managed to reach Graug undetected and slew him. The Dragon's death throes alerted the foul denizens of the ruins of his death. Skalf grabbed what he could of the treasure, hid the best of the rest, and set off a cave-in to reseal the vault before fleeing.

The descendants of Skalf Dragon Slayer returned and built a small fortress, Kazad Migdhal (Gateway Fortress), outside the hold's main entrance. The current population is too small to clear out the hold. The present king encourages treasure hunters and fortune seekers to search the ruins for treasure. All he asks is that they pay a toll and kill whatever opponents they come across in exchange for taking any treasure they recover.

## KARAK DRAZH

Strategically placed at the west end of Death Pass, Karak Drazh (Black Hold) was the third largest hold after Karaz-a-Karak and Karak Eight Peaks. In -469 IC, Orcs led by Orc warlord Dork descended upon Karak Drazh after destroying Karak Azgal. The fallen hold is now known as Black Crag, the most powerful Orc stronghold in the Worlds Edge Mountains. The current ruler of Black Crag, Gorfang Rotgut, plagues the lands about with raids and depredations.

## KARAK DUM

Originally known as Karak Dokar (Watchful Hold), this little-known hold was constructed near the borders of the Chaos Wastes in the northernmost tip of the Mountains of Mourn after the defeat of the First Incursion of Chaos. The purpose of this remote hold was to maintain vigilance against the time Chaos returned. In time, the hold, now referred to as Karak Dum (Doomed Hold), was presumed to have been lost during the Time of Woes.

Karak Dum did survive and thrive, even remotely, for millennia until the opening stages of the Chaos invasion of 2301 IC when the borders of the Chaos Wastes surged over Karak Dum. The hold was overrun, the population slaughtered, and the smithies came under control of Chaos servants.

## KARAK VLAG

Karak Vlag (Desolation Hold) was the northernmost of Worlds Edge holds, located to the south of High Pass. Vast quantities of iron ore were its main source of wealth. Karak Vlag was known for its strong iron gates. Only once did the Orcs and Goblins manage to breach its Upper Deep. Well-placed portcullises allowed the Dwarfs to break up the attackers into small contingents, making it easier to dispatch them. Karak Vlag was the first hold to welcome Norse Dwarfs after their northern brethren spent millennia isolated from their kin.

The Chaos Wastes surge that overwhelmed Karak Dum engulfed and wiped Karak Vlag from existence. After the Great War Against Chaos, the borders of the Chaos Wastes returned to the far north. Kadrin scouts sent by the king could find no trace of the hold. No ruins, no evidence of mining in the area, its fate unknown. While loremasters have their theories of what occurred, Karak Vlag is not a topic Dwarfs discuss.

# GAZETTEER OF THE DWARF REALMS

Settlement	Size	Ruler	Pop	W	Produces	Garrison/ Militia	Notes
<b>WORLDS EDGE MOUNTAINS</b>							
<b>Karaz-a-Karak</b>	4	High King Thorgrim Grudgebearer and Queen Karga	900,000	4	Armaments, Luxuries ( <i>Gemstones, Gold, Jewellery</i> ), Metal, Trade	45,000a/280,000b	Capital of Karaz Ankor
<b>Zhufbar</b>	4	King Morgrim Ironforge and Queen Lenka	240,000	4	Armaments, Luxury ( <i>Gemstones</i> ), Metal, Trade	1,800a/15,000b	
<b>Karak Kadrin</b>	4	King Ungrim Ironfist and Queen Alrika	350,000	4	Luxury ( <i>Silver</i> ), Metal, Trade	2,000a/60,000b	
Khazid Rhyn	3	King Ungrim Ironfist	2,800	3	Grain, Metal, Wool	200a/1,000b	
<b>Karak Eight Peaks</b>	4	King Belegar Ironhammer and Queen Kemma	8,000	2	Luxury ( <i>Gemstones</i> ), Metal, Trade	1,000a/4,000b	
<b>Karak Azul</b>	4	King Kazador Thunderhorn	200,000	4	Luxuries ( <i>Silver</i> ), Metal, Trade	1,500a/18,000b	
<b>Kazad Migdhal</b>	2	King Kargun Skalfsson	3,000	2	Armaments, Grain, Metal	600a/900b	Outside ruined Karak Azgal
<b>Barak Varr</b>	4	King Byrrneth Grundadrakk	300,000	4	Grain, Metal, Wool	3,000a/20,000b	Seaport on Black Gulf
Khazid Varrwyndak	3	King Byrrneth Grundadrakk	8,000	3	Grain, Luxury ( <i>Cheese</i> ), Wool	250a/2,000b	
<b>BLACK MOUNTAINS</b>							
<b>Karak Hirn</b>	4	King Alrik Ranulfsson and Queen Winnifar Flaxenhair	60,000	4	Armaments, Luxury ( <i>Gemstones</i> ), Metal, Trade	1,200a/15,000b	
Grung Rakadem	2	King Alrik	1,200	2	Luxury ( <i>Silver</i> ), Metal	30a/500b	
Khazid Grentaz	3	King Alrik	2,500	3	Grain, Metal, Wool	50a/1,200b	
Khazid Svarkungor	3	King Alrik	2,000	3	Grain, Metal	40a/1,600b	
<b>Karak Angazbar</b>	4	King Duregar Sharpblade and Queen Lorata	12,000	4	Armaments, Metal, Trade	240a/4,000b	
Grung Tepskaf	2	King Duregar	800	2	Metal	40a/360b	
Kazad Nardak	2	King Duregar	1,200	3	Grain, Wool	80a/420b	
Migdhal Vongalbavak	3	King Duregar	5,200	3	Grain, Metal, Wool	200a/2,000b	
<b>Karak Gantuk</b>	4	King Skag Hammerfist and Queen Edlyn	10,000	4	Armaments, Grain, Metal	200a/3,200b	
Grung Trag	1	King Skag	140	2	Metal	14a/40b	
Khazid Hafak	2	King Skag	2,000	3	Grain, Wool	40a/800b	
Kazad Zhum	2	King Skag	250	3	Grain, Trade	50a/80b	
<b>VAULTS</b>							
<b>Karak Izor</b>	4	King Kazran Grimbrow and Queen Astrid the Wise	80,000	4	Grain, Luxury ( <i>Silver</i> ), Metal, Trade	1,600a/20,000b	
Grung Byrn	1	King Kazran	120	2	Metal	12a/30b	
Hochstadt	3	King Kazran	4,500	3	Grain, Luxury ( <i>Cheese</i> ), Wool	45a/40b, 400c	Human town
Khazid Algikarag	2	King Kazran	2,400	3	Luxury ( <i>Jewellery</i> )	30a/1,000b	
Khazid Nekewukaz	2	King Kazran	2,000	2	Metal	254a/800b	
<b>Karak Eksfilaz</b>	4	King Hergard Steelclad and Queen Grunna	20,000	4	Metal, Trade	400a/5,000b	
Grung Mizpal	1	King Hergard	300	2	Grain, Metal	30a/140b	
Kazad Frukund	1	King Hergard	240	2	Grain	80a/60b	
<b>Karak Bhufdar</b>	4	King Ketil Sharptongue and Queen Gloren	10,000	4	Metal, Timber, Trade	200a/2,200b	
<b>Karak Kaferkammaz</b>	4	King Skalf Redbeard and Queen Adalni	10,000	4	Luxury ( <i>Marble</i> ), Metal, Trade	200a/2,500b	
Grung Wyravalk	2	King Skalf	1,200	3	Luxury ( <i>Silver</i> ), Metal	40a/300b	
Mont Grace	3	King Skalf	2,000	3	Grain, Luxury ( <i>Cheese</i> ), Wool	40a/60b, 300c	Human town located near Montdidier Pass

Settlement	Size	Ruler	Pop	W	Produces	Garrison/ Militia	Notes
Karak Grom	4	King Garil Thunderclap and Queen Katrin	12,800	4	Metal, Trade	240a/2,600b	
Domatburg	3	King Garil	2,800	3	Grain, Luxury ( <i>Cheese</i> ), Wool	30a/40b, 800c	Human town
Kazad Sedazund	2	King Garil	200	2	Grain	60a/30b	
Khazid Urbaz	2	King Garil	800	3	Grain, Metal	16a/200b	

### GREY MOUNTAINS

Grimhold	3	King Garil the Unlucky and Queen Berit	4,000	2	Trade	250a/1,500b	Declining hold. Once had population of 12,000.
Karak Norn	4	King Brokk Ironpick	20,000	4	Luxury ( <i>Silver</i> ), Metal, Trade	400a/8,000b	Site of (new) Bugman's Brewery
Bergheim	3	King Brokk Ironpick	3,000	3	Grain, Luxury ( <i>Cheese</i> ), Wool	40a/20b, 400c	Human town
Khazid Grimaz	3	King Brokk Ironpick	2,000	3	Grain	40a/400b	
Khazid Thran	3	King Brokk Ironpick	2,600	3	Grain, Metal	45a/600b	On road to Meissen
Karak Azgaraz	4	King Thuringar Orc-hewer	10,000	4	Luxury ( <i>Silver</i> ), Metal, Trade	200a/3,200b	
Azgaraz Trading Post	1	King Thuringar	80	2	Grain, Trade	8a/30b	East entrance to Dwarf kingdom
Grimbringrungaz	1	King Thuringar	120	2	Grain, Metal	12a/40b	
Inn of Silver Cross	1	King Thuringar	90	2	Grain, Luxury ( <i>Cheese</i> ), Grain	10a/40b	
Karak Ziflin	4	King Rorek Granitehand and Queen Daebet	8,000		Metal, Trade	180a/2,800b	
Grung Ardzufak	2	King Rorek	300	2	Grain, Metal	20a/100b	
Kazad Elgazund	2	King Rorek	400	2	Metal	40a/120b	

### NORSCA

Kraka Drak	4	King Thorgard Cromsson and Queen Sifna Throrinsdottir	4,000	3	Grain, Luxuries ( <i>Amber</i> , <i>Sapphires</i> , <i>Silver</i> ), Trade	1,500a/1,000b	Rebuilding from devastating fall
Grung Kuldungor	2	King Thorgard	400	2	Luxury ( <i>Amber</i> ), Metal	50a/200b	
Khazid Ravik	3	King Thorgard	3,600	3	Grain, Luxuries ( <i>Fur</i> , <i>Cheese</i> ), Wool	180a/1,800b	
Kraka Ravnsvake	4	King Haarkon Vikramsson and Queen Inga Ottarsdottir	40,000	4	Luxury ( <i>Okrinaduraz</i> ), Metal, Trade	2,000a/14,000b	Dwarf naval base
Grung Stekbrud	2	King Haarkon	250	2	Luxury ( <i>Silver</i> ), Metal	20a/180b	
Khazid Bordkarag	2	King Haarkon	1,400	2	Metal	80a/800b	
Sjoktraken	3	King Haarkon	2,000	3	Grain, Luxury ( <i>Amber</i> ), Trade	120a/1,000b	Dwarf naval base
Kraka Dorden	4	King Logamir Ulfarsson and Queen Friga Alaricsdottir	24,000	4	Luxury ( <i>Fur</i> ), Metal, Trade	1,200a/10,000b	
Grung Dobekzhuf	2	King Logamir	600	2	Grain, Metal	60a/180b	
Grung Trakekarag	2	King Logamir	450	2	Luxury ( <i>Quartz</i> ), Metal	45a/120b	
Khazid Fjeldurk	3	King Logamir	4,000	3	Grain, Luxury ( <i>Fur</i> ), Metal	120a/1,800b	
Kraka Ornsmotek	4	King Tyr Forsetisson and Queen Vanyra Karinsdottir	20,000	4	Luxuries ( <i>Diamond</i> , <i>Fur</i> , <i>Gold</i> , <i>Obsidian</i> ), Trade	1,000a/8,000b	
Grung Diratduraz	2	King Tyr	800	2	Luxury ( <i>Obsidian</i> )	80a/300b	
Kazad Dumund	2	King Tyr	360	2	Grain, Luxury ( <i>Cheese</i> )	40a/120b	

**Size:** 1 = Hamlet, 2 = Village, 3 = Town, 4 = Hold

**W** = Wealth (see **Death on the Reik Companion**, page 71)

**Garrison/Militia** = A Garrison is made up of Dwarf warriors, available at all times. A Militia is raised from the local populace, and available only when the need arises. The letter after the number refers to quality.

**a** — properly drilled, well trained and equipped soldiers. **b** — average troops, moderately well trained

**c** — poorly trained troops, possibly required to bring their own equipment

# ♦ KARAK NORN ♦

LARGEST HOLD OF  
THE GREY MOUNTAINS



Built into the southeastern face of Iron Peak (*Angspithaz*), Karak Norn is surrounded by a mountain valley to its east and overlooks a narrow valley to the southwest. The valley opens into the high meadow of Lookout Plateau (*Dokzorn*), granting the Dwarfs the ability to observe the fringes of Athel Loren from a safe distance.

The mountainous kingdom of Karak Norn covers a large area outside the confines of the hold. Small towns, villages, mines, and farmsteads can be found throughout the land, mostly along the four major trade roads. Travel in the mountains is more difficult than it is in the lowlands of the Empire. In addition to the ups and downs of the terrain, weather conditions can quickly change from clear skies to thunderstorms.

Karak Norn Dwarfs built stone waystations large enough to accommodate twenty Dwarfs (the typical size of a Dwarf ranger party) every three miles on the main roads. These shelters have stone walls on three sides with arrow slits. The fourth side has a partial wall with two doorless portals, one on either side. One must enter the shelters with care as mountain cats, bears, and the occasional Troll have been known to occasionally dwell within.

The primary route to the Empire is Granite Road (*Durakdurazdrin*), which leads to Meissen in Wissenland. Ridgeway (*Hrugazdrin*) is a secondary route that passes over Stigenak Skybridge high above Long Glacier and eventually makes its way to Pfeildorf. Cleaved Road (*Mardrin*) is a lesser used road that eventually leads to Wursterburg and the decaying ruins of Bugman's Brewery. High Meadow Road (*Zorndrin*) has light traffic since it leads to Athel Loren where virtually no Dwarf trade takes place. Human traders do use the route to pass the heavily guarded Wood Pass (*Wutkadrin*) to exchange goods with the Elves. Returning Imperial merchants with Elven goods are heavily taxed by Dwarfs at Migdhal Sauk to discourage trade with Athel Loren.





## DWARF KINGDOM OF KARAK NORN

- 1 Gateway of Migdhal Skom
- 2 Khazid Grimaz (Dwarf Village)
- 3 Tumzgrungaz (Mine)
- 4 Bergheim (Human Village)
- 5 Emkgrungaz (Mine)
- 6 Skaudund (Waystation)
- 7 Elgidokund (Waystation)

- 8 The Crossroads (Fortified Inn)
- 9 Gateway of Migdhal Sauk
- 10 Khazid Rhek (Dwarf Village)
- 11 Varagund (Waystation)
- 12 Kilfazund (Waystation)
- 13 Zumgrungaz (Mine)
- 14 Khazid Thran (Dwarf Village)

- 15 Gateway of Migdhal Almon
- 16 Stumgrungaz (Mine)
- 17 Krangrungaz (Mine)
- 18 Strakgrungaz (Mine)
- 19 Gandazgrungaz (Mine)
- 20 Khazid Ank (Dwarf Village)
- 21 Gateway of Migdhal Tark

## THE STATE OF THE KINGDOM

The Dwarfs have long known that the Grey Mountains did not have the number of rich veins of precious metals and valuable ore as existed in other mountain ranges. The first sign that these were being exhausted became apparent with the difficulties Grimhold experienced a century ago. Exploratory mine shafts uncovered more Skaven and Night Goblin tunnels than lodes of ore.

Learning from their southern neighbours, King Brokk Ironpick directed the Miners Guild to begin exploring the greater kingdom for deposits outside the immediate area surrounding the Dwarf hold. The Miners Guild succeeded in finding several viable mines, mostly between the southern area of the kingdom around Cleaved Road.

Yet for every successful mine found, there were six that were abandoned. The Dwarfs collapsed the failed tunnels, but creatures such as Goblins, Trolls, and Wyverns have been known to dig out the rubble to create a lair. Frustrated miners prefer to move on to find rich diggings elsewhere, mostly in the Stirhügel Hills of Stirland. One band tried their luck in the Black Peaks south of Grissenwald with little success.

## TRAVEL IN THE DWARF KINGDOM

The kingdom borders of Karak Norn are defined by the surrounding mountains of Windy Peak (*Ziflispithaz*), Griffonhorn (*Twarkgornaz*), Mountain Goat Peak (*Zikspithaz*), East Peak (*Narspithaz*), Redstone Peak (*Rhynspithaz*), and Slatehorn (*Skapengornaz*). Given the mountainous terrain, the frontiers of the kingdom are not quite controlled by the Dwarfs. Rangers patrol the hinterlands, primarily checking Orc and Goblin incursions into the realm.

Most Imperial merchants travel on the Meissen Road (which silversmiths from that town refer to as Silver Lode Trail). The road follows Bear River (*Ruvalk Beroz*) through Bear Valley (*Berozdalaz*), the western part of the latter lies within the Dwarf kingdom's borders. As the road ascends into the mountains, travellers come upon the fortified gatehouse of Migdhal Almon, where they must account for themselves before travelling into the Dwarf realm. The road continues through the walled town of Khazid Thran before it ascends into the mountains and crests over Granite Pass (*Durakduraz Kadrin*). The road eventually reaches the Great Gate of Karak Norn.

Merchants from Pfeildorf take a longer road from their city. The route is dangerous as a short portion of it travels through mountains outside the borders of the Dwarf kingdom. Merchant trains cross through Waterfall Pass (*Zhuf Kadrin*) to reach the border gateway of Migdhal Skom. One of the features of this route is Stigenak Skybridge, a relic of the past and an engineering marvel. The bridge is wide enough for two wagons with five-foot walls that provide some protection from the high, cold winds passing between Snowy Peak (*Wyrspithaz*) and Iron Peak.

## THREATS TO KARAK NORN

Karak Norn is beset by enemies from without and beneath. Night Goblins, Skaven, and other denizens of the deep are ever-present dangers wherever Dwarfs dig.

The rival Goblin tribes of Long Ears and Red Nails plague Bear Valley and the slopes of East Peak and Redstone Peak. These Goblins dwell just outside the Dwarf borders. It is as if they are not entirely ignorant of the fact that treaties with Wissenland prohibit Dwarf forces from crossing the borders without Imperial permission. It certainly does not help that the Imperial effort at policing their frontiers is lacking.

Goblins of the Snipped Finger tribe have caused trouble in the Waterfall Pass area in the north for centuries. In the past decade, Human bandits, who call themselves the Taldorf Gang, have moved into the area. The gang are causing problems by robbing merchant trains and Goblin camps. While Dwarfs approve of the latter, the former deeds mark the Taldorf Gang for the fate of all bandits: death by hanging.

The Cleaved Road area suffers from predation by the Skull-faced Orc and Slit Nose Goblin tribes. Most of the incursions occur south of Dry Pass (*Draug Kadrin*), but there have been a few of late north of the pass. Orc and Goblin raids are threatening the transport of ore and ingots from the mines to the hold, so ranger companies in the area are recruiting new troops.

Although the Dwarfs do not trust the Elves of Athel Loren, this region of the borders is currently comparatively quiet. Elven raids on the Orange Teeth Goblins have forced them away from Wood Pass and higher into the southwestern slopes of Slatehorn.

## CROSSROADS INN

Located at the southern end of Fertile Valley, the fortified *Crossroads Inn* lies at the eastern terminus of High Meadow Road at Granite Road. The business has been owned by the Zangorog (Red Beer) brewing clan, one of the leading clans of the Brewers Guild, for over a millennium. The inn complex looks very much like a fortress and its gates are only opened during daylight hours, with enough space and staff to cater to four large merchant bands. *Crossroads Inn* also has secured warehouses for carts bearing metal ingots from the mines along Cleaved Road. A garrison of twenty guards provide security to the inn.

The brewhouse is the largest structure in the compound after the inn itself. The inn prides itself on its reddish ale and dark red stout. Humans are usually served a weaker version of the drink to avoid problems.

## ZYLRA KRAGGSDOTTIR

Zylra is the friendly face of *Crossroads* with her husband, Harok Dimzadsson, the inn's brewmaster, and her son, Baragor Haroksson, the apprentice brewer. Zylra is a shrewd judge of character and enjoys augmenting her first impressions with talk. She asks many questions to learn more about her visitors, particularly strangers, and remains garrulous even if she distrusts the individual with whom she is talking. Zylra is an excellent source of information about local conditions from the changing weather to Goblin activity.

### ZYLRA KRAGGSDOTTIR – DWARF TOWNSWOMAN Silver 2

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	41	32	30	43	33	31	42	41	45	38	15

**Traits:** Armour (Leather Apron) 1 (5), Ranged (Blunderbuss) (12) +8 (Blast 4, Dangerous, Reload 2), Weapon (Dwarf Warhammer) +7 (Pummel)

**Skills:** Charm 48, Climb 40, Consume Alcohol 58, Cool 48, Drive 41, Dodge 41, Entertain (Storytelling) 43, Gamble 51, Gossip 53, Haggle 48, Language (Khazalid) 46, Melee (Basic) 44, Ranged (Blackpowder) 42, Trade (Brewer) 45

**Talents:** Gregarious, Magic Resistance, Night Vision, Read/Write, Strong-minded, Sturdy

**Trappings:** Blunderbuss with powder and ammunition for 10 shots, Cloak, Clothing, Dagger, Hammer, Hat, Leather Apron, Pouch



### JUST A HUNCH...

Whilst adventuring in Wissenland, the party are approached by a merchant from Meissen who hires them to protect his goods and person as he makes a delivery to Karak Norn. The party make their way to the *Crossroads Inn*, where the merchant asks them to stay in the bar whilst he talks shop with his fellow merchants over a game of Scarlet Empress.

As the Characters wait, six soldiers wearing the livery of Wissenland's Count Konrad von Rundstedt enter the bar. Zylra serves them at their table and engages in a brief conversation.

As a barman serves the newcomers, Zylra approaches the Characters' table to deliver their drinks. In hushed tones, she tells a tough-looking Character that she suspects the newcomers intend harm. If asked why, she points out that the County of Rundstedt lies between the Freistadt of Meissen and the Dwarf kingdom and adds she does not recall a time when the count's men ever crossed the border.

The truth is that the Character's employer has tipped Count von Rundstedt off to a rumour that a Dwarf merchant (with whom he is playing cards) is delivering a priceless gem to Karak Norn. The riders are hoping to grab this treasure and then gallop back to Wissenland. The Characters could earn the gratitude of the Dwarfs if they help prevent the robbery, but the motives of their employer remain suspect unless the Characters perform their own investigation.



1 Great Gate of Karak Norn  
2 The Hall of Merchants  
3 The Silver Hammer Inn  
4 King Brokk's Audience Hall  
5 Runesmiths' Guildhall  
6 Dwe Square  
7 Chamber of Loremasters  
8 Royal Clan Hall  
9 The Royal Chambers  
10 Brewmasters' Guildhall  
11 Engineers' Guildhall  
12 Red Spear Brewery

13 Peak Cate Guard Barracks  
14 King's Treasury  
15 Bronzebeard Clan Halls  
16 Norn Hall of Victory  
17 Armoury  
18 Harok Bronzebeard's Workshop  
19 Deep of Smiths  
20 Hall of Thunder  
21 Shrine to Smednir  
22 Halls of Remembering  
23 Shrine to the Ancestors  
24 Temple to Grungni

25 The Vaults  
26 Hall of Deeds & Hall of Grudges  
27 Priests' Guildhall  
28 Deep Dark Watch Fort  
29 Preparation Rooms  
30 Temple of Gazul  
31 Tombs  
32 Mines  
33 Clan Halls  
34 The Underdeep

## THE GATES OF KARAK NORN

The Great Gate is the largest of a given hold and opens it to the world above. The Great Gate of Karak Norn appears like a gargantuan slab of the mountainside, ornately carved with depictions of Grungni and Valaya, their faces stern and hands raised in warning. Master Runes of Defence are disguised within the design. Steam-powered devices open the Great Gate with minimal effort, though it is only opened on ceremonial occasions or when the throng marches to war.

A side path, turning from the main road to Great Gate, leads to the smaller Merchants Gate roughly twenty yards uphill. Embossed with an image of a Dwarf miner, it is still immense and awe-inspiring. Attendant Peak Gate Guards check each person entering or departing the hold, and a runescribe records their details. The gate is opened during daylight hours.

## THE UPPER DEEP

The immense Upper Deep is the hold's connection to the world. Its vaulted hall is 60 feet high and lit by quartzes inscribed with Runes of Light. They only radiate a dim light, but this is fine for Dwarfs. Upper chambers house war machines, which are opened above its Great Gate. They are the first line of defence, raining destruction upon any besieging foe.

The Upper Deep is divided into two sections: the Hall of Merchants and the smaller Gateway Hall. Two sets of massive iron double doors separate the sections, guarded by veterans of the Peak Gate Guard, with one door opened just enough to admit one or two people at a time.

In the event of a breach, hidden portcullises drop to block attackers from reaching the Gateway Hall. Ascending stairs lead to landings that open high in the walls of the Merchant Hall, upon which gunners and bolt throwers are provided with overlapping fields of fire to kill attackers.

Visitors must follow simple rules: behave themselves and do not start trouble. Anyone who breaks Dwarf law must face consequences. The least punishment is loss of possessions as compensation before the offender is escorted to the kingdom's border and literally kicked across it.



### KAZGAR ROGNISSEON

Kazgar is a longbeard who has served for nearly a century. Two years ago, Goblins took his left eye and right foot. Fitted with a jasper orb in his empty eye socket and a metal leg courtesy of the Engineers Guild, Kazgar returned to duty within the month. He shows good humour while talking to visitors, and has a great memory for faces and names. He easily spots troublemakers and pulls them aside to warn against causing a stir. If they do not listen, he will not hesitate to place them in a cell until their party departs.

#### KAZGAR ROGNISSEON – DWARF GATE KEEPER Silver 5

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	65	45	50	60	30	25	42	30	60	25	23

**Traits:** Armour 4 (10), Weapon (Runic Greataxe) +12 (Hack, Impact, Tiring)

**Skills:** Athletics 35, Consume Alcohol 70, Climb 65, Cool 75, Dodge 35, Endurance 75, Gamble 40, Gossip 50, Intuition 40, Language (Battle 40, Khazalid, Reikspiel 35), Lore (Dwarfs 33, Warfare 35), Melee (Two-Handed) 88, Outdoor Survival 40, Perception 35, Ranged (Blackpowder) 55

**Talents:** Combat Aware, Drilled, Enclosed Fighter, Magic Resistance, Night Vision, Read/Write, Relentless, Resolute, Sturdy, Unshakeable, War Leader, *Warrior Born*

**Trappings:** Breastplate, Cloak, Clothing, Dagger, Gate Key, Mail Skirt, Plate Helm, Pouch, Runic Greataxe (Rune of Cleaving, Rune of Cutting)

## HALL OF MERCHANTS

The Hall of Merchants comprises a large portion of the Upper Deep. Within the hall is a collection of lightly constructed buildings commonly called Guest Village (*Khazid Gastin*).

Guest Village has several inns and taverns to go with blacksmith forges, stables, carpenter shops, and a host of other establishments (including Human embassies). Guest Village is essentially a Human village within a Dwarf hold. Many Dwarf craftguilds have shops in the village where they conduct trade. Dwarfs will settle for coins if a merchant has nothing worthy of barter.

Karak Norn Dwarfs know from experience that Humans can be unruly and dishonourable, particularly if they are unscrupulous merchants or thuggish guards tipsy on too much ale. Patrols of vigilant and no-nonsense longbeards maintain order in Guest Village. The holding cells built into the hall walls are a reminder that the writ of the Emperor offers no protection in a Dwarf kingdom — all are subject to Dwarf law.

## SILVER HAMMER INN

Run by Grundi Fimbursson and Brunna Yadrisdottir of the Azrilfatak clan, the Silver Hammer Inn is a sprawling compound with stables and a large yard to accommodate visiting merchants' carts and horses. The inn is popular given its location near Merchants Gate and its tasty ale, known as Burnt Water for its amber hue. Visitors ought to carefully guard their tongues in the inn. While it is a raucous place, Dwarfs are not keen on the scheming and gossip for which Human taverns are well known.

## HELGA VIKRAMSDOTTIR

A frequent visitor to the Silver Hammer taproom, Helga looks for outsiders whose equipment appears to need repair or replacement. She can tell a lot about the condition of armour and weapons from a distance and determine whether the objects have been battle-damaged or improperly maintained. Helga then approaches the visitor and offers her service. She has a good sense of people she encounters in Merchant Hall and could be a good source of information about others doing business in Karak Norn. Human visitors may be surprised at the high quality of Helga's work given she is a mere repairer of armour, but even this humble Dwarf smith has abilities that outstrip those of her Human counterparts.



### HELGA VIKRAMSDOTTIR – DWARF ARTISAN

Silver 3

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	42	30	40	52	32	23	57	34	52	26	19

**Traits:** Armour 1 (6), Ranged (Dwarf Pistol) (20) +10 (Impale, Penetrating, Pistol, Reload 1), Weapon (Hammer) +8 (Pummel)

**Skills:** Consume Alcohol 54, Cool 57, Endurance 58, Entertain (Storytelling) 31, Evaluate 37, Gossip 30, Haggle 36, Intimidate 42, Intuition 38, Language (Guilder) 42, Leadership 31, Lore (Geology 39, Karak Norn 38, Metallurgy 44), Melee (Basic) 45, Perception 38, Ranged (Blackpowder) 55, Research 36, Secret Signs (Guilder) 40, Trade (Smith) 66

**Talents:** Artistic, Craftsman (Smith), Etiquette (Guilder), Magic Resistance, Night Vision, *Nimble Fingered*, Read/Write, Strong Back, Tinker, *Very Strong*

**Trappings:** Cloak, Clothing, Dagger, Hammer, Pistol, Pouch, Trade Tools (Smith)

## RED SPEAR BREWERY

Where Bugman's Brewery brewed ale fit for Dwarf kings and Human emperors, Red Spear Brewery specialises in producing fair-quality ale for mass consumption. The Zanwutraz brewing clan trades with farmers in exchange for shipments of grain and sells kegs to merchants for export to Wissenland. Small taverns in Guest Village purchase Red Spear ale for their Human customers. Brewmaster Borin Rungnisson does brew proper Dwarf ale, primarily for his clanfolk and shopkeepers in the Hall of Merchants.

# KING BROKK IRONPICK

Clan Ironpick have ruled Karak Norn since its founding, when Queen Hadora Ironpick led her people there following the fall of Mount Silverspear in -1367 IC. The current king, Brokk Ironpick, is proud, conscientious, and has displayed personal courage in war. Whilst he can be stubborn, he typically keeps a cool head and heeds the wisdom of his council of elders.

The turmoil in the Empire has him mildly worried, but the Humans have squabbled before, so he barely considers it a serious case of instability. The ongoing threat from Athel Loren is a greater concern. There are many unresolved grudges against the Asrai. Privately, King Brokk knows that conflict with the Elves is something he cannot afford, but pressure from many of his own people, encouraged by the example of the current high king, may see him risk an act of retribution to maintain his reputation.



## KING BROKK IRONPICK – DWARF KARAK LORD

Gold 8

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	80	34	58	68	25	20	41	58	80	48	26

**Traits:** Armour 6 (12), Weapon (The Ironpick) +11 (Damaging, Impale)

**Skills:** Art (Writing) 56, Athletics 40, Charm 63, Consume Alcohol 91, Cool 100, Dodge 40, Endurance 83, Evaluate 73, Gamble 78, Haggle 58, Intimidate 68, Intuition 35, Language (Reikspiel) 73, Leadership 68, Lore (History 78, Metallurgy 68, Politics 73, Warfare 78), Melee (Basic 90, Two-handed 100), Perception 30, Play (Horn) 51, Ranged (Blackpowder) 54, Secret Signs (Guilder) 78, Trade (Blacksmith) 61

**Talents:** Ancestral Grudge 2 (Orcs and Goblins, Skaven), Carouser, Dealmaker, Inspiring, Long Memory, Magic Resistance, Night Vision, Noble Blood, Read/Write, Resolute, Sturdy, Tireless, Unshakeable, War Leader, *Warrior Born*, Wealthy 25

**Trappings:** Whilst King Brokk may obviously equip himself from the pick of his hold's treasury and armoury, his preferred attire for both ceremony and war consists of: Crown of Karak Norn, gromril shield, the Ironpick, jewellery worth 1000 GC, leather gloves (one of which bears a badge of Valaya inscribed with the Rune of Truth), suit of gromril mail, the war horn of Karak Norn

## The Ironpick

Forged when Brokk's forebears ruled Mount Silverspear, the Ironpick is a mighty runic weapon, set with a brynduraz gem worth 10,000 GC.

**2 Runes of Striking** — When attacking with this weapon, the wielder adds +20 *Melee* (*Two-handed*).

**Master Rune of Skalf Blackhammer** — Any successful attack with this weapon counts as scoring a Critical.

## Crown of Karak Norn

Forged to celebrate 1,000 years since the hold's founding, this gromril helm is adorned with gold and the wings of a juvenile Warhawk.

**2 Runes of Shielding** — Reduce the Damage of incoming ranged attacks and spells by 4. If this reduces Damage to 0 or less, the wearer does not lose Wounds.

# QUEEN THURMA

Queen Thurma hails from Karaz-a-Karak. She is of the Grintzagaz clan, and distantly related to Ullek Redbeard, a thane under High King Snorri Whitebeard. Her relatives were underwhelmed by her marriage to King Brokk in 2441 IC. He may be a king, but in the eyes of Worlds Edge Mountain Dwarfs, Karak Norn is a petty marcher realm.

A symbol of Thurma's origins is the necklace of *brynduraz* that she wears. This wedding gift was made to her by the elders of Karaz-a-Karak and is worth more than most of the jewels in Karak Norn's treasury.

Since their wedding, King Brokk has found the advice of his queen increasingly valuable and has tasked her with compiling information on the Empire with the help of agents in Altdorf.

## QUEEN THURMA – DWARF KARAK LADY Gold 8

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	67	32	53	62	21	20	45	50	77	49	24

**Traits:** Weapon (Thurma's Warhammer) +9 (Pummel)

**Skills:** Art (Writing) 60, Athletics 40, Charm 69, Cool 102, Consume Alcohol 87, Dodge 40, Endurance 75, Entertain (Storytelling) 54, Evaluate 68, Gamble 70, Gossip 79, Haggle 59, Intimidate 63, Intuition 31, Language (Reikspiel) 65, Leadership 69, Lore (History 70, Metallurgy 55, Politics 65, Warfare 60), Melee (Basic) 80, Perception 26, Ranged (Crossbow) 52, Secret Signs (Guilder) 70, Trade (Goldsmith) 65

**Talents:** Ancestral Grudge (Orcs and Goblins), Carouser, Dealmaker, Inspiring, Long Memory, Magic Resistance, Night Vision, Noble Blood, Read/Write, Resolute, Sturdy, Tireless, Unshakeable, War Leader, Wealthy 25

**Trappings:** Like King Brokk, Queen Thurma could have her pick of personal possessions, but her ceremonial outfit consists of: Bronze belt inscribed with 2 Runes of Warding, a *brynduraz* necklace (worth 200,000 GC), the Crown of Queen Hadora, other jewels worth 2000 GC, Thurma's Warhammer

## Crown of Queen Hadora

This crown was forged to recognise the authority of Queen Hadora shortly after the founding of Karak Norn.

### 2 Runes of Luck — +2 Fortune

## Thurma's Warhammer

Decorated prominently with the symbol of Karak Norn, this warhammer was presented to Thurma as a wedding gift from her husband.

### 2 Runes of Retribution — Add +40 to Critical Wound rolls inflicted by this weapon.

**Master Rune of the Goblin Slayer** — When attacking Goblins with this weapon, the wielder may reverse the attack Test and any Critical Wound roll made for the target.



## KING IRONPICK'S AUDIENCE HALL

Intricately carved thrones inlaid with gold, silver, and precious gemstones stand upon a high dais at the far end of the cavernous audience hall. Statues of Grungni and Valaya flank the dais and magnificent tapestries depicting the founding of Karak Norn hang between them. Chandeliers made of thousands of quartz crystals inscribed with Runes of Light provide illumination. The Audience Hall is opened on the fifth and sixth days of each month when King Brokk hears petitioners and adjudicates disputes.

## ROYAL DEEP

The wide columned tunnels of the Royal Deep are lined with statues of kings, queens, and heroes. Two great statues of Grungni and Valaya flank the main entrance. There are few residences here but Dwarfs come to relax in the public squares. The largest of these is Hadora Square, centred around a statue of Queen Hadora Ironpick.

## THE ROYAL CHAMBERS

The Royal Chambers are at the centre of the level and accessed via tiered steps leading to great wooden doors, the timber an ancient prize from Athel Loren. The doors are guarded by four hammerers from the Last Line.

The central chambers consist of two large circular rooms from which radiate anterooms and passageways. The first of the chambers is a dining hall with a large table made from the same wood from Athel Loren as the main doors. Here honoured guests are entertained, with events centred around great feasts.

The second hall is the royal bedchamber. At one side of the chamber is a throne on a raised dais. This is used by the king to hold an audience with his closest advisers or when secrecy is required.

One of the anterooms holds a book of grudges where the ruler enters their personal grudges. Generally, grudges held by the king are grudges held by the hold and therefore few grudges are entered here. A page from the time of King Hrutrin II is missing and rumour has it that the king entered the name of many in the hold who he felt had slighted him in even the most minor way.

The rooms can be secured, and there are caches of weapons available for defenders. A small shrine to Grungni acts as an internal strongroom, locked with a stone door with no external handle.

## KING'S TREASURY

Opposite the royal chambers is the King's Treasury. Here, the treasurers calculate and collect taxes and tolls, providing funds for the hold's operation. Hammerers escort treasurers around the hold as they collect or distribute funds. Sturdy iron safes are kept at the centre of the room upon a platform that can be lowered into the floor in an emergency. Once activated, mechanisms to restore the platform are inoperable for 24 hours.

The room is a hive of activity with scribes constantly updating ledgers under the keen-eyed watch of Karak Norn's chamberlain, Hadrian Yorison. He maintains a strict regime over the treasury staff. However, he is aged and struggling to deal with the politicking of those who hope to inherit his position. He favours the vice chamberlain, Trygg Kruggsson, much to the anger of other vice chamberlains. They feel Trygg would hold to the exacting protocols of Hadrian, meting out harsh punishment for errors made by treasury workers.

## ROYAL CLAN HALL

The Ironpick Clan Hall stands apart from the surrounding walls of the hold. Its exterior is covered in white tiles, cleverly lit so that the hall shines in the darkness. The building is four stories tall and there are five levels of basements beneath the ground. The main doors and servants' entrances are protected by runes, and there are always guards keeping watch from inside. The ground floor is dedicated to the ancestor gods and a grand staircase leads upstairs to the hall. The stairwell is decorated with copper scrolls depicting the great deeds of the clan. In one corner of the hall is a stone plinth upon which is laid a sword of Elf workmanship, a trophy won in battle against the Asrai in 1352 IC.

Upstairs and below ground level are the homes of various members of the clan and the staff to support them. A small retinue of hammerers are also stationed here and most are linked by clan or oath to the royal clan.

## NORN HALL OF VICTORY

The Norn Hall of Victory is located in a ziggurat, although its peak remains a part of the ceiling. Visitors must walk up 123 steps to reach the entrance before walking down further steps into the great hall at the centre. Here the great trophies from the history of Karak Norn are displayed. These include:

**The Skull of the Grey Seer Skritchit:** The death of the grey seer is said to be the point that the Dwarfs turned the attack. The throwing axe that is said to have killed the Skaven leader is displayed next to the skull, although the wielder is unknown.

**Gurk's Great Choppa:** A large but poorly made sword was taken from the corpse of Great Warlord Gurk Thighsnapper by Halzgai Whiteforge the Dangerous. He is said to have snapped the thick wooden handle with his bare hands to drive the goblinoids away.

**The Axe of Grunbin:** Grunbin was a famous Slayer from Karak Norn who was said to have single handedly won the battle of Daran Pass. The axe was handed to King Thagar Ironpick the Goldhoarder by the dying Slayer after it was decreed that his honour was restored. It is inscribed with the Runes of Fury and Might.

**The Dark Standard:** Located in a separate locked room, the Dark Standard was said to have been captured by Halggic 'Doom' Doomheart in a hard-fought victory over the Chaos Dwarfs.

Doomheart was the only survivor to return home. He became a Slayer shortly afterwards. Some doubters claim the standard is a fake but few who have seen it can ignore its dark aura.

## THE BREWMASTERS GUILDHALL

The brewmasters of Karak Norn brew the famous Grey Ale, a drink of subtle flavour and reinvigoration. Grey Ale is the most popular drink in Karak Norn, with its inhabitants congratulating themselves on their refined tastes. Barrels of Grey Ale are sold to the Empire and Bretonnia, the three mountain peaks branded on the barrels a widely recognised sign of quality.

While the brewmasters are proud of their ale and the respect it has, they are generally unhappy. They live under the shadow of the famous Josef Bugman and his renowned beer. No matter how good their ale is, it is always compared to the glorious legacy of Bugman's, even if the drinker has never had a drink from the famous brewer. The brewmasters are convinced that Bugman's reputation is due to the rune magic on Bugman's famous tankard. No meeting of Karak Norn's brewmasters fails to end in griping about unfair competition.

The guildhall's location in the Royal Deep highlights the importance given to the brewers, and the chief victualler holds a place on the council of elders. The current chief is the jolly and popular Kugil Steelbiter. Her easy smiles conceal a ruthless streak and gnawing ambition to see Grey Ale become as famous as Bugman's.



## THE ENGINEERS' GUILDHALL

One of the largest single rooms in Karak Norn, the main hall stretches up into the darkness of its vaulted ceiling. Accessed via a great sliding door, the floor has a number of reinforced pits used whenever there is danger of explosion. Machines are spread around the area in the process of being repaired. The guild has developed little in the way of new designs for centuries, focused instead on maintaining what they have.

This is frustrating many younger Dwarfs who are being hindered from even the most minor changes as highlighted by the issues with 'Mad' Alfrik Nunhesson. The engineers are currently stuck in an ongoing argument about whether to engage more closely with the engineers of Nuln's Imperial Gunnery School.

## THE DWE SQUARE

Many years ago, the elders of the goldsmiths, silversmiths, and jewelsmiths of Karak Norn put aside their old rivalries to work together. In time, they each built a guildhall, each building on one side of a square. Each of the three guildhalls has a large iron ring on the front of their building, great chains linking them to each other that represent their close bond.

The leaders of the guilds are known by their ceremonial titles of *Bryn* (Gold), *Agril* (Silver), and *Izril* (Jewels). The current incumbents have been in power a long time and are responsible for a change to centuries long tradition. The guilds have always been seen as inferior to those of the older holds but their work has slowly come to be recognised as the finest of Dwarf work in Human lands. This is because they have chosen to sell their finest pieces there.

The Jewelsmiths Guildhall is adorned with a huge stained-glass window showing a smith at work. Behind this window burns a fire that lights the square in vibrant, shifting colours.

## THE RUNESMITHS GUILDHALL

Located away from the main parts of the level, the Runesmiths Guildhall is one of the oddities of Karak Norn. Built into the rock face on the side of a chasm, it can only be reached via a stone bridge. The bridge is protected by various runes, with Runes of Light illuminating the front of the hall. Guards stand watch by the bridge.

Through the doors is an impressive reception room with marble walls, decorated with statues of esteemed ancestors and rune hammers. Doors and corridors lead away from the hall. There is an air of solemnity here and a scribe asks for quiet before escorting guests to one of the meeting rooms.

However, most of the guildhall is fake, with most doors simply carved into the rock. In reality there are only two meeting rooms, a toilet, and a staircase that leads to the heart of the runesmiths' workshops in Karak Norn, located in the Deep of Smiths.

## CHAMBER OF LOREMASTERS

Entrance to the chamber of loremasters is through a door beautifully carved like an illuminated book so that opening the door is like turning the page of a book. The main arched chamber is small, with wooden benches around the wall and entered through a staircase in the centre of the room. This is used as a debating chamber. Beneath the chamber runs corridors with studies, libraries, and private rooms.

The loremasters of Karak Norn are divided by a variety of disagreements. This has recently descended into vicious rivalry over a document that was due to be presented to the emperor detailing the history of Karak Norn. The scholars found while they each agreed with the facts, they each have a different view of what they mean.

## CHAMBER OF SCRIBES

The home of the runescribes in Karak Norn is not a happy place. The master, Loremaster Rorch Wodasson, is well-liked and respected. However, during his tenure, he has watched as the guild has slowly decreased in influence.

Several scribes have left for the wider Karaz Ankor or for the Empire, where Dwarf scribes can command good wages. However, it is Karak Norn's own craftguilds that have damaged the runescribes the most. To cope with the shortage, they have found ways to have scribes permanently assigned to them.

Wodasson has struggled to explain that this damages the whole hold. His runescribes gain an insight into all parts of the hold during their work and are therefore able to ensure a standard approach to keeping records — which is now being lost.

## THE LIBRARY OF KARAK NORN

The Library of Karak Norn is one of the most impressive in the Dwarf kingdoms. The books line the walls of a circular chamber seventy feet tall. Tunnels run outside the chamber to each level and access to the material is via platforms without rails. Access to the chamber is by a crawl tunnel, designed so that books may not be easily carried out. On the rare occasion this is required, a trolley is used. Any Character who is not used to the shelves must make a successful **Average (+20) Climb** Test whilst navigating the precarious ladders used to access the upper shelves, or else suffer a fall.

At the base of the library is a small shrine to Valaya and loremasters must pass through the shrine to enter the reading rooms, designed so that the ancestor goddess is honoured each time. Everything related to Karak Norn is kept here including centuries of administrative records. These come in a variety of materials including metal sheets, paper, vellum, and some tree bark. The library also holds material from other species and nations, particularly from the Empire. It is said to hold the greatest collection of Dwarf poetry in the world — ‘great as in volume not quality’ is a quote famously attributed to the famed Imperial playwright Detlef Sierck.

There is also a secret chamber that holds records rescued from Mount Silverspear. Access is allowed to those planning expeditions there. Members of the Runesmiths Guild often come searching for information. The library is said to hold many secrets in plain sight, or as the Dwarfs say, a rock on a mountainside.

The runescrives have a duty to maintain the library. However this has meant there is no central organisation. Any suggestion of a permanent library staff has been seen as a great insult. The loremasters are also seriously offended by the ruling of the king that a group of scribes read the contents of the library to find clues to lost mines, rune items, or other treasures. This order was given in 2468 IC and is still seen as a recent imposition the loremasters are still getting used to. They have also complained to the king that requiring them to carry out this task calls into question their expertise. To further their umbrage, the exercise has proved successful in locating a lost vault containing a modest hoard of gemstones, and suspicion lingers over a related matter, the death of one of their number. Loremaster Balzad Ugal fell to his death from the shelves whilst overburdened with old maps of the tunnelways leading to the treasure room.

## PEAK GATE GUARD BARRACKS AND ARMOURIES

The hammerers of Karak Norn belong to the Peak Gate Guard, usually just called the Guard, and enjoy a high status. They are tasked with guarding key elements, such as the throne room or the great gate.

Veterans of the Guard form the Last Line, the king’s house guard. They are named after the battle of High Valley when they were the only troops that stood between the king and certain death. These warriors are handpicked by the king from those who have proven themselves the bravest and most capable. Hammerers are also used by thanes as their bodyguard but their presence is seen as a sign that the thane will never retreat from battle. The hammerers undertaking guard duty are equipped with the fine equipment, although care is taken to ensure that they never outshine the members of the Last Line. It is a great honour to a thane if a member of their guard is elevated to the Last Line.

The barracks and armoury are in Brandel’s Folly, a large cavern surrounded by rooms carved into its side. A single tunnel leads into the cavern, although the Guard have secret exits that could be used if needed. The tunnel was dug by Brandel the Relentless, a hammerer forced into retirement by terrible injuries, including the loss of his sight. Driven, it was said, by the voices of the ancestors, Brandel dug the tunnel with a chisel over decades until he found the cavern. Even now, the markings of his work can be seen along its walls.

In the cavern, doors to various rooms are located around the walls, the lowest twenty feet up. Narrow stairways lead to each of these rooms, criss-crossing the walls in a manner that is intended to force an enemy to battle its way up single file towards fortified landings. The centre of the cavern is used for training and the sound of practice rings out every day. The Guard’s marshal, Daril Roriksdottir the Crusher, oversees this, and is at her happiest when advising her troops on how they can improve. However, she is increasingly pulled into discussions about how the resources of the Peak Gate Guard, such as supplies, armourers, and blacksmiths, have to be shared with the Karak Norn’s ironbreakers. This is proving to be bad for morale as they feel unsupported and underappreciated, and whilst Roriksdottir understands the expense of ensuring Karak Norn’s security, she refuses to accept that the hammerers need to be among those cutting back.

# THE VAULTS

The smallest of Karak Norn's levels, the vaults can only be accessed through stone doors guarded by grim-faced hammerers. A limited number of officials are permitted entry and anyone they bring with them must be granted permission from the king himself in advance.

## ROYAL ANCESTOR CHAMBERS

Known as the Passageway of Kings, it is accessed via an iron gate, the keys kept by the senior priest of Gazul. Just outside the gate is a shrine to Gazul where offerings are left by solemn Dwarfs. The passage runs in a straight line, and the tombs are accessed through stone doors protected with runes. In each chamber, the king is laid in a stone casket. According to rumour, they are furnished with rich grave goods, including a small fortune of jewels and arms. Despite the undoubted use that such items could be put to, no loyal Dwarf would consider stooping so low as to ransack the chambers.

Each door lists the king's name and his most notable deeds. One locked door, dated 5538 DC (1015 IC), bars the way to a mysterious chamber. Occasionally, the council of elders deliberates on the wisdom of breaking into this room, but they always decide to respect the sanctity of what they presume to be a tomb.

Should Characters wish to investigate, they must make an extremely impressive argument that the room should be breached, or exercise stealth if doing so themselves. The area is not patrolled regularly, but the Dwarfs are outraged if anyone disturbs the sanctity of the tomb without permission. In fact, the room contains nothing particularly out of the ordinary. A sarcophagus contains the remains of a Dwarf warrior named Balzud Bardinsson. Should a Character think to research this name in Karak Norn's library they may cause further trouble, as he was killed defending King Thargar in battle against the forces of King Louis the Rash. Dissemination of this knowledge causes many in Karak Norn to declare that Bretonnia must compensate them for their losses in this long-forgotten conflict.

## IRONPICK VAULTS

The treasure of Karak Norn is held in the Ironpick Vaults. They are accessed through a massive vault door built as much to impress as to protect, and inside the vault the glow of the treasure is dazzling.

The vault and the door are a marvel of engineering. Part of the genius of the vault is that it is designed to make the vault and its contents look bigger than it really is. Mirrors, Runes of Light, and architecture all contribute towards this. There was controversy when the vault was first built by the engineer Barok Damminsson in 2288 IC. Damminsson was already notorious for his disregard for established Dwarf traditions, and many Dwarfs in Karak Norn complained that it was irresponsible to commission him for the job. King Bardin Ironpick, father of the current king, considered it worth taking a risk on the engineer due to his reputation for genius. Given the security of the vault, most of the grumbler stopped complaining in the intervening centuries.

The vault is built to allow guards to lock themselves inside. The guardroom is located inside the vault so they are always present. They guard a fortune in gold, silver, and gemstones. Some of this is the material in its raw form. There are also chests with items not suitable for display in the Norn Hall of Victory, and although listed in the records, in reality they have been forgotten.

## KING THAGAR'S HOARD ROOM

The king maintains a separate hoard room to the treasure vault. This holds items that belong to the king, although it is sometimes not clear and sometimes contentious if certain items are property of the hold or the royal clan.

King Thagar Ironpick the Goldhoarder commissioned the king's hoard room as he wanted to ensure that his private property did not get lost to the hold. The Engineers Guild took the opportunity to build a set of rooms that can easily be defended. It is also protected with a variety of traps, puzzles, and runes. The hold's most senior engineers maintain and know most of the secrets, although the degree to which they understand all the traps and tricks of the room is itself a secret. It is well known that the room is dangerous and it is rumoured that Prince Gazil Ironpick, said to have died fighting Skaven five hundred years ago, was actually killed after triggering a trap here.

# THE DEEP OF SMITHS

*'It's true that the karak's soul lies in the Deep of Renown, in the ancestors' shrine and the Halls of Deeds and Remembering, but its beating heart lies here, among the heat and noise of the forges and workshops. This is where a Dwarf's work gets done.'*

— A forgemaster to a new apprentice

The Deep of Smiths is the great workshop of Karak Norn. Within its chambers, Dwarfs take raw ore and smelt it in great furnaces and crucibles into ingots of purest metal. Master crafts-dwarfs then turn these into armour, weapons, and other fine works of artifice. In one workshop, a master and their apprentices forge armour according to the teachings of the ancestors. In another, an engineer fine-tunes their latest device. Occasionally, a muffled explosion rumbles through the halls as a master tests a cannon in the Hall of Thunder.

The deep is also home to barracks of the longbeards. Housed in a fortress within the mountain, the longbeards guard Karak Norn's armouries, including the stores of blackpowder and fuel for the flame cannons. These are at the far end of the deep from the foundries and workshops, and any fire is strictly forbidden.

For centuries, the Deep of Smiths has been a source of pride for Karak Norn. Its importance shows in its location — just beneath the Royal Deep, close to King Brokk Ironpick himself. There is even a private stair from Smednir's Chapel to the Royal Chamber, open only to the masters for formal audiences with the king.

But there are troubling signs for the future, the din of the forges and workshops grows quieter. The mines are petering out, meaning less work to do that is worthy of a Dwarf. Though some refuse to admit it, others foresee a day when the ore stops coming, and the Deep of Smiths — and Karak Norn itself — goes dark.

## THE RUNESMITHS' SMITHY

The main doors to the runesmiths' smithy lead to a maze of tunnels and rooms. As visitors enter the smithy, simply called the Rune, they are greeted by a blast of hot air, the smell of burning charcoal, and the clattering din of the smiths at work.

The Rune is a shrine to runesmithing, a cavern dedicated to the craft. At the centre is Kenaz, an Anvil of Doom. It stands on a stone platform rising above everything else in the room. This platform is surrounded by six huge furnaces, and before each of these is a wide granite table where the runesmiths prepare their work.

The area is busy with smiths, scribes, guards, and other members of the guild. They are often overseen by Master Runelord Borin Duminsson, the most senior runesmith in Karak Norn. An amiable Dwarf, he is generous with his advice and usually has apprentices follow him to learn the techniques of the masters. Duminsson spent years in the Empire and is welcoming of runesmiths from Human lands. However, this is not well received, and some of Karak Norn's runesmiths privately wish for a crisis to occur just so they could highlight Duminsson's foolishly open and agreeable manner.



## INTO THE DEEP

Visitors, other than Dwarfs, are rare, and are often struck by how different the deep is from a Human forge. There are forges and anvils. There is the heat and the sound of metal clashing against metal. Apprentices hurry raw materials to the smelters or finished armour and weapons to the armouries. There are even guards, grumbling longbeards keeping a vigilant watch 'just in case'.

Yet there is an inescapable feeling of something 'hallowed', even sacred, about the Deep of Smiths.

There are several ways into the deep. For heavy or large items, steam-powered elevators scattered around the deep move ore up from the mines or finished goods to other deeps. At the end of the Common Hall lies Grungni's Back. This huge lift is big enough to move loads such as steam-powered mining drills and ore-laden carriages between levels.

Dwarfs not lugging heavy loads usually take the Grand Spiral (*Ekrund Gorm*), a wide staircase of polished granite winding from the Upper Deep down through all the levels until stopping before the great, rune-graven iron doors (*Barak Drazh*) to the Underdeep, locked and guarded against unauthorised entry — or exit. At the Deep of Smiths, one passes through the Gates of Smednir into the Common Hall, a vast, broad avenue stretching over a mile, until it reaches the longbeard barracks, armoury, Bronzebeard clan halls, and Hall of Thunder at the end.

To the left of the gate sits a large shrine to Smednir. In a chamber lit by braziers of glowing coals, Dwarf artisans of all ranks start each work shift by giving respect to the Shaper of Ore. The shrine also is where journeydwarfs swear an oath before Smednir's statue to prove their worthiness to become a master by creating a masterwork. Failing the test is a mark of shame so great that, rather than return to the workshop, some take the Slayer's Oath as the only way to restore their honour.

Along the Common Hall, visitors see on one side the entrances to the clan crafthalls and individual workshops, and on the other the doors to the Smelting Chamber, itself so immense that it is almost the length of the Common Hall. Those peering inside behold a dizzying scene as leather-clad and begoggled Dawi tend blazing fires and manoeuvre giant suspended crucibles from which molten metal splashes into waiting moulds.

Wherever one looks in the deep, there is the face of a past master craftsman staring back — a statue, a frieze, or carved into the capitals of the columns supporting the ceiling. And if not the face of a predecessor, there are mythological scenes of Smednir teaching the Dawi the arts of metalworking. More than a factory, the weight of time and lineage presses down on everyone in the deep, reminding the Dawi of the legacy they must live up to.

## THE WORKSHOP OF HAROK BRONZEBEARD, MASTER ARMOURER

Near Smednir's shrine lies the entrance to the workshop of Harok Bronzebeard, an elder of Clan Bronzebeard, effectively the guildmaster. Venerated both for his age and the impressive length of his beard, Harok is acknowledged as the greatest armourer in all the western Dwarf holds. Of all the master armourers of the Grey and Black Mountains, only he forges mail so well-suited to taking runes. Each suit takes years to make, and his exacting techniques are known to enhance the power of runes. When questioned about his secret, Harok merely shrugs and mutters '*Smednir guides my hammer*'.

The entrance resembles a cave mouth, distinguished only by the small carved head of Smednir above it and a silver plaque to one side that reads in Khazalid, '*The work speaks. Not I*'. Together, these hint at his religious devotion and contempt for vanity.

Within, corridors lead to storerooms and the workshops of the apprentices and journeydwarfs. These, too, are in a plain, almost austere style, symbolic of the Dwarf's earliest days. Harok selects each ingot brought from the Smelting Hall for its purity. His insistence on this privilege as the right of seniority is a source of friction with the other clans, who sometimes resent being left 'lesser' materials.

In the shaping and hammering rooms, apprentices learn the basics of the art. They present their products to the journeydwarfs, who do the regular work of the shop, crafting metal slabs into chainmail, plate armour, and shields. Each journeydwarf must not only meet Harok's exacting standards but also serve as an example to the apprentices. The sound of hammer blows ring out at all hours as the journeydwarfs prepare themselves for the tests that will see them promoted to master.

Far from the entrance lies the forge of Harok himself. Here, often wearing only a kilt, apron, and gloves due to the heat of the kiln, the venerable Dawi creates his finest works. He does every step himself, from selecting the metal to the final engravings. A Dawi entering his forge often finds him in quiet meditation over a slab of metal. When questioned, Harok only mutters cryptically about ‘knowing its destiny’. Here, Harok teaches the senior journeymen and the most promising apprentices — and also judges them. It is not unknown for him to expel one as ‘not up to snuff’ and send them to a lesser workshop. Such is the quality of his students that many welcome his ‘castoffs’.

## THE TRAITOROUS JOURNEYDWARF

Bradni Bronzebeard is the oldest and longest-serving of Master Harok’s journeymen, and therein lies the problem. Once a promising apprentice, he swiftly rose to senior journeyman in Harok’s workshop, but while his peers took their masterwork tests and moved on, Bradni never has. A Dawi journeyman must have his master’s permission to take the test, and Harok has denied his requests again and again, saying only ‘*You are not yet ready*’.

Over the decades, his pride turned to bitter resentment. He grew sure Harok envied his talent and feared Bradni would surpass him — he was being held back! Bradni began to accompany trade missions to Reikland to escape his frustrations, and it was in Ubersreik that an agent of the Gold College contacted him. Somehow he knew of the journeyman’s troubles and made an irresistible offer that promised Bradni glory and revenge.

A gold magister suspected Harok had a method of working the metal to enhance a rune’s power. All Bradni had to do was learn this secret and bring it to the man in Ubersreik. If his information proved effective, he would be made a master smith in Altdorf with apprentices and a forge of his own.

Bradni agreed, breaking every oath he had ever sworn. He puts on a show of devotion, hoping to learn the secret, and makes occasional trips to Ubersreik to report. He has learned nothing. The strain of betraying both his guild and his clan weighs heavily, and the risk of discovery terrifies him. To make matters worse, his contact has started pressing him for results, hinting that further delays may well have consequences.

Bradni Bronzebeard is desperate. Perhaps desperate enough to do something rash.

### BRADNI BRONZEBEARD – DWARF ARTISAN (ARMOURER)

Silver 1

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	41	32	49	39	24	20	59	34	53	23	15

**Traits:** Weapon (Hammer) +8 (Pummel)

**Skills:** Athletics 25, Consume Alcohol 47, Cool 58, Dodge 25, Endurance 47, Evaluate 44, Gossip 28, Haggle 28, Language (Guilder) 44, Lore (Geology 42, Karak Norn 39, Metallurgy 44), Perception 49, Stealth (Underground) 25, Trade (Armourer) 69

**Talents:** Artistic, Craftsman (Armourer), Dealmaker, Etiquette (Guilder), *Nimble Fingered*, Strong Back, Sturdy, *Very Strong*

**Trappings:** Guild Licence (Journeyman), Hammer, Leather Jerkin, Trade Tools (Armourer)



# DEEP OF RENOWN

The Deep of Renown is the level of a hold where tradition and history meet, and where the glory of Dwarf civilisation is expressed. It is noted for the majestic temples to each of the Dwarf ancestor gods (save Gazul), spacious halls dedicated to memories, and a glorious shrine to the ancestors. The Deep of Renown also shows off the best of the artistry and skill of Karak Norn's stonemasons.

As with most of the other holds, the Temple of Grungni is the largest temple in terms of size and grandeur. The Temple of Valaya is barely less impressive, while those of the other ancestor gods are more modest.

Of special note is the Temple of Grimnir. There are dedicated Slayer's Stairs (*Drengisekrund*) that connect the temple to all deeps, through which dishonoured Dwarfs can travel to undergo the Slayer Ritual without encountering other Dwarfs. These same stairs are used for new Slayers to either make their way to the Underdeep or through an isolated gate on the mountainside to find honourable death.

All temples connect to the Guildhall of Priests, where members of the runesmith clans and their families live and partake in their communal meals. Unlike Human priests of different cults, there are neither doctrinal disputes nor rivalries between Dwarf temples. The priests of each all perform a much needed function within Dwarf society by ensuring traditions are observed in everyday life.

## TEMPLE TO GRUNGNI

Large 30-foot-high, 15-foot-wide iron double doors depicting Grungni with each of his favourite mining tools (pickaxe and hammer) open into the vast temple. The walls display scenes of Dwarf history, much of it in painted relief. Heroic scenes are mixed with grim tragedy, for that is how Dwarfs see their history. Two thirds of the way through the temple, the walls depict Karak Norn's founding, trouble with Athel Loren, and everyday life both in the worlds above and beneath.

A dais stands at the far end of the hall from which priests of Grungni address all who enter the temple. Great statues of Grungni the Miner and Grungni the Artisan overlook the assembled throng from behind the platform. Doors positioned behind the statutes are used by the priests to enter their guildhall.

## Shrine to the Ancestors

The Shrine of Ancestors is a long wide hallway connected to many larger halls, one for each of Karak Norn's craftguilds. The floor is laid with tiles of pale marble shot through with red veins. Each hall is entered through a tall archway decorated with the craftguild's coat of arms. Alcoves with small shrines to the craftguild's notable ancestors are carved into the walls of these quiet halls.

Dwarfs come into the Shrine of Ancestors on their own schedule to venerate their ancestors. Sometimes, they bear gifts, but more often, they merely utter a quiet request for their ancestor to inspire their labours.



## BARAGOR GUTTRISSON

Master Priest Baragor is a brutally honest Dwarf with blunt manners. He freely speaks his mind about contentious issues, even to the annoyance of the high priest. Baragor is a stickler for tradition and a strict adherent to the view of Dwarf moral supremacy. Despite this view, Baragor has a strong sense that Karak Norn's better days have passed, and that the hold needs to further strengthen ties with the Humans of Sigmar's Empire and the Dwarfs of the Vaults and Black Mountains.

Baragor has a low opinion of annoying Bretonnians and even less regarding the faithless and untrustworthy Asrai of Athel Loren. Luckily for Karak Norn, the high priest of Grungni is unlikely to name Baragor as part of any delegation.

### BARAGOR GUTTRISSON – DWARF FORGEMASTER Silver 4

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	46	31	41	48	22	20	51	38	60	22	18

**Traits:** Armour 4 (8), Weapon (Dwarf Greathammer) +11 (Damaging, Pummel)

**Skills:** Art (Engraving) 61, Climb 43, Consume Alcohol 63, Cool 75, Endurance 58, Entertain (Singing 27, Storytelling 32), Evaluate 51, Hagggle 32, Intimidate 46, Language (Guilder) 48, Leadership 32, Lore (Geology 48, Metallurgy 53, Runes 48), Melee (Basic 51, Two-handed 56), Navigation 43, Perception 27, Research 43, Runesmithing 61, Secret Signs (Guilder) 43, Trade (Smith) 66

**Talents:** Bludgeoner, Craftsman (Smith), Detect Artefact, Enclosed Fighter, Forgefire, Magic Defiance, Magic Resistance, Master Tradesman (Smith), Night Vision, Read/Write, Rune Magic (Armour, Engineering, and Protection Runes), Stone Soup, Strong Back, Strong-minded, Sturdy

**Trappings:** Beardling Initiates, Gold Medallion with Grungni's Personal Rune, Trade Tools (Smith)

## HE SAID WHAT?

While drinking in the taproom of the Silver Hammer, Master Priest Baragor strikes up a conversation with the Quenelles ambassador, P  re Rogier Tencavel. The chat begins amicably but soon becomes argumentative as a few insults are exchanged. Both priest and ambassador become red-faced, and the situation looks like it is about to come to blows.

Characters in the taproom may intervene to stop the escalation before a fight ensues or they can bet on the outcome. The Characters quickly get caught up in the resulting melee. Within minutes, Gate Keeper Kazgar and his troops arrive to arrest the entire lot for questioning.

Characters can avoid the unpleasantries of Kazgar prying into their business if they quickly put a stop to the confrontation. There is a chance that any intervention by the Characters could make enemies of the priest, ambassador, or both. There is also a good possibility that, if handled correctly, the Characters could walk away with the respect of both priest and ambassador, as well as the gratitude of the high priest of Grungni for saving him from the embarrassment of Baragor's sharp tongue.



## Halls of Memory

The Halls of Memory is a collective term for the adjoining Halls of Remembering, Deeds, and Grudges. These vast halls are not craftguild specific like the Shrine to the Ancestors. Rather, the Halls of Memory is for the collective Dwarf kingdom.

The names of the founders, kings and queens, defenders, and highly honoured individuals of Karak Norn are engraved on the walls of the Hall of Remembering, some of which are grouped by memorable events, including the victorious Battle of Salmhügel against the Skaven (1120 IC) and the disastrous Battle of Pine Crags against the Asrai (1350 IC). Tomes within the Hall of Remembering detail each battle and list the names and fate of each Dwarf fighting for the hold.

The Hall of Deeds is a visual display in bas-relief of the victorious battles and great individual deeds of Karak Norn Dwarfs. The imagery of Dwinbar Wyvernslayer dispatching the three-headed mutant wyvern Gidrrugh (-625 IC) is among the more prominent events. Other displays include Karga Verminslayer splitting the skull of Warlord Ssrettch of Clan Gangrous (Battle of Salmhügel), Rorek Orcsmasher bludgeoning the ruthless Orc Boss Gnask of the Red-fanged Orcs (Battle of Penzfeld, 1700 IC), and Kazrik the Impaler skewering Warboss Borbladd Ripsplitter with a pike (Relief of Meissen, 1700 IC). Replicas of the weapons used by these renowned Dwarfs are showcased next to the depiction (the real weapons are buried with their respective owners).

The Hall of Grudges is marked by bare, dark walls. Four large crystal gems, each inscribed with a Rune of Light, are embedded in a roof recess at the centre of the hall. Surrounding mirrors are angled to create a shaft of light shining on a single podium with a heavy tome atop it. The massive book is a replica of the book of grudges kept by King Brokk and updated by Runescribes assigned to the monarch. Anyone coming into the hall can flip through the copper foil pages.

## DEEP OF GAZUL

Sometimes known as the Deep of the Dead, the Deep of Gazul has a very otherworldly feel to it. This part of Karak Norn is eerily quiet, cold, and usually shrouded in darkness. There is no need for light in the tombs. The Dwarf dead lay here in their final resting place as their spirits have long departed for the Hall of Ancestors.

Aside from priests of Gazul, living Dwarfs do not enter the Deep of Gazul. Funeral observances and feasts take place in discreet halls and shrines located within the other deeps where mourning Dwarfs may chew their beards in grief as they honour the dead.

Priests of Gazul do not live in this deep. They ascend a private staircase to the Guildhall of Priests in the Deep of Renown where they and their families live among and interact with those of the other Dwarf priests.

## TEMPLE TO GAZUL

As they leave the stairways or lift, Dwarfs calling on the Temple of Gazul to summon a priest to attend a dying member of the clan enter an antechamber. A ten-foot-tall statue of Gazul standing in the centre of the well-lit entrance hall greets visitors. The solemn-looking statue is carved from a large piece of black onyx with parallel bands of white. An opened archway marks the entrance into the Temple of Gazul. The picture rune for 'end of journey' (*Katalbüyk*) can be seen in the centre of the keystone. The rune consists of embedded bluish sky-stones (*skarrenduraz*) that were mined locally.

Only a small altar usually stands in the centre of the vast circular temple along with a small bench near the exit across from the entrance. At least one priest of Gazul will be present in the temple, usually sitting on the bench in quiet meditation.

## WHAT COULD GO WRONG?

The Characters are assigned (or hired) to accompany Master Priestess Nanna Logansdottir on her farmstead excursion to Lookout Plateau. She has done this route many times in the past without any incident. Nanna even informs the Characters that she expects the same result on this trip and apologises in advance for the expected tedium over the next week or so. Still, the Karak Norn Dwarfs leave nothing to chance.

Led by Warboss Dugrat, a war party of Skull-faced Orcs successfully crossed the rugged and lightly patrolled terrain west of the mining camps of Gandazgrungaz and Stumgrungaz. The Orcs entered the narrow valley carved by Oak Brook (*Eikstromez*), the southern tributary of Trout River (*Ruvalk Forhenk*) on Lookout Plateau.

As (poor) luck would have it, the Characters are at the first farmstead the Orcs spotted. Worse, Nanna is deeply involved with the preparation rite of repairing and cleaning the deceased's body for burial. Will the Characters spot the stealthy Orcs in time to avoid a surprise attack, much less prepare a defence?

## NANNA LOGANSOTTIR

The cheerful and personable Master Priestess Nanna Logansdottir stands in contrast to her fellow Gazul priests. Nanna spends most of her time tending to the deceased within the Deep of Gazul, but she sometimes accepts missions outside the hold. When engaged in these undertakings, the priestess usually journeys with a small, armed contingent to the various Dwarf settlements or farmsteads to check on the well-being of Dwarfs, often treating the ill or injured and performing burial rites for those who died. In other cases, Nanna travels with Dwarf rangers on specific missions where death is a possibility. Her role is to treat the wounded and handle the dead (either organising their return to Karak Norn or burying them when returning the corpse is not a viable option).

**NANNA LOGANSOTTIR – DWARF  
HEARTHMASTER**  
Silver 4

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	44	40	34	52	22	23	48	36	56	32	18

**Traits:** Armour (Mail Coat) 2 (7), Ranged (Dwarf Crossbow) +10 (80) (Damaging, Impale, Precise, Reload 1), Weapon (Dwarf Axe) +7 (Hack)

**Skills:** Art (Engraving) 58, Charm 42, Consume Alcohol 62, Cool 69, Endurance 57, Entertain (Singing 37, Storytelling 42), Evaluate 39, Gossip 37, Heal 51, Intimidate 37, Intuition 27, Leadership 37, Lore (Anatomy 46, Geology 39, Metallurgy 39, Runes 41), Melee (Basic) 54, Perception 27, Ranged (Crossbow) 50, Research 41, Runesmithing 58, Trade (Apothecary 53, Cook 53, Embalmer 63)

**Talents:** Carouser, Field Dressing, Liquid Fortification, Magic Defiance, Magic Resistance, Master Rune Magic (Protection Runes), Night Vision, Perfect Pitch, Pharmacist, Read/Write, Resistance (Disease), Rune Magic (Protection and Talismanic Runes), Strong-minded, Sturdy, Supportive, Surgery, Well-prepared

**Trappings:** Beardling Initiate, Cult Medallion, Trade Tools (Embalmer, Smith). Outside the hold, add the following: Bandages, Restorative Brew

## Preparation Rooms

The preparation rooms lie beyond the temple. Most of the Gazul priests on duty are found in these rooms preparing the newly deceased for burial. The ritual of cleansing involves thoroughly washing the dead body with hot water and oil. If need be, the priests stitch up any wounds, straighten broken limbs, and reattach any severed parts of a damaged corpse, doing what they can to make the body presentable. Once this phase of the cleansing takes place, the deceased is then returned to the temple where it lies in repose for four days. The coolness of the Deep of Gazul slows the process of decay.

After four days have passed, the corpse is returned to the preparation rooms for a final cleansing. The body is then wrapped in a beige burial shroud, the colour chosen to represent the earth from which the Dwarf species arose. A high-ranking priest then chants the burial litany to Gazul beseeching a safe passage for the deceased's spirit to join the ancestors while embroidering the Rune of Spirit Departure on the shroud.

Once the preparations are completed, six low-ranking priests lift the corpse's litter while the others form a procession. They then proceed into the Hall of Tombs (*Golkhaz*).



## Royal Burial Chambers

The Hall of Tombs is a long hallway that connects to all the various burial chambers. Clear quartz crystals inscribed with Runes of Light line the walls of the hall. These runes are activated with the word 'awaken' (*owakkit*), which lights the entire hall. When the priests depart, they deactivate the rune with the word 'sleep' (*slapit*). Runes of Retribution are also inscribed on the walls at regular intervals, protecting the Hall of Tombs from necromancers and tomb robbers.

The first two chambers on either side of the hall are the Vault of Ancestors (*Grongol*) and the Royal Burial Chambers (*Rikgol*). As with other tombs, the doors to each of these burial chambers are sealed with the Rune of Locking. Gazul priests can gain access to bury recently deceased royalty by inscribing the Rune of Opening.

The doors of the Royal Burial Chambers have a large engraved figure of Queen Hadora, founder of Karak Norn and its noble clans, with the outline of Iron Peak in the background. Behind the doors are the catacombs wherein the bodies of deceased kings and queens of Karak Norn, including the late King Brokk, are interred within individual cells. Each burial cell opening is sealed with Runes of Locking and Retribution to protect the remains and personal items accompanying the dead.

## Tombs

The other tombs along the Hall of Tombs are identified by clan and, secondarily, craftguild. Clan names and depiction of the associated craftguild's tools are engraved on the large iron doors identifying the ownership of the burial vault. The tombs of craftguild clans are not grouped together as some clans could splinter over the course of millennia, requiring new burial vaults to be constructed.

The door of each clan tomb opens into an extensive network of catacombs with individual enclosed cells much like the Royal Burial Chambers, though the size of these cells is smaller. In contrast, the clan catacomb networks are much larger than that of the Royal Chambers since far more Dwarfs are buried within a clan tomb than in the Royal Chambers.

The individual burial cells within a clan tomb generally have fewer grave goods than that of royal tombs. The clan corpses are otherwise accorded the same treatment as royal corpses. The individual clan graves have corpses wrapped and shrouded and each cell sealed with Runes of Locking and Retribution.

## MINING DEEP

The deepest of the hold's levels, the Mining Deep was once only accessed via long narrow staircases, known as the screws, but most of these have been long blocked by deliberate rockfalls, gated off or blocked with thick walls that can be broken down if ever needed. Both ends of the screws are regularly checked by patrols. Access is now by steam elevator.

The level is centred around the Hall of Promises and this is busy with miners, engineers, guards, patrols, and others. The main locations of the deep either adjoin the square or are a short walk. Flame cannons and other combat engines are secured at various locations ready for use when required.

## THE MINES

The true heart of Karak Norn lies deep below the ground. There, centuries of miners have worked tirelessly, hoping to hit a great strike that will bring riches and glory to them and to Karak Norn. In reality, the sparse rewards mean the hold is always second best to the major holds of the other mountain ranges. The rock is full of tiny deposits of riches, enough to tease a promise of wealth that it rarely delivers on.

The mines of Karak Norn radiate for miles, twisting and turning, climbing and dropping, crossing with other tunnels, seemingly at random. Those that know Khazalid soon see the runes at every junction that identify the location, giving directions of travel, histories of tunnels and those that mined them, and warnings of dangers ranging from gas to the enemy. Many have been there for years, so they may be out of date. Some warnings are in Secret Signs (Miner). Spread throughout the mines, the horns of mountain goats hang from the walls, blown once when help is needed or twice in case of enemy attack. Some tunnels have been deliberately collapsed or closed off with gates. Runes of Purification are used to keep the air clean in commonly used areas and are often carried by miners.

Starting in the Square of Promises, teams of miners leave for a month, returning to rest for a week before starting again. Most work with the same team for years. They travel deep into the mines and set up camp, usually in fortified rooms. All adult residents of Karak Norn are expected to work for three weeks each year as either miners or guards, although this was recently reduced from a month.

Most are usually set to work finishing low-yield seams, shoring up tunnels, or cleaning up rubbish. As much as they sometimes feel frustrated, they are being kept away from dangerous areas.

In the middle of the square is a large table where cartographers constantly update their maps of the mines, questioning returned Dwarfs about their travels and working out any inconsistencies. The treasure seekers in the Library have identified various locations in the mines that are lost, including a map library, and they are looking for clues to their locations. They also provide directions to miners and patrols setting out.

Miners from elsewhere are allowed to work there as miners leave for other mountains. This has recently included non-Dwarfs. This has been controversial but eagerly taken up, as these miners have been given the worst and most dangerous areas. Nevertheless, they have had success, and this has worsened the friction between Dwarfs and non-Dwarfs with arguments and fights. This has led to Dwarfs reconsidering the position, although the king does not want to be seen to back down, and such funds are well-taxed. These non-Dwarf miners are not allowed to enter other parts of the hold.

## THE DEEP GATES

Around the edges of the Mining Deep can be found several doors, blocking access to areas of the mines that are no longer used or too dangerous to leave open. While varying in size and style, they are all solid, made of either metal or stone, with a description of Khazalid of what is behind such as 'empty mine' or 'Skaven'. A few of the gates also bear runes, although these have been inscribed less frequently in recent years. Patrols are tasked with checking the integrity of the gates.

There are two tunnels, near the heart of the Mining Deep, blocked with portcullises and a twenty-four-hour Deep Dark Watch guard. Informally known as the Dark Mouth and the Maw, these lead into valuable mining areas that are regularly at risk of attack from Skaven or Night Goblins. The Deep Dark Watch regularly patrol these areas, usually passing through the gates with miners starting a new shift.

On the furthest edge of the level is a single iron gate with the simple inscription in Khazalid, Ogham, and Elthárin that says 'Forbidden'. No one knows what lies beyond. There is an unusually-shaped hole, possibly a keyhole, in the centre of the door and those that have looked through feel something is looking back at them, although few describe it as hostile.

## CLAN HALLS

All the mining clans have a smaller clan hall in the Mining Deep providing food, accommodation, and drink for those not on shift or working nearby. Families of the miners will often come and visit for these periods and the dining room is good-natured and relaxed. Some clansdwarfs, especially when on their own, do not enjoy this and spend their time in a refectory.

Beardlings from other guilds who are serving in the mines as part of their time learning how to mine, learning about the qualities of varied rocks and metals, the *garboki*, are adopted by one of the clans for the period. This often leads to a lifelong relationship.

The living quarters are basic, either a dormitory or temporary family quarters. Visitors are expected to bring their own bedding and other provisions. Each hall has a small shrine to the ancestor gods. The halls are usually run by a retired miner from the clan.

## REFECTORIES

Outside of the clan halls can be found a couple of dozen refectories, smaller versions of drinking and feast halls. These range in size from a single room to *The Deep Down*, an old dining room turned into a drinking establishment with chandeliers and music. None of the refectories are signposted and newcomers to the level are introduced by friends and colleagues. Most are known for their owners, *Ani's Tankard* and *Snottri's Drip* being among the most well known. Small ones are not run by individuals and funded by kitties and a trust system, with keys held by members.

They are less formal than clan halls to varying degrees, but all attract heavy drinkers. The Miners Guild use different refectories to hold their meetings, the venues seen as more neutral than clan halls and a way to engage with its members.

The most well known, but not the most popular, is *Thorgin's Treasure Chest*. Thorgin Karlsson was born in Karak Norn but earned his fortune mining elsewhere. After he was badly injured in a tunnel collapse, he soon grew tired of retirement and spending time on upper levels and returned home to open a refectory. He spends his time complaining about the hold and telling the miners they should try their luck elsewhere. He helps those that listen to him and leave to find contacts in the Empire. What they do not know is that Thorgin receives payment for each new miner he sends. However he truly believes that it is the best path for them. The authorities dislike Thorgin but he stays on the right side of the law. Thorgin has been able to find many ears willing to listen as the mood among the miners is so low.

## DEEP DARK WATCH FORT

The legendary barracks and armoury to the Deep Dark Watch, the elite ironbreakers of Karak Norn live and train here. Deep Dark Watch Fort is the main entrance to the upper levels of the hold. The Deep Dark Watch have rigged the other tunnels that allow access to collapse so that any attacks can be funnelled to the killing ground of the fort.

Deep Dark Watch Fort stands between two great caverns. Its walls reach to the ceiling, both sides decorated with hundreds of carved Dwarf heads that double as arrow slits or holes for pouring oil and boiling water. At the end centre of the wall is the Long Arch, a long tunnel also designed with a variety of kill holes. The fort is filled with dormitories, storerooms, armouries, kitchens, and all the other locations needed to support the Watch. These rooms are located individually, joined together by tunnels that allow for the ironbreakers to use their skills most effectively.

The book of grudges for the Deep Dark Watch stands on a stand of Goblin skulls and is always guarded by an ironbreaker. The first entry in the book says 'The Dark'. On the fourth level of the barracks there is an open passageway, in which a massive horn from an unknown sea creature is mounted that is blown in case of attack.

The fort's armouries are small, designed to limit losses should they fall and limit damage should anything explode. Each armoury room is provisioned with a generous selection of cinderblast bombs, drakefire pistols, drakeguns, and trollhammer torpedoes, alongside axes, spears, and other weapons.

Cavern floor to the side of the fort has been smoothed and used as parade grounds. Several large, wheeled screens made of wood and covered with copper sheets are stationed here. These can be arranged to create narrow passages within which new ironbreakers are trained to fight in tight confines. Thurgard Redbeard, the training master, is a veteran ironbeard, and every day he forces his ironbreakers to practise formations such as the iron box, tunnel wedge, and rat trap.

The Watch patrol regularly, usually to the distant edges of the mines. They leave the nearer and safer areas for those Dwarfs undertaking their annual duty to the hold. The senior leaders of the Watch live in the barracks on the Deep of Clans. This leads to some tension as the rank and file view them as not really following the ideals of the ironbreakers.

## TALES OF THE MINING DEEP

The inhabitants of the Mining Deep have many stories about why some Dwarfs disappear without trace. Even nursery rhymes, most famously Riddle Diddle the Disappearing Dwarf, warn of the dangers of the dark. Two tales are spoken of with particular fear around campfires – soft rock and the Bloxxin.

Dwarf miners and the Deep Dark Watch say that there are places where the rock is soft and a Dwarf can disappear in seconds, sinking into the floor or falling into a wall, to be lost without trace forever. The Bloxxin is a spirit of the mountain awoken, kept awake by the sound of Dwarf miners, who grabs miners from the tunnels for a dark and unknown fate.



# THE UNDERDEEP

*'Seal the Underdeep? Are you out of your rock-headed mind? It's ours, and we're taking it back! Besides, do you want to deal with a bunch of disappointed Slayers?'*

— King Brokk Ironpick to an advisor

Opened over a thousand years ago in the reign of Queen Hargin Ironpick 'the Greedy', the Underdeep was thought to be near large deposits of silver and gold. Dawi in the Mining Deep reported finding small veins of each, tantalising hints of mother lodes below. Lusting for riches that would make her the equal of the kings of the older holds, Queen Hargin gave the order to 'dig, dig some more, and never stop digging'.

Karak Norn's Dawi followed her command through the reigns of several successor kings. Success was always just beyond their grasp. Within the deep, which then was called the Deep of Great Hope, the Dwarfs dug chambers for their common meals and barracks for the miners and crafts-dwarfs. They excavated tunnels that became multi-level mines and laid tracks so carts could bring ore to the elevators. They even built a shrine to Smednir with a statue plated in all-too rare gold as thanks 'in advance' for the riches they were sure they would find.

The Dawi saying goes 'Dream of gold, wake up to lead'. For all their hopes, that is what the Dwarfs found. Lead. Iron. Agates and moonstones. A level of high-quality clay that the porcelain makers of Meissen would pay dearly for. But no gold. Disappointed, but unwilling to give up, the Dwarfs kept digging until, one day, others digging up from below found them.

No one knows where they first broke through, but ravening hordes of Night Goblins quickly overran the lower mines. Caught by surprise and vastly outnumbered, Karak Norn soon recovered and launched a powerful series of counterattacks. The Dawi pushed back in savage fighting and were on the verge of expelling the invaders, when the second hammer fell.

It was a trap. On the verge of victory, the Dawi were struck in the sides and rear by warpfire and poison gas. The Skaven, the secret plotters behind the Night Goblin invasion, had secretly tunnelled around the Dwarfs. Caught between Goblin and Ratman, the Dwarfs began a slow fighting retreat. Tunnel by tunnel, through chamber and hall they fell back to the Great Spiral and Grungni's Back — these had to be held at any cost.

The Dwarfs held the exits in what became known as Ragni's Last Stand for the king who fell defending the Grand Spiral. The invaders retreated after horrific casualties, but the Dwarfs were exhausted and had lost too many to pursue them. Scouting missions reported that the Skaven and Goblins had fallen out and were fighting in the lower levels, but Karak Norn needed to recover, so they built powerful fortifications to protect the elevator and the stairs. While the king sends occasional patrols out to raid the enemy, the tunnels, workshops, and halls now called the Underdeep are in truth a haunted no man's land, controlled by no one.

## DEEP UNDER

During the fall of the deep, the Dwarfs destroyed any exits to the rest of Karak Norn, other than Grungni's Back and the Grand Spiral, which were close to each other and necessary for any future reconquest. Around these they built a powerful fortified blockhouse, Castle Vengeance (*Migdhal Vengryn*). Outside lies the ruins of Queen Hargin's Hall, formerly the grand entry to the deep, now a field of bones and rubble.

Once filled with runic light and the sounds of hammer and pick, the Underdeep these days is a place of darkness and silence. A soft clatter in the distance might be the only warning of a coming attack. Still, Karak Norn sends out scouting parties to see what the enemy is up to and to seek out opportunities to strike back. Though the Engineers of Karak Norn retain maps of the deep from the time of the invasion, they are known to be out of date, particularly in the further reaches — the enemy actively digs and remodels to suit their purposes. Thus, engineers are sent out every so often with armed escorts to see what changes the Goblins and Skaven have made to a particular area and update the maps. Sometimes they do not come back, and the locations are updated simply with runes for 'death', uzkul.

Karak Norn's book of grudges does not have an entry for the Underdeep as a whole; rather, each chamber, mine, and named feature is a separate grudge to be paid in full. Several grudges are underlined, indicating their prominence — the Shrine of Smednir, looted and desecrated by the Night Goblins; Mendri's Forge, turned into a laboratory of abominations by the Skaven; and Shaft 12, the survivors of which swore they had hit a mother lode of gold, just before the tunnels were breached and collapsed in a violent incident caused by an unidentified intruder. And, someday, the Dawi of Karak Norn will take them all back. For honour.

## CASTLE VENGEANCE

Built as a great, two-storey fortified gatehouse that reaches almost to the fire-blackened ceiling of Queen Hargin's Hall, Castle Vengeance has two purposes: it contains and defends the entrances to the Grand Spiral and Grungni's Back, and it serves as a starting point for expeditions into the Underdeep. Manned by a detachment of 25 ironbreakers, the upper storey is both a barracks and fighting platform. Pierced by loops for crossbows and arquebuses, there are also two portals for flame cannons. The upper storey overhangs the ground floor by a few feet, and trap doors in the floor let the Dawi drop buckets of burning coals and boiling oil on attackers.

At the rear of the first storey, at a crucial support point in the fort's foundation, lies the powder room. It is not a magazine in a traditional sense. The explosives it holds are not meant for weapons. It is itself a weapon. Should Castle Vengeance be about to fall, the ironbreakers are under oath to light the fuses and turn the powder room into a great bomb, bringing down the castle and destroying the lowest levels of the Grand Spiral and Grungni's Back.

Two known doors give entrance and exit to the ground floor, each made of iron and heavily reinforced. The Dwarfs use the smaller to send out scouting expeditions. It is manned at all times by ironbreakers sworn to give their lives to prevent a breach. The larger gate, made of two iron panels and wide enough to allow passage of whole units and vehicles, has never been opened. It waits for the day when the Dwarfs of Karak Norn march out in force to liberate the Underdeep.

There is a third door, a postern gate concealed by the finest Dwarf stonemasons to look like part of the cavern wall. Known as the Gate of the Already Dead, it is used by Slayers who have come to seek an honourable death. A private staircase winds down from the Temple of Grinnir on the Deep of Renown that only a Slayer may walk. The sole acknowledgement a Slayer receives comes just before they pass through the gate. At the door, they tug on a chain that rings an iron bell in the castle. At its sound, all Dwarfs bow their heads in respect and say a silent prayer that they should never have to ring it themselves.

## THE BRONZEBEARD CLAN

*'I swear by the Zhufbar foundry, but I've tried those new Bronzebeard cannons and they're solid. If you asked me to hit a giant's eye at a half-mile distance, I'd ask you which eye 'cos I could do it easy.'*

— Deadeye Drock, Master Gunner



When Rorek Stonebeard led a portion of his clan away from their forges near the ruins of Karak Varn, they were considered outcasts. After years of wandering, they made their way into the Grey Mountains and pledged themselves to the Ironpick clan, the rulers of Karak Norn. Renaming themselves the Bronzebeards, they established themselves as the best cannon makers west of Zhufbar. A great many of Karak Norn's finest smiths hail from the Bronzebeard clan, and no less than two of them currently sit on Karak Norn's council of elders.

The wedding between King Brokk and Queen Thurma was cause for great celebration, but it has led to tensions between the king and the Bronzebeards, who hoped that King Brokk would wed Gettri Bronzebeard, one of their eligible daughters. Given Queen Thurma's ancestry, the Bronzebeards are not surprised that he chose a wife from Clan Grintzagaz of Karaz-a-Karak, but while they bear the humiliation with stoic good grace, the fact that they have been passed over is a wound to their pride. Pledged to the Ironpicks as they are, it is unlikely their resentment will lead to rebellion, but King Brokk would be wise to find a way to reward their loyalty.

## BRONZEBEARD CANNON

Should a Character commission a cannon from the Bronzebeards, it will possess the following qualities in addition to those normally possessed by a Dwarf cannon (Dwarf Player's Guide page 99): *Durable 2, Fine 2*. The cannon also suffers no penalties to hit targets at Long or Extreme Range. The asking price for such an engine of destruction is 1,000 GC.

## THE BLOOD GHOST

*'She's been out there thirty years? What's she been eatin'?'  
'Don't ask.'*

— Two ironbreakers in conversation

No one knows what Katrin did to bring such shame on herself and her clan. The priests who oversaw her oath-taking in the Temple of Grimmir will never say. The clan elders who stripped her of her name in a ritual of severance refuse to even acknowledge she ever existed. Even she hardly remembers, only feeling the weight of overwhelming disgrace and self-loathing. And yet, whatever it was, it was horrifying enough for her to shave her head, swear the oath, pick up an axe, and walk down the Slayer's Stair through the Gate of the Already Dead to seek redemption in death.

That was 30 years ago, and redemption has not come.

The Night Goblins and Skaven know her as 'the Bloody Ghost', a raging figure that haunts the darkness. Few travel alone in the tunnels since her coming, but even moving in groups does little good — she makes for the most powerful-looking foe and slaughters any who get in her way. At times they have wounded her gravely, but never killed her. Some have started to speculate she is immortal, or at least protected for some reason by the Dwarfen gods.

The Dwarfs of Castle Vengeance have seen her too, catching occasional glimpses, but staying out of her way, both from respect for her oath and fear she might have trouble distinguishing friend from foe. She has aided them in the past, once charging into a band of Skaven that had surrounded an ironbreaker patrol. And sometimes she leaves trophies at the gates of the castle — the heads of her enemies, including, once, a grey seer. But she has never sought their company, unlike even other Slayers. The shame is too great.

### KATRIN THORMSDOTTIR — DWARF

#### DAEMON SLAYER

Brass 2

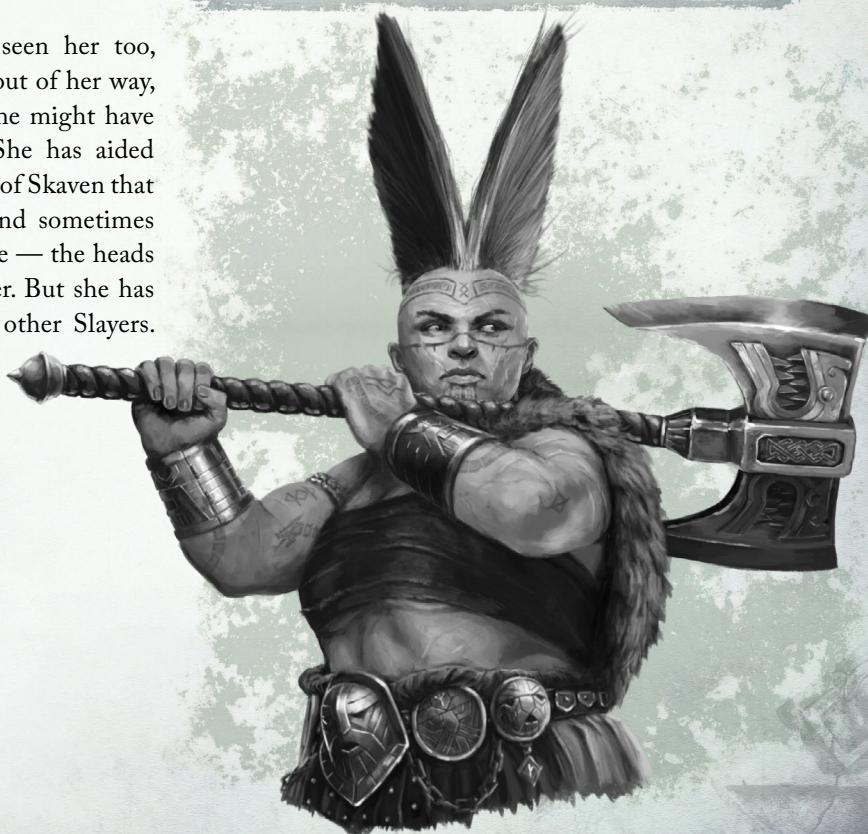
M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	67	31	56	56	30	27	44	36	74	30	27

**Traits:** Ranged (Dwarf Throwing Axes) +9 (10) (Hack), Weapon (Dwarf Greataxe) +11 (Hack, Impact, Tiring)

**Skills:** Consume Alcohol 66, Cool 94, Dodge 42, Endurance 61, Evaluate 41, Gamble 41, Heal 56, Intimidate 61, Intuition 40, Language (Battle 51, Khazalid, Reikspiel 41), Lore (Geology 39, Metallurgy 39, Daemons 46, Dragons 41, Night Goblins 46, Skaven 41, Trolls 51), Melee (Basic 77, Two-handed 87), Outdoor Survival 56, Perception 45, Ranged (Thrown) 41

**Talents:** Ambidextrous 2, Combat Master, Dual Wielder, Fearless (Everything), Frenzy, Frightening, Furious Assault, *Hardy*, Implacable, Magic Resistance, Menacing, Night Vision, Read/Write, Relentless, Reversal, Robust, Slayer, *Strike Mighty Blow*, Strong-minded, Sturdy, *Very Strong*

**Trappings:** Dwarf Greataxe, Silver Jewellery and Body Piercings, Tattoos of Death and Shame, the Severed Head of a Night Goblin she calls 'Alfie', Three Dwarf Throwing Axes



# ADVENTURING UNDERGROUND

## A GUIDE TO DELVING THROUGH THE UNDERWAY



### DELVE STAGES

A delve is an underground journey between two locations. When you embark on a delve, start by deciding your intended destination (or at least the direction of travel). The GM then breaks the journey into Stages. Each Stage has its own phase for generating Tunnel Conditions, Endeavours, and Encounters.

The number of Stages is left up to the GM but can be based on a day's travel. It is assumed that this involves 8 hours spent on the move, with the rest of the time spent making camp, cooking, and resting. A party can cover about 13 miles during this time, though journeys through underground tunnels are not efficient ways to cover ground.

The table provides suggested Stages for some known underground routes. At the start of a delve, one Character can make a **Challenging (+0) Navigation** Test, with a +2 SL bonus if they have a decent map. If they succeed, reduce the number of Stages by 1, to a minimum of 1.

Underground Routes	Stages
Karak Azgaraz to Karak Norn	12
Karak Norn to Karak Hirn	20
Karaz-a-Karak to Barak Varr (via Mad Dog Pass)	25
Karak Kadrin to Karak Azul (via Karaz-a-Karak, Mad Dog Pass, and Karak Eight Peaks)	50
The Kislev Run (Red Eye Foothills, to Zhufbar, to Karak Angazbar, to Karak Hirn, to Abasko Mountains)	95



# TUNNEL CONDITIONS

Routes of underground travel vary wildly in size, habitation, and structural integrity. Such things are liable to change as earthquakes, flooding, mining, and sabotage bury old tunnels and open up new ones.

At the start of each Stage, the GM determines Tunnel Conditions. This gives a general impression of what this part of the delve will be like, and what Characters can expect to encounter in the dark. Its effects are similar to those imposed by weather when undertaking overground travel.

Tunnel Conditions vary depending upon where the Characters are travelling:

- 💀 The **Ungdrin Ankor**, otherwise known as the Great Underway, describes the ancestral subterranean thoroughfares connecting the holds of the Worlds Edge Mountains, from Karak Kadrin to Karak Azul. It also covers the secret tunnels beneath the Border Princes that connect to Barak Varr. These underground routes are the best protected in the world outside the Young Underway, but even they are commonly menaced by natural disasters and subterranean horrors.
- 💀 The **Dwarfen Frontier** marks the outer edge of Karaz Ankor, where the Dwarfs have limited resources to keep travellers safe. These mountains intersect the Human nations of the Old World: the Vaults, Grey Mountains, Black Mountains, and mountains of Norsca. Ventures into these tunnels require constant vigilance.
- 💀 The **Dread Warrens** are underworld habitats abandoned or never settled by Dwarfs. These include the Mountains of Mourn, Spine of Sotek, underworld of Naggaroth, and the southern half of the Worlds Edge Mountains. Though some of these tunnels occur naturally, others are formed by creatures entirely inimical to civilisation: Goblins, Skaven, or older, fouler things. Delves through these abysses are always perilous.

A delve can move through multiple of these habitats, so always check for the party's location at the start of each Stage. Then roll 1d10 to determine which condition applies until the next Stage.

## UNDERGROUND TUNNEL CONDITIONS

Conditions	Ungdrin Ankor	Dwarfen Frontier	Dread Warrens
Patrolled	1–2	1	–
Maintained	3–4	2–3	1
Deserted	5–6	4–5	2–4
Crumbling	7–8	6–7	5–7
Occupied	9–10	8–10	8–10

In addition to the effects each condition has upon travel, each condition lists the suggested Visibility and Integrity for any underground combat in those tunnels (see pages 58–59). These suggestions may not be applicable for all stretches of the journey, and GMs can adjust them to fit the circumstances.

## OVERGROUND TRAVEL

The rules for delves are based on the travel rules in the *Enemy in Shadows Companion* or *Deft Steps Light Fingers*. If a party undertakes a journey with a mix of overground and underground travel (such as crossing the Badlands to explore the Dragonback Mountains), these rules are perfectly compatible with one another. Use Tunnel Conditions/Delving Encounters for underground Stages, and Weather/regular Encounters for overground Stages. If you do not have access to the *Enemy in Shadows Companion* or *Deft Steps Light Fingers*, skip the Tunnel Conditions step for overground travel Stages, and improvise or adapt an appropriate Encounter for the circumstances.

You can further combine delves with other similar rulesets to create multi-Stage journeys through many exotic environments – pairing with the jungle expedition rules in *Lustria* to explore the mountains of the New World and locate the Mine of Bearded Skulls, for example.



## PATROLLED

The Characters' route is defended by miners, ironbreakers, or other guardians, who have kept the tunnels in decent condition and cleared out hostile creatures. Even if the Characters never meet these guardians, the party benefits from their vigilance. If the Characters do bump into a patrol, trading information or resources is possible, though they might have to pay a toll.

Characters delving in a *Patrolled* Stage gain +10 on Tests made as part of the *Make Camp* Endeavour and are eligible to select the *Recuperate* Endeavour. In addition, when rolling for Encounters at the end of this Stage, the GM rolls 2d10 and reads both Encounters. The players then choose which Encounter they would like to confront.

The chance of encountering wandering patrols is left to the GM's discretion, but Characters can improve their odds of meeting sentinels with **Secret Signs (Miner)** or **Track** Tests or improve their odds of slipping unnoticed using the *Stealth (Underground)* Skill.

**Suggested Visibility:** Illuminated

**Suggested Integrity:** Rock Solid

## MAINTAINED

The party's route shows signs of having received attention from other delvers in the past few years, with vulnerable caverns buttressed, and torch sconces installed (if now extinguished). The Characters are recommended to proceed with caution. It is even odds whether these furnishings were installed by Dwarfs, Goblins, or Skaven.

Characters delving in a *Maintained* Stage are eligible to select the *Recuperate* Endeavour.

**Suggested Visibility:** Distant Light

**Suggested Integrity:** Rock Solid

## DESERTED

This stretch of tunnels is as quiet as a tomb, with no obvious signs of life. Whilst it seems the Characters do not have to worry about enemy ambushes, the lonely dark has plenty of other ways to torment lonely travellers. If the Characters fall, or suffer another mishap, no one is coming to save them.

Characters in a *Deserted* Stage are jumpy. They gain +1 SL on all Perception Tests based on hearing, and a -1 SL penalty to Cool Tests until they leave the Stage.

**Suggested Visibility:** Pitch Black

**Suggested Integrity:** Weathered

## CRUMBLING

Time and negligence have worn these tunnels down to uneven, unstable death traps. Tremors in the earth are shortly answered by trickling showers of displaced dirt. If the Characters are untroubled by hostile creatures, it is probably because their enemies have good reason to give these tunnels a wide berth.

One at a time, each Character makes a **Challenging (+0) Athletics** Test to carefully make their way through the *Crumbling* Stage. Each Character that fails must choose: either they gain a *Fatigued* Condition, or the tunnel's Instability Rating is increased by 2. Each time the Instability Rating increases, the GM makes an Instability roll as normal. See page 59 for details.

**Suggested Visibility:** Distant Light

**Suggested Integrity:** Flimsy

## OCCUPIED

These tunnels have been lost to the enemies of civilisation: Goblins, Skaven, Undead, or monstrous creatures like Squigs, Trolls, Giant Spiders, or Basilisks. Creeping through their hunting grounds is possible — otherwise, the Characters will have no choice but to flee into the dark or fight to restore the light.

Every Character makes an **Average (+20) Stealth (Underground)** Test to sneak through the *Occupied* Stage. If every Character succeeds, they avoid further attention from their enemies.

If any Characters fail, the occupiers give chase. Resolve the action as a pursuit. The starting Distance is 2, +1 for every Character who succeeded on their *Stealth (Underground)* Test.

There are far too many enemies in an *Occupied* Stage for a party to combat them alone and live. However, precise use of force in carefully planned engagements may help the party to bypass most of the threat.

**Suggested Visibility:** Distant Light

**Suggested Integrity:** Weathered

# DELVING ENDEAVOURS

Not to be confused with the downtime Endeavours discussed on page 195 of the **WFRP Core Rulebook**, Delving Endeavours are similar in that they abstract some of the play over a set period. The restrictions on Downtime Endeavours, generally, do not apply to Journey Endeavours. Downtime Endeavours cannot normally be attempted instead of Journey Endeavours, and vice versa.

Whilst making their way through the dark, Characters have a chance to complete one Delving Endeavour each, in whatever order the players choose. The Endeavours below reflect actions that are most feasible whilst on the move and beneath the earth. Nonetheless, it can be exhausting to balance extra responsibilities with the physical exertion of a long journey.

A Character who fails a Test as part of an Endeavour therefore gains a *Fatigued* Condition. Any *Fatigued* Conditions gained as part of a delve cannot usually be removed until the delve is complete, or a Character succeeds on the *Make Camp* Endeavour.

## FIND WATER

Scrabbling for sustenance in the dirt and the dark is harder than foraging above ground. But a diligent hunter can still provide for their companions by collecting water from underground streams.

Make a **Challenging (+0) Outdoor Survival** Test. If you succeed, you find enough water to prevent a number of companions from suffering from thirst for  $1 + \text{SL}$  days.

## KEEP WATCH

You volunteer for extra night watches and scouting runs, training your eyes on movement in the darkness, and your ears on the sound of scrabbling pursuers.

Make a **Challenging (+0) Perception** Test. If you succeed, no party member can be *Surprised* until the next Stage of the delve, and all Characters gain +20 on Tests to avoid the *Lurking Danger* Encounter (page 56).

## MAKE CAMP

You search for spaces where the earth feels softest and the alcoves feel safest so your companions are comfortable enough to let their guard down to enjoy a proper rest.

Make a **Challenging (+0) Heal** or **Outdoor Survival** Test. If you succeed, remove 1 *Fatigued* Condition from yourself or an ally, and additional *Fatigued* Conditions equal to the SL. Alternatively, a successful Heal Test provides the usual benefits of that Skill, per **WFRP**, page 123.

## MAP THE ROUTE

Viable routes for underground travel are rarely consistent, so delvers place a high value on recent, accurate maps that can lead them to their destination. To create a map that imparts a bonus to those following it subsequently, a Character must make a **Challenging (+0) Trade (Cartographer)** or **Difficult (-10) Art (Drawing)** Test. The Test must be made at every Stage of the delve.

A completed map gives a +20 bonus to Lore or Navigation Tests used to reduce Stages at the start of a delve (see page 52) for Characters travelling along the same route, or its reverse. The creator may also sell the map — by default, maps scrawled on a delve are worth 1 GC if accurate, but the creator can spend time further embellishing the map to raise its value to 3 GC or more.

## RECUPERATE

Injured Characters may pass on their duties to other travelling companions so they can focus on their own recovery. Physical rehabilitation is even tougher travelling underground than on other journeys, but if a route has been sufficiently furnished with rest stops and medical checkpoints, a Character can prepare themselves for more battles to come.

For each day that passes, you may heal extra Wounds equal to your Toughness Bonus, as though you were taking it easy (**WFRP**, page 181). You can only choose this Endeavour if the Tunnel Conditions for this Stage are *Patrolled* or *Maintained*. You cannot choose this Endeavour if you have the *Fatigued* Condition.

# DELVING ENCOUNTERS

Every time the Characters undertake a Stage, the GM should roll 1d10. On an 8+, something unexpected has occurred.

This is a similar system as the Travel Events described in the **WFRP Core Rulebook**, page 263, however events that occur in the tunnels and underways are more likely to be inconveniencing and dangerous than those that occur on journeys on roads and rivers.

## DELVING ENCOUNTERS TABLE

2d10	Encounter
2	<b>Forgotten Evil:</b> By dreadful chance, the delvers encounter a bedrock of warpstone or a bound Daemon entombed in the abyss, and the malevolent force begins working its baleful magic upon the delvers. Each Character makes a <b>Challenging (+0) Endurance</b> Test to resist Moderate Exposure to Corruption ( <b>WFRP</b> , page 182). Whether the Characters want to interact any further with their discovery is up to them.
3–4	<b>Congestion:</b> Rockfall, flooding, or enemy barricades block the party's progress. The Characters can labour to clear the obstacle, but each Character must make a <b>Challenging (+0) Endurance</b> Test to do so — any Characters that fail gain a <i>Fatigued</i> Condition. Alternatively, the Characters can double back and find another way round, which adds +1 Stage to the delve.
5–6	<b>Lurking Danger:</b> Goblin archers, Skaven assassins, or slithering monsters stalk the party's progress. Instead of attacking in force, they strike when the delvers let their guard down before melting into the shadows. Each Character makes a <b>Challenging (+0) Dodge</b> Test or suffers 8 Damage to a random Hit Location. If a Character succeeds on the <i>Keep Watch</i> Endeavour at this Stage, every Character gains +20 on this Test.
7–8	<b>Rough March:</b> Tight fits, steep elevation, thin air, and oppressive heat make this part of the delve even tougher than usual. Each Character makes an <b>Average (+20) Endurance</b> or <b>Outdoor Survival</b> Test. Characters that fail gain a <i>Fatigued</i> Condition.
9–12	<b>Turned Around:</b> It is hard to make one's way in the dark, especially without landmarks to orient yourself, and when every tunnel looks the same. One Character can make a <b>Challenging (+0) Navigation</b> or <b>Secret Signs (Miner)</b> Test to keep track of their route — if they fail, the party adds +1 Stage to the delve.
13–14	<b>Poisoned Earth:</b> The Characters are breathing pockets of bad air, or drinking water that has been tainted by industrial run-off or Skaven pestilence. Each Character must make a <b>Difficult (-10) Endurance</b> Test or suffer 1 Wound, plus additional Wounds equal to the negative SL.
15–16	<b>Yawning Pit:</b> A sheer drop into the abyss punctures the party's route. The Characters can climb around or over the sinkhole with an <b>Average (+20) Climb</b> Test. Characters that fail just about make it to safety but drop a valuable trapping that comes loose and slips into the dark. Retrieving these trappings from the seemingly bottomless pit will be perilous.
17–18	<b>Optional Detour:</b> The Characters discover a new tunnel just off their route, which shows signs of recent activity. Taking the detour adds an extra Stage to their delve, and requires one Character to make an <b>Average (+20) Lore (Geology)</b> or <b>Navigation</b> Test. If they succeed, they discover something of value — rare mineral deposits, a rich NPC to rescue, or an opportunity to spy on (or ambush) their enemies.
19	<b>Archaeological Remains:</b> The Characters discover the bodies of fallen warriors. They may be ancients interred long ago, or a more recent party of delvers that perished in the dark. Depending on their sentimentality, the Characters could bury the dead properly or make an <b>Average (+20) Evaluate</b> Test to identify valuables for looting. Of course, in the Old World, the dead do not always rest easy...
20	<b>Shortcut:</b> An unexpected side tunnel, recently opened or excavated, suggests a more direct way forward than planned. One Character can make an <b>Average (+20) Navigation</b> or <b>Secret Signs (Miner)</b> Test to take advantage of the shortcut — if they succeed, the party skips the next Stage of their delve.



# UNDERGROUND COMBAT

Fighting underground is brutal, exhausting, and terrifying. Warriors must contend with enemies they can barely see whilst hemmed in on all sides by hard rock that might collapse on top of them. This section provides rules and guidance for making combats underground short, shocking, and scary.

## SPACE

An important consideration when fighting in a tunnel is how much room you have to manoeuvre. Any of the spaces below can be part of an underground battlefield, at the GM's discretion.

### Ratholes

Most warriors can only navigate ratholes at a crawl. Skaven and Goblins usually create them to help them ambush busier passageways. The tunnels are so narrow that other creatures struggle to pursue through them, a deliberate design feature.

An *Average* Size creature can only traverse a Rathole by voluntarily gaining the *Prone* Condition (**WFRP**, page 169) as a Free Action. You cannot remove the *Prone* Condition until you re-enter a space large enough for you to stand. Skaven, Goblins, Crypt Ghouls, and Characters with the *Contortionist* or *Strider (Rocky)* Talents (**WFRP**, page 145) have a little more room to manoeuvre — they can Walk in a Rathole even whilst *Prone*, unless the Condition is also inflicted by another source. Larger than *Average* creatures cannot enter a Rathole at all, but smaller than *Average* creatures move through them normally, perhaps ducking their head a little.

Ratholes always count as enclosed spaces, preventing the use of the *Dodge* Skill without the *Enclosed Fighter* Talent, and imposing a -20 penalty on attacks made by weapons with Reach greater than *Average* (per **WFRP**, page 161).

### Underpass

Underpasses are tunnels just large enough to accommodate workers, smugglers, and sentries from Dwarf holds and Human mines. They are rarely suitable for a marching army, but small adventuring parties use them to avoid battles raging in the larger thoroughfares.

An *Average* Size creature moves at normal speed through an Underpass, but is likely to experience discomfort from having to hunch, duck, or squeeze through narrow passageways, suffering a -10 penalty on movement-based Tests. In addition, if an *Average* Size creature Fumbles in an Underpass, the GM can choose for them to smack their head — taking 8 Damage to the head and a *Stunned* Condition — instead of rolling on the **Oops! Table**. Skaven, Goblins, Crypt Ghouls, and Characters with the *Strider (Rocky)* Talent are immune to these penalties, as are smaller than *Average* creatures.

Creatures of *Large* Size or greater must voluntarily gain the *Prone* Condition as a Free Action to enter an Underpass, which cannot be removed until they re-enter a larger space. Trolls, Rat Ogres, and *Large* creatures with the *Contortionist* or *Strider (Rocky)* Talents can still Walk whilst *Prone*, unless the Condition is also inflicted by another source.

Underpasses always count as enclosed spaces, preventing the use of the *Dodge* Skill without the *Enclosed Fighter* Talent, and imposing a -20 penalty on attacks made by weapons with Reach greater than *Average*.

### Grand Cavern

The most intact stretches of the Underway are so massive that entire armies can pass through them, even with gyrocopters or wyverns flying overhead. By default, no special rules for space apply whilst fighting in a Grand Cavern, but GMs can shrink their size if appropriate so that *Monstrous* (and perhaps *Enormous*) creatures suffer movement penalties, must adopt the *Prone* Condition, or are unable to enter them at all.

## EXTRA SCRAPS

As with previous travel systems, Tunnel Conditions and Delving Encounters very rarely oblige the Characters to engage in combat. GMs certainly can design combat encounters to happen in a delve — and players can seek out enemies if they wish — but because those fights do not happen spontaneously, GMs have a chance to prepare maps and enemies for the battle, rather than improvise a full combat encounter on the fly. That said, GMs should certainly take inspiration from the Conditions and Encounters of a Stage and tailor their prepared battles accordingly. For example, each tunnel condition includes a suggested Visibility and Integrity, for use in the Underground Combat system.

## VISIBILITY

Killing your enemy is much easier if you can see them — but this far from the light of the sun, such things are not assured. Sections of an underground battlefield can be categorised into one of the visibility levels below.

Characters can find a selection of light sources on the Lighting Table to combat the darkness imposed by natural conditions.

Per WFRP page 180, creatures suffer a -30 penalty to all sight-influenced Tests when they cannot see.

### Pitch Black

Most tunnels not currently occupied by Dwarfs or their enemies are *Pitch Black*. They have no lighting whatsoever, besides what the party or their enemies bring with them. Unless the Characters discover or create their own light source, they cannot see anything in the dark, even with *Night Vision* (WFRP, page 141). When making a Test that benefits from vision — which is most of them — you suffer a -3 SL penalty. When moving faster than a Walk through the rough ground of a tunnel in pitch darkness, you must make a **Challenging (+0) Athletics** Test (with the -3 SL penalty) to not fall over.

### Distant Light

Some underground halls are designed so that shafts of light peer through cracks in the earth or are cultivated with bioluminescent growths. This small glimmer of radiance reveals little by itself but counts as a light source for Characters with *Night Vision* (WFRP, page 141), allowing them to see 20 yards ahead of them for each level of *Night Vision*. Characters without *Night Vision* can barely see anything, except that which is directly illuminated by the spotlight, or within 1 yard of bioluminescence. Take a -2 SL penalty on melee attacks, and a -3 SL penalty on shooting attacks when attacking in darkness.

If some parts of a battlefield are *Illuminated* or lit by a creature's light source, it is safe to assume the rest of the battlefield benefits from *Distant Light* (yawning pits into the abyss notwithstanding).

### Illuminated

An *Illuminated* area has its own light source — a circle of candles, a line of torches, a roaring hearth, etc. Any Characters can see features within the illumination range of those items. Characters with *Night Vision* extend the illumination range of those items by 20 yards per level of *Night Vision*, as normal.

## LIGHTING TABLE

Light Source	Illumination Range
Glimmer of natural light	0 yards (counts as light source for purposes of <i>Night Vision</i> )
Bioluminescent fungi	1 yard
Candle	10 yards
Candelabra (holds a dozen candles)	15 yards
Lantern/Torch	20 yards
Storm Lantern	20 yards, or 30 yards when directed in specific 90° arc
Brazier or hearth	40 yards
Bonfire	50+ yards

## TORCHBEARERS

Carrying a light is essential for underground exploration... yet being your group's torchbearer is not much fun at all! You are an obvious target, hemmed in by shuffling allies, using up an arm that could otherwise carry a shield or weapon, and barely able to see through the dazzling glare next to your face. Veteran explorers find ways to mitigate these handicaps, but the safest course is to convince someone else to carry the torch instead.

If a creature is carrying the only source of light in a scene, they suffer a -10 penalty on all vision-based Tests, unless they are using a trapping that emits light directionally or otherwise protects the bearer's eyes. In addition, ranged attacks against creatures with the only source of light gain a +20 bonus. If a scene has just a handful of light sources, partial modifiers may apply, at the GM's discretion.

## INTEGRITY

Tunnel fighters must temper their violence to avoid causing collateral damage. A few misplaced swings through supporting buttresses can impair a tunnel's stability, bringing a shower of rock down on friend and foe. Each underground combat arena or stretch of tunnel has an Integrity Rating, representing the likelihood that it might collapse if damaged. When a fight breaks out underground, the GM should determine the integrity of the environment.

### INTEGRITY RATING

**Rock Solid:** It is a point of pride for any Dwarf miner that any tunnel dug and maintained by their clan will not collapse. Deployment of siege weapons, rampaging monsters, and destructive magic can test that claim to its limit.

**Weathered:** Even a well-designed underground network erodes over time, as tectonic events, follow-up excavations, and routine wear take their toll. Whilst Dwarfs are diligent in their maintenance, their enemies are rarely so assiduous.

**Flimsy:** Tunnels dug haphazardly by careless excavators or burrowing monsters rarely hold up for long under the weight of earth above them. Skaven tunnels are notorious for burying hundreds in cave-ins, but life is cheap in the Under-empire.

## RISK OF INSTABILITY

Whenever an action takes place in the underground environment that might lead to a collapse consult the Actions that Risk Integrity Table.

Choose the action (or best equivalent action) and roll to see the effect. If the environment is Weathered, add 10 to the roll; if it is Flimsy, add 20.

### INSTABILITY RESULTS

**Decrease Integrity:** If the environment is Rock Solid, it becomes Weathered; if it is Weathered, it becomes Flimsy; if it is Flimsy, there is a Minor Collapse.

**Minor Collapse:** The creature last responsible for increasing the Instability, and creatures within 3 yards of them, suffer a 1d10 Damage hit to the head. Characters who succeed on a **Difficult (-10) Dodge** Test find enough cover to reduce Damage by 1 + SL.

**Cave-In:** Being underground during a cave-in is bad news. All creatures involved in the fight suffer 1d10 + 10 Damage to the head and gain the *Prone* Condition.

With the routes to the surface blocked off and the air supply dwindling, your only hope is to dig your way out. Each creature trapped by the cave-in can make one **Average (+20) Endurance** or **Lore (Geology)** Test before they suffocate. If you generate a total of 10 SL between you, you dig your way out.

There are two ways to spend Fate points to survive a cave-in. Firstly, when the rocks first fall, you can spend a Fate point to scramble into a still-intact tunnel section. This allows you to reach the surface. Secondly, Characters who fail to dig themselves out after a cave-in can spend a Fate point to be rescued by an NPC before they perish. However, it may lead to a precarious situation depending on who rescues them.

### ACTIONS THAT RISK INSTABILITY

Action	01 to 50	50 to 75	76 to 99	100 to 115	116 or more
Creature of <i>Average</i> or <i>Large</i> Size Fumbles an attack, Runs, Sprints, or is knocked <i>Prone</i>	No Effect	No Effect	No Effect	Decrease Integrity	Minor Collapse
Using a weapon with the <i>Blackpowder</i> Quality	No Effect	No Effect	Decrease Integrity	Decrease Integrity	Minor Collapse
Using a damage-dealing weapon, Miracle, or spell that has an area of effect or the <i>Blast</i> Quality	No Effect	Decrease Integrity	Decrease Integrity	Minor Collapse	Minor Collapse
Creature of <i>Enormous</i> or <i>Monstrous</i> Size Fumbles an attack, Runs, Sprints, or is knocked <i>Prone</i>	No Effect	Decrease Integrity	Decrease Integrity	Minor Collapse	Cave-In
Using a weapon with the <i>Crewed</i> Flaw	Decrease Integrity	Decrease Integrity	Minor Collapse	Minor Collapse	Cave-In
Minor Tremor	Decrease Integrity	Decrease Integrity	Minor Collapse	Cave-In	Cave-In
Earthquake	Decrease Integrity	Minor Collapse	Cave-In	Cave-In	Cave-In

# DWARF REALMS BETWEEN ADVENTURES

DOWNTIME ACTIVITY IN THE REALM OF THE DWARFS



The mountain homes of the Dwarfs can be imposing, grim, and disquieting — but there are few places more secure in the Old World for a party to spend downtime. This chapter contains a replacement Events table for parties resting in a Dwarf hold between adventures, and new Endeavours for Dwarf Characters specifically.

## DWARF HOSPITALITY

Most karaks are not welcoming to non-Dwarf visitors. Messengers, traders, and ambassadors are admitted but expected to leave once their business is concluded and closely watched in the meantime. In the rare event a non-Dwarf party is allowed to stay in the hold between adventures, they find their freedom of movement severely curtailed, providing little opportunity to pursue Endeavours.

By default, a non-Dwarf Character cannot take any Endeavours whilst stationed in a Dwarf hold, not even those necessary to maintain their Career level or Status.

GMs can make exceptions for Endeavours practised in isolation (e.g. *Combat Training*), performed as a service to the Dwarfs (e.g. *Crafting*, certain kinds of *Income*), or received as a courtesy from their hosts (e.g. *Consult an Expert*).

Non-Dwarf Characters should still roll for a Karak Event, as the result might be relevant for Dwarf Characters in the party. However, non-Dwarf Characters are not affected by Events themselves unless the GM rules otherwise — they are sheltered from harm, and deprived of opportunity.

Some holds are less restrictive for certain kinds of visitors. Barak Varr is more open to traders, Karak Kadrin has a small Human quarter with architecture sized for them, and Karak Eight Peaks actively solicits mercenaries to be part of the ongoing effort to liberate the hold from Goblins and Skaven. Dwarf-friends are welcome in general.



# KARAK EVENTS

When the party spends their downtime in a Dwarf karak or major Dwarf outpost, roll on the **Karak Events Table** instead of using the table in **WFRP** pages 193–194. The Events below are most suitable for Dwarf Characters — if a non-Dwarf Characters spends downtime in the karaks, see the Dwarf Hospitality sidebar on page 60.

## 01–04: Infestation

The hold is assaulted from below by Goblins or Skaven. All Characters from the Warrior Class are obliged to join the fighting and must spend an Endeavour on *Income*. Any other Character can choose to fight, as an *Income* Endeavour that uses any Melee or Ranged Skill, whilst counting their Status as Silver 1. No other *Income* Endeavours can be undertaken this downtime. The conflict might be ongoing at the start of the next adventure.

## 05–07: Cave-in

A great tremor shakes the mountains and parts of the hold are buried in rockfall. The GM chooses which halls have been lost, and selects an NPC ally of the party who is trapped in the rubble. Any Character can spend an Endeavour making a **Hard (-20) Endurance** or **Lore (Geology)** Test to help dig the NPC out. Unless a Character succeeds on the Endeavour during this downtime, the NPC perishes.

## 8–10: Trolls in the Pantry

You have an unfortunate encounter with a nauseous Troll loose in the lower deeps. Unless you succeed on a **Challenging (+0) Dodge** Test, you are doused in corrosive bile, which inflicts 1 Damage on all your weapons and armour. Furthermore, you must succeed on a **Challenging (+0) Endurance** Test or lose an Endeavour recovering from injuries inflicted by the Troll's vomit. By your hand or your allies, the Troll is quickly slain.

## 11–13: Family Shame

One of your kin is accused of disreputable conduct — theft, sloth, incompetence, or cowardice. Their dishonour reflects upon your entire clan. You can spend two Endeavours clearing their name, or helping them atone for the failing. If you do not, the reputational damage to yourself and your clan could persist for years to come.

## 14–16: The Gates Are Shut

Enemies are abroad, and the great gates of the karak are sealed as a defensive measure. Rangers, Riverfolk, and Seafarers earn half of what they usually would from *Income* Endeavours this downtime, as access to hidden routes in and out of the hold is strictly controlled. Exiting the karak in the next adventure could also be a challenge.

## 17–20: Offence Taken

Your words or actions insult another Dwarf, intentionally or otherwise, and the NPC bears a grudge. You can apologise and make amends (two Endeavours), settle the grudge with gold (1d10 GC), or stubbornly refuse and weather the NPC's antagonism in future adventures.

## 21–23: Siege Mentality

Messengers and refugees from the hold's outer dominion warn of raiders prowling the mountains, razing isolated farms and intercepting trade caravans. Peasant Class Characters, except for Miners, cannot use the *Income* Endeavour this downtime, as they focus on making precautions. Food prices in the area are doubled until the end of the next adventure.

## 24–26: Rough and Tumble

You get in a drunken brawl with other Dwarfs. It is all in good fun, but you are left feeling sore. The first time an attack hits you in the next adventure, it inflicts +3 Damage.

## 27–29: King's Decree

The lord of the karak raises taxes to fund a new settlement or military expedition. Each Character must pay 10 brass pennies per Standing if Brass Tier, 5 silver shillings per Standing if Silver Tier, or 1 gold crown per Standing if Gold Tier. Characters that do not pay their taxes by the end of downtime owe the karak's monarch a Favour instead, proportionate to their outstanding debt.

## 30–31: Four-legged Frailty

One of your pets, steeds, or beasts of burden falls ill, as animals are prone to do. If you succeed on an **Average (+20) Animal Care** Test, the animal returns in good health at the start of the next downtime — otherwise the poor creature dies. If you do not have any animals, you instead notch a tooth on an unexpectedly tough meat bone.

**32–34: Not Like the Good Old Days**

Ale tastes thin, food barely satisfies, and there is no good foe around for you to test your mettle against. You grumble your way through your supposed leisure time, complaining that the Everlasting Realm has truly gone to the dogs.

**35–38: Call to Arms**

The horns of the hold summon the clans to war! Characters from the Warrior Class who undertake *Income* Endeavours this downtime may choose to follow the throng into battle. These Characters make a **Challenging (+0) Melee** or **Ranged** Test. If you succeed, you help a fellow fighter out of a tight spot, and they owe you a Major Favour. If you fail, you are the one owing a Major Favour to an NPC. Either way, their normal wages are supplemented by 50%.

**39–41: Oaths to Fulfil**

An NPC owed a Favour comes calling. Depending on the severity, you can pay off the Favour with Endeavours, or deal with it in the next adventure. If you refuse to honour the debt at this time, you are decried as an oathbreaker, which reduces your Standing and has profound ramifications amongst fellow Dwarfs.

**42–45: Grim Tidings**

Every day brings more bad news — mines tapping out, runes fading away, outposts lost to the enemy. You are not immune to the slow decline of the Dwarven empire's fortunes. For the duration of the next adventure, you reduce your maximum Fortune points by 1, to a minimum of 0.

**46–48: Judgement Rendered**

A long-standing mutual grudge between your clan and another is finally presided over by your monarch. You can attempt a **Challenging (+0) Lore (Law)** Test to convince your lord to settle in your clan's favour; otherwise you have a 50% chance. If your clan wins, you gain 25 XP. If your clan loses, you lose one Endeavour making restitution.

**49–51: Not Much to Complain About**

Whilst some Dwarfs love to make a fuss about nothing, you have a tolerably satisfactory downtime working your trade, filling your stomach, maintaining your weapons, and toasting your ancestors. It is not a bad week.

**52–55: A Grudge to Bear**

Another Dwarf's brash boasts, drunken antics, unfounded accusations, or personal insults constitute a grave offence. Agree with the GM how this NPC has insulted you. If you are using the rules for Grudges (**Dwarf Player's Guide**, pages 82–84), add the Grudge to your book.

**56–58: Dark Days**

Due to a shortage of lighting fuel, many of the hold's torches and braziers are extinguished. You spend your downtime scrabbling in the dark, which at least trains your eyesight to adapt. For the duration of the next adventure, you count as having an extra level of *Night Vision* (**WFRP**, page 141).

**59–60: New Tricks**

An NPC engineer invents a new kind of trapping, outraging traditionalists who insist the old way of doing things was fine. If you speak up in favour of the new novelty, you might lose respect from your elders — but you can reverse any Tests made whilst crafting or commissioning the trapping this downtime.

**61–63: Respect Your Elders**

A longbeard corners you in a tavern and spends most of the next week telling you their life story. You are obliged to listen attentively, which is tedious, but their experience could be valuable. You lose an Endeavour, but count as having successfully *Consulted an Expert* (**WFRP**, page 197).

**64–66: Beardling Apprentice**

A young Dwarf asks to shadow you and pick up the tricks of your trade. Your duty to your people obliges you to accept, at least for the duration of this downtime. You lose an Endeavour correcting the beardling's many, many mistakes. Your apprentice now owes you a Minor Favour, and will offer Assistance on your Tests whenever they can.

**67–69: Goblin Hunt**

You indulge in the classic Dwarf pastime of hunting Goblins in nearby tunnels, competing to see who can shoot the most. Make an **Average (+20) Ranged (Crossbow)** Test. On a success, you win a wager with your hunting companions, and earn 1 gold crown + 1 silver shilling per SL. On a failure, you owe 1 gold crown to the better shooter, or a Minor Favour if you cannot pay.

**70–73: Nose to the Grindstone**

By Valaya's grace, you are granted the opportunity to knuckle down to some proper work. You increase any earnings you make during this downtime by +20%. If your Earning Skill is the *Endurance* or *Trade* Skill, your earnings instead increase by +50%.

**74–76: Promising Find**

The mining clans discover a rich vein of previously undiscovered minerals — perhaps something especially precious like brightstone, oathgold, or gromril. Miners double their earnings on any *Income* Endeavours this downtime. The cost of raw materials for crafting gear or repairing damaged trappings is halved until the end of the next adventure.

**77–80: Personal Satisfaction**

Someone you bear a grudge against approaches you and makes fair amends. Perhaps they felt guilty, or perhaps they heard what happened to the last person who crossed you. In any case, you gain the restitution you wanted, earn XP if using the rules for Grudges in the **Dwarf Player's Guide**, pages 82–84, and cross their name out of your book.

**81–83: A Fine Batch**

Truly the brewmasters have outdone themselves! It is hard to stay ornery when the ale is this agreeable. You begin the next adventure in a decent mood, after enjoying a week or so of pleasant inebriation.

**84–85: Fit for a Dwarf**

An elder smith in your clan cannot abide the lamentable quality of your gear and decides to do something about it. Choose one of your trappings. If it is damaged, your kin repairs the damage for free. If it is undamaged, it gains a new Item Quality chosen by the GM, or perhaps even a rune!

**86–88: Eat, Drink, and Make Merry**

You attend a great feast, sharing tall tales with other Dwarfs and forging friendships through games and drinking songs. You lose an Endeavour attending the feast and sleeping off the hangover. Make a **Challenging (+0) Consume Alcohol** Test — if you succeed, you learn a lead, rumour, or other piece of intel, and still remember it the following morning. Extra SL provide additional pieces of information, or suggest how that information could be directly useful in the next adventure.

**89–91: New Tunnels**

The ceaseless labour of the mining clans have opened new routes (or re-opened old routes) out of the karak. Underground travel should be a little bit safer. You may reverse a single Test you make as part of a delve in the next adventure.

**92–94: Auspicious Runes**

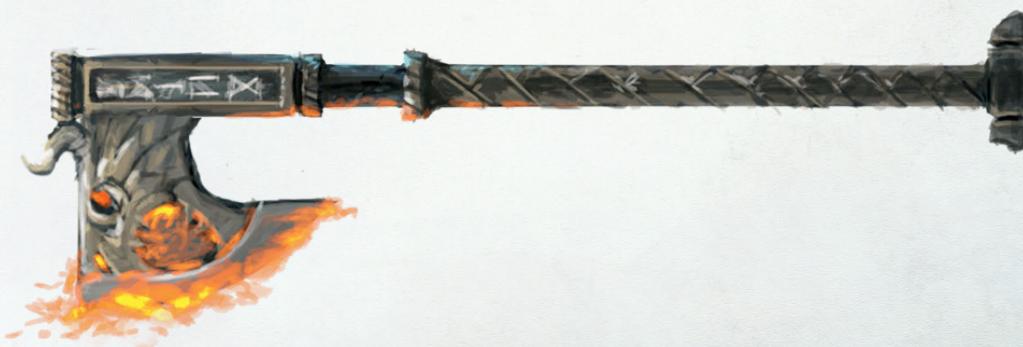
Many runes are best forged in specific weathers, lunar cycles, or times of the year, and right now the circumstances are just right. Any Characters may reverse Runesmithing Tests they make as part of the *Forge Rune* Endeavour this downtime.

**95–97: Wise Old Mentor**

An elder master of your craft decides to take you under their wing. Their barrage of criticism teaches you a few things worth passing on. You may reverse a single Test of your Earning Skill before the end of the next adventure.

**98–100: Ancestral Satisfaction**

Your kin report a grudge borne by your lord or clan has finally been satisfied. If you are using the rules for Grudges in the **Dwarf Player's Guide**, pages 82–84, you earn XP and cross their name out of your book. If other Characters had the Grudge recorded in their book too, they also cross out the Grudge and earn XP.



## NEW ENDEAVOURS

The Endeavours below are new downtime options available exclusively for Dwarf Characters. As befitting such an industrious people, most are variants of the *Crafting* Endeavour, with special rules specific to what precisely is being fabricated.

### AGE, WEALTH, AND SKILL

Whilst Dwarf social hierarchy could hardly be described as dynamic, the veneration of age, wealth, and skill above all else provides some options for mobility. A Dwarf from a low Status family who is especially proficient in their Earning Skill, or undertakes an unusually profitable adventure, has a better chance of reversing their fortunes than a Human of the Empire or elsewhere.

A Dwarf Character using an Endeavour to temporarily increase their Standing (e.g. the *Reputation* Endeavour, WFRP page 201) doubles any increases to their Standing they gain from a successful Test.

### ADVANCE UNDERGROUND

This Endeavour can be used to dig new, relatively short, underground routes — enough to undermine a fortress wall, escape an encircling enemy, access a new mineral deposit, or intercept an approaching army. Long-distance construction projects are beyond the scope of this Endeavour, as they involve the participation of whole mining clans.

Digging a tunnel is an Extended Test. By default, it requires **Average (+20) Endurance** Tests, and each Character can make one Test per Endeavour. If multiple Characters are working on the same tunnel, one of them can make an **Average (+20) Lore (Geology)** Test instead, but all other Characters must use the *Endurance* Skill.

The number of SL required to complete the tunnel vary according to its Space, Visibility, Integrity, and other factors.

### SUCCESS LEVELS REQUIRED TO COMPLETE A TUNNEL

Tunnel Features	SL Required
<b>Space</b>	
Rathole	5
Underpass	10
Grand Cavern (only engineering steamcraft can produce tunnels of this scale)	20+
<b>Visibility</b>	
Pitch Black	+0
Distant Light (one or two lamps or light shafts installed)	+5
Illuminated (lined with torches)	+10
<b>Integrity</b>	
Flimsy	+0
Weathered	+5
Rock Solid	+10
<b>Other Factors</b>	
Excavations are short, shallow, or not extensive (e.g. digging a pit instead of a tunnel)	Halve SL
Excavations are unusually extensive (e.g. digging as far as an encircling enemy's officer tent or baggage train)	+5 or more
Digging must be conducted in utmost secrecy	+5

This Endeavour can also be used to increase or decrease the Integrity Rating of an existing tunnel (see page 64). The former can be achieved in secret through deliberate undermining, the latter by installing supports to reinforce crumbling foundations. No additional SL is required to decrease the Integrity Rating of a particular stretch of the tunnel, though the area of space that is being undermined, the need for secrecy, and other factors must still be considered.

Digging a tunnel is much easier with a trained team of miners to help you do it. For each NPC excavator with relevant experience that helps you work on *Advancing Underground*, you gain an additional +1 SL towards the Extended Test, at the start of the next adventure. This replaces the usual rule for Assistance — you do gain any bonuses on your own Test, but there are no restrictions on the number of NPCs who can help you.

## BREW BATCH

Dwarfs are masters of brewing ale, traditionally uncasking their new creations at the festival of Brodag each year. This Endeavour prepares a batch of ale for personal use. Dwarf Brewers (**Dwarf Player's Guide**, page 60) use the *Income* Endeavour if brewing batches for sale.

Brewing a batch of ale costs 6d to acquire ingredients, and requires access to a Brewery and appropriate Trade Tools. It is an Extended Test, requiring 5 SL to succeed. You can make one **Average (+20) Trade (Brewer)** Test per Endeavour. When you brew the batch, decide on its strength, which determines what modifiers apply on Consume Alcohol Tests to drink it. No self-respecting Dwarf would brew a batch of lesser strength than **Challenging (+0)**, and ales of **Hard (-20)** strength are not uncommon.

You may also choose to apply additional Quirks during the brewing process.

- **Enrichments** provide additional advantages if you succeed on the Consume Alcohol Test made after drinking them.
- **Balms** reduce the penalties for failing Consume Alcohol Tests after drinking them.
- **Side Effects** are additional ways the drink can make your life difficult. A batch of ale can have no more than three Quirks applied to it. Each modifies the number of SL required to brew the batch successfully, to a minimum of 1.

### BATCH QUIRK TABLE

Quirk	Effect	Examples	SL Modifiers
<b>Enrichments</b>			
Inspiring	If your Consume Alcohol Test succeeds, you can reverse any Cool Tests you make for the next 1 + SL hours.	Yinlin's Gift	+2
Restorative	If your Consume Alcohol Test succeeds, regain twice your Toughness Bonus in Wounds.	Troll Brew	+4
Buttressing	If your Consume Alcohol Test succeeds, double your Toughness Bonus when reducing Damage from the first attack to strike you in the next 1 + SL hours (additional drinks protect from additional attacks).	King's Gold	+6
<b>Balms</b>			
Invigorating	This ale does not apply penalties to <i>WS</i> or <i>Ag</i> . Ignore the ' <i>Why's Everything Wobbling?</i> ' Stinking Drunk effect.	Zharrgot (Firemarch)	+2
Steadying	This ale does not apply penalties to <i>BS</i> or <i>Dex</i> . Ignore the ' <i>I'll Take Yer All On!</i> ' Stinking Drunk effect.	Brooding Ale	+2
Merciful	Gain +20 on Tests to determine how long this ale makes you drunk or how long your hangover lasts.	Beardling Brew	+4
<b>Side Effects</b>			
Punishing	Double all Characteristic penalties on failed Consume Alcohol Tests (to the usual maximum of -30). Half your Toughness Bonus when determining if you become Stinking Drunk.	Dark Bitter	-4
Indigestible	Lose 4 Wounds (ignoring Armour and Toughness Bonus) if you fail your Consume Alcohol Test.	Manling's End	-4
Ruinous	When Testing to determine the length of your hangover, the <i>Fatigued</i> Condition lasts for 5 - SL days instead of hours.	Larg's Revenge	-4

## CONCOCT DRAKEFIRE

Drakefire is an alchemical liquid, created by the Engineers Guild as a weapon for the irondrake corps. When discharged from a firearm, it lances forward as a bolt of energy ignited by the air and punches clean through enemy armour. Suffice to say, such a volatile substance can be dangerous to mix safely.

To *Concoct Drakefire*, you require chemical ingredients worth 2/- (Common Availability), and either access to a laboratory or the *Concoct* Talent (WFRP, page 135). Make a **Challenging (+0) Trade (Alchemist or Engineer)** Test. If you succeed, you produce enough drakefire for 12 + SL shots. If you Fumble, the mixture explodes — you take 1d10 + 4 Damage to a random location, and are probably looking at some expensive laboratory repairs.

## CONSULT THE ARCHIVES

Dwarfs are diligent chroniclers, letting no grudge or victory go unrecorded. The halls of the karaks are amongst the most formidable repositories of lore in the world, yet only a select few are ever granted the honour of perusing those records, to discover the wisdom of the ancestors in their own words.

*Consult the Archives* is a modified version of the *Research Lore* Endeavour, for Characters who have access to the annals of a Dwarf hold. Make an **Average (+20) Research** or relevant **Lore** Test — you acquire pieces of relevant information proportionate to your SL, as normal.

Because your information is gleaned from the most venerable ancestors, it is held in especially high regard by your kinsfolk. When you disclose the information you learned through this Endeavour to persuade another Dwarf in the upcoming adventure, take a +20 bonus on any relevant social Skill Test.



## CUSTOMISE A TRAPPING

Some Dwarfs have an inherent distrust of any wargear not forged by their own hand, or at least modified to suit their purposes. In particular, battle trophies collected from vanquished foes are seldom used as-is, but instead used as raw materials to create new wonders of Dwarfen craftsmanship.

You can use this Endeavour to add new Qualities to an existing trapping. Which Qualities are and are not applicable for specific trappings are left to the GM's discretion. To customise a trapping, you require access to the appropriate Trade Tools, but do not have to pay for raw materials or access a Workshop.

Customising a trapping is an Extended Test of the relevant Trade Skill, Testing once per Endeavour, with 5 SL required to succeed. The Difficulty of the Test is set by the Availability of the trapping:

TRAPPING CUSTOMISATION DIFFICULTY	
Trapping Availability	Crafting Difficulty
Common	Average (+20)
Scarce	Challenging (+0)
Rare	Difficult (-10)
Exotic	Very Hard (-30)

This Endeavour can also be used to repair a damaged trapping (removing 1 Damage point per SL), or make cosmetic changes to a trapping (requiring 1 or more SL, at the GM's discretion).

## FORGE RUNE

You practise the magical runecraft of your people, infusing a physical object with arcane power. The full rules for crafting runes can be found in the **Dwarf Player's Guide**, pages 123–124.

## SWEAR OATH

Dwarfs swear oaths to kith, kin, clan, and lord, to accept another's grudges as their own, and commit to avenging them. However fierce a scorned Dwarf might be, they can never match the combined wrath of a Dwarf band united in pursuit of restitution.

This Endeavour can only be selected if you are using the rules for Party Grudges (**Dwarf Player's Guide**, page 84) instead of Party Ambitions. Furthermore, for the oath to take effect, all Characters in the party must select it as an Endeavour during the same period of downtime.

The Characters gain a new Party Grudge. The Grudge is added to their book in the same way as usual, and provides all the usual benefits for satisfaction. The new Grudge may be a Blood Grudge (**Dwarf Player's Guide**, page 82).

The new Grudge should relate in some way to the outstanding grievances of an NPC, who is physically present when the oath is sworn, and who willingly accepts the party's service. Alternatively, it can be sworn to the dead, as a promise to conclude the unfinished business of a slain player Character or departed ancestor.

## TAKE THE SLAYER OATH

Choosing the life of a Slayer is something far more profound than a simple career change. It is an act of desperation, a suicidal gesture, chosen only when there is no hope of reclaiming honour through less drastic means.

When you choose this Endeavour, you spend the week severing your links to clan and kin, resolving all outstanding business, shedding your worldly possessions, and dedicating yourself to the path of redemption by way of glorious doom.

At the end of the week, you change to level 1 of the Slayer Career (**WFRP**, page 114), becoming a Troll Slayer. This costs 0 XP, even if you are from a different Class, or have failed to complete your Career. If your GM permits you to enter the Slayer Career at a higher Career level — either using the normal Career Path for a Slayer, or the alternate Slayer Career levels in the **Dwarf Player's Guide**, page 58 — this transition costs 100 XP instead.

## UP THE MOUNTAIN BOTH WAYS

A cabal of Kadrin runesmiths have recolonised an old forge outpost near Peak Pass where they experiment with their craft, having an amber wizard set runes using differently-aspected dragonfire. Despite the work's controversy within Karaz Ankor, Journeywoman Sigríður Þorlaksdóttir wants an escort to the forge so she can craft her masterpiece with dragonfire. It will be hard going through the trackless, beast-ridden wilds of the Worlds Edge Mountains, but as her master taught, what doesn't make you sweat doesn't count!

## GRUNGNI'S BLOOD

In Karak Varn, the Characters encounter a wounded prospector on the verge of death. If they save his life or read the map that falls from his hand, they learn of his discovery of a fresh gromril seam deep beneath the hold. If they mine a sample from the seam to confirm its existence, they could rally the might of Karaz Ankor to descend on the fallen hold. *Skrund!*



# ◆ DWARF-FOCUSED CAMPAIGNS ◆

## CREATING ADVENTURES WITH DWARF CHARACTERS AND PLACES



*The Dwarfs of the Old World have endured since the dawn of history, exploring and building, trading and warring, and they remain as intertwined with the fate of the world as they have ever been. The GM can use the unique aspects of the Dwarf realms and people as the basis for adventures and campaigns. Several ideas are provided of where a particular place or subject might suit adventures with a particular related theme.*

### Politics

The Dawi are united by purpose and fraternity, but differ in character and circumstances from hold to hold and along the lines of the old holds, the western holds, the Norse holds, and the Imperial Dwarfs. They must also deal with the ever-shifting political landscapes of Humans, who are both bane and boon to the Dwarfs.

#### Related Themes

- 💀 Persuading the king of a distant Dwarf hold to better abide by the example of High King Thorgrim, or face the consequences
- 💀 Assuaging the ire of the high king by explaining why local problems prevent a hold from abiding by his decrees
- 💀 Dwarf envoys to the Empire deciding which of two warring factions to support

### Trade

The Dwarfs are exuberant traders, the quality and craftsmanship of their goods making up for their lack of charm and diplomacy. Setting up a new trade route could involve adventures both above and below ground, and merchants are one of the few groups of non-Dwarfs who might gain entrance to a Dwarf hold.

#### Related Themes

- 💀 Spying on a Human guild to ensure they are not stealing Dwarf techniques
- 💀 Acting as a middleman between a Dwarf supplier and an Elf buyer
- 💀 Adventuring in the deeps of Karak Azgal to recover lost treasure

### Conflict

From the frigid peaks of Norsca to the blighted expanse of the Badlands, the Dwarfs are ever beset by enemies. Orcs, Goblins, Skaven, Beastmen, and countless other mortal perils endanger the Dwarfen realms. The Dwarfs must also contend with the rapacity of Humans, Elves, and even other Dwarfs as they must.

#### Related Themes

- 💀 The struggle of King Belegar Angrund to drive the Night Goblins of the Crooked Moon and the Skaven of Clan Mors from Karak Eight Peaks
- 💀 Securing the holds of the Norse Dwarfs from Chaos Marauder tribes
- 💀 Tracking down the Broken Nose Goblins (**Tribes and Tribulations**, page 30) and taking back the Dwarf war machines they have stolen

### Grudges

Every wrong is recorded, every slight added to a ledger that the Dwarfs will forever seek to balance. Only when suitable vengeance has been meted out, or apt recompense has been paid, may a grudge be stricken out. Grudges spur the Dwarfs to action and violence, and Dwarfs who strike out many grudges earn great standing among their people.

#### Related Themes

- 💀 The efforts of Prince Ulther and the Dragon Company to reclaim Karak Ungor
- 💀 The effort by King Kazador to rescue his kin from Black Crag and take revenge on Gorfang Rotgut
- 💀 Seeking to confirm rumours that the High Elves of Ulthuan keep an enchanted cloak of Dwarf beards from the War of Vengeance, and destroy it if so



# DWARF CAMPAIGNS

## Karaz-a-Karak

The spiritual capital of Karaz Ankor attracts traders, diplomats, and other visitors that can bring trouble and opportunity straight to the Characters' doorstep. More proactive Characters can pursue legends and grudges whose details are recorded in the hold's archives or memorised by longbeards, or they can go east and brave the countless dangers of the Dark Lands in pursuit of immense riches.

### Related Themes

- 💀 Bringing Thorgrim Grudgebearer news of grudges settled, or new ones to record
- 💀 Seeking to learn the skills of a runesmith from the master runelord Kragg the Grim
- 💀 Appealing for the return of Elven relics to further rapprochement with the High Elves

## Barak Varr

Barak Varr is a natural place to begin maritime adventures — **Sea of Claws** has plentiful aid for running adventures on the high seas. The hold's trade ties to the rest of the Old World enable adventures that span across nations and create political situations that the Characters can get involved in. The Human principalities of the Border Princes may also require the Characters' attention, and Orcs and Goblins are an ever-present threat.

### Related Theme

- 💀 Investigating rumours of a strange submersible, employing Dwarf technology and shaped like an octopus

## Karak Azul

Whilst this hold is still great, an air of melancholy pervades the place. Characters can take work to accompany caravans to the lands of Humans and other Dwarfs, or acquire rare materials that Azul's many runesmiths need for their work. If full-scale war with Gorfang Rotgut breaks out, Characters can be tasked with any number of missions to participate in the war effort.

## Karak Eight Peaks

The fallen hold offers opportunity for great peril and great treasure in equal measure. The Characters can support Belegar's forces in clever ways, secure strategic gains abroad, or oppose the machinations of Skaven and Goblins, particularly those of the notoriously cunning Skarsnik (**Tribes and Tribulations**, pages 104–105). If you have **Archives of the Empire Vol. II**, you can use its mass combat rules to involve the Characters in full battles. The karak itself is vast and open to exploration, with many treasures, secrets, and lost wonders hidden away in its depths. Rumours of a lost gromril mine are fanciful, but if true, it would be invaluable.

### Related Themes

- 💀 Stirring up the rivalry between different Orc and Goblin tribes and Skaven clans, such as setting Skarsnik at war with Gorfang Rotgut
- 💀 Persuading a grey wizard to provide military aid in the karak's umbral depths

## Karak Kadrin

The Slayer Keep's proximity to Kislev and the Empire can serve as the backdrop for adventures involving individuals and interests from all three peoples. Peak Pass and the mountains it cuts through crawl with monsters that the Characters can hunt for fun and profit (and for Slayers, a chance at a worthy doom) — see **The Imperial Zoo** for creatures they can encounter and the gory rewards of their hunts.



## INDIGNITY AND INDIGNATION

Ingina of Clan Quartzvault is fuming. As she was rightly bemoaning the ancestral cowardice of the western holds with her friend at the Greater Goat, the innkeeper overheard them and kicked them out simply because he carried the shame of having close kin in Karak Angazbar. She cannot claim justice openly — the innkeeper's wife's grandfather has groomed Quartzvault beards for generations — but anyone who can score some under-the-table revenge for her will get good pay and a reference from a scion of one of Barak Varr's noble clans.

## Zhufbar

The Engineers Guild can hire the Characters to field-test prototypes, accompany deliveries, enforce its secrets, or deal with Sylvania, which frequently stirs up trouble for the Dwarfs and their Human allies. If the Characters have a good reputation, the Guild could sponsor them to seek out fallen Dwarf settlements and recover lost technologies, and Characters with a reputation for discretion can investigate or carry out intrigues between engineers. Zhufbar makes a suitable launching-off point for expeditions to nearby Karak Varn.

## Karak Hirn

King Alrik is perturbed by the High Elves' growing influence in the Old World and may employ the Characters to curb their ambitions. Closer to home, the painfully short-lived states of the Border Princes often fail to safeguard the overland trade that his kingdom prospers on, and worse, they are rarely strong enough to resist Orcs and Goblins invading through the region or settling there. Characters can clean up after the petty Human princelings' failures, or, if Alrik pursues a more permanent solution, they could empower the worthiest principalities and bring them under the hold's sphere of influence.

## Karak Izor

Adventures around Karak Izor can see the Characters aid the many settlements of the Vaults or support Dwarf clans in their attempts to reclaim their ancestral lands. In addition, when new border princes rise to power, the Dwarfs of Karak Izor need to learn about them and, if they are sensible enough, establish relations with them.

### Related Themes

- 💀 Assisting in the efforts to build and safeguard a new underway connecting Karak Izor to holds in the Grey Mountains
- 💀 Joining one of the famed Troll hunts of Karak Izor

## GAMES IN IZOR

Karak Izor venerates the exploits of Furgil Nasrimsson and Vanyra Nannasdottir, who won the esoteric metallurgical secrets of the hermit-smith Gomrund and recorded their adventures in the volumes of *Skuf un Drek bin Mhonak-a-Dalizor*. The Smelters Guild and Coppersmiths Guild annually compete for the books in friendly emulation of the pair's past feuding, and the practice has spread over the years so now much of Izor engages in the same contests. Characters can participate to win prizes, settle minor scores, or simply have a good time.

## Karak Norn

Karak Norn is a prime location to begin a politics-driven campaign. Despite the Empire having negotiated for limited mining rights in the mountains along its southwestern border, Humans still operate illegally in the Dwarfs' lands. Worse, avaricious local rulers use their thief-miners' 'labour' as pretext for claim-jumping. These long-standing issues have become urgent with Nuln's annexation of Sudenland, which invalidated many of the old adjudications by Altdorf's Court of Equity. King Brokk is not the only Dwarf king fighting for his heritage, and Queen Thurma's intelligence network is a significant asset (**Altdorf: Crown of the Empire**, page 213), but Brokk's counterpart, Emmanuelle von Liebwitz, is a fearsome political operator who has annexed valuable land before.

## Kraka Ravnsvake

Characters can explore lost holds, aid in the ongoing reclamation of Kraka Drak, war against the Chaos tribes, or deal with those of their Human neighbours who are more reasonable. Ravnsvake's closeness to the coast also makes it easy to launch adventures beyond Norsca. See **Sea of Claws** for a fuller resource on Kraka Ravnsvake.

## Karak Azgal

Azgal's deeps are perfect for classic dungeon-delving adventures — full of treasure and nasty creatures. The cities of Skalf's Hold and Deadgate are prime locations for adventure themselves, with diverse demographics, hidden cults, criminal organisations, and loot-fuelled economies.

## Karak Azgaraz

There is plenty of adventure fodder between the young king's belligerence, his council's factionalism, the political powder keg of nearby Ubersreik, and foes all around. **Archives of the Empire Vol. I** has a detailed chapter on Karak Azgaraz and its use in games of **WFRP**.

## Karak Varn

Characters can venture beyond the Dawi's foothold and explore the lower reaches of the hold for riches and relics. Natural hazards, unnatural abominations, and ancestral foes critically threaten the Dawi's position — problems the Characters can solve. **Salzenmund: City of Salt and Silver** provides details on mining that provide an excellent backbone for adventures relating to exploiting Karak Varn's mineral wealth.



# THE UNDERWAY

The Ungdrin Ankor, the Great Underway, is a transcontinental network of underground roadways that were hewn in the Golden Age to connect holds, mines, outposts, and lesser settlements. Following the earthquakes of the Time of Woes and subsequent millennia of neglect, many areas are inaccessible due to cave-ins, flooding, and chasms, and even structurally sound areas are often home to deadly creatures. It now also connects to various natural tunnels, caves, caverns, and even full cavern networks, some of which chain together out beyond the Old World.

The Great Reckoning has seen the Dawi return to the Underway in force, marching in war- and work-throngs to clear out, repair, and fortify stretches of the Underway. Dwarf armies now walk its paths to retake their empire's lost holdings and clear trade routes.

## Usage in Games

Dwarf and non-Dwarf Characters alike can travel the Underway using the rules in chapter 3. However, Dwarfs generally do not want non-Dwarfs in the Underway, so they keep navigational information secret except to those they allow in. Non-Dwarfs are permitted to use the Underway if they have silver or gold wris of passage (**Dwarf Player's Guide**, page 18) or are accompanied by a Dwarf in good standing.

The Underway can also be a setting for adventures. The Characters can encounter and kill Underway enemies — Skaven, Goblins, monsters, and more — for duty or profit, or defend against them as they escort Dwarfs through its branching, crumbling passages. In addition, Karaz Ankor's reclamation efforts rely on brave souls to explore old tunnels and scout for danger, and there are plenty of ancestral relics and treasures to find, lost or left behind by Dawi fleeing the fall of their homes.

## A DISHONOURABLE TONIC

Dark rumours swirl about disreputable Umgawi using the Underway to smuggle magical elixirs into the Characters' hold — *hair growth* elixirs. Tensions are flaring between Karak and Imperial Dwarfs, and there are even Dwarfs accusing each other of using the vile concoctions. The Characters must get to the bottom of this!

## A MESSY END

At an abandoned Underway waystation, the Characters find the agonised corpse of a runebearer they were hired to search for. If they take the body back for proper burial, a Ghost harasses them on the way: the runebearer, who does not want it to be known that they failed their duty because they died of bloody flux.



# DWARFS AND THE EMPIRE

Ever since Sigmar saved High King Kurgan Ironbeard from an Orc warband, the Dwarfs have counted the people of the Empire as their friends and allies. They reversed the Dwarfs' declining fortunes and in turn the Empire has grown mighty under the Dwarfs' patronage. It is, however, a history pockmarked with disappointment and inadequacy, and today's Dwarfs continue to grapple with both the opportunities and frustrations presented by their allies.

## Protecting Guild Secrets

When an Imperial engineer steals Dwarf engineering secrets and fails to obfuscate the source of their inspiration, it is not unheard of for an ad-hoc commission to be formed by which the miscreant is tried as interlopers in their royally-sanctioned guild monopoly — a very serious charge. (Or they drag the thief into an alley and employ engineering tools, as befits the circumstance.) Other Imperial engineers value the knowledge the Dwarfs have willingly shared and prefer to avoid being the subject of a grudge, so they care little about protecting rogues who would threaten relations and embarrass their peers in order to burnish their reputations.

## Innovation

Dwarf Brewers' Guilds benefit enormously from the Empire trading large quantities of grains and other ingredients from far-flung, otherwise inaccessible locales. Some of the Dwarfs' most famed brewhouses are located within the Empire itself, as Bugman's Brewery once was.

Dwarf artisans typically abide by working traditions that can be traced back for centuries, but those who take Imperial customers sometimes adopt new practices to meet demand. There are also always those who want to prove that what others do, Dwarfs can do better. Much more straightforwardly, Dwarfs highly value skill, so they are generally quite willing to learn new techniques if it makes for a better product.

Dwarf engineers variously view Human and Halfling engineers as primitives, fools, or adopting standards that may suit them, but would not befit a Dwarf (this is a common attitude in Karak Azul and the Norse holds).

Occasionally, however, engineers of the Empire develop designs that inspire a Dwarf engineer to perfect or outdo them with their own expertise, much like how engineers at Barak Varr examined captured watercraft and used their studies to develop their own powerful naval vessels.

Certain enterprising Dwarfs view the Colleges of Magic as potential customers, vendors, and partners. The orrery Algrund Nolagrundsson made for the Celestial Order allows them to predict Mhonalune's orbit, and Gottri's Doomwrights (now Clan Ghalthrund) infamously utilised *Shyish*-ensorcelled munitions to end the Vampires who decimated their home.

## Fellowship with Other Species

Dwarfs are robust of speech, reserved, and comfortable with addressing inadequacy and disrespect. They are aware that their ways can discomfort other species, but they know how to keep good relations with their allies in the Empire. They learn and obey protocols of etiquette, grease the wheels of diplomacy with money when warranted, and rely on the support of trusted individuals, such as Human and Halfling friends. If they really want to get on an Imperial's good side, orthodox belief says that the most potent ways of doing so are drinking together and rendering aid when they need it.

## Against the Conniving High Elves

As Karaz Ankor and Ulthuan's relations thaw, they cooperate more in important matters and their peoples treat each other ever more peaceably. However, plenty of Dwarfs and Elves still dislike and distrust each other, and outstanding grudges from the War of Vengeance weigh in the minds of certain holds. As a result, there are Dwarfs who seek to uncover and stymie Ulthuan's activities in the Empire, lest they harm Dwarf interests.

To that end, the Dawi strongly leverage their ties with the Empire. Many Dwarfs have contacts with Imperials and can source information from them, and they can inflame anti-Elf sentiment already within the Empire. Dwarfs are also able to pressure Imperials by reminding them through words or actions of the value of Dwarfen goodwill — easier accessed and relied on than Elven goodwill to be sure — and the perils of Dwarfen anger.



# GRUDGES

Dwarfs remember their friends and their enemies equally well. They are known for honouring their word, even when there is a significant cost to doing so. Once someone has made an enemy of a Dwarf, however, they have made an enemy not just for their own life but for the lives of their descendants as well. The Dwarfs do not forget grudges, indeed they harbour them, recording wrongdoings in great volumes. They do this so each affront can, in the course of time, be avenged.

## The Inheritance of Grudges

Dwarf values of inheritance are intrinsic to grudges. If a transgressor cannot be precisely identified, a grudge may be recorded against their known associates instead. If a transgressor dies before a grudge against them is satisfied, their closest adult relative inherits the blame. Humans and Elves who inherit grudges worthy of death can usually pay material recompense, though bloodsworn enemies like Skaven and Orcs never receive such courtesy.

A Dwarf is honourbound to avenge misdeeds committed against an ancestor millennia ago, and their own grudges may be stricken out by other Dwarfs. Inheritance assures wronged Dwarfs that they can focus on contributing to the prosperity of their people, who will satisfy their honour on their behalf, inevitably if not immediately. Under these traditions, Dwarfs are grateful to those who avenge them and may give gifts as thanks, but only truly owe avengers they hired and those from outside Karaz Ankor (or outside their clan in the case of Imperial Dwarfs).

Grudges stabilise Dwarf society only as long as trust holds strong in their resolution. If a clansdwarf's grudge is deemed a strictly personal matter, or if a king lets a clan's grudges linger unavenged for too long, the aggrieved party will do what they must to regain their honour and will take matters into their own hands. Every attempt that destroys them diminishes Karaz Ankor.

## Severity and Obligation

Dwarfs who have not vowed to pursue a grudge are never obliged to do so, but other Dwarfs may judge them depending on the severity of their grudges and how seriously they pursue them. Minor grievances against civilised folk demand minor restitution, so most Dwarfs think poorly of immediately swearing oaths of revenge

over petty slights, but may do so in light of the fact of a petty slight that escalated into violence. Conversely, if a Dwarf does not prioritise a serious grudge, even a grudge they personally consider unimportant, other Dwarfs can think them complacent. Neglecting an oath to prioritise a grudge, however serious or warranted it is, is utterly shameful.

## Nullification

Rarely, a Dwarf will withdraw a grudge even though it has not been avenged. This is only done when the offence is found to be invalid, such as if a supposed perpetrator is innocent, or if the injured party petitions for it to be withdrawn. Dwarfs do not take such actions lightly, for the pursuit of grudges is something they undertake with seriousness, and they are willing to spill blood to see them avenged. If a Dwarf were to be suspected of declaring or settling grudges without due consideration, they might find themselves subject to a grudge in turn.

## HEINMANN'S DEBT

In 2404 IC, King Toldavf's engineers helped build Castle Reichfeldt near Nuln, but the castle's lord, Pietr Heinmann, abjectly refused to pay their fee in full, denying them twelve gold crowns. Their elders emphatically warned Heinmann that he would pay back the grudge in blood if not in gold, yet he still refused to settle his debt.

Toldavf needed to address the outrage. Karak Norn held grudges that would ordinarily take far greater priority than a matter of a dozen coins, but this was no common theft, it was a betrayal of trust and an intentional insult to a king's honour. If Human nobles began thinking they could break their oaths and treat their allies with contempt, it would jeopardise Karak Norn's agreements with other powers in the region and imperil all Dwarfs who treated with the Empire.

In 2410 IC, Toldavf marched on Castle Reichfeldt and captured it in a brutal siege battle. Since Heinmann paid no reparations in coin before blood was spilled despite six years of opportunity, Toldavf killed him and took the castle as his new property.

Human retellings of the incident have mutated over the years. One version has Karak Kadrin build a fortress for Ostermark's Elector Count but then raze it to the ground when they find a mere two and a half pence missing from their pay. Many Dwarfs find this mischaracterisation of their grudge highly offensive, while others appreciate the emphasis on never wronging a Dwarf.

# GRUDGES IN WFRP

Grudges can drive the plots of adventures and can serve as a core pillar of your campaign. There are several ways that grudges can incite adventures.

## Vengeance

A simple quest to avenge transgressions is a solid base for adventures, whether the Characters seek justice for themselves or on behalf of others. Many Dwarfs are ill-positioned to personally take revenge on those who have wronged them, while others may simply deem it expedient to hire mercenaries for a job.

## Investigation

Sometimes important details of grudges are missing, such as a perpetrator's exact identity or the extent of their sins, and sometimes there is more to a grudge than meets the eye. The Characters can investigate to find out who is responsible for an offence and spare any innocent parties, particularly if there is a frame-job involved. If the Characters themselves were wrongly accused, they will have to contend with the threat of retribution as they clear their names.

## Atonement

The Characters could have had a grudge levelled against them for misdeeds they committed, which they must strike out by making amends.

## Heading Off the Grudge

Certain enemies of the Dwarfs who have grudges on their head may decide to kill the grudge-holders before they have a chance to kill them. They could target the Characters if they have a proven track record of striking out grudges, especially their own Personal and Party Grudges (see the **Dwarf Player's Guide**).

## CAMPAIGN FRAMEWORK: RIGHT THE WRONG

Characters can dedicate themselves to avenging the Dwarfs, their achievements impacting their own standing among the Dwarfs and the Dwarfs' general outlook.

## Reputation

Taking revenge will mark the Characters out as reliable and capable to other Dwarfs and signals to their enemies that they better watch out. The more grudges the Characters resolve on behalf of others, especially serious

ones, the more support they can expect from various corners of Dwarfkind. Certainly they will receive more respectful nods, and one day the longbeards and longplaits may even openly approve of their adequacy.

## Community

Should the Characters right the wrongs of the world over the course of the campaign, their efforts will affect the Dwarfs they have honoured. They become a little less moody and tense, and approach life more optimistically. The longbeards may grumble as ever, but in a way that other longbeards find subtly different and read a degree of respect in. The Characters' actions can be the difference between whether a grieving Dwarf believes it possible to honour their lost kin, or if they embark on a pilgrimage to Karak Kadrin.

If the Characters fail to put right a wrong, it will add to the furore around piling grudges, spurring Dwarfs to greater retaliation against misdeeds.

Between adventures, after Events are rolled, roll 1d10 and consult the **Reckoning Table** below, which represents how frustrated the local Dwarfs are as they record new grudges, bemoan old ones, and strike out both, modified by the Characters' own experiences. If the Characters' last adventure revolved around grudges, add or subtract up to 2 depending on how decisively they satisfied Dwarf honour. Alternatively, decide on an appropriate result depending on circumstances. Apply the effects until the end of the next adventure and reflect the prevailing mood in scenes involving Dwarfs.

## RECKONING TABLE

1d10	Effects
-1	<b>A Grudge Too Far:</b> Grimnir's beard! The Dawi will avenge this atrocity and damn the cost! <i>All social Tests involving local Dwarfs suffer a -10 penalty and one NPC known to the Characters becomes a Slayer.</i>
00-02	<b>Angry:</b> Insults upon insults have the Dawi in a mighty foul mood. <i>All social Tests involving local Dwarfs suffer a -5 penalty.</i>
03-09	<b>Grumbling:</b> The shame of unresolved grudges weighs on the Dawi, but they endure as they must. <i>No effect.</i>
10-12	<b>Satisfied:</b> A shrinking list of extant grudges heartens the Dawi and honours the ancestors. <i>All local Dwarfs gain +5 Fellowship and each Character gains +1 maximum Fortune.</i>



## THE GRUDGES OF CLAN IRONFIST

Here are several unresolved grudges recorded in the book of grudges of Clan Ironfist, a sprawling Imperial Dwarf clan whose many clansdwarfs can be found across the Reikland holding many different professions.

A GM could use these grudges as the inciting incidents of adventures or as inspiration for coming up with your own grudges for the players to get involved in.

Grudge	Offender	Recorded	Satisfied
Sold apples claimed to have been picked from Theodise of Stimmigen's orchard that were later found to be substandard apples bought from the village of Aserfed	The honourless Manling Hildegunde	4527 (51K)	-
Failed to pay an owed sum of 60 silver coins to Nasrin Dulminsson in a timely manner despite claiming the distance from Karak Izor would be no issue	Nanna Sindrisdottir of Clan Copperhand	6824 (2302K)	-
Bought drinks for the patrons of the Whispering Wife in a manipulative scheme to inebriate Mordin Grizalsson and so afflict him with an unfair handicap in a game of darts	The scheming Elf Farandril Fairsight	6874 (2352K)	-
Killed Garil Dorinsson and stole his rune greathammer, the Great Wrecker	Orcs bearing a sign of the Red Maw	6982 (2460K)	-
Tossed Galan Inkarms into the River Reik, who survived only thanks to the intervention of the river spirit Lorili	The Ogre lumox Aghag'nargh	6997 (2475K)	-
Was coaxed by the Manling Leopold Siegert into sharing the contents of his granary despite implying exclusive access to Guttri Norgrimsson	The wazzok Hazid Askimasson of Clan Copperhorn	7018 (2496K)	-
Opined that Dwarfs gossip as much as Halflings do but do it behind closed doors	The Halfling Heliminia Brandysnap	7018 (2496K)	-
The arson of the Glinteye Press	The renegade Manling Stefan Hänel	7021 (2499K)	-
Declared blatantly unjustified judgement against Freda Belgolsdottir as pretext to claim her prosperous farmstead	The warlocks of Clan Edlynling	7023 (2501K)	-
The destruction of Menni Hadrasdottir's caravan	The Orc chieftain Harboth Skullrenda	7027 (2505K)	-
The despoliation of the Foamy Night's stock by means of magical mishap	The Manling witch Sebastian Schultz	7030 (2508K)	-
Sold Thorica Norrasdottir a tonic that gave her the flux for a week	The Manling Frida	7031 (2509K)	-
Nicked one of Grondi Lunnsdottir's plaits with an enchanted blade and bled her to unconsciousness	The Goblin shaman Spizglub Dirtskuttle	7031 (2509K)	-
The slaying of Okri Baragorsson and the destruction and looting of his smithy	The Broken Horn Beastman band	7032 (2510K)	-
Attempted to arrest someone in the Axe and Hammer on spurious charges, leading to a brawl where they destroyed property, spilled good ale, injured four patrons, and maimed Héldin Storrisdottir	The Manling sergeant Lambertus Abicht and her band of Altdorf State Troopers	7034 (2512K)	-

## OATHS

Oaths are sacrosanct to the Dawi. When a Dwarf swears an oath, they guarantee that what they say is true. It is not merely a declaration of intent, but that what they say is as real and solid as stone — indeed, the Khazalid word ‘*baraz*’ means both ‘oath’ and ‘oathstone’ — and it lends a similarly heavy weight to their words. Dwarfs are typically very careful in when they swear an oath and in how precisely they word it, though it is hardly unknown for Dwarfs to swear binding oaths in the heat of the moment.

Oathswearing engenders a great amount of trust. It assures others of a Dwarf’s dependability, and swearing oaths makes it much easier to convince others that they are telling the truth. Reports of crimes and dangerous occurrences are far more likely to be investigated than simply disregarded, and a Dwarf who swears an oath on a deal ensures that the other party believes they will follow through.

Swearing on an item’s value easily assures a buyer that what they purchase is quality, but a Dwarf will only do this if their goods’ worth is so heavily in question that it threatens their very reputation. Driving a seller to this point is poor form, and worth sweetening the deal to make amends and burnish one’s own reputation.

Other species know how seriously Dwarfs take oaths, so if a Dwarf swears an oath to a non-Dwarf who is familiar enough with their culture, it still assures them that what they say is true, even if it is not always as effective or likely to work.

A Dwarf who tries to fulfil an oath but fails, or becomes unable to fulfil an oath, is still an oathbreaker. However, the exact amount of shame due to them is dependent on the oath’s nature and the consequences of the oathbreaking. A broken oath to pay a debt in a timely manner can be redeemed with suitable recompense, but an oathsworn bodyguard’s failure to keep their charge alive is a deep shame commonly followed up by taking the Slayer Oath.

Deliberate oathbreaking is beyond the pale, one of the most grievous sins a Dwarf can commit. Even light oathbreaking is cause for heavy grudges, and serious cases are punished by death. The shame of deliberate oathbreaking is so severe that it blackens the reputation of the perpetrator’s clan. Unless the perpetrator forsakes their clan and becomes a Slayer, the clan must atone to restore their honour in the eyes of their peers and the ancestors.

An unfulfilled oath is inherited just like a grudge. Dwarfs pity those who inherit ill-conceived oaths, and while they must still obey their oaths to the letter, few will blame them if they otherwise pursue their oaths with a healthy degree of circumspection.

### THE OATH OF HONOUR

One of the most important oaths ever sworn was that between High King Kurgan Ironbeard and Prince Sigmar Unberogen, which bound their peoples together for all time. Karaz Ankor benefited so vastly from the alliance with the Empire of Man that it ended the Time of Woes and began their Silver Age, in which no major karaks fell until the Great War Against Chaos. Human warriors helped them vanquish otherwise unbeatable enemies, the Reik Basin’s transformation into friendly territory allowed the splintered Dwarf empire to unite once more, and the mountain holds prospered from trade with each other and Mankind.

The people of the Empire have no firmer ally than Karaz Ankor, even counting among themselves.

### THE SLAYER OATH

*‘I am a Dwarf! My honour is my life and without it I am nothing. I shall become a Slayer. I shall seek redemption in the eyes of my ancestors. I shall become as death to my enemies until I face they that take my life and my shame.’*

Few Slayers ever actually speak the words of the Slayer Oath and properly swear it because to do so is pointless — they are disgraced, so their word means nothing. Nevertheless, Slayers informally swear the oath by undergoing the Slayer Ritual and they uphold it until their dying breath.

# SLAYERS

Slayers provide unique roleplay opportunities and memorable moments, but they are radically different to other Characters, so there are important things to consider when a game has a Slayer Character.

## Deathseekers All

Slayers are disgraced outcasts who crave death, not just fearless monster killers. Players ought to play them only if it sounds fun to roleplay that sort of Character and get them killed in a suitably glorious way. Throughout the campaign, the GM should give a Slayer Character opportunities to get involved in heroic, deadly fights whatever their Career so that their player can enjoy one of the core experiences of playing a Slayer.

## Adventures Without Violence

By no means does every adventure with a Slayer Character need deadly combat. Slayers had lives before they shaved their heads and know how to get by without violence, and though they are doomed, they are still willing to help their friends, solve problems that need solving, and earn money to fund their activities (even if those 'activities' amount to saving taverns from bankruptcy).

## 'It's What My Character Would Do'

If a player has embraced their Slayer's quest for a worthy doom, then great! But they should make sure their Character is not so desperate for a scrap that they get other party members into fights they do not want. Do Slayers that reckless exist? Absolutely, but they are not the type to join parties of non-Slayers. If the GM feels the players are due a good challenge, they can introduce that sort of Slayer as an NPC the party needs to work with during an adventure.

## Fated Doom

Players can spend Fate to keep their Slayers alive as usual. If Grimnir decides they must continue their wretched existence for a little while longer, then they must put up with it and carry on like the proper Dwarfs they always should have been.

## Outcasts

Slayers are pariahs of Dwarf society. Even swearing the Slayer Oath out of grief results in the Dwarf becoming an outcast, because to swear the oath means forsaking clan, guild, and hold and renouncing any vestiges of honour.

Their status means that they are unwelcome in most corners of Dwarf society and Dwarfs avoid them when given the chance. Their contributions to killing the Dwarfs' enemies mean that Dwarfs are willing to sell them food, lodgings, beer, and weaponry, but the only hold that truly welcomes Slayers is Karak Kadrin, and even there they are segregated away from the rest of the population.

These social challenges can create rewarding roleplay experiences, and at the GM's discretion, Slayers can ignore the With Great Power... rule (**WFRP**, page 195) as they have no real social status to lose anyway.

## WARDS OF GRIMNIR

Wards of Grimnir are protective tattoos that ward away harmful magics. They are painstaking to apply, and by tradition are only given to doom priests or to Slayers who have already cheated death against a series of notable opponents. It might be technically possible for another Dwarf to bear similar designs, but to provide Wards of Grimnir to a less deserving subject would shame both the tattooist and the recipient.

There are only a few Dwarfs who are versed enough in the combination of runelore, the legends of Grimnir, and the art of tattooing to confidently inscribe Wards of Grimnir, and they congregate at the Shrine of Grimnir in Karak Kadrin.

In order to inscribe Wards of Grimnir, you must pass the following Tests in sequence:

- 💀 Very Hard (-30) Lore (Theology) Test
- 💀 Hard (-20) Lore (Runes) Test
- 💀 Challenging (+0) Art (Tattooing) Test

The process takes  $10 + 2d10$  hours, minus a number of hours equal to your Dexterity Bonus.

If you fail either Lore Test, the tattoos may look impressive, and count as Wards of Grimnir for the purposes of satisfying the requirement for a trapping. However, they will grant no special benefit. If you fail the Art Test, the tattoos are indistinct, incomplete, or poorly designed, and more work is required to fix them.

If you pass all Tests, the tattoos not only look impressive but grant an additional 2 levels to any *Magic Resistance* Talent the Character possesses. The maximum number of levels of the *Magic Resistance* Talent the Character can take is also increased to Toughness Bonus + 2.

# GOTREK GURNISSON

*'Fear, Manling? A Troll Slayer knows no fear.'*

**Motivation:** Atonement

**Short-term Ambition:** Find the next available enemy of the Dwarfs and confront them

**Long-term Ambition:** Die with honour (leave Felix as a witness)

Gotrek Gurnisson is a Slayer with a self-imposed death quest, seeking to atone for a personal crime. The nature of his shame is a closely guarded secret; no one knows why he shaved his head and took the Slayer Oath, and no one has ever had the courage to ask, not even his Human companion Felix Jaeger. In appearance, Gotrek is a typical Troll Slayer: nasty, brutish, and short, with a crest of orange hair rising from his shaven, tattooed head. His scarred and muscular body is covered in tattoos. His expression is perpetually belligerent, and in temperament, he is a typical Dwarf: proud, loyal to his comrades, and implacably opposed to his enemies. When not actively seeking death, he is a sad character, given to bouts of melancholia interspersed with fits of rage. He has lost his entire family and is bitter and lonely.

However, he is simply too tough, too lucky, and too plain mean to die. He seeks out the most dangerous foes and situations and invariably overcomes them. His quest to find death at the hands of a worthy opponent has never been fulfilled, but in the search, he has slain monsters, Skaven, Orcs, Beastmen, and Goblins beyond count.

Gotrek was an outlaw in the Empire, and he also fought in the Emperor's armies. For some time, he took life as a mercenary seriously, but since the rout of Vastarien's Vanquishers in 2477 IC, he has lived as an itinerant adventurer. He has plumbed the depths of the Underdeeps of Karak Eight Peaks, fought the forces of Grey Seer Thanquol when they threatened to overrun Nuln, travelled with the eccentric Dwarf engineer and Slayer Malakai Makaisson, and sailed with the infamous Slayer-captain Long Drong. His many adventures have taken him from Tilea in the south to Norsca in the north and across the Great Ocean to the continent of Lustria.

Gotrek must be one of the deadliest hand-to-hand fighters in the Old World. Again and again his axe has brought red ruin to his enemies. His combat competence, combined with his insane disregard for personal safety, makes him a truly terrible opponent. It is said that in the early days of his wandering, Gotrek ventured into the Chaos Wastes and returned with his axe. The weapon is one of the reasons Gotrek has lived for so long. Its power rivals that of the legendary Axe of Grinnir, borne by the Dwarf high king Thorgrim Grudgebearer. No runesmith has been able to decipher or duplicate the ancient runes upon the axe's blade. No foe has been able to withstand its killing power.

There are those who suspect that Gotrek was once a member of the Dwarf Engineers Guild, but the Dwarf never talks about his past either to confirm or deny this. As a proud Dwarf of Karaz Ankor, he maintains a front of stalwart contempt for Mankind's technological mastery, although secretly, he is grudgingly impressed by much of what he has seen of the Empire's potential. Gotrek maintains a front of being a savage, uneducated brute, but the reality is different. He can read and write and regularly demonstrates keen insight into the sort of expertise only trained masons and engineers would know.

Characters could encounter Gotrek in a tavern when he is between adventures. If they are polite, he will be civil, but his manner will remain intimidating. If they are outnumbered in a brawl, he may well jump in to save them. If they can offer him a sufficiently doom-laden adventure, he might well accompany them. Alternatively, Characters might encounter him in the middle of a howling wilderness, engaged in yet another lunatic quest.

To have such a mighty companion in such circumstances could well reassure the party, but Gotrek has many enemies, and it is not always safe to be known as an associate of the Troll Slayer. In particular, Grey Seer Thanquol nurses a bitter grudge against the Dwarf, having had several of his schemes thwarted through Gotrek's efforts. The cunning Skaven could well decide to mete vengeance out on anyone he considers to be close to Gotrek.

## GOTREK GURNISSON – DWARF DAEMON SLAYER

## BRASS 2

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	95	25	75	85	45	45	65	51	85	18	55

**Traits:** Weapon (Gotrek's Axe)

+15 (Damaging, Hack)

**Skills:** Athletics 65, Consume Alcohol 115, Cool 115, Drive 65, Dodge 75, Endurance 115, Evaluate 61, Gamble 71, Heal 71, Intimidate 95, Language (Battle 71, Classical 61, Khazalid 81, Reikspiel 71), Lore (Dragons 61, Dwarfs 71, Engineering 71, Geology 71, Giants 71, Metallurgy 71, Trolls 71), Melee (Basic 135, Two-handed 115), Navigation 71, Outdoor Survival 76, Perception 75, Ranged (Blackpowder 45, Engineering 40, Thrown 35), Secret Signs (Miner) 66, Stealth (Underground) 65, Trade (Engineer 85, Mason 85)

**Talents:** Careful Strike 2, Carouser, Combat Aware, Combat Master 3, Combat Reflexes 2, Craftsman (Engineer), Drilled 2, Dual Wielder, Enclosed Fighter, Fearless (Everything), Frenzy, Frightening, Furious Assault, *Hardy* 3, Implacable 2, Luck, Magic Resistance, Menacing, Night Vision, Reaction Strike, Read/Write, Relentless 2, Resolute 2, Reversal, Robust, Slayer, *Strike Mighty Blow* 2, Strong Back, Strong-minded, Sturdy, Tinker, *Very Strong*, *Very Resilient*, War Leader, *Warrior Born*

**Amputations:** In 2496 IC, Gotrek lost his left eye holding the gate of Fort Diehl single-handedly against an entire tribe of Goblin wolf riders.

**Fate Points:** 3

**Trappings:** Clothing, Jewelry worth 200 GC, Gotrek's Axe

**Gotrek's Axe****2 Runes of Cleaving** — +2 Damage**Rune of Cutting** — This weapon ignores 2 AP.

**Unknown Rune** — When this weapon inflicts damage on a large target, it inflicts additional Wounds depending on the target's Size: Large: +5 Wounds, Enormous: +10 Wounds, Monstrous: +15 Wounds.



# FELIX JAEGER

**Motivation:** Achieve a state of stability

**Short-term Ambition:** Survive the next dangerous encounter

**Long-term Ambition:** Settle his oath with Gotrek

Felix Jaeger is a man with a problem: Gotrek Gurnisson. He has sworn to accompany the Slayer and witness him regain his honour in death. The seeking of this doom, Gotrek claims, will no doubt be so inspiring that an aspiring poet such as Felix should be able to secure his legacy in epic verse. After more than a decade of failing to find an opponent tough enough to withstand Gotrek's fury, Felix no longer yearns to be remembered as a great poet, and would sooner settle down and start a family, but an oath is an oath.

Felix was not born to be a hero. He was the youngest son of a successful Altdorf mercer and an amicable, studious young man with dreams of becoming a poet. He was accepted as a student at Altdorf University, but despite showing some talent for languages and history, he seemed destined to follow in his father's footsteps and help manage affairs at the Jaeger's Wool Merchants office in Altdorf's Neuesgeldt district.

This was until the day he was challenged to a duel by a belligerent fellow student named Wolfgang Krassner. Felix slew the bully in self-defence, but the chancellor of the university expelled him, and his father, fearing a ruinous scandal, disinherited him. Embittered, Felix found a fraternity amongst Altdorf's revolutionaries and turned his writing talents to the cause of political agitation. He was among the instigators of the Anti-Window Tax March that descended into an outbreak of looting and mob violence so bad that the emperor was obliged to send in the Reiksguard to restore order.

Many innocent people were caught between the pounding hooves of the knights and the ferocity of the mob. Dismayed by his involvement in what was threatening to become a massacre, Felix tried to get between the charging knights and a crowd of panicking women and children. Felix was pulled out from under the hooves of the cavalry by the drunken Slayer, who then cut them a path to freedom. They made their way to the maze of the Reikerbahn: the seedy, criminal quarter of Altdorf.

When Felix woke up after an epic tavern crawl he was horrified to discover that he had sworn to accompany Gotrek and record his death. As he was being sought by the authorities, he had no option but to leave town in the Dwarf's company. Since then, he has been a constant companion to Gotrek, and whilst the Dwarf has led Felix into peril and hardship on several occasions, they owe one another their lives several times over and have formed strong ties of friendship.

Gotrek and Felix are now numbered among the most notorious adventurers of the Old World. In Human lands, only a few know about the poet and the Slayer, though Felix's brother, Otto Jaeger, acquired some of Felix's notes and sells pamphlets entitled *My Travels with Gotrek* that find a small audience in Nuln and Altdorf. The fame of Gotrek and Felix is widespread in the holds of the Worlds Edge Mountains, where they have slain many hated enemies of the Dwarfs and done much to restore the honour of Karaz Ankor. For the Dwarfs, Gotrek is regarded with mixed feelings, part awe, but also dismay in the fact that he so stubbornly refuses to die. Felix, on the other hand, is regarded as a paragon of Humanity, and many Dwarfs say he is one of Humanity's greatest heroes since Sigmar himself. He has the honourable title bearer of Dragon Slayer, and though he is neither Dwarf nor Slayer, many Dwarfs honour him as such for his dedication to his oath.

## KARAGHUL, THE WYRMSLAYER BLADE

During their journeys in the Worlds Edge Mountains, Gotrek and Felix encountered Aldred Keppler, a templar of the Order of the Fiery Heart. He claimed that a fellow knight called Raphael had been lost whilst venturing into the depths of Karak Eight Peaks and that Keppler was travelling there to retrieve the knight's sword, an enchanted blade of great power and importance to the Order of the Fiery Heart. Whilst Aldred was slain in the depths of the hold by a grotesque mutated Troll, Karaghul was taken up by Felix, and he has wielded it since then. Taken up from its scabbard, the sword's enchanted nature is obvious; it is a glowing rune sword, light and perfectly balanced, with a hilt of shining bronze shaped in the form of a Dragon.

A character wielding Karaghul adds +30 to their Combat Initiative. Against Dragons, this weapon ignores Toughness Bonus and inflicts double Wounds.

The sword possesses the following Qualities: *Fast, Penetrating*.



## FELIX JAEGER – HUMAN OUTLAW

## BRASS 2

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	55	45	46	47	53	35	34	62	48	44	16

**Traits:** Armour 2 (6), Weapon (Karaghul) +9 (Fast, Penetrating)

**Skills:** Animal Care 67, Art (Cartography 39, Writing 54), Athletics 45, Bribery 49, Charm 59, Cool 63, Consume Alcohol 57, Dodge 45, Drive 40, Endurance 62, Entertain (Storytelling) 64, Evaluate 67, Gamble 72, Gossip 52, Haggles 52, Heal 77, Intimidate 56, Language (Bretonnian 65, Classical 72, Gospodarinyi 72, Khazalid 72), Leadership 49, Lore (Chaos 72, Dwarfs 72, Heraldry 67, History 77, Kislev 72, Reikland 72, Politics 72, Skaven 72), Melee (Basic 75, Brawling 60, Fencing 65), Outdoor Survival 82, Perception 68, Ranged (Bow) 50, Research 67, Stealth (Rural 45, Underground 45, Urban 40), Swim 51, Track 63

**Talents:** Acute Sense (Sight), Argumentative, Artistic, Bookish, Carouser, Combat Aware, Dirty Fighter, Disarm 2, Doomed (*Thine end is not thine end*), Etiquette (Scholars), Luck 3, Numismatics, Public Speaker, Read/Write, Riposte 2, Rover, *Savvy, Sharp, Speedreader, Strike Mighty Blow, Strike to Stun, Strike to Injure*

**Trappings:** Backpack (containing Bedroll, Blanket, and Tinderbox), Clothing, Dagger, Karaghul, Mail Shirt, Pouch, Red Sudenland Wool Cloak, Writing Kit (containing copious notes on recent adventures)



# GORGER

Despite being native to the Mountains of Mourne, Gorgers sometimes happen upon an entrance to a cave network and can roam far from their home. They may explore Skaven tunnels and Dwarf mines in search of smaller prey. Others even make it out of the labyrinth into the open night, and stalk the lowland forests and moonlit paths, sniffing out unwary travellers as they sleep and ripping them apart in a frenzy of greed and bloodlust.

Gorgers are stinking, pale, degenerate Ogre kin who have been condemned to the warpstone-laced labyrinths below each tribe's cave network. Ogres believe that by offering the infant to this maw-shape, their god will pass judgement, and those who are sound will be granted their god's blessing.

Whenever a scrawny Ogre is born, the tribe does not suffer the weakling to live. Those born with gangly limbs or without the signature paunch of a healthy Ogre it is given over to the tribe's butcher, who takes them to the deepest cave near the campsite. This cave mouth is invariably sealed with a boulder of tremendous size, but when this hefty blocking device is rolled aside, the mewling newborn is then tossed into the gaping pit, and the boulder is heaved back into place again.

In Ogre society, weakness is a death warrant, and by offering a sacrifice to the Great Maw, the tribe shows that it is strong. Ever since Ogres migrated from the plains in -2745 IC, stunted births have become increasingly common, and many such offerings have been cast into the darkness. The caves of the Mountains of Mourne are home to many monstrosities, and it would be extremely unlikely for a full-grown Ogre to survive for a week.

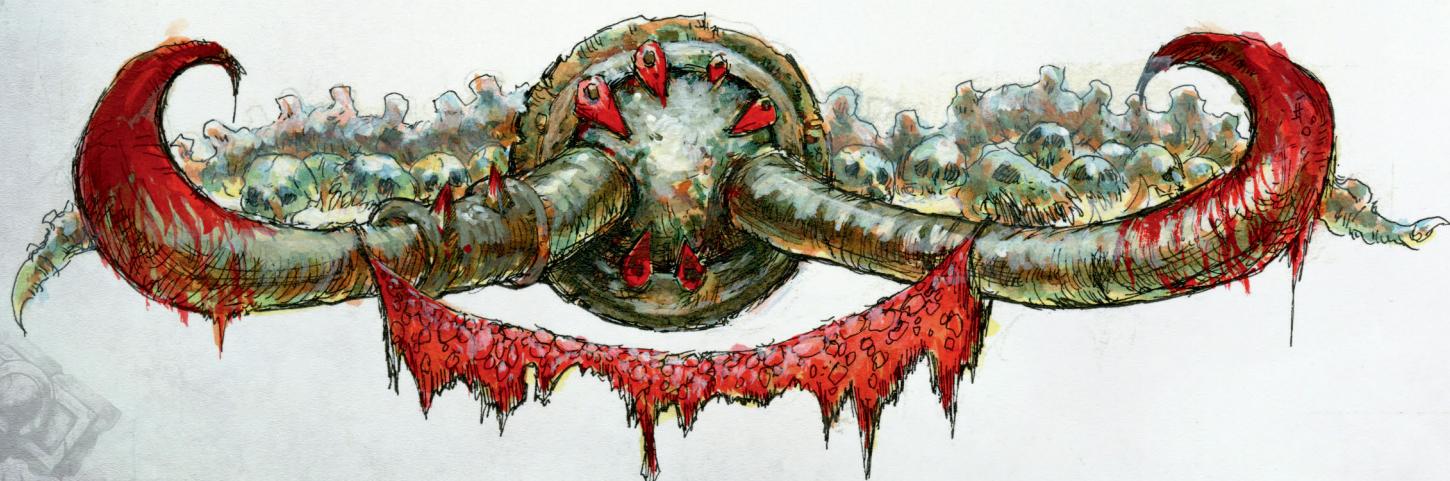
Yet somehow, despite the dangers and the great odds against it, some of the undersized Ogre whelps survive, such is their desperate urge to cling to life. The scant forsaken that survive the first few days begin to scrape out an existence in the darkness, scrabbling for sustenance and feeding on the base things that crawl in the dampness.

Using stealth and savagery born of rock-bottom desperation, a small handful of the aberrant infants eke out an unwholesome and troglodytic existence as they devolve into mewling, tragic mockeries of proper Ogres.

The whelps exist in near-permanent darkness, scrabbling around for the scraps thrown to them by their Ogre brethren or feeding on rats, fang leeches, and crustworms. The few that managed to scrape a couple of years of life from the dark tunnels quickly become sinewy, filth-encrusted beasts, but it is only the largest, fastest, and most violent of their kind that reach full and terrible size.

The beasts are so hungry that they will gobble up anything they can scrounge, even the most tainted of things. This unnatural diet speeds their own mutations until the sinewy, filth-encrusted creatures twist and grow into something horrible, what Ogres know as a Gorger.

Even more ravenous than an Ogre, Gorgers are degenerate creatures consisting of taut muscle, raking claws, and ferocity. To aid a Gorger in their all-consuming quest to feed, they can distend their jaws in the same way as many serpents do to swallow larger prey. If that were not enough, their mouth is crammed full of teeth that grow rapidly to push through their slimy gums, replacing themselves daily.



When food is scarce, which is almost all the time, Gorgers will feast on their weaker brethren without a moment's hesitation. So it is that if a Gorger emerges from the caves, it is a twisted abomination of muscle and teeth far larger than an Ogre bull. A cannibalistic diet, constant fighting, and desperation have conspired to create a true monster from Ogre stock.

When Ogres go to war, they open the cavern networks to the outside world, allowing the Gorgers to spill out into the wilderness in search of blood. Some Ogre chieftains, known as tyrants, prepare the Gorgers to hunt, bandaging the jet-black orbs of their eyes against the dazzling rays of the sun. Little more than a loping set of jaws and filthy talons, Gorgers sometimes have their monstrous claws bound behind their backs by heavy chains to keep them from lashing out. Sniffing the air, these degenerate monsters bound and clatter after anything smaller than themselves. When a starving Gorger scents blood in the wind and catches up with their prey, things get very messy indeed.

OGRE GORGER													
M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W		
6	30	-	55	55	20	35	15	15	30	5	46		

**Traits:** Bite +8, Dark Vision, *Hardy*, Hungry, Immunity to Psychology, Infected, Infestation, Size (Large), Tracker, Weapon (Claws) +9 (Impale)

**Options:** Fury, Mutation, Painless, Territorial, Wallcrawler

**Skills:** Athletics 50, Climb 75, Dodge 45, Endurance 85, Intimidate 75, Intuition 40, Melee (Brawling) 50, Outdoor Survival 40, Perception 45, Stealth (Underground) 55, Track 50

**Talents:** Acute Sense (Hearing, Smell, Taste), Catfall, Contortionist, Enclosed Fighter, Implacable 2, Shadow, Strider (Rocky), Tenacious, Tunnel Rat

**Distendable Jaws:** Gorgers may distend their jaws in the same way snakes do to swallow larger prey. Should a Gorger wish to employ their jaws in this way, their Bite Attack benefits from the *Entangling* Quality.

**Replaceable Teeth:** Should a Gorger lose teeth to a Critical Wound or disease, they will grow back in 1d10 days.



# MAGMA DRAGON

Magma Dragons are rare monsters of the Dark Lands, but the volcanoes of the Worlds Edge Mountains could make a suitable home for one where they to be driven from their territories.

Primordial and vicious creatures, Magma Dragons, also known as Lava Dragons, are amongst the most malignant and reclusive of their kind. They are stout, heavily armoured monsters whose bodies radiate foul heat, and their obsidian claws can split stone with ease. They dwell in the volcanic ranges of the Dark Lands and the shattered, smouldering peaks of the Black Spine Mountains and have long become one with their fiery environments, venturing forth from their smoke-filled dens only to hunt. Their favourite prey are great beasts such as manticores and chimerae, though they will deign to devour the flesh of lesser creatures such as Dwarfs and Humans if they must. Only when the Storms of Magic rage, or they arrogantly wish to avenge themselves on some perceived slight, do Magma Dragons come forth to slay and destroy.

One such Magma Dragon was Hagdar, the scourge of the Dark Lands, who is one of the oldest Dragons to exist in that desolate and polluted wasteland. Once a Fire Dragon, he was taken captive many centuries ago by the Chaos Dwarfs of the Tower of Gorgoth. Binding him securely with chains made from ensorcelled iron, the sorcerer lords turned him into a living vessel capable of sustaining possession by a Daemon, their experiments undoubtedly a forerunner to that which would eventually create the terrible Chaos Dwarf K'daai. Hagdar eventually escaped his bonds and wreaked terrible vengeance on the Chaos Dwarfs, destroying much of the tower of Gorgoth and the surrounding encampments of captives and labourers in a ferocious assault.

The Magma Dragon is rarely seen now, and only ventures forth from his lair below the Ash Ridge Mountains when challenged by some rival beast or summoned to war by mighty wizards. When he does fly forth, the Chaos Dwarf patrols tasked with keeping an eye on him have observed that his once white-hot flesh is now turning in places to grey, lifeless stone. It seems that Hagdar is cursed to slowly petrify in the same manner as many Chaos Dwarf sorcerers. It will be many years before the terrible curse subsumes Hagdar completely, and until then, caravans supplying the Tower of Gorgoth steer well clear of his lair.

## MAGMA DRAGON

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	65	60	65	75	60	25	15	45	85	15	112

**Traits:** Armour 6 (13), Bite +10, Breath +17 (Brimstone Fire), Flight 80, Grim 3, Immunity (Fire, Smoke), Night Vision, Size (Enormous), Tail +9, Weapon (Obsidian Claws) +10 (Hack, Penetrating)

**Options:** Magical, Mental Corruption, Size (Monstrous), Spellcaster (Fire)

## HACDAR, SCOURGE OF THE DARK LANDS

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	60	60	69	79	40	10	5	45	85	10	224

**Traits:** Armour 8 (15), Bite +10, Breath +17 (Brimstone Fire), Daemonic 9+, Flight 60, Grim 3, Immunity (Fire, Smoke), Magical, Night Vision, Size (Monstrous), Tail +9 (Pummel), Weapon (Obsidian Claws) +10 (Hack, Penetrating)

**Breath (Brimstone Fire):** Magma Dragons breathe a sulphurous, poisoned flame that inflicts horrific injuries and is said to be the most powerful of all Dragons' deadly exhalations, blinding and burning the great beasts that are often their prey.

By spending 2 Advantage, a Magma Dragon they can activate their *Breath* as a Free Attack. Choose 1 target they can see within 20 + TB yards. The Magma Dragon makes an **Opposed Ballistic Skill/Dodge** Test against all creatures within SB yards of that target (the Magma Dragon's single roll Opposed by each individual target). Losing targets take Damage equal to the attack's rating, ignoring Armour, and gain an *Ablaze* Condition, a *Blinded* Condition, and two *Poisoned* Conditions.

The Magma Dragon is immune to their own *Breath*. This attack is magical.



## LOOKING FOR A LAIR

Magma Dragons are creatures of the volcanic Dark Lands. Even there they are scarce, and they have never been known to build their lairs elsewhere. However, the Worlds Edge Mountains are a short flight away, relatively speaking, and several active volcanoes might make a tempting home for a Magma Dragon.

This might produce the following effects, depending on the volcano in question.

**Karag Dron (Thunder Mountain).** Travel between Karaz-a-Karak and holds to the south may suffer from depredations of the Magma Dragon. It may fly and menace overland travellers, or dig down into the Underway. Orcs of the Red Fang tribe may be forced to abandon Black Crag and migrate northwards. The Crooked Moon Goblins and Clan Mors Skaven at Karak Eight Peaks will suffer from the attention of the Magma Dragon.

**Karag Haraz (Fire Mountain).** Fresh woe is visited on Karak Azul as many Dwarfs there suffer from the attentions of the Magma Dragon. The Dragon may also be drawn to the ruined hold of Karak Azgal, and the buried wealth that lies there. It may split its time between the warm home of the volcano, and the horde of gold still hidden in the broken hold.

**Karag Orrud (Red Cloud Mountain).** Whilst there are no Dwarf settlements of note near this volcano, it is surrounded by several large Orc and Goblin tribes. To its west are the Red Shield Orcs, to the east, the Burning Face Night Goblins, and to the north, the Skull Crag Goblins of the Sour Sea. If any one of these tribes were to be driven northwards because of the Magma Dragon, they could cause great trouble for the Dwarfs, and if the three tribes were to form an alliance, it could be the beginning of a new Waaagh!



# ROGUE IDOL OF GORK (OR MORK)

The totems raised by Orcs and Goblins may be erected next to routes used by the dwarfs to travel through the mountains or underways. The propensity of some of these idols to come to life and embark on a destructive rampage is a known danger.

Orc and Goblin tribes often raise great idols to their fearsome gods. Whilst these effigies are usually impressive in terms of their scale, they are crudely built, consisting of stones piled on top of one another, held in place by stinking wattle-and-daub, and decorated with fearsome masks shaped from scrap and wood in the approximation of an Orcish face. These idols are unmentionably fetid and daubed with obscure glyphs and slogans. They form the focus of the filthy and bloody rites of Orc and Goblin shamans, and if they are the focus of particularly fervent rituals or see use over a long period of time, they can absorb a great deal of magical energy and, if the conditions are right, they may rip themselves from the earth and embark on a destructive rampage.

Rogue Idols of Gork (or possibly Mork) are animated embodiments of the spirit of the Waaagh! They are imbued with so much potent Orcish power that the rocks and stone, detritus, and old scrap that makes up their body are animated into the bestial likeness of a mighty Orc warrior, both in behaviour and savagery. They crush armoured knights, smash city walls, and pulverise just about anything else that gets in their way with their brutal fists. Arrows break and broadswords shatter against their rock bodies as they smash a brutal path of destruction through their enemies. They are effectively impervious to the blows being rained upon them, lacking muscle and sinew to injure, or blood to spill.

Such is the erratic nature of these monsters and the fickle power that animates them that, although created by the power of Orc and Goblin shamans, their control over them is tenuous at best, and they often rampage where they will, collapsing when the magic that animates them wanes, only to reassemble themselves again as the Winds of Magic gather once more to storm force, sometimes years or even centuries later.

## ROGUE IDOL OF GORK (OR MORK)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	45	-	70	65	20	10	-	-	-	-	52

**Traits:** Armour 4 (10), Construct, Die Hard, Infected, Painless, Size (Large), Stupid (assume an *Intelligence* of 50 for the purpose of testing for stupidity), Unstable, Weapon (Fists) +11 (Pummel)

**Options:** Size (Enormous, Monstrous)

## CREATION OF A ROGUE IDOL

Orc and Goblin shamans keep no strict record of their magical practice, developing their skills through a mixture of instinct, experimentation, and highly unreliable oral tradition. Whilst Human wizards might be able to explain the procedures behind the creation of a magical construct, all an Orc or Goblin shaman is likely to know about the subject is that if you pray long and hard enough at an idol of their gods, it sometimes comes alive and smashes apart their enemies. GMs with **Winds of Magic** could use the rules for rituals to represent the creation of a Rogue Idol, but the uncertainties of the process are reflected in the high CN.

Of course, getting to an Orc or Goblin shaman before they complete such a ritual could make for a tense scenario.

### Rouse Idol of Gork (or Mork)

**CN:** 100 **Type:** Waaagh! Magic

**Learning XP:** 0

**Ingredients:** None

**Conditions:** The spellcaster requires an inanimate idol of Gork (or Mork) of suitable size and mass.

**Sacrifices:** Each Round of Channelling, the spellcaster must make an **Average (+20) Endurance** Test or permanently lose a point of either *Strength* or *Toughness*.

**Consequences:** The ritual fails.

If the ritual is successful, a Rogue Idol of Gork (or Mork) of *Size (Large)* is created.

If the shaman is attempting to create a Rogue Idol of *Size (Enormous)*, the CN is raised to 200. If the shaman is attempting to create a Rogue Idol of *Size (Monstrous)*, the CN is raised to 400.

The Rogue Idol behaves much like an Orc would behave if he found himself to be 12 feet tall and made of solid rock. It will probably prefer to take out its aggression on nearby Dwarfs, Humans, and Skaven, but may occasionally attack nearby Orcs and Goblins if they are in the way. It may prefer to smash up inanimate objects than kill hostile enemies. This errant behaviour is in addition to the effects of the Idol's *Stupid* Trait.

The shaman who awakened the Idol can attempt to guide it by taking a **Challenging (+0) Leadership** Test each Round. If the Test is a success, the Idol will behave according to the shaman's whim. Otherwise, it will behave as it pleases.

If the shaman who created the Idol dies, roll on the table below to see what happens to the Idol.



## ROGUE IDOL REACTION TABLE

1d10	Result
1–2	<b>Destroyed:</b> The Idol collapses into a pile of inert rock and detritus.
3–4	<b>Idol of Gork (or Mork):</b> The Rogue Idol calmly sits down and reassumes the shape of an effigy of an Orc god. If a shaman decides to use it to create a Rogue Idol in the future, the CN of any <i>Rouse Idol of Gork (or Mork)</i> ritual is halved.
5–6	<b>Temporary Rampage:</b> The Rogue Idol continues to rampage for 1d10 days before sitting down as per the <i>Idol of Gork (or Mork)</i> result above.
7–8	<b>Persistent Rampage:</b> The Rogue Idol continues to rampage for 1d10 months before sitting down as per the <i>Idol of Gork (or Mork)</i> result above.
9–10	<b>Possessed:</b> The spirit of the dead shaman inhabits the Idol. The Idol gains the <i>Intelligence</i> and <i>Willpower</i> of the shaman, who directs it as he wills. The Idol may not use any of the shaman's other abilities; controlling the effigy requires all the shaman's focus and he is likely driven mad by the effort, but it now acts with a greater degree of purpose.

# SKAVEN IN THE GREY MOUNTAINS

A LURKING THREAT TO KARAK NORN



In -1500 IC, the Skaven spread out from the Blighted Marshes. The Great Machine of the Seer Order split the bedrock of the Grey Mountains, and lairs were established as far north as Axe Bite Pass. The area is among the oldest regions of the Under-empire, its tunnels reaching out to Putrid Stump, Black Chasm, and Marienburg.

Dwarfs inhibit the Skaven from dominating the area, they are wary of drawing attention to Skavenblight and rousing Human nations. However, in recent years Skaven have carried out a campaign of despoliation in the Grey Mountains. In 2455 IC, the Dwarf mining colony of Grim-Duraz was afflicted by the debilitating black belly fever. The deepest mines were abandoned and taken up as the lair of Clan Morbidus.

## CLAN MORBIDUS

Clan Morbidus are part of the Pestilent Brotherhood, an affiliation that offers Clan Pestilens military and political support. Their chief, Archpontifex Sitch, occupies the seventh seat on the Council of Thirteen. The degree to which he is inducted into the mysteries of Clan Pestilens' Plaguelords is unclear, though he often chitters aphorisms from the Liber Bubonicus and Liturgus Infectus. Clan Morbidus' plague monks vaunt the corruption they spread for the glory of the Great Horned One. They are fanatics who weaponise concoctions of warpstone and disease. Whilst a fervid advocate of such warfare, Sitch believes in diversification, so his forces also use the sorcerous devices of Clan Skryre and war beasts of Clan Moulder.



# RIVALRIES WITHIN SKAVENDOM

## The Grey Seers

The grey seers keep Clan Morbidus at arm's length, and not just because they fear contracting foaming lungrot. It is the ongoing suspicion of the grey seers that Clan Pestilens engage in heresy and that the Pestilent Brotherhood do not properly honour the Horned Rat. Should such suspicions be voiced to the chieftains of Clan Morbidus, they would squeal in dismay — was Archpontifex Sitch not present at the Great Summoning? Did he not lay his paws on the Pillar of Commandments and survive, whilst those unworthy of the Horned Rat's blessing were consumed by black fire when they did likewise? The grey seers have no answer to this, though they suspect treachery lies behind Sitch's successes.

## Clan Pestilens

Clan Pestilens derives strength and support from the Pestilent Brotherhood. It is noted that during deliberations of the Council of Thirteen, Arch-pontifex Sitch waits until Arch-plaguelord Nurglitch makes his position clear before voicing the same opinion. However, there are those within Clan Pestilens who see Clan Morbidus as wretched thralls over whom they should exercise direct authority. Others warn not to be reliant on fair-weather allies and claim that Clan Morbidus are too biddable when tempted with warptokens, often performing mercenary services for other clans and frittering away their wealth on Moulder's beasts and Skryre's gimcracks.

## Clan Septik

Clan Septik are considered the right-hand paw of Clan Pestilens. Of all members of the Pestilent Brotherhood, they are the most trusted, and rumours suggest that their chieftains have been inducted into the mysteries of Clan Pestilens to a greater degree than those of Clans Skratt, Gratzz, Feesik, Fester, and Morbidus. However, Clan Morbidus commands greater influence than Clan Septik as Arch-pontifex Sitch sits on the Council of Thirteen. Many within the Pestilent Brotherhood mutter that it should suit Skree Banebreath, Great Concoctor of Clan Septik, to replace Sitch on the Council. No doubt Skree desires this (it is the nature of Skaven to seek greater power), but he has yet to touch the Pillar of Commandments and issue a challenge.

# PERSONALITIES OF CLAN MORBIDUS

## Arch-pontifex Sitch

Arch-pontifex Sitch may be the least notable of the Council, but he is still a mighty and resourceful Skaven who commands a powerful clan. Sitch is in a paranoid position (though no less so than all notable Skaven). He must continue to attack the Dwarfs to justify funding but must maintain a veil of secrecy over his activities to avoid blame for reprisals by the Dwarfs. As well as this, he must promote the feats of his warriors to continue to receive mercenary contracts from other clans. For the time being, he prosecutes a war of contamination against the Dwarfs, poisoning and infecting them. His soldiers, artillery, and war beasts, he keeps hidden for now.

## Beast Chieftain Grotchrot

Beast Chieftain Grotchrot is responsible for the upkeep of Clan Morbidus' war beasts. Many suspect him of being an effective agent of Clan Moulder. He spends much of his time at Clan Moulder's stronghold of Hell Pit, appraising potential purchases and learning to train war beasts, and he regularly proposes new spending schemes to ensure his stables are refreshed with Rat Ogres, brood horrors, and other Moulder-bred monstrosities.

# THE PLOT

Arch-pontifex Sitch has dispatched the clawpack of Blistrox Blyte to infect the wells of Karak Norn with blackbelly fever. Blistrox Blyte is an experienced chieftain with a string of victories under his belt. However, he is a sly and patient leader and so well suited for a mission that requires his clawpack to evade detection as they bring about the downfall of the Dwarfs of Karak Norn.

Blistrox has been charged with securing a stretch of Skaven tunnels close to the Dwarf hold (which he has managed with ease) to dig a tunnel into Karak Norn without being detected (a feat he accomplished a few weeks ago), to infiltrate the Dwarf hold and locate the source of its water (a member of his clawpack found a route between the Skaven position and an important well four days ago), and to contaminate that water with blackbelly fever. It is this last task he has so far failed to put into operation.

# THE LOST VIALS

Blistrox Blyte has run into a serious problem. He and his clawback infiltrated the lower levels of Karak Norn and evaded detection. Having established a base from which they could strike out, Blistrox discovered that the vials of blackbelly fever he had been provided with by Clan Morbidus' plague priests were missing.

A clanrat called Skritt has taken the vials and hidden them deep within the hold, close to the walls of Castle Vengeance. Skritt has been promised reward and sanctuary within the ranks of Clan Septik if he manages to sabotage Blistrox's mission. Skritt hopes that one day he will lead his own clawpack to Karak Norn, and win renown for himself by recovering the vials, using them to poison the Dwarf-things, and have some left over so that his new masters in Clan Septik can culture their own strain of blackbelly fever.

At first, Blistrox was unaware that the vials had gone missing. Skritt replaced them with tubes of coloured water, which initially deceived Blistrox. However, recently, he performed a check of the stock and realised they had been tampered with. For the time being, Blistrox feigns ignorance, stalling in the hope that he can work out which of his minions is responsible for this treachery.

## DISPOSITION OF THE CLAWPACK

- 💀 **Blistrox Blyte** — Skaven Chieftain
- 💀 **Hesh the Contaminator** — A Plague Monk granted the title of Bringer of the Word
- 💀 Six Plague Monks
- 💀 Eighteen Clanrats, including Skritt
- 💀 A swarm of 30 Plague Rats — which are not technically part of the clawpack but tend to scurry about the tails and feet of the Plague Monks and attack anyone who threatens them

### HESH THE CONTAMINATOR — BRINGER OF THE WORD

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	45	30	45	50	40	35	30	30	45	20	13

**Traits:** Disease (Ratte Fever), Frenzy, Infected, Night Vision, Weapon (Swords) +8

**Skills:** Cool 45, Dodge 40, Melee (Basic) 55

**Talents:** Dual Wielder, Enclosed Fighter

**Trappings:** Mouldy Robes, Pair of Swords

### PLAQUE MONK

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	35	30	35	45	40	35	30	30	25	20	13

**Traits:** Disease (Ratte Fever), Frenzy, Infected, Night Vision, Weapon (Swords) +7

**Options:** Three of the Plague Monks are suffering from Foaming Lungrot and have *Fatigued* Conditions as a result. They may also pass it on to any creatures they encounter.

**Skills:** Cool 35, Dodge 40, Melee (Basic) 45

**Talents:** Dual Wielder, Enclosed Fighter

**Trappings:** Mouldy Robes, Pair of Swords

### CLAN MORBIDUS CLANRAT

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	35	30	35	35	50	35	30	30	25	20	11

**Traits:** Armour 2 (5), Disease (Ratte Fever), Infected, Night Vision, Weapon (Sword) +7

**Options:** Five of the Clanrats are suffering from Foaming Lungrot and have *Fatigued* Conditions as a result. They may also pass it on to any creatures they encounter.

**Skills:** Cool 35, Dodge 40, Melee (Basic) 45

**Talents:** Combat Reflexes, Enclosed Fighter, Resolute

**Trappings:** Patchwork steel and leather armour, Shield, Sword

### PLAQUE RAT

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	35	-	30	25	25	35	-	15	15	11	5

**Traits:** Disease (Foaming Lungrot), Infected, Night Vision, Size (Small), Skittish, Stride, Trained (Broken, Fetch, War), Weapon +4

**Options:** Unless the rats are encountered as single creatures or small groups, it may be better to use the *Swarm* Trait.

The Plague Rats are not really trained as such but share an unspoken bond with the Plague Monks that sees them behave according to purposes they could never understand. Should they be separated from the Plague Monks, or the Plague Monks be killed, they revert to their animal instincts and lose their *Trained* Traits.

## USING THE CLAWPACK IN A GAME

The clawpack is a small force capable of taking on a band of adventurers or a small Dwarf patrol. It is not strong enough to confront a determined defence, so if the hold were to be alerted to its presence, it would vacate the vicinity with all due haste.

Blistrox intended to pollute the well and flee; the fewer actual Dwarfs they encountered during their mission, the better.

He is now in a difficult position: either he admits the loss of vials and abandons the mission, which would no doubt lead to disgrace, demotion, and the significant risk of summary execution when he reports back to Clan Morbidus, or he bides his time hoping he can work out who the saboteur is and torture the locations of the vials from them.

**Blistrox Plan One:** Bide time, find the traitor, hurt him until he tells him where the vials are hidden, recover the vials, kill the traitor, and complete the mission

**Blistrox Backup Plan:** Find a plausibly deniable way of alerting the Dwarfs to the clawpack's presence, put up a desultory fight against the Dwarfs, flee, and blame the mission's failure on the fact that the Dwarfs discovered them

Blistrox's plan is complicated because his second-in-command, Hesh the Contaminator, is a senior plague monk, who just cannot understand why they are delaying their mission.

**Hesh's Position:** Why aren't we just contaminating the well and getting out of here?

**Hesh's Moderating Consideration:** Don't annoy Blistrox too much — he outranks Hesh.

Finally, Skritt has his own decisions to make. He hoped that his deception would lead Blistrox to simply contaminate the well with the dummy concoction and leave, only for his failure to become manifest in time, resulting in the sort of power struggle that could see Skritt free to recover the vials and contact Clan Septik. However, he has noted the delays to the mission and is rightly paranoid that Blistrox may have worked out that something is amiss.

**Skratt Plan One:** Having stolen the vials and hidden them, he will toady up to Blistrox and act the part of a dutiful subordinate who does not voice any complaint or concern as to why the mission is not progressing.

**Skratt Backup Plan:** If the delays to the mission continue, find a plausibly deniable way of alerting the Dwarfs to the clawpack's presence and flee in the resulting confrontation.

## Blackbelly Fever

A dangerous and debilitating disease concocted in the laboratories of Clan Morbidus and (fortunately) unknown to occur unless their secret pathogens and reagents are employed. Vials of Blackbelly Fever remain potent for 13 months before the concoction breaks down into harmless (but noisome) sludge. Added to a water source such as a pond or well, the disease flourishes briefly, making all water from the source dangerous to drink for the following 6 months.

The disease causes the belly to swell and darken as bad blood pools around the viscera. The sufferer experiences soaring temperatures, painful bloating, and respiratory difficulty.

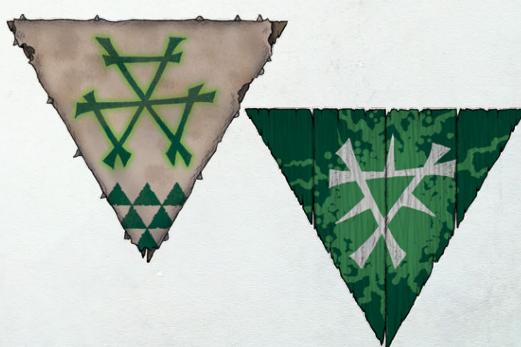
As a disease known only to Clan Morbidus, healers are unfamiliar with it. Any Tests made to identify the malady or treat it or its symptoms suffer from -3 SL. This penalty does not apply to spells or Miracles that cure disease.

**Contraction:** If you fail a **Challenging (+0)** **Endurance** Test after drinking infected water

**Incubation:** 1d10 days

**Duration:** 2d10 days

**Symptoms:** Blight (Severe), Lingering (Challenging), Fever, Malaise, Nausea



## Foaming Lungrot

An early success of Clan Morbidus was an outbreak of Foaming Lungrot, which was used to ravage several rural settlements in Wissenland with lethal effect. However, scheming among the clan's plague priests led to the compromise of their main cultures of the pathogen, and the disease now tends to manifest in a less potent form. The lungs, throat, and palate of a sufferer of Foaming Lungrot become painfully inflamed, causing them to cough up gobbets of frothy discharge.

The disease affects Skaven (and rats) as well as their enemies — though to a lesser extent. Skaven suffering the disease do not suffer the *Wounded* Symptom, but they do suffer the *Coughs and Sneezes* and *Malaise* Symptoms.

**Contraction:** If you fail an **Average (+20) Endurance** Test when contact is made with an infected individual or fail the same Test when an infected individual coughs or sneezes in your immediate vicinity (one Test per hour of exposure)

**Incubation:** 1d10 days

**Duration:** 1d10 + 7 days

**Symptoms:** Coughs and Sneezes, Lingering (Challenging), Malaise, Wounded

**Permanent:** Once the disease is contracted, you become immune to catching it again.

## EFFECTS OF THE SITUATION

A few Dwarfs in Karak Norn are coming down with foaming lungrot. This is not a terribly dangerous situation; Dwarfs are hardy and do not easily contract the disease. They tend to be dutiful to the well-being of their clan and karak and take precautions not to pass illness on to others. The Dwarfs suspect that Skaven malice may lie behind the outbreak, though they also concede that it might be an unfamiliar manifestation of itching pox.

The source of the infection is the occasional stray plague rat that finds its way into the populated areas of the hold. These creatures and the gobbets of foamy spittle they leave in their wake may provide a clue as to the presence of the Skaven.

Following a rat will do no good; once out of the vicinity of the Skaven, they revert to their natural instincts and seek only to find food, shelter, and the company of other rats. They are as likely to lead characters to any dark and quiet place in the hold as they are to return to the clawpack. However, those who think to follow the spoor, tracks, or scent of the rats may have more luck.

As time goes by, Blistrox and Skritt will both become (for different reasons) eager to pick a fight with the Dwarfs so that they can put their backup plans into action. This is a situation that requires careful management. They would like to provoke an attack by a small number of Dwarfs, without attracting the determined response of Karak Norn at large. They both want to have a fight which is serious enough to justify the abandonment of the mission, but one that allows them to escape with their lives.

A band of adventurers may therefore be of interest to the Skaven. If they knew there were Humans nosing about the hold without the full trust of the Dwarfs of Karak Norn, alerting those adventurers to the presence of the clawpack might result in a few ironbreakers being despatched to check to see if the Humans were good to their word. If this worked out, Blistrox would throw the plague monks and clanrats at them, wait for the ironbreakers to decimate his forces, and then justifiably call for a retreat. As for Skritt, as long as he is not among those slain in the melee, this suits his own plans well.

Blistrox would consider how to get the adventurers' attention without risking himself, perhaps making increasing demands on clanrats to spy on the adventurers in the hope of luring them to him.

But Skaven are naturally stealthy and secretive. It would not normally be easy to have one blunder in a spying mission and leave tracks behind them. Those spies Blistrox has sent into the hold on various missions have executed them without raising an alarm.

The weak link here is Skritt, who has every reason to alert the hold to the clawpack's presence and would deliberately blunder in such a spying mission if he were afforded the opportunity.

The Skaven are vicious, and as far as the clawpack are concerned, being discovered by the Dwarfs would be a disaster. If a band of adventurers were to wander into their lair, the clawpack would try to eliminate them and Blistrox would do nothing to dissuade them (he would be judged incompetent if he did so). On the other hand, if adventurers were to escape, Blistrox would order his Skaven to let them go, hoping they would go on to alert the Dwarfs.

# BLISTROX BLYTE

**Motivation:** Power-power!

**Short-term Ambition:** Find the traitor

**Long-term Ambition:** Rise in the ranks of Clan Morbidus

Blistrox Blyte is a chieftain of Clan Morbidus. He is a typical Skaven, vicious, ruthless, paranoid, and ambitious. Whilst he is a loyal member of the clan, and has been personally invited by Arch-pontifex Sitch to select his choice of arms and armour from the scavenge pile, he has not been inducted into the mysteries of the plague monks, and does not trust them.

He is growing increasingly desperate as time goes by; reporting failure of the sort he has encountered on his mission rarely goes well for Skaven chieftains such as himself. If he cannot recover the vials or identify a suitable scapegoat, then the best he can hope for is to be sidelined in favour of his less-deserving peers. At worst, and far more likely, he will be tortured to death and fed to the plague rats.

**Warpforged Halberd:** Skaven usually steal blades rather than forge them, but this weapon has been created by one of Clan Morbidus' own smiths, who cleverly fused warpstone powder with steel during the forging process, creating a wickedly sharp weapon. The Warpforged Halberd is magical and possesses the *Penetrating* Quality. In addition to normal damage, any attack that inflicts a Critical Wound also counts as a Minor Corrupting Influence.

**Warpstone Charm:** Blistrox's Warpstone Charm provides him with the *Luck 3* Talent. Non-Skaven may also find it lucky, but every hour they carry it for counts as a Moderate Corrupting Influence.

**Skalm:** This foul-smelling ointment instantly cures  $1d10 + 1$  lost Wounds per application, causing the flesh around a wound to twist and fuse in a disturbing manner. Each use counts as a Moderate Corrupting Influence.

## WARLORD BLISTROX BLYTE

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	55	40	50	50	55	50	30	35	45	30	19

**Traits:** Armour 4 (9), Disease (Ratte Fever), Infected, Night Vision, Weapon (Warpforged Halberd) +9 (Defensive, Impale *or* Slash (2A), Penetrating), Weapon (Sword) +9

**Skills:** Cool 65, Dodge 65, Intimidate 70, Intuition 65, Leadership 50, Lore (Warfare) 55, Melee (Basic 75, Polearm 75), Perception 75

**Talents:** Combat Aware, Combat Reflexes, Enclosed Fighter, Inspiring, Luck 3, Resolute, Unshakeable, War Leader

**Trappings:** Assortment of rusted steel and mouldy leather armour, Leather satchel containing six vials of harmless coloured water and a pot containing 8 doses of Skalm, Shield, Sword, Warpforged Halberd, Warpstone Charm



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