

WARHAMMER®

# FANTASY ROLEPLAY™



**BOOK OF GRUDGES™**  
*A Guide to Dwarfs & the Everlasting Realm*

## WARHAMMER FANTASY ROLEPLAY

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ISBN: 978 1 58994 815 0 Product Code: WHF17 Print ID: 1032APR11 Printed in China

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# BOOK OF GRUDGES

## A GUIDE TO DWARFS & THE EVERLASTING REALM

### TABLE OF CONTENTS

<b>CHAPTER ONE: DWARF HISTORY</b>	<b>4</b>	Thuringar's Hold	19
Early History	4	The Ancestors' Gate	19
The Coming of Chaos	4	Surface Features	19
A Meeting of Two Peoples	5	The Mountaintop	20
The Road to Conflict	5	The Middle Deeps	20
The War of Vengeance	5	The Royal Deep	21
The Goblin Wars	6	Heroes' Deep	21
Assault From Below	6	The Vaults	22
The Fall of the Karaks	6	The Underdeep	22
Exodus	6	<b>CHAPTER FOUR: GRUDGES OF</b>	
The Dawn of Man	6	<b>KARAK AZGARAZ</b>	<b>23</b>
Sigmar and the King	6	The Presumptive Goblins of the Yellow Foot	23
Black Fire Pass	7	Of the Great Poisoning	24
War Against Chaos	7	The Beast Below	25
Assault From the North	7	The Arrogance of the Elves of Athel Loren	26
An Oath of Friendship	7	The Tiresome Noblemen of Bretonnia	27
Current Day	7	Fall of King Zaladrin; Rise of King Thuringar	28
<b>CHAPTER TWO: THE EVERLASTING REALM</b>	<b>8</b>	<b>CHAPTER FIVE: DWARF ENGINEERING</b>	<b>30</b>
The Mighty Karaks	8	Engineering	31
The Deeps	9	New Skill Dwarf Engineering	31
Dwarf Clans	9	Anatomy of an Invention	32
The Royal Clan	10	Inventions	33
Clan Hierarchy	10	Beyond Inventions	35
The Guilds	11	<b>CHAPTER SIX: RUNESMITHING</b>	<b>36</b>
Wealth & Resources	13	The Nature of Runes	36
The Throng	13	Learning and Using Runes	36
Honouring the Ancestors	14	Learning a New Rune	36
<b>CHAPTER THREE: KARAK AZGARAZ</b>	<b>16</b>	Striking a Rune	37
The Annals of Azgaraz	16	Anatomy of a Rune Card	37
Geography	17	Magic Runes	38
Economy	17	The Rules of Runecraft	39
Allies & Rivals	17	Crafting and Smithing	41
Enemies	18	Costs and Requirements	41
Waaagh! Washnack	18	The Masterwork	42
The Poisoned Skull Tribe	18	Repairing What's Broken	43
Skaven	18	<b>APPENDIX: KHAZALID LEXICON</b>	<b>44</b>
Blood Keep	19		



## INVENTION CARDS

Each Dwarf Engineer strives to make a lasting contribution to dwarf society, to create an invention that will ensure his name is remembered forever. Invention cards represent these creations. See Chapter 5 of this book for more information about Invention cards.



## CORE PRODUCT

Throughout *Black Fire Pass*, reference will be made to the *Warhammer Fantasy Roleplay* Core Product. This refers to either the books within the *Warhammer Fantasy Roleplay* Box Set (*Warhammer Fantasy Roleplay* Rulebook, *Tome of Adventure*, *Tome of Blessings*, *Tome of Mysteries*) or the Guides (*Player's Guide*, *Game Master's Guide*, *Creature's Guide*).

## NEW RULES

In addition to a wealth of new information and background material on *Black Fire Pass*, Dwarfs, and *Karak Azgaraz*, *Black Fire Pass* includes some new and expanded rules on dwarf engineering and runsmithing. Players and GMs should familiarise themselves with these new rules before using them in play.

## DWARF ENGINEERING RULES

Includes new rules and content for Dwarf Engineers as well as their amazing Inventions. These rules can be found in Chapter 5, starting on page 30 of this book.

## RUNSMITHING RULES

Includes new rules and content for Runsmiths as well as the magical runes that they strike. This chapter also covers crafting and smithing rules. These rules can be found in Chapter 6, starting on page 36 of this book.

## USING THE MATERIALS INCLUDED WITH BLACK FIRE PASS

*Black Fire Pass* includes a variety of new cards, sheets, and components for the Game Master and his players.

## NEW CARDS

The location, item, condition, and talent cards can be added to the other cards of those types and used as needed.

## CREATURE CARDS

*Black Fire Pass* includes 5 new creature cards. Full rules for creature cards can be found in the *Creature Guide* and abbreviated rules can be found in Chapter 4 of the *Black Fire Pass* book on page 45.

## PUNCHBOARD

The punchboard components should be carefully removed from the frames. The pieces can be added to your existing supply of tokens and standups for *Warhammer Fantasy Roleplay*.

## INVENTION MODIFICATION TOKENS

As an engineer continues to tinker with and improve his inventions, he will be able to make a wide variety of modifications. These Invention Modification tokens allow for inventions that are unique to each engineer.



## RUNE CARDS

Dwarfs do not use magic in the same manner that men or elves do. But dwarfs do use magic, and it is at their forges that the most potent magical weapons and armour are made. Runes are inscriptions crafted through secret rituals whose details are jealously guarded secrets. Rules for Rune cards can be found in Chapter 6, on page 36 of this book.



## SET ICON

The cards and sheets included with *Black Fire Pass* are noted with a special set icon. This allows you to quickly identify the supplement materials when sorting, adding, or removing cards from your game.





## CHAPTER ONE

# DWARF HISTORY

### EARLY HISTORY

Dwarfs revere their ancestry above all. The tracing of lineage is of the utmost importance to the denizens of each and every karak. For most, the long history of record keeping stretches back to when bands of dwarfs moved north into the Worlds Edge Mountains. Like every good Dwarf these ancient pioneers were following the glint of precious ores, clasped in rich veins deep beneath the peaks. Around the most prosperous seams, strongholds were erected to protect and house those who toiled in the mines.

No dwarfs are more exalted than the great heroes of this time, seen as the paragons of all that is hearty and good by their current day progeny. To the dwarfs they are both ancestors and deities. Their virtues are inherited and passed down through the generations, while they watch over and protect their kin. Chief among these ancestor gods are Grungni, god of mining and smithing, his wife Valaya, goddess of healing, and his brother Grimmir, mighty god of warriors and battle.

### THE COMING OF CHAOS

The Dwarfs remained sealed in their underground strongholds when the first waves of Chaos swept across the Old World, but following those initial incursions, the Dwarfs emerged from the mountains with vicious force. Armed with expertly crafted rune weapons and an immovable martial fervour, they fought tooth and nail against foul creatures that marauded from the north. At their head stood Grimmir, the mightiest of all dwarf warriors. The sight of his flailing twin axes clashing with warped claws and gnashing teeth inspired his kin to mount an unshakable defence of their mountain dwellings.

Not every dwarf collective staved off the encroaching enemy so effectively. During the initial migration north, some intrepid Dwarfs had journeyed beyond the Worlds Edge Mountains, across the Great Skull Land to the Mountains of Mourn. These younger dwarfs were not so well entrenched and could not forestall a daemonic victory. Accurate accounts of their fate are noticeably absent from dwarf histories.



## A MEETING OF TWO PEOPLES

Although the dwarfs successfully kept their strongholds clear of Chaos, they did not have the strength to mount any kind of counter offensive. This all changed when a war party led by Grimnir encountered an expeditionary force captained by the powerful elven mage Caledor Dragontamer.

The two heroes quickly formed an alliance against the forces of Chaos and their combined force proved too strong for the daemon ic hordes. Slowly but surely, the vile legions were pushed north, back towards the storm from which they had sprung.

## GRIMNIR'S QUEST

Caledor taught the dwarfs many things about their Chaotic adversaries, primarily that they had entered this plane through a gate somewhere to the north. Ever a dwarf of action, Grimnir thought it best to face the gate head on and use his might to seal it shut. Grungni, his more considered brother, counselled strongly against the expedition, but a dwarf set in his ways is as immovable as the mountains themselves. The elves, for their part, had their own plan to craft a mighty spell and drain the warping energies of Chaos from the world.

Accounts of Grimnir's travails are practically non-existent. Those that do remain are indistinguishable from myth and legend. All that is known for certain is that Grimnir did not return from his journey northwards. Perhaps he won a great battle that helped stem the flow of Chaos into the world or was overrun by slaving hordes and faded from existence. Some even whisper of a darker fate, but the dwarfs will brook no such talk. Many of them maintain that Grimnir was just as instrumental as Caledor and the elves in closing the Chaos gate and saving the world from eternal torment for it was he that fought his way to the mouth of the gate and held it against an army of Daemons while Caledor opened his vortex.

## THE ROAD TO CONFLICT

Following their victory over the forces of Chaos, dwarfs and elves enjoyed a prosperous alliance for 2000 years. Trade and diplomacy flourished as the ancient races fortified and expanded their empires. Mountain strongholds became karaks, decorated with fine architecture and fortified more securely than any citadels before or since. The elves also flourished, extending their domain to include portions of what is now the Empire of Man and Bretonnia.

After many years of peace, disaster struck. A dwarf caravan was ambushed by elves, who slaughtered indiscriminately and stole precious cargo. The Kings of the Dwarf Empire accused the elves of jealousy: unable to craft their own fine works, they had resorted to stealing treasures from a more competent race.

The dwarf people were united in a cry for retribution, but High King Gotrek Starbreaker was keen to avoid open conflict. He foresaw that war would visit ruin upon both civilisations and instead sought a diplomatic resolution. Envoys were dispatched to the elven island of Ulthuan to broker peace, but the haughty elves saw no value in negotiating and shaved the delegation's beards as a sign of contempt. There are few things more sacred to a dwarf than his beard and this insult left only one viable course of action.

## THE WAR OF VENGEANCE

High King Gotrek proved to be quite correct. While dwarfs are indomitable warriors, they found in the elves a foe more dangerous than any since the coming of Chaos. It is quite possible that the dwarfs underestimated their former allies' spirit for the fight, but they soon learned that the elves' cold exterior belied a calculated mastery of war. The dwarf masses rolled across the battlefield like a rock slide, axes and hammers grinding their enemies into submission and then into dust. Meanwhile the elven columns carefully sought out their targets before scything in with deadly grace, carving out the heart of the enemy and sapping its lifeblood.

In his hubris, Snorri, son of High King Gotrek Starbreaker, challenged Caledor II, the Phoenix King and great grandson of the legendary Caledor Dragontamer, to battle. Snorri flung himself into the fight with all the vigour of a dwarf in his prime, but he had fatally underestimated the power and skill of his opponent. Snorri's final moments came as the Phoenix King deftly sidestepped a particularly wild lunge, leaving the prince face down in the dirt. Before Snorri could recover, the elf lazily dropped his great sword between Snorri's shoulder blades, killing him instantly. With its leader slain, the dwarf army wavered and was routed by a surgical elven strike.

The death of a royal heir only strengthened the dwarfs' resolve. Morgrim, prince and brother to Snorri, vowed to avenge his kin and set out with a large army to seize payment for this grudge. A protracted firefight ensued at Oeragor, with arrows, bolts, and shot raining down on both sides. It became a battle of wills and the elves wavered first, launching an ill advised charge on the dwarf lines. After a short but brutal skirmish, the battlefield was littered with lithe contorted corpses, their white robes stained red. Imladrik, Prince of Ulthuan, lay among them; evidence that Mogrim himself had claimed payment for the murder of his brother.

The War of Vengeance continued for over 450 years. Books of Grudges were filled many times over as grudgekeepers struggled to enter every elven deceit and dwarf life lost. But for each elven success, the dwarfs struck back. Their power, skill, and sheer stubbornness took its toll against their elven enemies. Slowly, the dwarfs forced the elves back to Ulthuan.

The final blow was struck by King Gotrek Starbreaker himself, leading an army against the gates of Tor Alessi (in present day Bretonnia) in what became known as the Battle of Three Towers. Elven architecture crumbled before the might of dwarf siege engines. Eventually, the walls of this great city were breached and hordes of dwarfs swarmed in, runes glowing as they sliced through tendons and cracked open skulls. Deep within the heart of the city, King Caledor waited. Encircled by the dwarves, he challenged High King Starbreaker to mortal combat. Gotrek agreed, and the two master warriors met, blade against hammer, in the ruins of the Three Towers.

The fight continued long into the night, as raw strength and wisdom found their equals in acrobatic skill and cunning. Eventually, dwarf stamina began to tell. After many hours, King Gotrek saw his opening and seized it, thundering his huge war hammer into Caledor's sword to smash it into a thousand pieces. Unarmed, the Phoenix King was left at the mercy of his opponent, but Gotrek



## THE FALL OF THE KARAKS

The first major loss was Karak Ungor, whose defenders were slaughtered by night goblins. Had the greenskins ransacked and pillaged the hold, the insult and loss of life would have been bad enough...but instead, the foul creatures settled in to stay. They desecrated the ancestral halls of the dwarfs and built dung spattered totems to the foul orc and goblin gods atop places sacred to the dwarfs. Many other dwarf karaks met similar fates throughout the World's Edge Mountains. To this day, many of the most bitterly held grudges are entered in the name of these fallen citadels, and every dwarf dreams most fervently of reclaiming their ancestral homes and destroying the greenskin filth that dwell there.

With each karak that was lost, the dwarfs saw their previously majestic empire shrink inexorably. The death toll was enormous. Many dwarf corpses lay strewn across the Worlds Edge Mountains, left behind as if to mark the retreat. They remained cadavers for all too short a time, eagerly devoured by ravenous orcs or tossed into a goblin cook pot.

## EXODUS

Some dwarfs questioned the virtue of fighting endlessly for their former holds and struck out into the Grey Mountains in search of new seams. Although the threat of skaven and greenskins remained ever present, new settlements were successfully established. Before long, trade caravans began to venture between the two mountain ranges, negotiating the infestation of orcs and goblins that blighted the land.

## THE DAWN OF MAN

The settlements in the Grey Mountains were young, but they did present new opportunities for trade. The disparate tribes of men had flourished in the wake of the War of Vengeance, and were keen to barter with the dwarfs, who gave them access to quality weapons and armour they had no hope of emulating. The dwarfs, for their part, were happy to arm a potential ally against the greenskin invasion. With improved equipment, men fared even better against the greenskins as they fought for control of the open land.

## SIGMAR AND THE KING

Around this time a charismatic warrior emerged from the collected human tribes with the grand vision of unifying his race. His name was Sigmar, the man who would go on to found the Empire.

En route to the Grey Mountains, King Kurgan Ironbeard's trading convoy was ambushed by an orc war party. His royal guards were slaughtered and, seeing the value of a high profile hostage, the greenskins took Ironbeard for their own.

The attack took place close to the territory of the Unberogen tribe, whose leader, Sigmar, was lauded as a great champion. The war rior chieftain took it upon himself to free the captured king and led a group of warriors to the enemy encampment, where the orcs were busy jostling to get a better look at chained and bound dwarf royalty. Sigmar and his men caught them unawares and, despite being outnumbered, leveraged their substantial fighting skill to good effect. King Kurgan was unshackled and spirited away before he could be recaptured.



gave no clemency. His hammer fell one final time, settling a score of grudges and ending the War of Vengeance in a stroke. As a token of his victory, Gotrek claimed the Phoenix Crown, which sits in the vault of Karaz a Karak to this day. The elves, for their part, fell victim to their own internal troubles in Ulthuan and were unable to continue the war after such a massive defeat.

## THE GOBLIN WARS

In the wake of their hard fought victory, the future of dwarf kind looked golden. Although they had little interest in colonizing the now abandoned flatlands, their mountain karaks were finally free from attack. Or so they thought.

## ASSAULT FROM BELOW

Not one hundred years (not so very long to a dwarf) after the end of the War of Vengeance, great seismic activity arrived to test the strength of dwarf construction. Earthquakes rattled the Worlds Edge Mountains and previously silent peaks suddenly exploded into violent volcanic eruptions. The karaks buckled under the strain and in their moment of weakness, corrupted creatures poured forth from subterranean depths.

Greenskin led warbands struck into the heart of dwarf settlements from directions the dwarfs never thought to defend. In their wake slunk the skaven, hideous rat men with a mastery of the mutating substance known as warpstone. Their foul pestilences presented a foe the straightforward dwarf warriors were ill equipped to fight.





As a sign of his eternal gratitude, Kurgan bestowed upon Sigmar a powerful rune hammer passed down through the Ironbeard line for centuries: Ghal Maraz. The weapon played a pivotal role in the events that were to follow and remains a powerful symbol of Sigmar's cult.

Sigmar's heroic efforts forged a great bond between man and dwarf. The fledgling race of man would later rely upon the dwarfs as they warred against the forces of Chaos and the soon to be powerful human Empire has since proved an invaluable ally to the karaks.

## BLACK FIRE PASS

Perhaps the most celebrated alliance of men and dwarfs occurred at the Battle of Black Fire Pass. Here Sigmar gathered together a huge army, bolstered greatly by the inclusion of forces of King Kurgan Ironbeard, to face off against the greenskin hordes. Through the exuberance of men and the martial excellence of the dwarfs, the day was won and the canyon stained red with orc blood.

This battle was a turning point in the career of Sigmar and, by extension, the road to the foundation of the Empire. With a measure of peace and solidarity assured, Sigmar was able to go about the business of drawing together all the various clans into a single unified collective. With the guiding arm of the dwarfs to help them, success was inevitable.

## WAR AGAINST CHAOS

Ever since the Worlds Edge Mountains began to belch smoke and fire, the dwarfs have been in conflict with the greenskins and skaven. This never ending war has taken an immeasurable toll on both sides, but neither gives any quarter or expects any reprieve. But as dire as these two threats are, it may yet be Chaos that proves the greatest danger to the Everlasting Realm of the dwarfs and all the Old World.

## ASSAULT FROM THE NORTH

Beyond the peaks, it had been many years since the last full blown Chaos invasion. No such cataclysm had been seen since long before the founding of the Empire. That all changed when savage men from the north sprung from the wastes. Beyond the Empire, man had not been so successful in resisting the taint of Chaos. Rather than rallying together to defeat the growing evil, they had succumbed to its allure, transforming once proud warriors into puppets of the Chaos gods.

Tribes from the Norscan, Kurgan, and Hung people emerged from the wilderness in a concentrated assault on civilisation. They attacked with a righteous fervour, while creeping figures directed their movements from the shadows. Even within the Empire, feral men danced in the forests, making blood sacrifices to their malevolent masters. The omens looked dire when Chaos armies marching from the north laid waste to the port of Erengard.

## AN OATH OF FRIENDSHIP

The young (by dwarf standards) Empire of Man was on the verge of buckling, unable to withstand such a concerted and organised attack by the forces of Chaos. The dwarfs, however, had forgotten neither the threat of Chaos nor their friendship with mankind.

After the rescue of King Ironbeard, they had sworn unbreakable oaths to the Empire and so High King Alriksson led an army to stand with the humans.

He joined with Magnus the Pious at Kislev, where the armies of Chaos were laying siege to the ice bound city. A combined dwarf and Empire force smashed through the barbarian lines, allowing vital supplies to reach the city's terrified inhabitants. Dwarfs and humans alike regrouped and charged the bulk of the Chaos force, winning a victory so decisive that the remaining Chaos warbands were forced to abandon their plans and flee back beyond the Northern Wastes.

Celebrations were wild and the burgeoning alliance between man and dwarf became even stronger. Still, the defeated invaders had scarred the land. The once great city of Praag became a horrific reminder of the indelible mark of Chaos, a place of gibbering madness where only the foolish dare to tread.

## CURRENT DAY

A modicum of peace may have been restored to the Empire, but deep beneath the mountains, The Goblin War continues to rage. The greenskins never stop advancing, hungry for more dwarf gold and humiliation. Meanwhile, the skaven continue to plot in the depths, visiting vile pestilence on their enemies.

The dwarfs maintain a fairly stable number of karaks in the Worlds Edge and Grey Mountains, while ancient settlements on contested ground are constantly wrestled back and forth. Their realm pales in comparison to its former glory, when a network of fine karaks stretched through the spine of the Worlds Edge Mountains. Nostalgic at heart, many dwarfs yearn for a return to these times and fight to recover what they can of their race's former glory.

It has been some 4000 years since the War of Vengeance, but relations with the elves remain frosty. Neither side is willing to admit fault or pay any recompense. There is an endemic mistrust of everything elven and the accepted wisdom is that they are puny and full of guile. However, relations have progressed enough that a dwarf might begrudgingly agree to work with an elf, provided there were enough gold on the line.

By contrast, dwarfs have some respect for the nations of man, but are quick to decry their shoddy craftsmanship and laziness. To a dwarf, it seems that a man's short life leads to an impetuous and over zealous nature, tempered by a burning desire to succeed. If only more of their kind embodied the graft and combat prowess of Sigmar, they might stand some chance of survival, or so the dwarfs say. They rarely miss an opportunity to lecture the young humans on the lessons that a long life and a full beard can teach.



## CHAPTER TWO

# THE EVERLASTING REALM

The race of dwarfs has endured a gradual decline for over four thousand years. Century after century, their vast underground realm has been assailed by screaming armies of orcs and goblins and undermined by hordes of skaven. Many of their mountain strongholds, the proud and mighty karaks, have fallen since the Time of Woes. But the surviving holds remain steadfast, guarded by doughty dwarf warriors strong of shield and mighty of axe.

The ancient forebears of the dwarfs named their kingdom the Karaz Ankor, or Everlasting Realm, and it is the duty of every dwarf alive today to honour his ancestors by protecting this inheritance. The only thing dearer to a dwarf is his hoard of treasure passed down from his forefathers; he toils daily to add to his collection, mining for precious stones or metals and fashioning the virgin ore and uncut gems into craftwork worthy of his ancestors. It is the amassed wealth of the dwarfs that proves so irresistible to the savage armies of greenskins and skaven. An orc chieftain or skaven warlord can secure his position among his minions by buying their loyalty with stolen dwarf gold.

Too many feasting halls are today defiled by the presence of greenskins or ratmen, but some still resound with dwarf songs celebrating the deeds of the ancestors, drunken boasts of grudges to be settled in greenskin blood, and ambitious vows to recover

what has been lost to the hated enemy. However, with each passing year, while the greenskins and skaven multiply, the race of dwarfs dwindles. Each warrior slain in defence of his karak is a death sorely felt, for though dwarfs can live many centuries, few younglings are born among them. The enemy chips away at the Karaz Ankor with the relentless force of a winter storm grinding against a boulder until it cracks and crumbles to nothing.

## THE MIGHTY KARAKS

Dozens of dwarf strongholds once stretched across the Worlds Edge Mountains but most are now held by orcs, goblins or skaven. The oldest and greatest hold is Karaz a Karak, seat of High King Thorgrim Grudgebearer, keeper of the Great Book of Grudges, which recounts every wrong perpetrated against dwarfkind. Thorgrim has vowed to avenge every grudge in this weighty tome with his mighty armies.

In the north, only three major holds still stand. Zhufbar, surrounded by greenskin tribes, is located in a deep mountainside chasm. The vast Black Lake is situated among the peaks above the city and a huge waterfall thunders down into the chasm to power the city's



forges. Karak Kadrin guards Peak Pass against greenskin incursions from the east. Kraka Drak is isolated in far off Norsca and has little contact with the rest of the dwarf realm.

Of the remaining southern holds, Karak Azul is the most important because it defends rich deposits of iron and produces runic weapons and armour of great craftsmanship that can be transported to the other holds across secret mountain trails or along the Underway. Legend tells of Karak Zorn, a lost fortress located in the mysterious Southlands.

Carved into the sea cliffs of the northern Black Gulf, Barak Varr harbours the ironclad steamships of the dwarf fleet. Its wealth derives from trade with ports across the Old World and exotic lands beyond.

Although the strongholds in the western mountain ranges are not so prosperous as those in the east, they are less affected by enemy incursions. They can only be reached overland, but, even so, refugees from fallen holds have sought shelter there and caused the population to swell. Notable holds in this region include Karak Hirn, which guards the Black Mountains, and Karak Izor, which is protected by its secluded location, and mines rich seams of iron and copper. Karak Norn is the largest hold in the Grey Mountains.

## THE DEEPS

Below the mountain, the chambers and tunnels of a dwarf hold descend into labyrinthine levels known as 'deeps'. The most important of these is the royal deep, where the king sits in judgement and entertains the dwarf nobility in his ale hall. The hold's library is also here, preserving ancestral lore.

Less prestigious dwarfs dwell closer to the surface, sleeping and eating in halls ordered by clan and labouring in adjacent workshops to the incessant hammering of metal and hissing of steam. Miners delve in the outermost regions of the hold. The shafts and caverns of older mines form the basis of new corridors and halls, thus slowly expanding the hold. Because the layout of the deeps follows older, abandoned seams of ore, its galleries and chambers seem haphazard to outsiders, and it is easy to become lost without a guide.

Prestigious dwarfs belong to guilds, and work, meet, or feast together in dedicated halls. On important occasions, the entire population congregates in the Great Hall. Karaz a Karak's hall can hold ten thousand individuals a wondrous sight with its mile long nave and hundredfold pillars soaring to the roof.

## THE UNDERWAY

The Underway once connected the karaks of the Worlds Edge Mountains but greenskins and skaven now swarm its tunnels. Although some tunnels have been reclaimed in recent years at the cost of precious dwarf lives, travel underground remains perilous. The steel clad Ironbreakers protect the Underway from enemies, and brave tunnel runners provide communication between surviving holds.

Miles below ground, within the lowest deeps, temples honour the gods and the ancestors rest in their tombs. The hold's Book of Grudges is kept in the Hall of Remembering and the Hall of Deeds preserves the memory of past victories. The king's treasure hoard is hidden in the deepest vaults.

Remote areas of the hold are often too dangerous to enter, overrun by greenskins, skaven, or worse. Ironbreakers watch for intruders and cunning rune traps guard the gates leading to the Underway.

Above ground, watchtowers protect the overland entrance. Sky bridges, great engineering marvels not replicated since the Time of Woes, stretch from peak to peak, most of them ruined by war. The heavily fortified Great Gate, flanked by ancestor statues a hundred feet tall, is usually situated exhaustingly high up the mountain slopes. Beyond it, visitors might encounter a magnificent audience chamber, though few guests are allowed further entry, for dwarfs are jealous of sharing their domain.

## DWARF CLANS

Social hierarchy among dwarfs is based upon their clan affiliation, and prestige within a clan is determined by age, skill, and honour, as well as wealth and breeding. Most clans are tightly knit kinship groups associated with a single hold. Many dwarfs undertake their clan's traditional profession and strive to outperform the craftsmen or labourers from other clans with fierce, but good natured, rivalry. A dwarf's loyalty goes first to his king, then to his kinfolk, and finally to other dwarfs. Outsiders rarely win a dwarf's trust, but if they do, they will find no better ally.



## THE ROYAL CLAN

The most prestigious dwarfs in a hold belong to the royal clan of the king and his kinfolk. Most kings can trace a line to the most ancient ancestors and their lineage is carefully recorded in their hold's Hall of Deeds. It is vital that a worthy heir, preferably the eldest son, succeed the king. If fortune dictates otherwise, a throne never remains empty for long. A noble from another hold may be invited to take the crown or another clan within the hold may be elevated to royal status, with its leader becoming king.

Younger princes are expected to serve their hold as battle commanders. Proud of this duty, they would never usurp their older brother. The king's uncles, cousins, and nephews are known as thanes, and are also valiant leaders in times of war. Their blood ties to the king earn them great respect from their subordinates.

A dwarf queen has the vital role of bearing the king's heirs, though if her husband dies childless, she might rule until a suitable heir is found. Queens have sometimes led warriors into battle and proved valiant defenders of their hold. Should a king have a daughter, she provides a means of maintaining an alliance with another hold through diplomatic marriage, though the king naturally bemoans the dowry he must pay.

## THE KING'S DUTIES

A dwarf king should be the epitome of honour, a wise and just leader ruling in accordance with tradition and beholden to protect the hold of his ancestors. Few have failed to live up to these expectations. A king's duties include upholding the karak's laws, settling disputes, sanctioning oaths, and avenging grudges. When a king summons the hold to war, all able bodied male dwarfs are obligated to heed his call.

The king owns a great deal of territory within his hold, and leases mines, forges, and clan halls to his subjects to generate income. He also enjoys taxation rights over the guilds. The beard tax is a curious levy—a dwarf pays less the longer his beard. A king must be careful not to be too covetous. For example, when King Thagar Goldhoarder of Karak Norn announced a tax on beer, the entire population gathered in the king's hall in stubborn, silent protest until Thagar reluctantly relented.

The High King of Karaz—a Karak holds the nominal loyalty of other dwarf kings, but in reality he is first among equals and relies on persuasion and friendship rather than command. However, because he is a direct descendant of Grungni, the chief Ancestor God, his fellow kings usually follow his lead out of respect for his lineage.

## THE COUNCIL OF ELDERS

A dwarf king's edicts are rarely challenged, but he is never a tyrannical ruler. To temper his ambitions and guide his rule, a Council of Elders meets with him when important decisions must be made. The council comprises the wisest, oldest, and richest longbeards of the hold, as well as the high priests of the Ancestor Gods, the masters of the great guilds, and other respected personages such as chief victualler and the king's treasurer.

The queen (or in her absence the eldest matriarch of the hold) sits in on council meetings to soothe frayed tempers—it is believed that dwarfs are less likely to argue in the presence of a lady.

Should no decision be reached, the impasse is resolved by voting. The elders' voting power is proportional to their wealth, with the richest among them casting the most votes. Usually, the king can outvote all the elders combined due to the size of his hoard, but it is considered unwise for a king to go against the collective wisdom of his council.

## CLAN HIERARCHY

Dwarf society is strictly regimented. Below the royal clan, the hold's most influential clans boast an association with the great guilds—the Engineers, Runesmiths, Goldsmiths, and so on. Next are the clans either tied to lesser guilds or comprised of labourers, which is considered an honourable profession among dwarfs. The lesser clans form the backbone of the hold's industry and provide warriors for its defence, but have little political influence. Social snobbery between clans is rare; a hard working dwarf is admired whatever his status.

Each clan is ruled by a thane, normally its wealthiest member. Equal in status to the thanes of royal blood, he is similarly expected to be a great war leader, though he also has duties to the welfare of his clan. The oldest and most experienced thanes serve on the Council of Elders, a position earned by the length and whiteness of their beards. All longbeards enjoy the utmost distinction, whatever their clan, though they have a reputation for grumbling how much worse things have become since the days of their youth.

## HOLDLESS CLANS

A number of unfortunate clans descend from the survivors of the catastrophic fall of the dwarf holds during the Time of Woes. Most holdless clans dwell in settlements at the edge of the Karaz Ankor or eke out a living in human towns, but a few lead an itinerant lifestyle trading from hold to hold. Although they may be respectable workers, the loss of their karak has stained their honour, and clans that retain their holds look down upon them. A tiny minority of holdless can trace their lineage to the royal clans of the lost holds and dream of reconquering their ancestral halls to regain their kingly status.

## CRIME AND PUNISHMENT

The laws of a hold are rarely broken, for to do so would dishonour one's ancestors and disgrace one's clan. Each King sits in judgement over his hold, so the exact laws and the punishments for transgression can vary between karaks. In Karak Azgaraz, for example, the most heinous crimes a dwarf can commit are disloyalty to one's king, cowardice in the face of the enemy, and theft of another's property. Murder deprives the king of a warrior to defend the hold and so is considered treason, while slander is regarded as theft of the victim's honour. The king usually sits in judgement over each case and his word is binding. A criminal must pay a hefty fine to the victim's family and his own clan must also pay reparations. Serious crimes are punished by exile rather than execution, for even the life of an outcast dwarf is considered precious to the dwarfs of Karak Azgaraz. Sometimes a thane may command his entire clan to join an errant kinsman in exile, so great is the shame for his misdeeds.



and start their own hearth. Such is her value that a widowed hearthwife is often married to her brother in law to keep her in the family.

## THE GUILDS

Many professions in dwarf society are organised into guilds, each governed by a council of the most experienced and wealthy guild members. A dwarf who strays from the rigid traditions of guild law is usually expelled from the guild and exiled from his clan. These ancient regulations are often obscure and highly complicated, but most dwarfs adhere to their letter.

Each guild member must pay an annual tithe to his guild and faces an arduous path, often a century or two of hard toil, from apprentice to journeyman before he can be admitted to the esteemed company of guild masters. Dwarfs who fail to impress their superiors remain lowly underlings until they can prove their skill.

Some guilds are highly influential in dwarf society, and their membership is often restricted to those clans who founded the guilds in the golden age of dwarf civilisation. The most important guilds are described below.

### ENGINEERS

The steam driven and clockwork technologies that power the dwarfs' strongholds and the potent black powder weaponry that strengthens their armies were all developed by the Engineers' Guild. The guild's powerbase is in Zhufbar, but it wields considerable influence within every karak. Their inventions include the multi-barrelled organ gun, the flame cannon, the grudge thrower trebuchet, and the gyrocopter. Recent innovations include the war zeppelin and mechanical battle engines fashioned in the likeness of the Ancestor Gods.

The elders of the guild are suspicious of overly radical thought. A young engineer whose ideas are stifled by tradition might develop his new fangled machine in secret, but if discovered must undergo the embarrassing 'trouser leg' ceremony before being ejected from the guild. If he is lucky, his genius might eventually be recognised by his peers his membership renewed and his invention accepted into the mainstream.

Dwarf engineers are obsessed with keeping their inventions a closely guarded secret, from each other as well as from outsiders. They scorn the Empire's attempts to copy their technology. Though Imperial war machines are more explosive, they are highly unreliable typical shoddy human work.

### MINERS

Over half of a karak's adult population might be involved in the mining profession and several dwarf clans are solely comprised of miners. Thus, the Miners' Guild is an extremely important institution within all dwarf strongholds. Many miners rely on picks and shovels, as did their forefathers before them, but innovations such as steam hammers and rock drills have recently improved efficiency, though much to the distaste of elder dwarfs. Gold is the most desired prize. Gromril, a metal harder than steel, is highly sought after as well and can be found only in scarce seams below the Worlds Edge Mountains. Iron ore, however, is the most important resource as it is vital to the operation of the weapon forges and workshops.

### DISGRACED DWARFS

At the bottom of the social ladder are outcast individuals, despised by other dwarfs and banned from joining guilds. They are few in number, as most dwarfs strive to lead honourable lives. They live in human lands or isolated mountain settlements. A dwarf's dishonour can ruin his family's reputation for generations and there are many outcasts who continue to bear the burden of an ancestor's misdeeds even as they seek to restore their honour.

### HOME IS WHERE THE HEARTH IS

The basic family unit within a dwarf clan is known as a hearth, comprising many generations, from mewling younglings to the venerable, centuries old patriarch. Most of the family members are uncles, brothers, or nephews, for dwarf men outnumber women folk ten to one. However, the hearthwife dominates family affairs, keeping order within the living chambers and raising strong sons. Although she might only produce one or two younglings each century, she can live a long time and potentially raise a large family.

A father's duty is to raise his sons as honourable members of his clan, and teach them the ways of axe and shield. A son's duty is to follow his father's profession, honour his ancestors, and increase the family's treasure hoard.

Hearthwives are a rare commodity and a husband will pay a handsome dowry to his bride's clan. A bride's dowry is determined by weighing her on the nuptial scales and so parents traditionally fatten their daughter before her wedding. A prospective husband must be able to wrap his beard around his bride's waist to prove he is worthy of her, so only richer and older dwarfs are able to marry





Companies of miners are invaluable in times of war for their ability to undermine enemy fortifications. They are also employed to tunnel beneath the battlefield, breaking the surface behind enemy lines to threaten their rear ranks.

## RUNESMITHS

The Guild of Runesmiths comprises only of members of the Clan of Morgrim, direct descendants of the son of the Ancestor God, Grungni. Traditionally, it was Morgrim who taught dwarfs how to capture magical power within arcane runes. Runesmiths undergo a gruelling apprenticeship to become masters of this art. Runemasters pass on their knowledge only to their most worthy heirs, preferring to take their secrets to the grave if they find no deserving apprentice.

In addition to fashioning new runes, a patient process that can take centuries, a runesmith's duties also include the rediscovery of the many ancient runes lost since the Time of Woes. To this end, the guild sometimes funds expeditions into the heart of enemy occupied holds.

Among the runesmiths' most treasured heirlooms are the Anvils of Doom, upon which the greatest runic items were forged. They are sometimes taken into battle, where they can, when struck correctly, instil courage and vigour throughout the dwarf army or rain destruction down upon the enemy.

## GOLDSMITHS

Every dwarf craves gold with inexplicable lust. However, they consider only items of master craftsmanship worthy enough to join their treasure pile. An individual who simply piles rude ingots or vulgar coins upon his hoard is considered extremely uncouth by his fellow dwarfs.

The Guild of Goldsmiths comprises the greatest of dwarf artisans, many of whom can spend decades or even centuries creating their masterpieces. A dwarf's social standing is not only measured by the size of his treasure hoard, but also by the names of the craftsmen who have worked the artefacts within it. The most famous goldsmiths are renowned throughout the Karaz Ankor and the greatest among them are sought out by the karak kings. Once a dwarf king acquires a master goldsmith's services, he keeps him virtually imprisoned in his workshop, well guarded against any attempts by a rival king to coax him away with a better offer of employment.

## WEAPONSMITHS & ARMOURERS

Numerous guilds are dedicated to the forging of weapons and armour. As each adult male dwarf is expected to gird himself for war, these guilds are greatly valued. The best weaponsmiths and armourers forge durable items that are not only of the highest practical quality, but also decorated with solid but intricate designs, often dazzlingly bejewelled or trimmed with gold or silver. The most impenetrable armour and sharpest weapons are fashioned from gromril for the wealthiest dwarfs or elites such as Ironbreakers.

Dwarfs favour axes and hammers above other weapons; those with a preference for missile weapons use crossbows or blackpowder weapons such as handguns or pistols. When girding for war, most dwarfs clad themselves in chainmail or plate armour, for, unlike the less sturdy races, they are unencumbered by heavy weight. Their helmets are often horned or winged, and some go to battle wearing a full face mask bearing the stylised likeness of an ancestor. Their shields are usually round, brightly coloured, and emblazoned with gold or silver insignia, often the badge of their clan or guild.

## Khazalid & The Klinkarhun

The high language of the dwarfs is known as Khazalid. They seldom speak this ancient tongue before other races, deeming outsiders unworthy to hear it. Dwarfs naturally have loud, rumbling voices, and when they speak Khazalid, their speech is like thunder rolling amidst the mountains or the scraping of rock against rock. It is a hard, forceful, and sometimes guttural sound. The language reflects dwarfish passions and contains hundreds of words describing different types of rock, tunnels, and gold. Its written form is called the Klinkarhun, a runic alphabet designed to be easily chiselled into rock or metal.

Most dwarfs can converse in Reikspiel, for contact between them and their Imperial allies are frequent in these troubled times. Those in the western holds also commonly understand Bretonnian or even a smattering of Tilean.

## BREWMASTERS

The renowned Guild of Brewmasters regards the brewing of ale an art form. Entire clans are dedicated to the profession, rivalling each other with closely guarded recipes. Competition is fierce and comes to a head each year at the Brodag, a festival sacred to Grungni where new beers are uncasked to be judged by the karak's king. Work stops as the entire hold gets down to the serious business of wetting their whiskers with the year's latest ales.

Dwarf beer is usually too strong for human tastes but can sustain a dwarf for many weeks in the absence of proper food. Famous tipsles include Durgrund's Hellfire, Old Fortitude, One finger's Tar Drop, and Thengel's Golden Preserve. However, the king of ales is undoubtedly Bugman's XXXXXX, alas no longer brewed since the destruction of Bugman's Brewery by goblins. Each remaining cask is carefully stored, a potent vintage imbibed only at the greatest celebrations.

## CARPENTERS

Most dwarfs regard trees simply as useful fuel for their forges. There is one exception – wutroth, or ironbark. The stout, broad trunked, smooth barked tree once grew in plentiful supply in the highlands surrounding the old dwarf strongholds, but most of the

### CLOTHING

Dwarfs are a practical people and tend to wear hard worn clothes of coarse wool or tough leather. They disdain unnecessary pomp and splendour, and avoid bright colours in favour of earthy hues. The edges of their garments might be subtly trimmed with gold thread and their leatherware, weapons, armour, and even tools are often patterned with complex designs, such as interlocking zig zags, squares, or circles. Their favourite types of imagery are heavily stylised, scowling faces representing their ancestors or roaring dragons symbolic of strength and ferocity.

Dwarfs reserve their vanity for their beards, of which they are justly proud. Even the lowliest dwarf finds time each day to carefully comb his whiskers. The length of the beard denotes age, experience, and rank, and the older the dwarf, the more attention he lavishes upon it – wrapping it into plaits and decorating it with golden togs, often beautifully decorated with gems. The most heinous insult a dwarf can endure is the shaving of his beard – such an act precipitated the War of Vengeance against the elves.

If a dwarf is wealthy, he can spare more gold from his hoard to decorate himself than could a dwarf of lesser stature. Dwarf ostentation is thus a necessary display of social standing rather than a mark of vanity. Wealthy dwarfs are laden with golden arm torcs, heavy bracelets, and neck rings. Ear, nose, and finger rings are also popular. Tattoos are another indication of status – thanes are often inked neck downwards with intricate designs, and most other dwarfs sport a tattoo or two to commemorate a notable achievement.

forests were destroyed during the Time of Woes. Dwarfs once used its extremely tough but pliable wood as a durable material in their architecture and artefacts, making the Guild of Carpenters an honoured and wealthy establishment. Today the guild is much diminished, for iron and brass are the preferred building materials of most dwarfs and wutroth is so rare that it is almost as expensive as gromril. If a grove happens to be found, it is well guarded and the wood is reserved for kingly artefacts. The Carpenters' Guild survives as an elite institution of a few highly specialised individuals, carving wutroth as a status symbol for royalty.

## WEALTH & RESOURCES

Dwarf strongholds are self sufficient – weapons, armour, tools, and machines are all produced within their forges and workshops. Specialist goods are traded between karaks along overland routes or via the Underway. For example, Karak Azul exports its superior armaments throughout the Karaz Ankor, and Zhufbar is a major source of valuable gromril, although the surrounding greenskin tribes render trade extremely dangerous. Caravans are protected below ground by stalwart Ironbreakers and overland by bands of dwarf rangers. Adept at surviving above ground, rangers are tasked with keeping mountainside settlements and trackways safe from raiders.

Most dwarfs regard trading goods for profit a demeaning profession and dwarf traders usually belong to clans without a hold that already suffer from social stigma. Bereft of their ancestral hoards, trading is the only way these unfortunate individuals can survive.

Provisioning the feast halls of a large karak seems problematic at first glance. The highlands are barren; unfit for both arable farming and pasture. However, the typical dwarf can subsist off little food and is content with a plain, unfussy diet. Herders maintain flocks of goats among the peaks for milk and meat while rangers hunt wild mountain animals for fur and flesh. Farmers grow stunted crops of barley and wheat on steep fields within a karak's walls. The wheatflour is mixed with gravel and baked into rock hard, tasteless, but sustaining, stone bread, while the barley is used to brew strong beer that is incredibly nourishing for dwarfs but near lethal to anyone else.

However, there are times when a king must provide his folk with a right royal banquet – when appropriate, dwarfs love to celebrate with beer and song and feasting. Metalwork and other crafts are traded to the Empire in exchange for venison, beef, and other foodstuffs that a hold cannot produce itself. Dwarf made goods fetch a high price among men because of their excellent quality and durability, but the dwarfs retain their finest artefacts as heirlooms to expand their treasure hoards. Although many karaks contain immense wealth, dwarfs prefer counting their gold to spending it, which limits their economic power.

A curious example of dwarf resourcefulness is their use of the body parts of one of their most fearsome ancestral enemies, the troll. When a troll's corpse is dragged into their hold by a band of courageous hunters, nothing goes to waste. The innards form the main ingredients of 'kuri', a traditional dish spiced with wild berries, washed down with 'troll brew', an intoxicating beverage with supposedly regenerative properties, traditionally imbibed from tankards fashioned from troll skulls. Tanned troll hide is used to make tough boots, coats, and cloaks, and even the creature's fat acid is utilised by engravers to etch metal.

# THE THRONG

Although dwarfs do not love battle for its own sake, each one of them desires the opportunity to match the martial deeds of his ancestors. They are stubborn fighters and would rather die with axe in hand facing the enemy than yield.

A dwarf army is called a throng and every dwarf must leave his mine or workshop to answer his king's call to war. They form rank upon rank of warriors, organised by clan to fight under their thane. It is common for a thane to carry an oathstone, a sculpted plinth symbolising the honour of his clan, into battle. When he plants the stone and climbs atop it, he pledges to stand as unyielding as stone until all his foes are slain or he lies dead.

In battle, honoured bearers often raise the king upon a shield so that his subjects might witness and emulate his heroic deeds. A warrior brotherhood called the Hammerers is responsible for the king's protection and only the fiercest and bravest dwarfs are inducted into their company. Chief among them is the gatekeeper, the personal protector of the king; he alone holds the keys to the royal chambers.

Dwarfs learn the art of warfare from an early age, taught by the longbeards of their clan. When they reach adulthood, they are already accomplished warriors skilled in the tactics of the shield wall but are still expected to attend weekly drills where they endure the withering criticism of the longbeards. Longbeards are exempt from mundane duties in order to pass down their centuries of battle experience to the younger dwarfs of their clan. They form veteran regiments on the battlefield, a magnificent and inspiring sight with their white beards wrapped around their gleaming armour.

Some dwarfs form units of crossbowmen, known as Quarrellers, or join Thunderer regiments armed with handguns, trained to unleash devastating volleys against the enemy. The throng is reinforced with artillery supplied by the Engineers' Guild; their deadly machines are rightly feared throughout the Old World for the devastating barrage they can unleash.

A dwarf king relies on a swift victory, for a drawn out conflict inevitably results in unsustainable casualties and damages the productivity of his hold. Gyrocopters scout ahead to spy on enemy movements and locate a suitable battlesite. The throng can march great distances without rest to seize advantageous ground, its rangers creeping ahead to harry and disrupt the foe. Often, the enemy army faces a ready shieldwall and a line of primed war machines before it can array for battle.

To successfully defend a hold, a king must gather his forces quickly. Watchtowers high up in the mountains provide an early warning against overland attack, as do roving bands of rangers and scouting gyrocopters. A network of fortifications guards the surrounding mountains, which are interconnected by tunnels, while bastions bristling with artillery defend the gateways. Each clan is expected to provide a rota of warriors to man these bulwarks. Below ground, false corridors and labyrinthine tunnels confuse subterranean foes, and rune traps are primed to unleash explosive death on careless intruders. Within the confines of the Underway, a handful of Iron breakers can hold a horde of enemies at bay, immovable in their gromril armour.

The strongholds are almost impregnable and those that have fallen did so only due to natural disaster, enemy subterfuge or overwhelming numbers – the attackers had to pay a heavy toll of blood and carnage before they eventually took their prize.

# HONOURING THE ANCESTORS

The dwarfs revere the very first of their race, those who walked the world at the dawn of time. Foremost among these Ancestor Gods is Grungni, who wields the mighty Thunderhammer. He introduced the arts of mining, smithing, and runecraft, and his name is invoked in all solemn oaths. His priests are expert miners and veteran warriors. When a youngling's beard is long enough, he is initiated into adulthood at a shrine of Grungni in a ritual called the Gruntitrogg.

Valaya, Grungni's wife, is mistress of healing and protector of the hearth, armed with the rune axe 'Peacegiver'. Her priests and priestesses tend to the sick and perform rituals of marriage and birth. Valaya's name wards against sorcery and her runes are worn as protective talismans. Her sons by Grungni, Smedrir, and Thungri are honoured minor deities.

Grungni's brother, Grimnir, is a warrior hero and patron of the Slayer cult, who carries the War Axe of Doom. He wandered north to close the gate spewing Chaos into the world and never returned. Grimnir's son, Morgrim, is the traditional patron of runesmiths and engineers also revere him as the inventor of the first war machines.

## THE SLAYER CULT

The burden of shame from a broken oath or an act of dishonour is unbearable for many dwarfs. Likewise, a catastrophe, such as the tragic death of a loved one or the loss of one's hoard, can devastate some individuals. Their only solace is to take the Slayer vow, which condemns them to wander the land in search of an honourable death fighting terrifying monsters. Wielding axes, they fight unarmed, their bare, battle-scarred flesh tattooed with runes dedicated to their divine patron Grimnir and pierced with golden rings. They are easily recognisable by their hair, which is dyed orange and shaved into a high crest stiffened by animal fat. Slayers who fail to find an honourable death continue to challenge larger and more dangerous opponents in their quest for redemption.

Many ages ago, King Baragor of Karak Kadrin took the Slayer vow, possibly in remorse for the death of his daughter, slain by a terrible dragon. Tragically, he could not set aside his responsibilities as king and died with his vow unfulfilled. To this day, his descendants are known as the Slayer Kings, each of them swearing the same vow. They are the custodians of the Shrine of Grimnir, a haven for all Slayers. Ungrim Ironfist is the current Slayer King.



Gazul weighs each soul according to the wealth it accrued in life, its deeds in battle, and its achievements in times of peace. Worthy souls enter the Halls of the Ancestors, to feast and drink with their kinfolk. At the head of the high table sit the Ancestor Gods (except Grimnir who never returned from his quest) and nearest to them are the kings, runelords, and other esteemed individuals. Humbler dwarfs sit lower down the table or at side tables reserved for their hold, clan, or guild. Dishonourable dwarfs are condemned to serve the tables until they have repaid their debt of shame.

Outside the hall, the souls of Slayers fight in a perpetual battle against hordes of goblins. Fallen Slayers rise to join the merriment in the Hall of Ancestors until they are ready to hurl themselves back into the fray.

Gazul, younger brother of Grungni and Grimnir, is Lord of the Underearth, the protector of the dead. His priests guard the ancestral tombs and perform the rites to prepare a corpse for the afterlife.

Dwarfs do not worship the Ancestor Gods as such. Rather, they glorify their great deeds and try to emulate their ideals, hoping in return to be made welcome in the Halls of the Ancestors after death. Dwarfs consider it undignified to pray for favours from their gods and their priests are merely custodians of the gods' temples and shrines rather than conduits of divine power as in human religion.

Honouring the forefathers by celebrating them in story and song as well as protecting the ancestral hoard and family tombs are important religious duties. A dwarf believes that if he honours his forefathers, they are likely to intercede with Gazul to ensure he gets a good seat in the Halls of the Ancestors. Ancestor badges, crafted as brooches or pendants and inscribed onto helmets or shields, are stylised representations of heroic predecessors worn with respect.

A dwarf should be buried after death and his corpse interred intact. Missing limbs are replaced with gold or silver counterparts if possible. If burial proves impossible, each dwarf knows a secret ritual that can be whispered over an artefact precious to the deceased, transferring the dead dwarf's soul into it. This item can then be given a proper burial.

Dwarfs believe that when they die, they must await judgement at the subterranean gates of Gazul's Chamber. Unburied dwarfs are cursed to wait there indefinitely and those whose bodies are severely mutilated are condemned to the dark dungeons below.



## CHAPTER THREE

# KARAK AZGARAZ

There are many dwarf strongholds scattered throughout the Grey Mountains, though none are as wealthy or as magnificent as the surviving karaks of the Worlds Edge Mountains far to the east. The dwarfs of this region are called Grey Dwarfs by their eastern kin, which is a reference not only to their location, but also to their dour outlook and the relative austerity of their holds.

Karak Azgaraz is one such Grey Dwarf stronghold, nestled among the flinty peaks southwest of Ubersreik. It has stood here since long before the Empire was founded. Until a few centuries ago, it enjoyed rich resources of gold and silver, but now these veins are largely mined out, forcing the hold to rely on trade with the Empire to make ends meet. Its treasure stores are modest in the eyes of dwarfs, but to men the wealth of Karak Azgaraz is legendary, and attracts human merchants willing to brave the highlands.

Karak Azgaraz's new king, Thuringar Orc hewer, realises that fresh seams of gold and silver must be found if the hold is to survive economically. However, the lands around the karak have long been at the mercy of hostile greenskin tribes, who quickly burn down any settlements and mining works constructed beyond the hold's walls. Meanwhile, ratmen and night goblins scurry in the labyrinthine beneath Karak Azgaraz, threatening destruction from below. Thuringar has taken the battle to these foes, both to avenge past grudges and to pacify the region.

### KING THURINGAR ORC-HEWER

King Thuringar has ruled Karak Azgaraz for fifty years. He unexpectedly gained the throne when his father, King Zaladrin Strife axe, and elder brother, Gunrig, were murdered by a goblin assassin. Despite being a white bearded prince of 500 years, Thuringar is a youngling compared to most dwarf kings. He is a decisive leader who aims to wipe out the greenskins threatening his hold and eradicate the skaven from its Underdeep. Many longbeards disdainfully regard him as a risk taker, but his aggressive tactics have allowed Karak Azgaraz to seize the initiative from the greenskins. Prospectors from the hold are now able to strike for gold in the highlands mostly unmolested by raiders, and trade between Karak Azgaraz and the Empire is much less perilous. However, Thuringar's warriors are deadlocked with their foes, and the king needs a hammer blow victory to bring true stability to the area.



The king's daring counter attacks against his enemies have given Karak Azgaraz a reputation for boldness, much to the chagrin of many longbeards who dislike 'rashness' of deed and thought. However, despite the muttered disapproval of the elders, the new king is keen for the karak to live up to its name as the "Hold of the Fearless Axes."

## THE ANNALS OF AZGARAZ

All dates translated into the Imperial Calendar.

2000 to 1560	Three kings of Azgaraz are slain during the War of Vengeance. The faithless elves shall settle their debt only when they restore the three lost crowns.
1500	The Time of Woes. Karak Azgaraz welcomes survivors from the ruined holds of the Worlds Edge Mountains.
1499 to present	The greenskin tribes encroach on our karak. Their atrocities fill a thousand pages in our Book of Grudges.
1	King Gullin Flamemane and his throng fight at the Battle of Black Fire Pass. Gullin's rune axe settles six score grudges against the greenskins.
1111	Karak Azgaraz endures the Black Plague. Our warriors scour the skaven from the Underdeep. Ten thousand grudges upon their kind!
1522	The last of our wutroth groves succumb to rootrot. Axe parties seek timber in the wilds south of the mountains, but none return. Our first grudge against the woodfolk of Athel Loren is recorded.
1707	Our throng musters to help defend Ubersreik against the Ironclaw tribe. Alas, superior numbers force our throng to retreat and the orcs raze the city.
2302 2304	King Zaladrin Strife axe marches to Kislev to fight Chaos alongside Magnus the Pious. In his absence, Ubersreik is ravaged by orcs. Our karak can spare no warriors for the city's defence. In recompense, Zaladrin sends our finest craftsmen to rebuild its walls.
2318	The dead perturb the dwarfs of Azgaraz. King Zaladrin lays siege to the ruinous Blood Keep and slays there a Blood Knight to lay rest his unliving horde.
2452	King Zaladrin routs the greenskins at the Battle of High Mere. The ravens feast well on grobi flesh. Alas, Zaladrin and Gunrig, his heir, are murdered by a goblin assassin. A heinous deed indeed! Thuringar Orc hewer succeeds to the throne of Karak Azgaraz.

## GEOGRAPHY

Karak Azgaraz is situated within Eyrie Peak, high amongst the Grey Mountains. The road from the hold's great gate skirts a small lake, Copper Tarn, at the foot of the mountain, and runs west, reaching Grey Lady Pass after two days. Another two days' north, Ubersreik guards the head of the pass, while four days' south lies the Bretonnian city of Parravon. A precipitous highland track leads eastwards from the hold, reaching Karak Norn after two weeks, passing a handful of smaller holds. Rock falls are common and sometimes the path crumbles away to a dizzying drop of thousands of feet. Greenskins, trolls, and other highland monsters regularly prey on travellers.

Travel is impossible for all but the hardiest dwarf ranger in winter, when the mountains are blanketed in thick snow, and ice storms howl through the peaks.

## ECONOMY

Iron, copper, and tin are plentiful below Eyrie Peak, providing Karak Azgaraz with the basic resources it needs to sustain its workshops. However, in recent centuries the hold's seams of gold and silver have dwindled, and it has increasingly relied upon trade with the Empire for the supply of these precious metals. Ubersreik is the main gateway for master crafted metalwork, powerful ales, and furs from the karak.

Since King Thuringar's successful campaigns against the greenskins of the region, dwarf prospectors have struck a few encouraging seams of gold in the peaks surrounding the hold, although orcs and goblins continue to be a menace.

## ALLIES & RIVALS

Contact between Karak Azgaraz and other dwarf holds is infrequent. The overland routes are fraught with danger, and the hold is poor compared to other karaks, so has few trade links with them.

Several clans within Karak Azgaraz are descended from those that fled the Worlds Edge Mountains during the Time of Woes. Occasionally, an ambitious thane, with King Thuringar's permission, organises a small throng to raid the ruins of his ancestral karak to rescue heirlooms and avenge grudges. The few expeditions that do return are sometimes laden with treasure and tales of glorious revenge.

Like most dwarfs, the folk of Karak Azgaraz respect the people of the Empire, despite their pitiful attempts at craftsmanship and engineering. They have never forgotten how Sigmar rescued King Kurgan of Karaz a Karak from marauding orcs. A few Azgaraz dwarfs have settled in Ubersreik, mainly to direct trade between the city and their hold. Some dwarfs journey farther afield to seek their fortune. Their king can ill afford to lose even a single warrior, so would be adventurers must win Thuringar's assent for their departure.

The hold is suspicious of its westerly neighbours, the Bretonnians. Smugglers operate out of Parravon, running Goat Kicker ale from Karak Azgaraz. The Brewers' Guild seeks to put an end to this contraband. To his dismay, Master Brewer Hreidig Sturlosson believes that one or more dwarfs must be involved, organising this criminal trade from within the hold.

## AZGARAZ TRAITS

Azgaraz dwarfs are typically resolute, stubborn, and irascible. The younger dwarfs have a reputation for recklessness. However, they are bold beyond measure, eager to live up to the name of their karak “The Hold of the Fearless Axes.”

By contrast, the longbeards are more set in their ways and disparage the younger generation for their rashness. They blame King Thuringar for encouraging such bombastic behaviour. Like many other Grey Dwarfs, the older inhabitants are somewhat sombre and fatalistic.

The karak’s craftsmen strive to perfect their art through patient, dedicated work. Although their metal craft is not as richly decorated with gold or jewels as that of other holds, it is still far superior to the work of men, and is thus highly prized throughout the Empire.

The karak has no dealings with high elves – the scars of the War of Vengeance have not healed, despite the passing of four millennia. As for wood elves, the arcane forest of Athel Loren borders the Grey Mountains four days southwest of the hold. A thousand years ago, a woodcutting party from the karak disappeared there, and on every centenary of this outrage, a dwarf war band has entered the trees seeking revenge. With each passing century, the tally of grudges against the wood elves increases, for no war band has ever returned. Needless to say, elvish visitors to Karak Azgaraz receive an extremely unfriendly welcome.

## ENEMIES

King Thuringar must defend his hold against many foes, every one intent upon Karak Azgaraz’s utter ruination.

## WAAAGH! WASHNACK

The king is relentless in his quest to drive the greenskin tribes from his territory. However, his string of victories has come to a bloody halt. The surviving tribes – such as the orcs of the Black Fang, the Bloodspike wolfboys, and the Mad Dog goblins – have rallied under the black orc, Washnack Gorejaw, warlord of the Red Maw tribe. This monstrous tyrant wears distinctive black, spiky plate mail and carries a massive double bladed axe. He rides into battle on his wyvern, Bonemauler.

Thuringar has clashed with this new war leader only once, with both sides withdrawing from the field battered but unbeaten. The dwarf king knows he needs a quick victory; greenskins from across the Grey Mountains are flocking to Washnack’s banner and he will soon amass enough warriors to lay siege to Karak Azgaraz.

The black orc displays a tactical acumen unsurpassed among his kind. A shaman accompanies him, carrying a glowing crystal orb not of orcish design. The purpose of the mysterious orb is unknown, but rumours suggest that it may be the source of the warlord’s prodigious cunning.

Thuringar has sent scouts to infiltrate the orc held lands to pin down Washnack’s location so that the dwarf throng can trap and destroy him. The king hopes that upon the warlord’s death, the disparate tribes will fight among themselves and disperse.

## THE POISONED SKULL TRIBE

The night goblins of the Poisoned Skull tribe lurk in the catacombs below Karak Azgaraz, clad in black hooded robes and wielding venom tipped weapons. Their chief is Gitslit Spleenspit, cruel and crafty. They prefer a blade in the dark to satisfy their hatred of the dwarfs. Every so often, a prospector working a lonely seam is found with his eyes stabbed out, or his lips black with poison.

Thuringar has intensified efforts to destroy these creatures. A night goblin’s dagger cut down his father and elder brother, earning the Poisoned Skull tribe an entire vituperative chapter in Karak Azgaraz’s Book of Grudges. He encourages the hold’s Ironbreakers to regularly cull the night goblin tribes to keep their numbers down and has offered a prize for whoever can bring him the severed head of the tribe’s chieftain.

## SKAVEN

Unlike the ignorant folk of the Empire, who have difficulty believing in the existence of an intelligent race of malign, machine building ratmen, the skaven are a harsh reality to the dwarfs of Karak Azgaraz. Although these creatures are rarely seen, their spoor and tracks are often found in abandoned mine shafts, along with evidence of renewed excavation by rat like claws.

A few years ago, a group of dwarf miners were killed when they uncovered a strange, glowing green substance that gave off a lethal miasma. The Miners’ Guild sealed off the mineshaft with rune traps and kept its location secret. It is possible that the skaven have been searching for this very substance.



## GANMAR OAKHEART

Travellers to Karak Azgaraz will likely be met by a band of rangers, tasked with turning away unwanted trespassers. Ganmar leads one such band. Like all rangers, he wears hardworn, weather-stained leathers and is an expert with his crossbow and great-axe. Most dwarfs consider Ganmar's love of the outdoors highly eccentric.

## BOREK LINDGRUNSSON

Borek's gyrocopter was critically damaged twenty years ago when a marauding giant swatted it from the sky. Since then, the pilot has led a reclusive life tinkering with the battered one-man flying machine. It can only soar half a mile from its platform, stuttering and coughing. Highly protective of his beloved flyer, Borek flies into a rage if anyone goes near it, and Karak Azgaraz's engineers have learned to leave him alone, even though they desperately need the gyrocopter working again.

## SKADI SCOWL Brow

New arrivals are greeted in the atrium by an 'Overseer', an official guide who ensures that they are never left unaccompanied. Dwarfs dislike strangers prying into their affairs- their hold has not endured for so long by being open to everyone's inspection.

Skadi is an especially suspicious fellow, making him perfect for the job, though a very unpleasant companion.

Recently, Rugni Stonefist, a master miner, vanished from his hearth. There were signs of struggle, but only a few bloody tufts of rat hair on the floor betrayed the identity of his kidnappers. The Miners' Guild is eager to discover Rugni's fate. If he is dead, his body must be recovered for proper burial. If he is alive, his situation does not bear contemplation...

## BLOOD KEEP

Several days' journey east across the highlands lay the ruins of Blood Keep, the former fortress of the Knights of the Blood Dragon. Seven centuries ago, the vampire lord Walach Harkon challenged this knightly order and those he did not slay, he cursed with vampirism. Eventually, an army from Wissenland destroyed this lair of blood-drinking knights.

On nights when Morrslieb leers full in a starless sky, something creeps from the dark to feast on prospectors in remote mining camps, leaving their corpses white and drained. Rumours abound that a scarlet-armoured knight rides abroad shrouded by dusk's shadow, mounted on a skeletal steed in crimson barding, his shield emblazoned with the emblem of a dragon. Some whisper that the walls of Blood Keep are once more guarded, though now with skeletal sentries and the shades of the damned.

Thuringar would see this damned castle toppled stone by stone, but he cannot spare the warriors. Meanwhile, the curse of the Blood Knights continues to haunt the Grey Mountains.

## THURINGAR'S HOLD

Like all dwarf strongholds, Karak Azgaraz consists of a series of descending levels, or deeps, excavated within the mountain by successive generations of dwarfs.

## THE ANCESTORS' GATE

Two-thirds up the western face of Eyrie Mountain, an imposing bastion bristling with cannon guards a fifty-foot gate of brass, flanked by towering statues of Grungni and Grimnir. Over the centuries, countless greenskin armies have tried to breach the rune-protected gate, but it stands unscratched. Orc and goblin skulls are piled high at the foot of the defences.

The gate is only opened when royalty enter or leave the karak. Operated by a system of clockwork gears, its opening mimics the angry rumble of thunder. A side-door, protected by murder holes and a crack unit of Quarrellers, allows entrance for less important folk.

## SURFACE FEATURES

Squat watchtowers safeguard the road zigzagging up to the Ancestors' Gate and dot the surrounding highlands, using a relay of beacons to warn the karak of approaching danger and messenger-hawks for quick communication.

Copper Tarn, at the base of Eyrie Peak, is tinged a brilliant blue-green from the residue of the copper mine at the lake's edge. The road to the karak crosses the water, raised on stilts and protected by a series of drawbridges that can be raised to hamper enemy movement. Trout swim in the waters, which the dwarfs catch from coracles using specially trained cormorants. A few lakeside farms grow mountain hops, used to brew dwarf beer, and hardy wheat, which is milled into flour within the hold to make stone-bread.

Where the road from Karak Azgaraz enters Grey Lady Pass, a fortified trading post provides a haven for travellers and a focal point for merchants from the Empire and Bretonnia.

## THE TRADING POST

Azgaraz craftwork is always of Superior Craftsmanship as any dwarf will tell you. At the trading post, it is priced at only x8 the usual cost, rather than x10. The rarity of dwarf metalwork, jewelry, and furs is reduced here by one level. Dwarf beer is common. When haggling, dwarfs gain ■, traders from the Empire gain ■, Bretonnians gain ■, while elves are automatically Disliked. Azgaraz dwarfs refuse to sell runic items, even to other dwarfs.

Azgaraz merchants pay 150% of the going rate for fruit and grain from Reikland, and beef from Averland. They are uninterested in most other goods.

## THE MOUNTAINTOP

High up the mountain, herders rear stocky, great-horned goats for milk, skins, and meat. These peculiar dwarfs have developed the sport of head wrestling, which involves two herders locking their horned helmets in a show of strength. Champion head-wrestlers are even known to compete with the prize rams of their flocks!

Almost at the summit is a landing platform for the karak's only gyrocopter. A lonely hut provides shelter for the pilot, Borek Lindgrunsson.

As long as the oldest dwarf can remember, a giant eagle has nested atop the highest outcrop of Eyrie Mountain. Its wingspan is as long as three men, and it can speak the languages of dwarfs, men, and elves. The goat-herders respect this bird as the true king of the peaks and offer it the pick of their flocks. In return, the eagle gives them information on the movements of the greenskin tribes. In recent weeks, the eagle has flown away and not returned. This is indeed an ill omen for the hold.

## THE UPPER DEEP

Beyond the Ancestors' Gate is a massive atrium lit by a thousand torches, its granite walls flecked with crystals that glitter like a million stars. A huge statue of Valaya dominates the central space, water cascading from her upturned cornucopia. Dozens of corridors branch from the hall, some reached by steps carved into the walls, others by ladders or pulley-operated baskets. These passages wind down to the lower deeps or lead to barrack blocks where clansdwarfs on active service quarter when not manning the defences.

### THE AZGARAZ THRONG

When called to war by King Thuringar, each clan, led by its thane, musters into regiments. Each clan is responsible for fielding regiments of warriors armed with axes and shields, Quarrellers equipped with crossbows, or both. Only a few clans can field Thunderers since their handguns are expensive to maintain. Not every regiment marches to war, however, for a clan's forges can never be allowed to go cold.

The thanes organise frequent drills and weapon-practise for their warriors under the auspices of the veteran longbeards. Regular training strengthens the bond of brotherhood between clansdwarfs. The longbeards form elite units on the battlefield whose heroic stoicism inspires the other regiments – “Fearless Axes!” is the battle-cry of the Azgaraz throng.

Each month, one regiment from each clan is chosen to man the karak's defences. This is considered a great honour, and only units that have proven themselves in recent conflicts are selected.

Karak Azgaraz boasts a small but impressive array of artillery, incorporating both cannons and multi-barrelled organ guns into its defences. On campaign, however, the expense of maintaining blackpowder machines forces the dwarfs to field only bolt throwers and stone-hurling grudge throwers.



Should the Ancestors' Gate ever be breached, the atrium is designed to become a killing ground. Portcullises can block off the ground-level corridors and the higher passageways provide excellent vantage points for dwarf marksmen and artillery. This is as far as most non-dwarfs are permitted to go.

## THE MIDDLE DEEPS

Below the upper deep, a maze of corridors and galleries connects six vast levels of occupation. Without a guide, strangers can easily become lost. The top three levels, the middle deeps, are named after the totemic birds of prey that feature heavily in clan heraldry and the stylised work of the hold's craftsmen.

Goshawk Deep is populated by the least wealthy clans, such as Clan Steelcrag, Clan Flintbeard, and Clan Cragtooth, descendants of refugees who came from the east in the Time of Woes. Below them, in Gyrfalcon Deep, dwell clans descended from the founders of the karak, such as Clan Ironarm, Clan Irebeard, and Clan Grimhelm. The hold's weapon forges, armouries, and breweries are found here, as well as the best craftsmen. Each craft and trade is represented by a magnificent guildhall on this level, governed by prestigious clansdwarfs. An association unique to Karak Azgaraz is the Falconers' Guild, which breeds and trains the birds of prey used to hasten communication between the hold and its outlying settlements.

Each clan is centred upon its great hall, where the clansdwarfs gather on important anniversaries to feast, drink, and boast. Adjacent is the clan's armoury and trophy chamber where its battle standards are arrayed. Family life revolves about the surrounding warren of hearth chambers. Barely set apart from the living quarters, forges and workshops echo with the hiss and hammer of industry day and night.

Most Azgaraz dwarfs are miners, toiling in the outermost tunnels or in mineworks beyond the hold's defences for the raw metal ores needed by the craftsmen. However, many shafts lie abandoned, especially those where gold or silver was once mined, and most dwarfs have to work harder for less gain. It is little wonder, then, that some adventurous shortbeards seek their fortune outside Karak Azgaraz.

The oldest, wealthiest, and most influential clans dwell in Goldeagle Deep, where the awe-inspiring moot halls of the most important guilds are situated. Clan Hammerback dominates the Miners' Guild, but, although historically the richest of the Azgaraz guilds, its power is waning with the recent dearth of gold and silver. Clan Silverscar governs the Engineers' Guild. Explosions shake the walls of the guild's workshops as the karak's engineers strive to perfect existing machines or invent new ones. Their current secret project is a steam-driven 'subterranean ironclad' designed to plough through rock carrying a crew of twenty dwarfs. Clan Thunderstone monopolises the small but highly esteemed Runesmiths' Guild. The Runesmiths of Karak Azgaraz strike runic weapons and armour in their forge-halls for the king and his thanes. They also devise new rune-wards and rune-traps to protect the hold.

Throughout every inhabited deep there are alcoves containing life-size ancestor-statues – heavily stylised stone figures representing past heroes of Karak Azgaraz, girded for war. They symbolise a common dwarf belief that a hold is protected not only by its living dwarfs but also by those who have passed into memory.

## THE ROYAL DEEP

King Thuringar and his clan inhabit the very heart of the mountain. The high-vaulted chambers and galleries of the Royal Deep are masterworks of masonry, every pillar, buttress, and alcove carved with intricate designs.

## THE THRONE ROOM

Perched on his golden throne at the far end of this expansive chamber, Thuringar, flanked by his bodyguards, pronounces decisions, settles disputes, and greets important visitors. The walls are carved with scenes depicting the deeds of his ancestors. A magnificent brazier swings from the ceiling arches. Its flame was lit by the first king of Karak Azgaraz and has never been allowed to die.

## THE HAMMERERS

King Thuringar's bodyguards stand sentinel throughout the Royal Deep, resplendent in their gilded breastplates, their great-hammers held at attention. Heimir Helgisson is captain of the Azgaraz Hammerer regiment and Gate Keeper of the king's private chambers, a renowned battle hero.

When a Hammerer falls in action, he is honoured with burial within the regiment's mausoleum in the Heroes' Deep. The king himself chooses a clansdwarf who excels in valour to replace the fallen Hammerer.

## THE KING'S HALL

The king entertains his thanes and important guests in this cavernous banquet hall. Row upon row of oaken tables can seat hundreds of dwarfs. The king's table is raised above them on a dais at the eastern end. Massive ancestor-statues support the walls and the standards of each of the karak's clans hang from the soaring ceiling.

## THE ROYAL LIBRARY

These shadowy, claustrophobic chambers, ill-lit by guttering torches, house many rows of stone shelves containing scrolls and tomes dedicated to Karak Azgaraz's history, kingly edicts, famous battles, and so on. The most ancient and valuable books are chained to their shelves. A small army of dwarf scholars looks after the library.

## COUNCIL CHAMBER

The karak's Council of Elders meets in a spacious circular hall with a chequerboard floor, seated at a round granite table. The king gathers the elders to discuss matters of great importance. Thuringar is an inexperienced king and respects his councillors' opinions, but is not afraid to stamp his authority.

The council consists of the following elders:

**Siggir Keymaster** – The King's Treasurer. An expert in the karak's financial matters and the sole holder of the key to Thuringar's ancestral hoard, he worries that Thuringar's military exploits are too expensive to sustain.

**Master Miner Gurniksson Hammerback** – He can smell a lode of gold buried twenty feet in solid rock. Desperate to locate more gold and silver mines for the karak, he is a strong supporter of Thuringar's rapid military expansion into orc territory.

**Master Engineer Volund Silverscar** – A disastrous experiment years ago resulted in his left eye and left hand being replaced by brass facsimiles. His explosive temper is legendary; he bears an old feud against Gurniksson Hammerback over a forgotten insult and stubbornly votes against him as a matter of principle.

**Runesmith Grimhold Thunderstone** – Soft-spoken and reserved, this venerable dwarf has witnessed the reign of three kings of Azgaraz. He fears that Thuringar's overly-bold campaigns of aggression will ultimately weaken the karak.

**Hokar Stormbeard** – A High Priest of Grungni, his enthusiasm for action is as fiery as his flaming beard. He is loudly vocal in his opinion that any problem can be solved by breaking a few green-skin skulls.

**Brunna Ravenshield** – A High Priestess of Valaya and one of the few dwarf women who marches with Karak Azgaraz's throng. She is an intimidating sight in her brass plate mail, waving her battle-axe while screeching for war, whether on the battlefield or within the Council Chamber.

**Loremaster Rudger Halkinsson** – Keeper of Karak Azgaraz's customs and laws, he resides in the Royal Library, his long, white beard stained with ink. He champions the conservative view that dwarfs should trust to the walls of their karak for survival and not undertake risky military adventures.

## THE ANCESTOR-ENGINE

A would-be thief who somehow survives the traps protecting the Vaults will eventually reach a towering stone portal that bars entrance to the treasure chambers. A metal sentinel, ten feet high, guards the portal. Crafted from bronze and gromril in the likeness of a plate-armoured dwarf, its face and beard are heavily stylised in the manner of an ancestor-statue. It wields a battle-axe capable of slicing a man in half with a single blow. Unless the intruder correctly recites a secret phrase in Khazalid, the Ancestor-Engine comes to life with a whirr of clockwork and clank of metal joints, its eyes blazing with red runic fire. It will not stop until the trespasser is dead or routed. Even if the Ancestor-Engine is somehow defeated, the portal can only be opened with the Chief Treasurer's key – it is impossible to pick the door's rune-warded lock or smash it open.

**Orni Haleheart** – As Chief Victualer, he ensures that Karak Azgaraz's throng always marches on a full stomach. He is also the king's food-taster, hence the majestic girth of his belly. Thuringar's campaigns are emptying the food stores, and he fears famine will be the result.

**Thora Hirdsdottir** – Whenever council meetings devolve into a shouting match, the admonitions of the karak's Grand Matriarch restore peace to the table. Her sleepy appearance is deceptive – she is always alert and not afraid to cut even the king down to size.

## HEROES' DEEP

The levels below the Royal Deep are the most sacred parts of Karak Azgaraz. It is the least frequented region of the hold, visited by the dwarfs only in times of great solemnity, such as to commemorate the deeds of the Ancestor-Gods, pay homage to the memory of their forefathers, or lay the dead to eternal rest.

## THE HALLS OF SANCTITY

The focal locations of Heroes' Deep are the three temple chambers dedicated to the chief Ancestor-Gods. Each consists of a pillared cloister surrounding an inner sanctum that contains a lonely statue of the god. On commemoration days, the temples resound with the hubbub of ale-quaffing dwarfs, come to noisily recount the god's mighty deeds with drunken song. At other times, hardly a sound reverberates in the empty chambers save the shuffling of robed priests attending to their daily chores. The temples of Grungni and Valaya both have a high priest ordained above the lesser clergy. In Azgaraz tradition, this position is left vacant in the temple of Grimnir, symbolising the god's disappearance into the Chaos Wastes.

## HALL OF REMEMBERING

This echoing chamber contains only a central lectern that bears a hefty tome, the karak's Book of Grudges. A beam of light shines from the ceiling, illuminating the book in a brilliant circle. On the first day of the new year, clansdwarfs fill Thuringar's throne room in the Royal Deep to hear him recite each old grudge settled and each new one accrued during the previous year. The karak's Grudge Keeper, Ozrik Trollbane, scribbles down the king's pronouncements and spends the rest of the year carefully updating the Book of Grudges.

## HALL OF DEEDS

Any dwarf of Karak Azgaraz who performs a great achievement has his deed inscribed upon the white marble walls of this long gallery. Of the hundred panels in this hall, only the first few are filled, though each contains over ten thousand names and deeds. Durnok Deed-Hewer has a backlog of deeds to inscribe dating back to the reign of Thuringar's great-grandfather, but he remembers, in precise order, every achievement that requires recording.

## HALLS OF THE ANCESTORS

These shadowy chambers are the resting places of the dead. The richly adorned royal sepulchres take pride of place, followed by the gilded mausoleum of the Hammerers. Thaners and guild masters are interred in elaborate tombs surrounding the royal crypts. Mundane dwarfs are buried in simpler family vaults cut into the rocky walls of this labyrinthine necropolis.

Radgar Moonbeard and his fellow grey-robed priests of Gazul protect these halls and preside over funeral rites. Relatives visit their ancestral tombs on various anniversaries during the year, pouring libations of dwarf beer to honour the dead.

## THE VAULTS

The deepest levels house the king's personal treasure vaults, heavily guarded by a maze of rune-traps and a mechanical guardian uniquely crafted by Master Engineer Volund Silverscar. Only Thuringar and his chief treasurer Siggir Keymaster can safely access this area. Thuringar's treasure hoard is meagre compared to those belonging to the kings of the Worlds Edge karaks, but it is still worth an Emperor's ransom – room after room is piled high with finely wrought dwarf metalwork and jewelcraft amassed over many centuries.

## THE UNDERDEEP

Within the bowels of the mountain, tunnels riddle deep into the rock, be they ancient abandoned mines, natural fissures, or the warrens of the vile, subterranean creatures such as skaven and night goblins. Only the Ironbreakers, tasked to guard Karak Azgaraz from underground invasion, regularly penetrate this dark, abyssal place..

A legend tells of a dragon sleeping many miles below the hold, resting on an immense heap of treasure. Most dwarfs scoff at this tall story, but foolhardy shortbeards sometimes venture into the Underdeep to seek their fortune, never to be seen again. Three hundred years ago, one such adventurer staggered back into the hold clutching a dazzling gold goblet in his bloody hand, but died of his wounds before he could tell his tale. The bejewelled chalice now serves as the king's favourite wine cup.

Many Slayers enter the Underdeep. Most meet their end there, although several have emerged after months or even years, heavily scarred and disappointed at having overcome every goblin horde, cave-beast, and ravenous monster they encountered.



## CHAPTER FOUR

# GRUDGES OF KARAK AZGARAZ

Herein are recorded the grudges of Karak Azgaraz, as held by King Thuringar Orc-Hewer, mighty smasher of greenskins and oath keeper. From the Great Gate to the Lower Deeps, any dwarf of this stronghold may take it upon himself to settle any grievance recorded in this book. If he can, through his own wisdom and strength, ease the injustice of his kin and ancestors, he is to be looked upon kindly by his fellow dwarfs and rewarded greatly by the goblin-scurge, King Thuringar Orc-Hewer.

## THE PRESUMPTIVE GOBLINS OF THE YELLOW FOOT

Let it be noted that, although construction of the Merlin Shaft has barely begun, the foul greenskins have already conspired to thwart our plans. The mineworks quickly uncovered a large natural cavern beneath the mountain, which King Gadbrak Silverfist has decreed shall house a new forge to service the Merlin Shaft. There is great rejoicing among Clan Hammerback that such good fortune should

be found so early in sinking their new shaft, but the joy is marred by the presence of a small band of Yellow Foot goblins already inhabiting the cavern.

King Gadbrak hereby instates a grudge against the entire Yellow Foot tribe for daring to exist in a place which Grungni himself has preordained for dwarf settlement. May it be known that at least five thousand Yellow Foot skulls must be gathered before the grudge can be considered settled. All dwarfs of Karak Azgaraz are charged with the destruction of this tribe by their king, beginning with the arrogant runts who make what passes for a home in our mine.

The Grudgekeeper notes that there has been some grumbling among the younger dwarfs of Clan Hammerback about unnecessary construction delays, but wise Silverfist has been quick to note that it is an honour for every dwarf to resolve a grudge against the greenskins. He has also noted that any dwarf who does not grunt in delight at the chance to crush goblins underfoot does not deserve to dwell in Karak Azgaraz. All doubters were roundly convinced when Our King added that he would summarily evict any such dwarfs by way of his giant warhammer.



## THE CONTINUED DECEIT OF THE YELLOW FOOT TRIBE

The clearing of the forge site was a resounding success. King Gadbrak himself sounded the charge into the cavern with a great battle-cry. A raging torrent of our brothers fell on the remaining Yellow Foot cretins and did visit the wrath of Grimnir upon them.

No casualties were taken in the assault, though Thurak Grumstoker has recorded a grudge against a gobbo with particularly brittle teeth who, while being punched numerous times in the face, did cause him the loss of one eye due to dental splintering. Dwarf Grumstoker also wishes it be noted that he continued to slay at least thirty more goblins before seeking the aid of Valaya for his seeping eye-wound. A toast to the valour of Thurak Grumstoker!

With the site of the forge cleared, the engineers began their noble work and were making steady progress before Troban Krakhorn reported the telltale stench of greenskins approaching from the West. A defensive line was barely assembled before a pack of orcs and goblins burst through the incomplete Wall of Ancestors and met arms with our fine warriors. The entire Engineers Guild of Karak Azgaraz wish a grudge to be entered against the Yellow Foot tribe for the desecration of a depiction of our forebears brutally smashing the skulls of skaven in Karak Drazh, not to mention the waste of many dwarf-hours of labour undone.

The greenskins headed straight for a vault containing many treasures of our ancestors. Repairs to the door of the chamber had yet to be completed and a grudge is hereby recorded against the names of those responsible for their laxity and general tardiness.

The fighting was fierce and many casualties were taken on both sides. King Gadbrak has entered a grudge against the Yellow Foot tribe, demanding that twenty greenskin ears be collected for every fallen dwarf. Although a valiant rearguard prevented the main body of the greenskin force from reaching the vault, a small group of irredeemably sneaky gobbos did briefly access the hoard, making away with a rune hammer belonging to a beardling prince of Karak Drazh. A grudge is hereby entered against the thieving goblins and a reward, to be determined at the discretion of the king, is offered for the heirloom's swift and safe return.

## THE SETTLING OF THE GRUDGE AGAINST THE YELLOW FOOT TRIBE

It has been a day of rejoicing in Karak Azgaraz. Our mighty King Gadbrak returned from the Grey Lady Pass drenched in blood of greenskins and the honour of Grimnir. For months, skirmishes have taken place in the tunnels of the Grey Mountains, with our glorious warrior-king leading the troops on a hunt for Yellow Foot skulls.

King Gadbrak wishes it to be recorded in the Book of Grudges that thousands of foul goblins have been slain by the brave warriors of Karak Azgaraz. Let this great victory lift Karak Azgaraz amongst the ranks of the greatest of karaks, and let those dwarfs of the eastern karaks look with respect upon the dwarfs of the Grey Mountains.

Snobbo Whitehammer is to be particularly congratulated for his part in the victory. It was he who approached the king with the idea of forcing the greenskins towards Whispering Crag, which overlooks a mighty drop into the Grey Lady Pass. Here a great shield wall was erected and the brave dwarfs pushed the greenskins back until they tumbled over the edge, and fell to their doom. Loremaster Tanglebeard reports that over seven thousand greenskins met their end that day, thus settling the grudge on the Yellow Foot tribe, as well as extinguishing that line of greenskin filth, and ensuring that Karak Azgaraz will be spoken of with honour throughout the Everlasting Kingdom.

## OF THE GREAT POISONING

A grudge entered today against Gotrek Ironhead for dereliction of duty by the Guardian of the Gate. Gotrek failed to report for his watch this day, claiming indigestion, and spent the day retching at his own hearth when he should have been guarding the lives and property of his clansmen. Such overindulgence before a scheduled watch is shameful and Gotrek Ironhead shall stand three extra shifts to repay his debt.

A grudge also entered on behalf of the Grimhelm clan against whichever dwarf is responsible for the bad meat fed to their clan, which has struck nearly half of them with gut sickness.

## THE SKAVEN MENACE

A thousand curses on the skaven menace, who this day have been revealed as the cause of the Great Poisoning, which has afflicted the dwarfs of Karak Azgaraz for some weeks. During this time, many dwarfs have reported gut sickness from an unknown source.





It should be noted that all members of the guard continued to report for duty, excepting Gotrek Ironhead, who died of retching yesterday. The grudge earlier entered against Gotrek Ironhead is hereby struck, as he was guilty only of falling prey to the depredations of the enemy. Tankards shall be drained in memory of his remarkable constitution, in that he resisted the indecent skaven poisons for so long, and in toast of the other dwarfs who stood guard in spite of the vile ratkin.

Sevenfold greater curses, however, to be heaped upon the Gorgrenson Clan, who through their ineptitude have helped further the ratkin cause and brought great danger to Karak Azgaraz.

It is now known that ratkin have poisoned the water that flows from the mountain spring. We began to feel the ill effects some weeks ago, but it appears that the Gorgrenson Clan knew of the attack more than a month previous. Only the council of Loremaster Oreseeker convinced our gracious ruler that their actions had been those of dullards and not conspirators. Grudges are entered against them by the king himself.

The Log of Clans states that the Gorgrensons were responsible for maintaining and monitoring the water supply into Karak Azgaraz. Young Morten Gorgrenson reports that his father, Grimmald, while working close to the source of the spring, noticed the telltale prints of ratkin in the mud, but was fearful of being entered into the Book of Grudges and so did not speak up. Indeed he should have been feared!

In his cowardice, Grimmald devised a plan with his brother Hatbrin and cousin Freygold to thief a steam machine from the Lower Deeps and use it to seal the skaven tunnels, thereby preventing them from invading the karak. In a despicable display of elf-like sneakiness, they entered Gyrfalcon Deep under cover of darkness and stole one of the Engineers Guild's latest inventions. The dull-

ards hoped to aim the machine at the tunnel ceiling and cause it to collapse, but they did not reckon with the sheer power of dwarf engineering.

If Grimmald and his collaborators had shown the good sense to steal an Engineer's manual along with the machine, we would not now be dispatching a company of dwarfs to dig them out of the rubble. Grimmald successfully collapsed the tunnel but both he and the machine were buried beneath it. Grudges have been entered on behalf of the dwarfs in Gyrfalcon Deep, who now must work without their digging machine, and the Engineer's Guild, for the destruction of their creation. The Book of Grudges also bears witness to a grievance entered on behalf of the surviving members of the Gorgrenson Clan against Master Engineer Murbrin Axefell for constructing an excessively dangerous contraption.

The remaining Gorgrensons have taken the Slayer oath and disappeared into the skaven tunnels, where they will hunt and kill ratkin until they find a glorious death. A company of fine warriors has been dispatched to destroy as many skaven as can be found and seal all tunnels entering Karak Azgaraz. As King Bellowsmith wisely spoke, "The only good to come from discovering a ratkin plot is the knowledge that it is time to bash some skaven heads together!"

## THE BEAST BELOW

In accordance with the commands of King Grogin Kilnheart, work has begun in earnest on the project of discovering new veins of precious metals. However, Master Miner Kurkron Hammerback has asked that a grudge be entered on behalf of his dwarfs working near the Underdeep on a promising seam of silver.

As they dig deeper, the miners report regular rumblings that cause an uncomfortable number of large rocks to fall from overhead. A grudge is hereby ensconced against those dwarfs responsible for constructing the mine supports. Shoddy workmanship will not be tolerated in Karak Azgaraz!

## ONE YEAR LATER

Concerning a grudge lodged exactly one year ago today by Kurkron Hammerback, detailing minor earthquakes in the new silver mine. The offending supports were reconstructed with considerable success, but as the miners forage deeper, the nuisance rumbling has returned with even greater force.

It is the considered opinion of Loremaster Silversight that the supports were not to blame. Grudges interred against those dwarfs responsible for the mine supports are hereby struck off and new grudges entered against those who instigated the entry of the original grudges. The karak guard has gathered an exploration team to investigate the cause of the trouble. We expect a full report within the week.

## SERPENTLING IN THE KARAK

It is my duty to return to this entry in the Book of Grudges and enter a serious addendum. The first team sent to assess the cause of rumblings in the Underdeep did not return. After due consideration, a further expedition was equipped and dispatched to discover their fate and the details of any grudges which may need to be entered against them for ineptitude, or against any enemy responsible for their misfortune.





Clan Thunderstone has laid claim to the bones, scales, and blood of the dragon and promise a great grudge against any dwarf responsible for spilling or spoiling any except in the course of necessary battle.

## A QUEST AGAINST KRIKTA

The dismembered monster was taken to Loremaster Silversite and High Priest Axe-Bearer for analysis. After some time, they emerged from the loremaster's chambers with an excited gait rarely seen in longbeards of their advanced years. They were spied heading directly for the Royal Deep, where they met with our esteemed monarch, King Grogin Kilnheart.

The following day, all dwarfs of fighting spirit, and, therefore, all dwarfs of any worth, were gathered in the Great Hall to hear their king speak. He declared that the karak had been assaulted by a dragonkin, child of some greater beast that dwelled far below the Underdeep. The king's pronouncement led to a heated debate in which several dwarfs called out oaths to slay the beast. After calming the excited rabble, King Grogin declared that any dwarf who wished to join a party to slay the dragon, hereby known as Krikta, would be outfitted in the livery of the Hammerers and sent to claim the beast's horde and life.

With the mention of the copious piles of gold that Krikta has no doubt gathered in her caverns, a score of brave dwarfs stepped forward to offer their services. Hutin Jemclutch brought forth the armour of the Hammerers and outfitted each of them. King Grogin then announced, in his booming voice, that the following day would see a great feast to honour the bravery of these dwarfs and to usher them on their way to certain victory. There was great cheering and mirth among the assembled denizens of Karak Azgaraz.

*No further entries on the subject of the dragon Krikta are to be found within the Book of Grudges; the fate of the expedition against the dragon is not recorded.*

## THE ARROGANCE OF THE ELVES OF ATHEL LOREN

In these hallowed pages, the dwarfs of Karak Azgaraz record a truth known to all of their kind: elves, whether they hide on a blasted isle or skulk in the trees, are an arrogant and untrustworthy race of sneaky backstabbers. This past week, Master Engineer Mogrin Oldaxe noted a scarcity of wood required for bracing the new mine shafts and dispatched a party of dwarf scouts to recover supplies. These savvy dwarfs quite naturally thought to harvest timber from Athel Loren, the best and closest source of timber.

The elves, it seems, do not understand the simple concept of supply and demand! They ambushed our innocent group as they were efficiently hacking down a good number of evergreens and ruthlessly slaughtered them, leaving only one dwarf alive to report back. Grudges of the most stern and important nature are hereby entered against the elves of Athel Loren by King Thuringar Orc-Hewer himself. Recompense is demanded in the form of an elven life taken for each dwarf life stolen in kind.

This second team produced yet more failure, although one dwarf did return. Morten Yarekson arrived in Goldeagle Deep wearing only a scrap of singed clothing and his beard aflame. He had not progressed halfway through the story of what befell his comrades before a writhing scaly beast leapt into the clan hall and laid waste to its surroundings. The creature was three dwarfs tall and ten long. It had a snake-like neck, ending in a gnashing maw and forked tongue. Two spindly wings sat atop its fat red body and, at its rear, a spiked tail that swept back and forth with deadly force. There is no doubt that the beast was a dragon.

A number of brave dwarfs attempted to contain the beast with their bare hands. Dwarfs Treggorson and Deepbane deserve particular credit for leaping onto the creature's neck and pummeling its face. Young Treggorson lost an arm in the attack; may he bear the wound as a badge of honour! Grimnir's blessing on both of them! Their brave actions bought time for their brothers to fetch weapons from the armoury and set about puncturing the serpent's bulbous gut. The beast was no match for a concentrated dwarf attack and it summarily fell under axe blows too numerous to count.

Let it be recorded here that the kin of Treggorson bear witness to a grudge against the name of Morten Yarekson, to be borne by his kin for many years, for negligence in leading a serpent safely to the heart of Karak Azgaraz. Morten's current condition renders him unable to pay the debt and so his three sons are forced to bear the burden of their sire. Matriarch Ingledis has requested that members of the Yarekson family be responsible for collecting the scattered remains of their relation's body and perform any cleaning of the Clan Hall required by the expulsion of his organs and bodily fluids, as well as those of the dragonling. She has spoken fiercely of grudges to come if these duties are not fulfilled.

## A NEW TACTIC

I cannot speak words foul enough to express how underhanded the treacherous elves can be. Our brave soldiers, may they rest peacefully with Gazul, entered Athel Loren with the zeal of Grimmir, but were beset from all sides by elves concealed in bracken camouflage.

The very idea of hiding from a fight is laughable. A dwarf always faces his opponent head-on and challenges him to a fair contest. These elves do not understand the meaning of fairness! Those fine dwarfs who returned reported that even the trees and plants came to the aid of the elves. May a grudge be entered against them for the murdering of our army and another for their unfair martial practices.

When King Thuringar heard tell of this he immediately ordered the formation of an even larger throng, but Loremaster Halkinsson interjected and counselled the king with an alternative solution. Varek Keymaster, the King's Treasurer, was dispatched to the vaults, from whence he returned with a slender sword, its elvish provenance clearly indicated by flimsy design.

The loremaster revealed that the sword belonged to an elf lord defeated in single combat by King Woodbreaker, the third ruler of Karak Azgaraz. The denizens of Athel Loren were keen to have the sword returned to them, but the king kept what was rightfully his to claim. The elves are rightly too afraid to leave the confines of their wooded fortress to recover it; to assault Karak Azgaraz is tantamount to madness!

It was the loremaster's conjecture that, if we were to brandish this blade at the edge of the forest, the elves may be drawn from their hiding place to fight for it. Out in the open, where they cannot

cheat, we will surely best them in combat. Grungni smile upon the loremaster for his continued wisdom. Long may he stand by Our King's side.

## VICTORY AND DECEIT

It shall be recorded in the Book of Grudges that many grudges against the elves of Athel Loren are now struck. The woodsfolk were unable to resist the allure of their relic and marched a company of men into the open, where an army of bolt throwers, Ironbreakers, and even Borek Lindgrunsson in his Gyrocopter, fell at them with the glorious ardour of vengeance.

As predicted, the elves were no match for King Thuringar's mighty throng and many elven lives were taken to repay the debt owed to Karak Azgaraz. With the scattered elf remnants calling their traditional retreat, the dwarfs elected to show no mercy. Our forces were closing on the fleeing stragglers when, at the last moment, a unit of cavalymen from the human kingdom of Bretonnia arrived to shield the elves. We have no quarrel with the men of this land and our honourable dwarfs were forced to let the remaining elves skulk back to their wooded hide, safe in the knowledge that they had won a great battle for Karak Azgaraz.

## THE TIRESOME NOBLEMEN OF BRETONNIA

A grudge is hereby entered against the men of Bretonnia for their unnecessary intervention in a fair fight and the slight tarnishing of an otherwise great victory for all dwarfkind. The crime of protecting elven lives is a great one, particularly elves who were culpable for the fallen kin of Karak Azgaraz. There have been some grumblings about war with the humans, particularly from the younger dwarfs, but wise longbeards such as King Thuringar seek a different path.

Somehow, news of the battle has reached the Empire and diplomats have already been welcomed into the karak to discuss the settling of this important grudge. They have met with the full Council of Elders and expressed concerns that a protracted war between dwarfs and Bretonnians would severely damage trade across the Grey Mountains. They beseeched the Council to seek a peaceful solution. It was decided that Thane Whitefeet and a band of longbeards would travel to Parravon to meet with the nobles there and discuss suitable reparations.

## NEGOTIATIONS AND FORMALITY

As Thane Whitefeet noted on his return from Parravon, the men there use, "more cutlery than is humane," and, "bow and rise more often than a miner's axe." It seems that the Bretonnian reputation for excessive etiquette is well earned. This Book bears witness to the entry of a grudge against Étienne Gravois for needlessly wasting the valuable time of our longbeards with pointless formalities.

Even greater grudges are to be entered against the name of Jacques Pouliard for his heinous slandering of fine dwarf ale. His insistence on a wine drinking competition forced Rangor Twinecrest to consume upwards of three bottles of the sickly substance. Time that could have been far better spent quaffing some fine dwarfen brews. Let it be noted in the Book of Grudges that the lily-livered Pouliard



was last seen misty-eyed beneath the negotiation table, babbling in his incoherent tongue. The grudge shall stand until Pouliard or his clan acknowledge the superiority of dwarf-made ale.

Our dwarfs returned looking more haggard than from any contest of arms and recounted that once discussions actually begun, the Bretonnians were more stubborn than a beardling who will not eat his stone bread. It is humans' opinion, and a ridiculous one at that, that they were within their rights to interject in our battle as it took place on their land. What these noblemen think that barely centuries old boundaries of territory have to do with a conflict between two ancient peoples, we cannot fathom.

Amid pointless banquets and balls, they did at least manage to learn one piece of valuable information. The Bretonnians learned of our plan to defeat the Athel Loren elves from an Empire soldier named Otto, who supped with our forward scouts as they rested in a tavern one evening. He, no doubt mercenary in nature, took it upon himself to warn the local nobility, who are known to desire good relations with the elves. Our longbeards spent some time warning the men of their folly in holding truck with such untrustworthy creatures, but their convictions appear immovable.

It is Loremaster Halkinsson's considered opinion that if Otto were delivered into our custody, it would provide suitable recompense for the initial grudge against the Bretonnians. He has also personally crafted an entry concerning the human Otto for coercion of honest scouts, skulduggery, and placing dwarf lives in very slight danger from a Bretonnian cavalry charge.

## MISPLACEMENT OF PAYMENT

The Book of Grudges must bear witness to an unfortunate day in the history of Karak Azgaraz. It began well enough, with the transport of a prisoner from Parravon. The traitorous Otto was revealed to be an arrogant braggart with more than a few words for his own prowess. By giving up the traitor who revealed our plan, the Bretonnians are considered to have paid their debt. See this record as official word that the grudge is fulfilled.

Yet the levying of grudges has not ended in this saga. Whilst traveling through Axe Bite Pass, our party were waylaid by a roving band of orcs. Dwarfs Tremorson and Princeroock were slain and shall receive burials of honour, but also the wrath of the Book of Grudges for letting slip the prisoner. All of the transport party are hereby indicted for their lack of vigilance, as are the greenskins for their unprovoked attack.

In the midst of the fighting, Otto, who insisted he be referred to as 'the Magnificent', slipped his leg braces, slew an orc, and fled towards the Empire. The surviving dwarfs were unable to recover him and a grudge shall be entered against their names for poor tracking. Loremaster Halkinsson has himself placed a bounty on the head of this Otto, to be paid in gold and ale, for anyone able to carry him to Karak Azgaraz for judgement and the payment of grudges.

## THE RISE OF KING THURINGAR

This is one of Karak Azgaraz's more recent grudges involving the fall of King Zaladrin and the rise of the current king.

## THE FATE OF THANE BORVIR

Blood and death to the goblins of the Bleeding Moon! A band of young dwarfs, prospecting deep in the Grey Mountains for new veins of silver or gold, was set upon by the goblin filth. Young they were, and seeking no quarrel with goblin or any other foe, but still the dwarfs of the Hold of Fearless Axes do not set foot outside our halls unprepared for war. Hefting axe and shield they made ready to sell their lives dearly. Outnumbered a dozen to one, our young dwarfs formed a shieldwall and honoured their ancestors, sending a score of grobi filth bleeding to the stones below for every dwarf that fell. When the goblins withdrew, there was much rejoicing, for though they fought well our warriors had not expected to be victorious against such numbers.

The dead tallied that day were too many. Two brothers of Clan Hammerback, Kurgan and Kirvan, fell to a dozen thrusts of grobi spear. Halstan the Keg perished of a poisoned arrow. Magnar Magnisson and Balrak Gotrison were borne over a cliff by a torrent of goblin bodies; their comrades regret that their bodies have not yet been recovered. Threvan Silveraxe, who slew the goblin chieftain himself, standing over the wounded forms of his brethren, took a grievous wound to his stomach and may yet live or die, as fortune dictates. King Zaladrin decrees a full threescore goblin heads for each loss!

Still the greatest loss was discovered not by a brave dwarf corpse, but by its absence. That the prospectors Magnisson and Gotrison fell to their deaths is testified by the survivors, notably including

## THE NASTY SKULKERS

Throughout the halls of Karak Azgaraz, the hammers are silent and forges dim. All true dwarfs rend their beards in woe, for King Zaladrin is slain! As the throng returned from the Battle of High Mere, a goblin raiding party fell upon its flank, then vanished into the stunted trees that covered the mountain slopes. Mounted on swift wolves, the goblins harried our victorious throng and put our rangers and guards into disarray. Thus did the goblin assassins strike.

They leapt from behind a stone and put their knives to King Zaladrin. Most shattered on his gromril mail, but one wretched blade struck true and opened his throat. His white beard ran red with his king's blood, his last words unheard as the goblins fled. There were six assassins, and three were slain immediately by quarrelers and thunderers of the throng. Gunrig, the king's own son, leapt to his father's side and wept, then took up his father's axe and sprang after the fleeing goblin filth, his father's blood still wet in his beard. Many brave dwarfs leapt after him, but at that moment the wolf-riders returned sending the throng once more into disarray. Halvard Far-Eyes did say that Prince Gunrig met his father's fate, stabbed from behind even as he cornered one of his father's killers in a ravine. Krutz to all goblins! A river of their black blood will not settle this grudge!

## THE GROBKUL

On the first anniversary of his father's death, King Thuringar Zaladrinsson did call forth the Throng of Karak Azgaraz and sent every clan out on a great grobkul. One thousand times one thousand goblin skulls the king commands on this great goblin hunt, the first he vows of many. Let the Throng of Karak Azgaraz go forth every year on this day, and return with as many goblin heads as can be carried! Nor shall our warriors limit themselves to goblins, but to orcs and all foes of the dwarfs! Long live King Thuringar, the Orc-Hewer! May his beard reach his toes!



Halvard Far-Eyes, a ranger with much experience. But no dwarf there can recall the fate of Thane Borvir of the King's own clan. The leader of the expedition, Thane Borvir was seen hurling himself into the thick of the goblin horde to buy his fellows time to prepare. We are forced to conclude that, alive or dead, Thane Borvir has been borne by the goblins to their lair.

King Zaladrin promises bloody recompense for this offense; he will not rest until the Bleeding Moon rises no more in the Grey Mountains!

## THE BATTLE OF HIGH MERE

One hundred kegs of Goat-kicker ale opened and one thousand toasts lifted to the great deeds of the throng of Karak Azgaraz! Under the leadership of our most wise and mighty King Zaladrin, and his worthy son Gunrig, the goblins of the Bleeding Moon have been routed. Gunrig himself tore down the banner of the goblin boss as King Zaladrin and the hammerers of his royal guard, along with a dozen members of the Slayer Cult, dispatched the trolls of the goblin horde.

Thane Borvir's body was recovered and will receive an honored burial. Also amongst our dead, Threvan Silveraxe, lately raised to the ranks of the King's hammerers, felled by a troll. Kurgan the Wanderer found glorious death against those selfsame trolls, fulfilling his Slayer Oath. Grudges against Kurgan the Wanderer are hereby struck out.

The king's second son Thuringar was charged with defending the hold in the king's absence, and it was he who ordered the ale opened in celebration of his father's victory.



## CHAPTER FIVE

# DWARF ENGINEERING RULES

Dwarfs are a stolid and tradition-minded people, inclined to trust to the wisdom of their ancestors and their aged longbeards rather than any new ideas or innovation. Their traditionalism carries through to everything dwarfs do, including their engineering, and perhaps as a result dwarfs are the finest engineers in the world - just ask any dwarf. The superlative craftsmanship of the dwarfs results in machines that not only can perform near-miraculous feats, but do so with unequalled reliability. Before a dwarf engineer submits his new design for consideration by his fellows, he makes damn sure it works!

## THE ENGINEER'S GUILD

The Engineer's Guild is one of the most important and powerful guilds in the Everlasting Realm. The Guild must constantly strive to balance the traditions and conservatism of dwarf culture with the inventive genius of its members. Each engineer strives to make a lasting contribution to dwarf society, to create an invention that will ensure his name is remembered forever. As a consequence, some are tempted to press through their new designs before they are properly tested and refined, or to pursue avenues of research disapproved of by their elders. Virtually every visionary engineer has been expelled by the Engineer's Guild, only to be re-admitted

later on (often posthumously) after their insane invention is finally proven to work. Of course, plenty of dwarfs who only *thought* of themselves as visionary have been expelled, too.

## NEW INNOVATIONS

Many of the inventions created by members of the Engineer's Guild are practical, every-day sorts of items: pumps to clear water from mineshafts, steam-powered drilling devices, complex systems to draw a cage up a vertical shaft. Dwarfs can become quite well-respected and honoured for creating such devices, as the benefits to dwarfen quality of life can be enormous.

But somehow, there's just not that much glory in devising a new sort of chimney flue or a way to heat water. Many engineers - the sort most likely to take up an adventuring life, certainly - hunger for something more exciting. They want to make something showy - an invincible steam-powered warship, or a firearm that can shoot a dragon out of the sky.

In any case, creating anything new is a long and laborious process for dwarfs. First, if the engineer is to have any hope of his invention being accepted by his fellows, he must demonstrate that he has a



masterful understanding of the principles of engineering - especially those principles established and espoused by the longbeards of the Guild. Since dwarfs respect age, wealth, and skill above all else, a prospective inventor would do well to ensure that he is well-stocked with all three before presenting his inventions.

When he is ready (or often, long before he's really ready), an engineer will set about designing and constructing his new invention. If he is lucky enough to have a close relationship with other engineers, he may show his plans to a few close friends and solicit their advice. More often, this is done in extreme secrecy, lest another engineer steal his idea.

Once the plans are complete, the engineer builds his first prototype, potentially modifying his plans as he goes. Again, this prototype is likely subject of great secrecy...and it almost certainly will not meet the very high standards of a dwarf's pride. Likely, the engineer will return to his plans, applying the lessons learned from his failed prototype to build a new one...and so on, and so on.

Once the device is perfect, it can be presented to the Engineer's Guild for consideration...which is usually where things start to go terribly wrong. The longbeards of the Engineer's Guild are infamously critical and inclined to believe that anything new is, by dint of its newness, inferior to the way things were done when they were young. They're likely to poke, prod, mistreat, and manhandle the proposed invention, finding fault when pieces come off in their hands after only a little bit of twisting and pulling, or accusing the device or being "too rigid" if pieces don't come off! When it comes time to actually display the device in action, they're even more critical. The slightest irregularity in performance or perceived flaw in design is pounced upon by the senior engineers. Even a device that works perfectly will have its underlying principles or concept

## MALAKAI MAKAISSON

A prodigiously gifted engineer, Malakai Makaiisson is the creator of the ironclad *Unsinkable*, which sank on its maiden voyage, and the airship *Undestructible*, which catastrophically exploded. Many dwarf lives were lost. After these twin tragedies, Makaiisson was ejected from the Engineer's Guild. His shame proved so great that Makaiisson took the Slayer Oath, dying his hair and shaving it into the slayer's crest.

Malakai Makaiisson continues inventing and building new creations to this day, including his more successful airship the *Spirit of Grungni* and the infamous Goblin-Hewer, a war-machine that hurls axes with lethal speed and power. Perhaps someday his shame will be expunged as Makaiisson finds glorious death in battle, and his inventions will find new respect amongst his people.

questioned. "A device for traveling rapidly up and down between deeps? What's wrong with taking the stairs, then? In my day, we took the stairs!"

Still, as unbearably irascible as the Engineer's Guild can be, these high standards are not without their purpose. No device that can't survive a week-long grumble from a few dozen longbeards can be expected to hold up over even a scant few centuries of use in a dwarf karak. Better any flaws be discovered now, they reason, than innocent dwarfs be injured or worse during the device's normal operation!

If flaws are found, as they almost always are, the senior engineers aren't without mercy. They expect the device's inventor to take the wisdom and criticism of his elders to heart and return to the drawing board. In a few decades, he might even come back with an improved, perfected version of the rejected device, and the process can begin again!

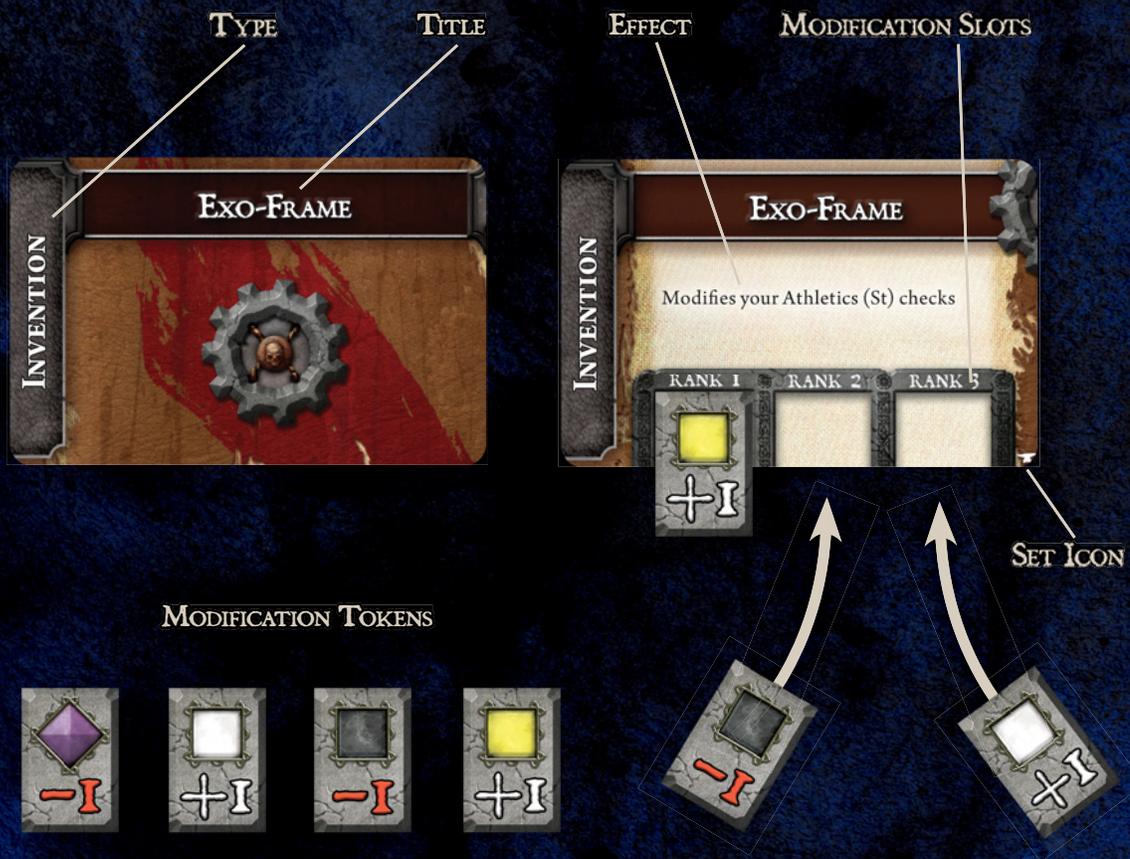
If, in the considered opinion of the Engineer's Guild, the device is genuinely without flaws and performs a valuable service for dwarfkind, then the device and its creator are both celebrated (which normally involves drinking copious amounts of dwarf beer). Plans are disseminated and the technique for building the device is taught to a host of younger engineers...who naturally will consider their own ways of improving it. And so the cycle continues, as the once-revolutionary engineer finds himself fighting against modifications to his own design.

## ENGINEERING

*Black Fire Pass* presents players with the opportunity to play dwarf engineer characters, each hoping to make his own mark on dwarf society. There are a number of special rules for dwarf engineers, which are detailed here.



## ANATOMY OF AN INVENTION



This diagram shows a sample Invention card and explains its components.

**Type.** Like other talents, the Invention talent has a type; in this case, Invention

**Title.** The name of the Invention.

**Effect.** Details which skill the Invention modifies.

**Modification Slots.** These slots can hold dice modifier tokens; more skilled engineers can use more slots.

**Modification Tokens.** These tokens are applied to the Invention and modify the dice pool of any task the Invention modifies.

**Set Icon.** Each card is marked with a set icon to quickly identify which product the card is from.

## THIS IS MY INVENTION; THERE ARE NONE LIKE IT; THIS ONE IS MINE

The form of each engineer's Invention is impossible to predict, and the exact details of what it does are infinitely varied. When you learn and construct a new invention, you should discuss with your GM how it achieves the results you see in play. If your scope offers a fortune die to Ballistic Skill checks, does it do so through magnification or does it have a precise grid for estimating parabolic arcs? If it removes a misfortune die, does it have a night-vision feature? Is your Scope not a scope at all, but a finely tuned new rifled barrel with superior ammunition?

In addition to making your Inventions feel more real and grounded in the setting, this level of detail may occasionally lend itself to creative new story opportunities or ways to apply your Inventions - which in turn will give an aspiring engineer a wealth of new ideas for new Inventions and devices!

## NEW SKILL - DWARF ENGINEERING

Dwarf Engineering is a new skill that is used exclusively by dwarf engineers who have been trained by the Engineer's Guild. There are several rules that refer to the Dwarf Engineering skill, so displaying a high proficiency in this skill is essential for any Engineer.

**Dwarf Engineering (Int)** Advanced skill. Dwarf Engineering encompasses the comprehension, design, modification, utilisation, and improvement of sophisticated dwarf technology and architecture. Acquiring the skill is required to read plans (sometimes called "blueprints" due to a custom of writing the plans in blue ink, and revisions and criticisms written in red ink). Use this skill to understand another engineer's invention, to salvage or repair a piece of technology, to accurately target dwarf artillery, or to design your own inventions. The Tradecraft skill is generally used to build new items that have been designed through the use of Dwarf Engineering.

*Specialisation options:* Architecture, Artillery, Black Powder, Reverse-Engineering, Salvage, Steam-Power

## INVENTIONS

The bizarre variety of possible devices built by engineers are represented by a specialized type of Talent called an **INVENTION**. Inventions are generally small devices the engineer can easily carry on his person, and each one can take a different form. By acquiring the Invention talent, the engineer has learned or invented how to build such an item and acquired one for himself. While circumstances could part an engineer from a given invention temporarily, given a little time and a workshop he can always replace it.

Inventions are unique to each engineer. They aren't perfected, finished devices, ready for presentation to the Engineer's Guild. Rather, the Inventions represent minute refinements or adjustments and experimental enhancements to existing dwarf technolo-

gy. Just because the Invention represents a physical item, such as a special lens or scope for a gun, doesn't mean that just anyone can pick up the Invention and use it. In fact, only the engineer knows how to make it work and only he can keep it functioning. Even other engineers will be baffled, as each engineer has his own style and way of solving the common problems of engineering.

Each Invention modifies all checks of a single skill, as noted on the Invention Card.

## INVENTION MODIFICATIONS

Each Invention has 3 available slots for modifications, which are represented by tokens. The modification tokens each show a type of die and read either "+1" or "-1". When the active character attempts a task that is modified by his Invention, he applies the modifications on his tokens to his dice pool, adding or subtracting dice from his pool as appropriate. If the Invention attempts to remove a die that is not in the pool, that modification is ignored.

*Example: Grimvor, a Dwarf Engineer, lines up a shot with his trusty handgun, which he has modified with a Scope Invention. The Scope has both a "+1 □" and a "-1 ■" modification token, so Grimvor adds □ to his dice pool. The GM has added ■■ to the dice pool for his target's defence and the driving rain; Grimvor removes ■ from his dice pool thanks to his Scope.*

## ADDING MODIFICATIONS

As an engineer continues to tinker with and improve his inventions, he will be able to make a wide variety of modifications. For each rank of training he has in the Dwarf Engineering advanced skill, he may add 1 modification token to each of his Inventions. Doing so is, however, not automatic. The Engineer must spend a



few hours tinkering, invest some raw materials, and make a Dwarf Engineering (Int) check. The difficulty of the check depends on the type of modification.

**Fortune dice** modifications □ are the simplest; essentially they count as a Superior item for any task they modify. Adding a +1 □ token is an **Easy (1d) check**, and it costs about 10s in raw materials.

**Misfortune dice** modification ■ are slightly more difficult. Adding a -1 ■ token is an **Average (2d) check**, and it costs about 25s in raw materials.

**Expertise dice** modifications □ are major, ground-breaking improvements that nearly always work! Adding a +1 □ token is a **Hard (3d) check**, and it costs at least 1g in raw materials. However, *Inventions cannot increase the total expertise dice in the dice pool beyond 3.*

**Challenge dice** modifications ♦ are the most precious and impressive of all. Not only do they represent a substantive improvement in efficiency, but they often also make the device more reliable (as they reduce the chances of an action using the device rolling ✨ Chaos Stars). Adding a -1 ♦ token is a **Daunting (4d) check** and costs at least 5g in raw materials. It's important to note that an *Invention cannot decrease the total challenge dice in the dice pool below 1.*

## USING INVENTIONS

When he wishes to use a Invention, an engineer must socket it into his career sheet like any other talent. Because using these Inventions takes a significant amount of focus and attention, he is limited in how many he can use at any one time - just like any other Talent. A beginning engineer can only use 1 Invention at a time. A master engineer can socket multiple Inventions at once.

## INVENTIONS AND THE PARTY SHEET

Presuming that he likes and trusts his fellows, a dwarf master engineer might create enough copies of his inventions to share them around. He might, for example, equip all his friends with special scopes or lenses, enhancing their abilities with their ranged weapons.

### UNRELIABLE INVENTIONS

Inventions aren't perfected, finished, proper devices. They are works-in-progress. Engineers are jealous of their inventions partly because they don't want their ideas and secrets stolen, but also partly because they know their inventions are still prone to failure. If another dwarf relied upon an engineer's unfinished invention and it failed, the shame would be too great to bear!

Inventions are all Unreliable 2. A failed Invention doesn't work anymore (you can turn it facedown), but can be repaired as an action during the Rally step or anytime the engineer gets a free few minutes with his tools.

### SHOW MERCY!

If a player has chosen to play an engineer and invested advances in acquiring Inventions, he has chosen to do so at the expense of many other options. A GM should no more take away an engineer's Inventions than a wizard's spells. Being deprived of their special powers once in a while, for no more than a session, can be a fun change of pace...but in general players have chosen to play the characters they have because they want to. It's no fun to invest in a cool, flavourful ability only to have it taken away.

When he does this, a master engineer can socket the Invention card into the Party Sheet. This represents the engineer teaching (or reminding) his fellows how to use the device, and like all shared Talents it requires the party to remain together (where the engineer can spot and correct any errors or defects) for it to work.

Alternately, and depending on the nature of the Invention, the party could share a single item between them - especially in Story Mode, where it's easy to assume they're simply handing it around as needed.

## INVENTION CARDS AND INVENTION DEVICES

Since, unlike other Talents, the Invention card represents a genuine physical object in the game world, there are a few special considerations to their use. Firstly, the Invention must be constructed. If the engineer has a full set of tools and regularly spends his free time "puttering" (a dwarf term that evidently means "none of your business what I'm doing; go away!") then this construction can simply be assumed as part of acquiring the talent - this will be the case most of the time. However, if the engineer has limited access to tools and raw materials, building his Invention might be more difficult.

If the dwarf must spend money to acquire the materials to build his Invention, it should generally cost about 10s - after all, it's amazing what an engineer can do with a length of copper tubing and coiled spring. This cost can be ignored if he's also adding his first modification at the same time, and the modification cost used instead.

Once built, Inventions can be taken away or even destroyed. This is very likely to happen if the engineer is captured by his enemies, of course, along with his weapons, armour, and money. It can also happen in the heat of battle that an engineer's Invention is damaged or destroyed. Damaging a Invention is a suitable penalty for rolling ☠️ banes, or perhaps a reward for an attack against the engineer that rolls two or more ✨ boons. A damaged Invention doesn't work anymore (you can turn it facedown), but can be repaired as an action during the Rally step or anytime the engineer gets a free few minutes with his tools.

## NON-STANDARD MODIFICATIONS

The modifications described earlier in this chapter are not the entire breadth of possible modifications an engineer could make to his Inventions. It would be impossible to detail every change or tweak a player may come up with, both within the WFRP rules and

## BEYOND INVENTIONS

No dwarf engineer is content to merely make Inventions, and Inventions as represented mechanically within the WFRP system cannot adequately encompass the scope of all a talented engineer is capable of. There's no Invention card for an automatic beer maker and pouring device, or for a rocket-assisted gyrocopter. (Note: the Engineer's Guild strongly discourages young dwarfs from experimenting with rocket technology, as it is proven extremely unsafe. Especially underground.)

Such inventions, and especially the perfecting and improvement thereof, can be handled in two ways. The first is simply to treat them as story elements - the engineer player and the GM can work together to build a story touching on or even revolving around one or more of the engineer's inventions. Maybe his automatic beer-maker plans have been passed on to the local Brewer's Guild rep

resentative, who is extremely upset! Maybe he needs a rare and exotic part, last recorded in a hold that fell to goblins a century ago, to finish his clockwork messenger raven. Viewed this way, building the invention is only half the story; getting the Engineer's Guild to accept it as worthy of consideration is a challenge in its own right.

The second is to examine the task the dwarf wishes the invention to achieve. This is best for single-use or jury-rigged devices, when the engineer is attempting to use his skills to solve a problem already present in the adventure. Perhaps the PCs are seeking a way to cross a dangerous canyon or ravine, and the engineer proposes to cobble together a grapnel-launching mechanism! In this case, the GM can determine whether there are sufficient raw materials on hand and set a difficulty for the particular task as appropriate to the circumstances. The player can then make a **Dwarf Engineering (Int) check** to build the device. The inherent difficulty of the task to be attempted was probably already set - if the GM had decided that leaping across the ravine was to be a **Hard (3d) Athletics (St) check**, then it is most likely a **Hard (3d) Dwarf Engineering (Int) check** to build a device to do the same thing. Of course, building such a device will almost always take longer than other options, and rolling ✖ on the check could be disastrous...

without. However, you can use the modification rules presented here as guidelines for the cost, difficulty, and complexity of other modifications not expressly detailed. Here are a few ideas:

**Fortune** die complexity: Remove Reload quality, reduce Reload time, gain Entangling quality, grant a specific manoeuvre

**Misfortune** die complexity: Gain Fast quality, gain Vicious quality, improve Pierce value

**Expertise** die complexity: Alter DR, CR, Defence, or Soak values

**Challenge** die complexity: Improve reliability, powerful ➤ effects, gain Blast quality



## CHAPTER SIX

# RUNESMITHING RULES

Dwarfs do not use magic in the same manner that men or elves do. Resistant to the stuff of Chaos themselves, dwarfs are simply unable to wield the Winds of Magic like the wizards of other races. But dwarfs do use magic, and it is at their forges that the most potent magical weapons and armour are made.

## THE NATURE OF RUNES

Runes are inscriptions crafted through secret rituals whose details are jealously-guarded secrets. While each rune bears a unique shape, there is more to a magic rune than its shape alone. Drawing a rune on a sheet of paper or even chiselling it into stone are not enough - it is the ritual, and the secret materials from which the rune is made, that give it its magic. The most potent runic items will never falter or fade, and remain as deadly and powerful as the day they were made, so tightly is their magic bound and so skilful the craftsmanship that forged them.

## LEARNING AND USING RUNES

In the context of *Warhammer Fantasy Roleplay*, runes are a special type of card that behaves much like a talent. Rather than attaching to a character's or party's talent slots, runes attach to items and improve them.

## LEARNING A NEW RUNE

In order to learn runes, a character must have the Apprentice Runesmith career ability card, either because he is currently in that career or because he has completed that career and received his dedication bonus. A runesmith character can learn a new rune instead of learning a new talent. This counts as one of his career advances, provided he still has talent advances left on his advance profile.



## ANATOMY OF A RUNE CARD



**Title.** The name of the rune.

**Runic Symbol.** The shape of the rune as it appears on the runic item.

**Trait.** Either weapon, armour, or talisman

**Effect.** Details the special rules and effects of the rune in play.

**Flavour Text.** A brief description of the role of the rune in play

**Set Icon.** Each card is marked with a set icon to quickly identify which product the card is from.

A character who is not currently in a runesmith career (Apprentice Runesmith or Runesmith), but who does have the Apprentice Runesmith career ability may still learn runes in lieu of talents. In this case, the runes are not considered career advances; they cost 2 advances instead of 1.

## BEGINNING RUNESMITH CHARACTERS

Characters who begin play as an Apprentice Runesmith may choose to select some or all of the talents they acquire in character creation as runes. With GM consent, they may also choose to strike a single rune they know onto one of their starting items.

## LEARNING MASTER RUNES

*Note: There are no master runes included in this product but they are presented here for GMs who wish to create and incorporate them into their games.*

Master runes represent the pinnacle of a runesmith's craft. It is every runesmith's dream to rediscover a lost master rune, or to develop a new one to bear his name for all eternity. Learning a master rune is an adventure in itself; they cannot be learned using the normal rules.

## STRIKING A RUNE

Once a runesmith learns a new rune, he can visit a forge and create a runic item. When he does so, he attaches the rune card to a given item, conferring its ability to that item forevermore.

The exact technique for striking a rune varies by rune and is a jealously-guarded secret. Some may require little more than a few precious metals, a dollop of troll's blood, and a hot forge and tools. Others may require exotic ingredients and even a runic anvil or forge.

In general, a runesmith requires the following to strike his rune:

- + An anvil, forge, and blacksmith's tools.
- + A block of uninterrupted time in which to work. The exact amount of time can vary widely, but as a rule of thumb it takes 1 day to inscribe the first rune, 2 days for the second, and 3 days for the third rune. If the runesmith is also crafting an item from scratch, use either the time it takes to craft the item or to strike the runes - whichever is greater.
- + Privacy, lest the secrets of the runesmith's craft be stolen.
- + Raw materials, whose nature and cost may vary wildly. As a rule of thumb, the first rune struck on a given item costs about 50s; the second rune costs 2g; the third rune 10g. These costs may be much less or even ignored if working in a fully-stocked runesmith's workshop or even an Anvil of Doom. They may be much more far from dwarf lands where the materials are hard to come by. Suitable materials include rare and precious metals, the bones and blood of powerful monsters such as trolls and dragons, gemstones, and other rare and esoteric items.
- + In addition to these considerations, a rune must always abide by the three rules of runecraft: the Rule of Three, the Rule of Form, and the Rule of Pride, which are discussed in more detail below.

# MAGIC RUNES

This product introduces a number of Rune cards for players and GMs to use. The following list provides additional rune ideas for anyone who wishes to expand on the included components.

## Weapons

- ⚔ Rune of Snorri Spangelhelm
- ⚔ Master Rune of Skalf Blackhammer
- ⊞ Master Rune of Alaric the Mad
- ↑ Master Rune of Death
- ⚡ Master Rune of Swiftess
- ⚔ Master Rune of Daemon Slaying
- ⚔ Master Rune of Dragon Slaying
- ⚡ Master Rune of Banishment
- ⚔ Master Rune of Flight
- ⚔ Master Rune of Breaking
- ⚔ Master Rune of Kragg the Grim
- ⚔ Rune of Cleaving
- ⚔ Curse Rune
- ⚔ Rune of Cutting
- ⚔ Rune of Fire
- ⚔ Rune of Fury
- ⚔ Rune of Might
- ⚔ Rune of Parrying
- ⚔ Master Rune of Smiting
- ⚔ Rune of Striking
- ⚔ Grudge Rune
- ⚔ Rune of Speed

## Talismanic

- ↑ Master Rune of Balance
- ⚔ Master Rune of Spellbinding
- ⚔ Master Rune of Dismay
- ⚔ Master Rune of Kingship
- ⚔ Master Rune of Spite
- ⚔ Master Rune of Challenge
- ⚔ Rune of the Furnace
- ⚔ Rune of Luck
- ⚔ Rune of Passage
- ⚔ Rune of Spellbreaking
- ⚔ Spelleater Rune
- ⚔ Rune of Fate
- ⚔ Rune of Warding

## Armour

- ⚔ Master Rune of Steel
- ⚔ Master Rune of Adamant
- ⚔ Master Rune of Gromril
- ⚔ Rune of Resistance
- ⚔ Rune of Shielding
- ⚔ Rune of Preservation
- ⚔ Rune of Stone
- ⚔ Rune of Iron
- ⚔ Rune of Fortitude

## Protection

- ⚔ Master Rune of Stromni Redbeard
- ⚔ Master Rune of Groth One-Eye
- ⚔ Master Rune of Valaya
- ⚔ Master Rune of Grungni
- ⚔ Rune of Guarding
- ⚔ Rune of Stoicism
- ⚔ Rune of Determination
- ⚔ Strollaz's Rune
- ⚔ Rune of Battle
- ⚔ Rune of Courage
- ⚔ Rune of Sanctuary
- ⚔ Master Rune of Fear
- ⚔ Rune of Slowness
- ⚔ Ancestor Rune

## Engineering

- ⚔ Master Rune of Defence
- ⚔ Master Rune of Skewering
- ⚔ Rune of Accuracy
- ⚔ Rune of Burning
- ⚔ Master Rune of Disguise
- ⚔ Rune of Forging
- ⚔ Rune of Reloading
- ⚔ Valiant Rune
- ⚔ Rune of Fortune
- ⚔ Master Rune of Immolation
- ⚔ Rune of Penetrating
- ⚔ Flakkson's Rune of Seeking
- ⚔ Stalwart Rune

## RUNIC ITEMS

Any item that bears a magical rune is considered a runic item. In addition to any other effects, a runic item is considered a magic item. Note that due to the Rule of Pride (detailed below) a runic item is also always a superior quality item, and as such it adds  $\square$  to the dice pool when its use is relevant.

## THE RULES OF RUNECRAFT

Like all things dwarfen, runic magic is surrounded by a wealth of history and tradition. The traditions and practices of the runesmiths are passed down as zealously as the runes they learn, and indeed it is impossible to distinguish tradition from the necessary practices integral to runic magic.

What is known is that all runic items and all runesmiths follow three essential laws of runecraft. Most runesmiths will say that these laws are primal, essential to the nature of runes and their magic.

### THE RULE OF THREE

No runic item may bear more than three magic runes. Even the mightiest of rune axes and talismans crafted by the most gifted runesmiths throughout history cannot break this limit. For relatively unskilled runesmiths, even the rule of three is outside their abilities. Apprentice runesmiths can generally only manage a single rune on a single item - they need more practice before they can manage to balance two powerful runes on a single item and have them both function. Most experienced runesmiths can reliably strike two mystic runes on the same weapon, talisman, or suit of armour, but three runes is the mark of a master.

### ANVIL OF DOOM

The Anvils of Doom are amongst the most treasured relics of the dwarf race, forged in the distant mists of time by ancestors whose skill and craft humble the runesmiths of today. They are inscribed with runes modern runesmiths cannot fathom and possess powers greater than perhaps any other dwarfen runic item. In times of dire need, some dwarf holds transport their Anvil of Doom (for few holds have more than one) to the battlefield, where the throng's runelord strikes it with his runic hammer in precise accordance with secret traditions. Doing so unleashes devastating magics against the enemies of the dwarfs, or bestows mighty blessings upon the throng.

It is rare indeed that anyone other than a runelord is given the opportunity to use an Anvil of Doom for his own runecraft, and any runesmith given such an opportunity would do almost anything for the honour. It is whispered that only upon an Anvil of Doom can the mightiest master runes be struck.

## RUNE MAGIC

There are a small number of **Rune Magic** action cards included in the Black Fire Pass box set. These represent specific applications of a Runesmith's knowledge and skill and are only available to characters with an Apprentice Runesmith or Runesmith career ability card. Technically, they are **Spell** actions, but they do not draw upon the Winds of Magic or require a personal store of power as other spells do.

Except for the considerations noted above, these actions are treated just like any other **Spell** action card.

### THE RULE OF THREE IN-GAME

In game terms, an Apprentice Runesmith may only imbue each item with a single rune. A Runesmith of at least character Rank 2 can strike 2 runes onto a single item. Crafting an item with 3 runes is the sort of feat that requires heroic efforts and materials, and may only occur with the consent of the Game Master.

### THE RULE OF FORM

"Form follows function," it is often said, but as far as runic magic is concerned the opposite is also true. Certain runes are only functional when placed on an item of the appropriate form. A Rune of Cleaving, for example, only works when engraved and empowered on an axe or hammer. It would not benefit a dwarf if inscribed on his armbands or breastplate. No amount of runic magic will turn an axe into a shield, and not even the most foolish runesmith would attempt to inscribe a rune meant for one onto the other.

### THE RULE OF FORM IN-GAME

In game terms, each rune has a trait: *Weapon*, *Armour*, or *Talisman*. *Weapon* runes must be attached to melee weapons; *Armour* runes must be attached to armour or shields. *Talisman* runes may be added to a variety of small items meant to be worn or carried about the person, such as jewellery, a lucky tankard, or a banner. However, no matter how many different talismans a dwarf takes to carrying, they collectively count as a single runic item. The Rule of Three still applies: he can only bear up to a maximum of 3 talismanic runes before they all stop working. (A dwarf can stow a few of his talismans in his pack or otherwise out of sight, if he so chooses - talismans stored this way don't count as worn.)

### THE RULE OF PRIDE

This is perhaps the most important and hardest to define rule of rune magic. All dwarfs are proud of their work, of course, and constantly strive to produce items of the best possible craftsmanship. To do so is to honour one's ancestors and ensure a place of glory amongst them when the time comes.

However, runesmiths believe that their runes are also proud, and so must be treated with at least as much respect and honour as a dwarf. There are many facets of the Rule of Pride, including, but not necessarily limited to:



- ✦ Each rune item is unique. A runesmith would no more mass-produce or repeat his work than he would copy the masterwork of another runesmith. A runesmith must always be striving to perfect his craft, and that means making something new, something that is a challenge to his skills.
- ✦ Only items of the highest quality are worthy (or even capable) of bearing a rune. Weapons and armour must be of superior quality before a runesmith will consider striking a rune upon them. Most runesmiths forge their own items from raw materials, as it is the only way to ensure that it's good enough! Talismans have rather more leeway in how they are forged, but the items must be well-made, crafted of precious metals, or supremely beautiful before a runesmith will deign to incorporate a mystic rune – preferably all three! It is implied, if not explicitly stated, in this rule that “items of the highest quality” are by definition dwarf-made. An elf-made sword may rival or even surpass one forged by a dwarf, but a dwarf runesmith would have to swallow a different sort of pride to admit that fact and inscribe it with a rune...
- ✦ A rune may never be bought or sold. Runesmiths occasionally give away runic items as gifts, or forge them at the request of kings and thanes, but no runesmith would ever sink so low as to exchange the work of his own hands for money. This rule occasionally causes trouble when lost runic items re-appear in the hands of humans, who are only too happy to sell them back to their rightful owners, but expect a reward for their good behaviour...

## THE RULE OF PRIDE IN-GAME

A Runesmith may only make a runic item bearing a particular combination of runes once over the course of his entire career. Once he's completed - and mastered - that item, he has no reason to go back to it. A runesmith who gradually upgrades the same item over time with new runes can re-make “old versions” of that item later - he just can't have more than one of any given item active at a time.

In the name of Morgrim the ancestor, take up your chisel of dragon's bone  
form the runes shape with no more than seven strikes of chisel and hammer  
Alloy ten parts bryn-gold and two parts gromril that has never known the forge save  
this once  
Quench the alloy in the blood of a grudged foe  
Allow to set in the light of the silver moon  
Stoke your forge-fire with troll bone in the name of Valaya the ancestor until the  
flames burn blue  
Melt the bryn-gold in a crucible of dragon's scales, pouring it into the runes shape in  
a single motion while invoking the name of Drokki the ancestor  
Quench the blade in an unopened keg of the best ale (I prefer Bugmans Troll Killer)  
Drink the ale

- Translated from the notes of Kalvir the Red-nosed; which rune this rite describes  
was not included in the notes

## THE RUNE OF STONE

The Rune of Stone is an exception to many of the normal runecrafting rules, including the Rule of Pride. The Rune of Stone is normally the first rune a runesmith learns in his apprenticeship, and there are many, many suits of dwarf armour inscribed with this rune by apprentice runesmiths perfecting their craft.

While many runesmiths who have progressed beyond their apprenticeship consider the Rune of Stone beneath them (as it no longer presents a challenge, nor can it teach them anything new), others happily incorporate it into their current work, perhaps using it as their first attempt at pairing a newly-learned rune into a multi-rune item.

A runesmith who knows the Rune of Stone may inscribe it as the only rune on as many runic items as he likes. When combined with other runes, the combination must still be unique.

*Example: As an Apprentice Runesmith, Tholf inscribes an axe with the Rune of Cleaving. He cannot make any other weapons that bear only the Rune of Cleaving. Later, as a Runesmith, he forges a sword as a gift for his friend Birgitta, and inscribes on it the Rune of Cleaving and the Rune of Striking. Even though this new item uses the Rune of Cleaving, it is a new and unique combination of runes, so Tholf can create it without violating the Rule of Pride.*

Note that the Black Fire Pass box only contains 1 copy of each rune card to use as a reference. When runes attached to a given item are exhausted, you can exhaust the rune card itself (if there's only one copy of the rune in a given encounter), or you can place tracking tokens on the item card or a suitable proxy.

## JEALOUS RUNES

Master runes are even more difficult to work with than their lesser kin. No runic item may ever bear more than one master rune. The only known exception to this rule is the Axe of Grimnir, wielded by the High King of the Dwarfs.

## CRAFTING AND SMITHING

In addition to being masters of inscribing runes, most runesmiths are also master craftsmen, just as comfortable with a blacksmith's tongs and hammer as with arcane rituals. Indeed, craftsmanship, like mustering in defence of the hold, is both a duty and honour for all dwarfs, who are generally disdainful of anything made by human hands.

Dwarfs who know that they can do better than human smiths and artisans may want to consider the following rules for crafting items. These rules can broadly apply to any work of art or craft, from smithing a simple dagger to erecting a grand mansion. They are not limited to runesmiths; however runesmiths may find them of special interest as these rules will allow a character to craft his own superior-quality items, worthy of bearing magical runes.

## COSTS AND REQUIREMENTS

Making anything requires time, tools, effort, and raw materials. How much and what type of each can vary widely, given the bewildering panoply of possible items there are in the world to make. However, there are some reliable guidelines that can be used to determine what is required, using the information in the Equipment & Economy chapter in the Core Product as a starting point.

## RAW MATERIALS

The first step to making an item is to acquire its raw materials. In most cases these are relatively easy to come by in the Old World - unless the item in question is unusual or has very demanding requirements, one can buy the components of an item in any town the item itself is available. As a rule of thumb, the availability of an item's raw materials is one step more common than the item itself. The cost for the raw materials is generally one quarter the cost of the item in question. Remember that superior-quality items cost ten times as much as normal items and are one step more rare; these changes are also passed on to any attempt to craft a superior item.

*Example: Naida, an engineer, wishes to craft herself a handgun. A handgun is a Rare item, and it costs 8 gold coins. She can find materials for a handgun for 2g at Common rarity. If Naida wanted to make herself a superior handgun, her raw materials would cost 20g and be available at Rare rarity.*

## TOOLS

Crafting tools are all subsets of Trade Tools, as discussed in the Equipment & Economy chapter in the Core Product. In some cases, the necessary tools are cheap and plentiful, but many items of interest to player characters require tools that are large, heavy, or difficult to maintain - such as a forge and anvil.

Rather than purchase and keep the tools to practice his trade, a character may borrow or hire the workshop of another artisan (complete with assistants, if necessary). Again, these tools and services can vary in price. Alternately, for a quick-and-dirty estimate, the cost of hiring a workshop for the necessary amount of time is approximately one quarter of the cost of the item. Superior tools are not usually necessary to make a superior item, but if a character is willing to pay the premium to acquire them he will receive a  fortune die on his skill check to craft the item.

*Example: Naida has been temporarily separated from her extensive collection of custom engineer's tools, so she negotiates with a local gunsmith to borrow his workshop. She exchanges goods and services worth an additional 2g for the privilege of using the gunsmith's tools and workshop for as long as it takes her to craft her handgun. This cost does not change if Naida attempts to craft a superior handgun.*

## GROMRIL ARMOUR

An Ironbreaker's gromril armour, while not specifically highlighted as being of superior quality, is an example of superlative craftsmanship, and gromril is a material all runesmiths seek to work with whenever possible. Gromril armour satisfies the conditions for the Rule of Pride, and may be converted to a runic item by a runesmith.

## POOR QUALITY ITEMS

The rules in this chapter do not address how to make poor quality items. No dwarf, of course, would willingly do so, but a human or elgi craftsman who is willing to cut corners can reverse all the rules for crafting superior quality items and get the opposite result. If he is willing to live with the shame.

## TIME

Finally, crafting an item takes time! A true dwarf will labour over his creation until it is perfect, even if it takes him months or years. Obviously, such time-frames are not totally compatible with an adventuring lifestyle. It's not much fun to put the adventure on hold while one PC slaves over a forge for weeks on end, so GMs are encouraged to be liberal with the amount of time required to craft an item, in order to let the group get back to the story faster.

That said, crafting anything is time-consuming work, particularly if one takes the time to do it right. As a very rough rule of thumb, crafting an item that is Abundant rarity takes about an hour. Plentiful items can take half a workday to make, while items of Common rarity usually take at least a day. Rare items can take 2 days or more, and items of Exotic rarity usually require a week of intricate and labourious work to craft. (And remember that a week is 8 days long in the Empire!) Superior items should refer to their increased rarity level to determine how long it takes to craft them.

Unusually simple items (such as a cudgel or quarterstaff) may be treated as one level of rarity more common for determining how long they take to make. Unusually complex items (such as a crossbow or black powder weapon) may increase the rarity by one step. Access to a well-stocked workshop and assistants may reduce this time considerably.

*Example: Naida's handgun is a complex item, but she has paid for access to a well-stocked workshop. The GM rules that the two factors cancel each other out, so Naida's Rare handgun will take about 2 days for her to craft. If she attempts to craft a superior handgun, it will count as an Exotic item and therefore take 1 week.*

## THE MASTERWORK

Once all the requirements are met, the character can apply his skills and actually craft the item. Doing so requires a skill check at a difficulty set by the GM. This is usually a **Tradecraft (Int) check**, but unusual or creative circumstances may call for a different check (often Medicine, Education, or another advanced skill). For example, if the character is overseeing the construction of a building, he may make a **Leadership (Fel) check** instead to represent organising and directing the labourers.

The difficulty of the check is dependent on the complexity of the item being made. The availability of the item can be used as a general guideline, or the GM can decide based on the scale and nature of the project. For example, the GM may decide that a halberd, which is Common item, is of **Average (2d)** difficulty to craft, whereas a spyglass, which is a Rare item, is of **Hard (3d)** difficulty.

As always,  fortune and  misfortune dice may be added to the check to reflect advantageous and disadvantageous conditions.

One notable exception to this rule of thumb is the humble hand weapon, such as an axe, sword, or warhammer. Hand weapons are Plentiful in the war-ravaged Old World, but this is not because they are easy to make - it's because they're very important for self-defence! Making a hand weapon is usually an **Average (2d) Tradecraft (Int) check**.

## BOONS, BANES, FLAWS, AND PERFECTION

Boons, banes, and other exotic results on the check to craft an item could modify the characteristics of the item itself - perhaps a handgun made with boons increases its Pierce value by one, or a suit of armour with banes has a higher encumbrance score. However, this level of detail is often more trouble than it's worth - it becomes much more difficult to track the characteristics of customised items made this way, and it may lead to players "chasing" a particularly desirable combination of abilities. For a much simpler and more immediate reward or penalty for boons and banes, modify the cost of the item or the time taken to craft it by 10%, reflecting the work taking more or less raw materials and time than anticipated.

Chaos Stars, on the other hand, can represent a serious flaw in the item. An item crafted with a single ✨ Chaos Star gains the Unreliable 3 quality, and each ✨ Chaos Star beyond the first worsens the Unreliable rating by 1 to a minimum of 0. (An Unreliable 0 item breaks the first time it is used). A trained craftsman can identify flaws in his work and start over, recycling the materials and making a new check - all he loses is time. A dwarf who discovers such a flaw will, of course, start over. An item that is Unreliable by default (such as black powder weapons) will have its Unreliable score worsen by 1 for each Chaos Star ✨ as described above.



On the other hand, a character who generates one or more ➤ Sigmar's Comets on a successful check is well on his way to creating a masterpiece! With a single ➤ Sigmar's Comet, the character can choose to invest additional time and superior raw materials to put the final polish on his masterwork. If the character spends an extra day at work and invests materials worth double his initial investment, the final product is a superior item. A character who rolls ➤➤ or more on the check produces a superior item with no additional investment required.

There's no additional benefit to rolling ➤ Sigmar's Comet on a check if the character already invested the time and money necessary to craft a superior item, except the reduction in costs or time as noted for boons.

### STANCE AND CRAFTING

A character may adopt a stance when making a check to craft an item. In Conservative stance, every ⚡ delay symbol rolled adds 1 day to the time required to craft the item. A character who adopts a Reckless stance to craft cuts the time required in half; however, in this case he treats ⚡ exertion symbols on the check as ✨ Chaos Stars.

*Example: Naida has an Intelligence of 4 and 2 ranks of training in Tradecraft, with a specialisation in engineering, which the GM rules applies in this case. The GM has decided that crafting the handgun is a Hard (3d) Tradecraft (Int) check, so she adds 3 ⬢ challenge dice to the dice pool. Naida declines to adopt a stance, so she adds 4 ⬢ characteristic dice, 2 ⬡ expertise dice, and 1 ⬠ fortune die. Finally, Naida spends a fortune point for an additional ⬠ and rolls her dice. After cancelling and resolving all her dice symbols, Naida has 1 ⬣ success and 1 ✨ boon. Not only has she finished her handgun, but the GM tells Naida that it cost her less than expected, and Naida recovers 20 silver of her spent investment.*

### A DWARF'S HOARD

A dwarf's hoard is a major component of his status in dwarf society. Every dwarf desires to add treasure to his hoard, but the dwarf definition of "treasure" isn't quite the same thing as it is for humans. To a dwarf, only items of supreme beauty and craftsmanship belong in a hoard. Simple bars of gold or silver aren't enough; it must be gold or silver wrought skillfully into something of beauty. Coins are only good for spending, not for hoarding. Many dwarfs wear part of their hoard, decorating themselves with badges, medallions, and jewelry of precious metal and exquisite craftsmanship.

A dwarf who crafts an item of exquisite beauty for his own hoard has not only increased his wealth, but has also demonstrated his own skill - another measure of status in dwarf society.

Whenever a dwarf increases his hoard, the GM may reward the party with a fortune point for the party fortune sheet or reward the dwarf by allowing him to recover 1 stress.

## REPAIRING WHAT'S BROKEN

The crafting rules can also be used to repair broken items. If repairing an existing item, the raw materials costs are one tenth the item's value, rather than one quarter, the time taken is reduced by half, and the difficulty of the check is reduced by 1. The GM may adjust these values as appropriate to the situation.

## APPENDIX

# KHAZALID LEXICON

<b>A</b>			
Agrul	Stone carving; lines in face of very old dwarf.	Doh	Stupid, slow-witted, gullable.
Angaz	Ironwork.	Dok	Watch, observe, see, the eye.
Ankor	Domain or realm.	Dongliz	The parts of a dwarf's body impossible for him to scratch.
Arm	The Khazalid irregular verb to be (present tense arm – past tense urz).	Dork	Giant, tall, unstable.
Az	War axe.	Drakk	Dragon.
Azgal	Treasure hoard.	Drek	Far, a great distance; great ambition or enterprise.
Azul	Metal of any kind; dependable; a sturdy dwarf.	Dreng	Slay in combat.
<b>B</b>		Drengi	Slayer, one of the cult of Slayers.
Bak	Fist, punch.	Drongnel	Dragon stew with cave mushrooms marinated in strong ale.
Bar	A fortified gateway or door.	Drung	To defeat, vanquish.
Barag	War machine.	Duk	Low, narrow tunnel.
Baraz	A bond or promise.	Dum	Doom or darkness.
Boga	A candle which blows out unexpectedly plunging the tunnel into darkness.	Dunkin	Annual bath traditionally taken whether needed or not.
Bok	Banging your head on the roof of a low tunnel; characteristic scar on forehead caused by same!	Durak	Hard.
Boki	Slang word for dwarf miners.	Duraz	Stone or slab.
Bolg	Large, fat belly. Also a state of extreme wealth, age and contentment.	<b>E</b>	
Bozdok	Unhinged as a result of constantly banging one's head on low roofs and pit-props – 'crosseyed'.	Ekrund	A stairway descending beneath the ground.
Bran	Clever, alert, mentally sharp.	Elgi	Elves.
Brodag	An annual brewing festival of Grungni.	Elgram	Weak, enfeebled, thin.
Bryn	Gold that shines strikingly in the sunlight; any thing shiny or brilliant.	Elgraz	Construction that looks as if it is about to collapse.
Bugrit	An invocation against ill-luck uttered by a dwarf who has banged his head, hit his thumb, stubbed his toe or some other minor misfortune. Usually repeated three times for luck.	Endrinkuli	An engineer or mechanic (generally a dwarf engineer).
<b>C</b>		<b>F</b>	
Chuf	Piece of very old cheese a dwarf miner keeps under his hat for emergencies.	Fleg	Banner, standard.
<b>D</b>		Frongol	Mushrooms that grow at the back of a cave.
Dal	Old, good.	<b>G</b>	
Dammaz	A grievance, grudge or insult to be avenged.	Galaz	Gold of particular ornamental value.
Dammaz Kron	The Book of Grudges.	Gand	Find, discover.
Dar	A challenge or bet.	Garaz	Fearless, rebellious.
Dawi	Dwarfs.	Gazan	Plains, wasteland.
Dawr	As good as something can get without it being proven over time and hard use. Most dwarf words for 'good' imply age and reliability too but dawr simply means 'looks like it might be good'. It literally translates as 'like dwarf'.	Gibal	Fragments of food enmeshed in a dwarf's beard.
Deb	New, untried, raw.	Ginit	Small stone which works its way into your boot causing discomfort.
Dibnin	The act of tinkering with something that already works perfectly, out of a belief that it can still be improved – hence Dibna, a dwarf who engages in Dibnin.	Girt	Broad tunnel with plenty of headroom.
		Git	The Khazalid irregular verb to go (present tense git – past tense ged) the word is related to got (ibid).
		Gnol	Old, reliable, proven, wise.
		Gnollengrom	Respect due to a dwarf who has a longer and more spectacular beard.
		Gnorl	An especially bright and obvious boil or similar blemish on the end of the nose.
		Gor	Wild beast.
		Gorak	Great cunning, uncanny.

Gorl Gold that is especially soft and yellow; the colour yellow.

Gorog Ale; high spirits; a drinking binge.

Got March or travel quickly and with purpose.

Gov Thane.

Gozunda Practically anything kept under the bed 'for emergencies'.

Grik Pain in the neck caused by continually stooping in low tunnels.

Grim Harsh, unyielding.

Grimaz Barren place.

Grindal Long flaxen plaits worn by dwarf maidens.

Grint Waste rock or spoil left by miners' excavations.

Grizal Poor meat.

Grizdal Ale that has been fermented for at least a century.

Grob The colour green, also goblins and orcs – literally greenies.

Grobi Goblins.

Grobkaz Goblin work, evil deeds.

Grobkul Art of stalking goblins in caves.

Grog Inferior or watered ale; mannish brew.

Grom Brave or defiant.

Gromdal An ancient artefact.

Gromthi Ancestor.

Grong Anvil.

Gronit The Khazalid irregular verb to do (present tense gronit – past tense gird).

Gronti Giant (as in the creature).

Grumbak A short measure of ale; trivial complaint or grumble.

Grumbaki A grumbler or whiner.

Grund Hammer (also sometimes called 'rikkaz').

Grung A mine.

Grungnaz Making or smithying.

Grungni Dwarf ancestor, god of mines and smiths.

Grungron A forge.

Gruntaz Strip of cloth worn round the loins and supposedly eaten in extreme emergencies hence, 'down to his gruntaz'.

Gruntitrogg Secret coming of age ritual practiced amongst dwarfkind – details of this are amongst the most closely kept of all dwarf secrets.

Guz To consume food or drink.

Guzzen Feed, insert, push.

**H**

Hazkal Ale brewed recently; fiery young warrior.

Hunk Carry heavy rocks or other burden.

Hruki Breed of mountain goat.

**I**

Ik Putting your hand in something slimy and unpleasant in the darkness.

Irkul Pillared vault hewn in rock.

**J**

Jifful Process of careful and precise adjustment to fit – especially in respect of engineering or stonemasonry.

## K

Kadrin Mountain pass.

Kalan Clan.

Karag Volcano or barren mountain.

Karak Enduring.

Karaz Mountain.

Karin Shield, temporary protection.

Kazad Fortress.

Kazak War or battle.

Khaz An underground hall.

Khazhunki Knight, cavalry, rider. Lit. 'carried warrior'.

Khazukan Dwarfs – literally hall-dwellers.

Khrum War drum.

Klad Armour.

Klinka Chisel.

Klinkarhun Common runes.

Kol Black stone, the colour black, sombre.

Konk Gold that is ruddy in colour; large and bulbous nose.

Krink Bad back due to continual stooping.

Kro Crow, raven, dark bird.

Kron Book, record or history.

Kruk A seemingly promising vein of ore which gives out suddenly; an unexpected disappointment; a venture which comes to nothing.

Krunk Underground rockfall; a disaster!

Krut A discomfoting disease contracted from mountain goats.

Kruti A dwarf suffering from krut; a goatherd; an insult.

Kulgur The art of cooking troll.

Kuri Meat stew boiled up by travelling dwarfs from whatever ingredients are at hand. Traditionally spiced with wild berries.

## L

Lok Highly embellished or intricate; praiseworthy.

## M

Makaz Weapon or tool.

Mingol Tall watchtower built on lowland.

## N

Naggrund An area of great upheaval, devastation, or industry.

Narwangli A dung collector or dwarf who smells strongly of dung.

Nogarung Drinking tankard made from a troll's skull.

Nubungki A dwarf child deformed at birth, shunned by its clan and exiled. A great shame to the clan and the hold.

## O

Ogri Ogre.

Ok Cunning or skilful.

Okri Craftsman – a common personal name.

Onk Comradely accretion of dirt and grime on a company of dwarfs who have spent many days underground.

## R

Ragarin	Coarse and uncomfortable clothing made from a troll's hide.
Rhun	Rune, word or power.
Rhunki	Runesmith.
Rik	King or lord.
Rikkazen	Crush, to beat to a pulp, to turn to rubble.
Rikkit	A small stone that falls on your head as you walk down a tunnel.
Ril	Gold ore that shines brightly in rock.
Rink	Command, to give orders, to lead.
Rinn	A lady dwarf or king's consort.
Rogwak	An improvised team game played underground and using anything to hand as a ball – often a rock, preferably a goblin's head, or even a whole goblin.
Rorkaz	Informal shouting contest.
Ruf	A large underground dome either natural or constructed.
Runk	A one-sided fight; a sound thrashing!
Rutz	Slackness of bowels caused by drinking too much ale.

## S

Skarrenruf	The colour bright blue, the day time sky.
Skaz	Thief.
Skof	A cold meal eaten underground.
Skrat	To search for gold amongst rock debris or stream bed; scavenge; sparse living.
Skrati	Poor prospector.
Skree	Loose rock on a mountainside.
Skruff	A scrawny beard; an outrageous insult!
Skrund	To hew rock; to get stuck in!
Skuf	A drunken brawl or skirmish.
Slotch	The sodden mix of water, mud and pulverised stone found at the bottom of a mineworking.
Smak	Punish physically.
Stok	To hit or strike.
Strol	Walk or travel leisurely.
Stromez	Stream.

## T

Thag	Slay by act of treachery.
Thagi	Murderous traitor.
Thaggoraki	Skaven, assassin, footpad.
Thindrongol	Secret vault in which ale or treasure is hidden.
Thingaz	Dense forest.
Throng	Army; huge assembly of dwarfs; a clan.
Thrund	A hand gun.
Trogg	A feast or heavy drinking bout.
Troll	Troll.
Tromm	Beard; respect due to age or experience.
Tusk	Tooth.

## U

Ufdi	A dwarf overfond of preening and decorating his beard; a vain dwarf; a dwarf who cannot be trusted to fight.
Umanar	Roughly or approximately, and also indecision or vacillation.
Umgak	Shoddy, poorly made.

Umgi	Men.
Unbak	Break permanently.
Unbaraki	An oathbreaker – there is nothing worse in dwarf estimation.
Und	A watchpost carved into the mountainside.
Ungdrin Ankor	Underway, the ancient underground roadway of the dwarfs.
Ungor	Cavern.
Ungrim	A dwarf who has not yet fulfilled an important oath; an untrustworthy dwarf.
Urbar	Trade.
Urbaz	A trading post or market.
Urk	Orc or enemy (also fear, to be afraid of, to retreat).
Uzkul	Bones or death.
Uzkular	Undead.

## V

Valdahaz	Brewery.
Varf	Wolf, hound.
Varn	Mountain lake.
Vongal	Raiding band.
Vorn	A farm.

## W

Wan	On its own at the start of a phrase, wan shows the phrase is a question. It's the dwarf equivalent of a question mark. This is usually missed off where a standard wan - question word is used instead (wanrag, wanrak, wanrum). Wan - is also used immediately before another word to frame a question (ek wangit? 'are you going' literally 'you go?', wandar 'is it good?' literally 'good?').
Wanaz	A disreputable dwarf with an unkempt beard; an insult.
Wattock	An unsuccessful dwarf prospector; a down-at-heel dwarf; an insult.
Wazzok	A dwarf who has exchanged gold or some other valuable item for something of little or no worth; a foolish or gullible dwarf; an insult.
Werit	A dwarf who has forgotten where he placed his t ankard of ale; a state of befuddlement.
Wutroth	Wood from ancient mountain oak.

## Z

Zak	An isolated hut in the mountains.
Zaki	A crazed dwarf who wanders in the mountains.
Zan	Blood, the colour red.
Zanen	A bleeding wound.
Zanguzaz	Vampire.
Zank	Cleave, cut, divide.
Zharr	Fire.
Zhuf	Waterfall or rapidly flowing river.
Zint	The metal tin – hence zinti, a tinsmith or tinker.
Zorn	Upland plateau or high meadow.
Zon	Sun.

Cousin,

How goes the vigil at your outpost? The posting in Black fire Pass is an honour, and I tell all my companions in the Miner's Guild about my cousin, the Ironbeard. Bravely warding the pass against the filthy greenskins! Tell me, how many Orcs have you slain this season? I've wagered a fine nugget of gold that the number is at least twenty. If you can make it thirty, I'll make sure to get a barrel of Bugman's finest and share it with you to celebrate.

The Engineers tell me that they've come up with a new steam-drill design that will push our mining efforts in the north vein two-fold. Many of my guild seem impressed, but I'm quite skeptical... picks and shovels were good enough for our father, and his father, and his father before him, and by Grinnir, they're good enough for me! The prospector in charge of our mining clan is mulling things over, though I suspect he may decide in favour of using the Engineer's new device. Time will tell.

A Grudgekeeper made his way down to the mines just after you left for the pass, so I made sure to have him record your grudge against the merchant who sold you those shoes last winter. Bah! Such flimsy boots they were... I remember how they fell apart after only a few months of walking around in the pass. Shameful workmanship, that. With luck, this swindling, cheating merchant and all his kind from the manlings' Empire will think twice before pawning off shoddy goods upon Karak Azgaraz, make no mistake!

*Araddi Stonecath*



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