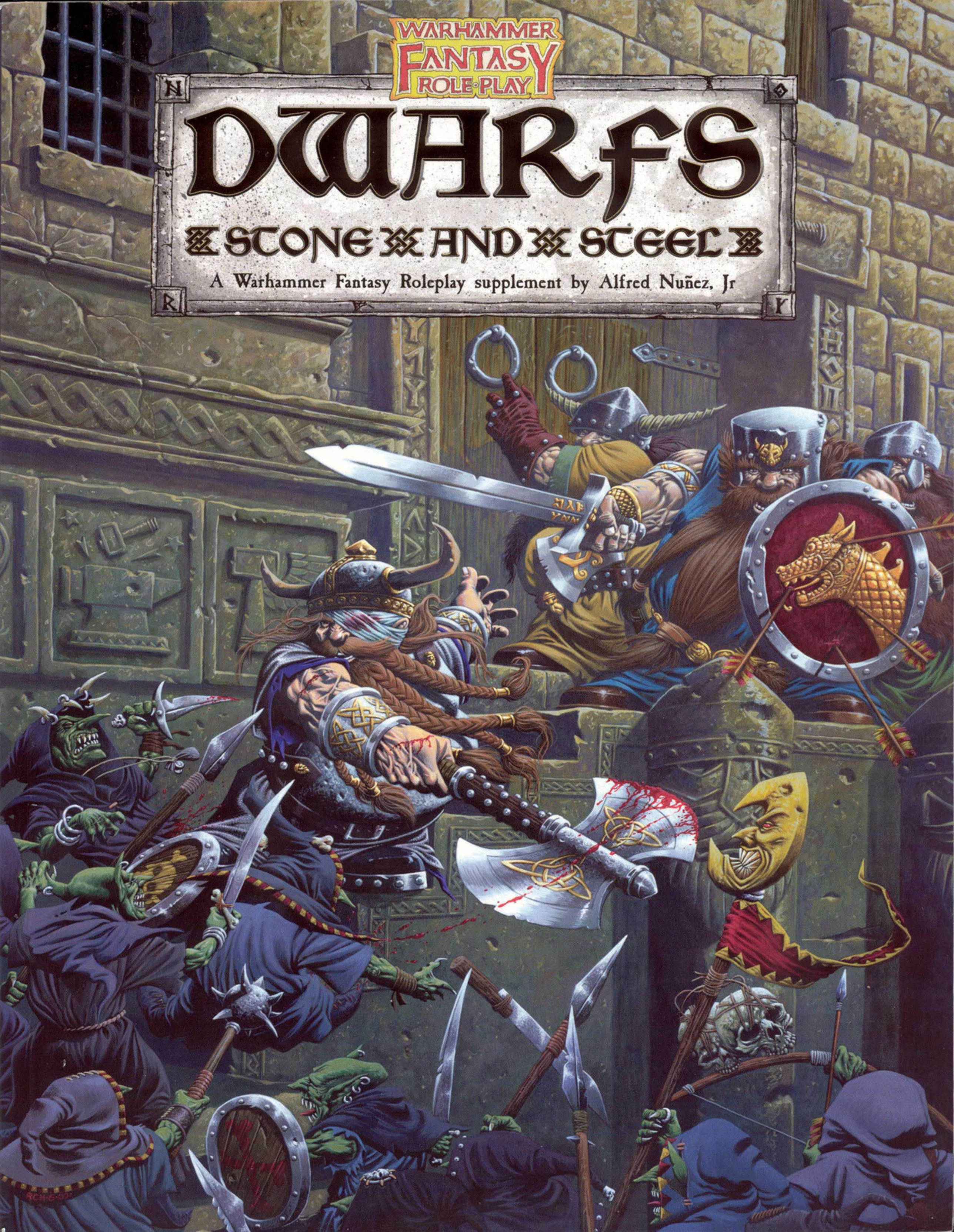
WARHAMMER FANTASY ROLE-PLAY

DWARFS

STONE AND STEEL

A Warhammer Fantasy Roleplay supplement by Alfred Nuñez, Jr



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I

HISTORY OF THE DWARF RACE

Loremaster Jodri looked up from the letter in his hands to the beardless young human who had brought it. A sparkle of amusement glittered deep within his eyes, but he kept his expression grave.

"So, you are from Eyrie?" he asked.

"Yes, indeed, Respected Loremaster," replied the young monk, in formal but slightly accented Khazalid. "I am honoured to be sent to you."

"And you are in good standing within your order?" The monk swelled a little with pride.

"The very best, Respected Loremaster. I was awarded this commission by Roostmaster Gregor himself. He said that no one in the world was worthier of this task." Jodri stroked his beard with one hand, concealing a wry smile.

"So I gathered from his letter. Well, follow me, and I'll show you our library."

Jodri opened a door, and the two entered a vast, cathedral-like space. Stone shelves were cut into the walls, with a dozen stories of balustraded walkways all the way up to the ceiling. The young monk could not prevent his jaw from dropping.

"This is the newest annexe, where we keep the records of our Hold for the last five years. I understand that you wish to begin with the First Incursion of Chaos?"

THE DWARFS TAKE GREATER PRIDE IN THEIR HISTORY than any other race of the Known World. Every Dwarf can name his ancestors for at least two dozen generations, and every Dwarfhold has kept a detailed chronicle of its history since its founding, along with clan histories and document archives that occupy several extensive chambers. Producing a complete and exhaustive history of the Dwarf race would take generations – to say nothing of the decades of negotiation that would be required to gain access to the records of the more reclusive holds, or the perils of venturing into lost Dwarfholds to recover their archives. Even if it were published, such a work would take up several large buildings, and no human would be able to read it in a single lifetime.

Therefore, this book contains no more than the briefest overview of Dwarf history, intended to give the general reader a starting-point from which further research can be undertaken. The publishers wish to thank Chancellor Eberhardt von Festschrift of the University of Altdorf for his advice and assistance, as well as Master Yarnad Magradil of the Kommission for Dwarf, Elf and Halfling Interests in Middenheim, and countless others. They also wish to make it clear that no disrespect or insult is intended to any individual, clan, hold or other group by the absence of any name or event that is not mentioned in this volume. Such omissions are purely the result of lack of space.

The Time of the Ancestor Gods

Dwarf lore asserts that the Dwarf race is descended from the three major Ancestor Gods: Grungni, Valaya, and Grimnir. These three, in turn, were birthed from the hearts of mountains, somewhere in the South Lands. Exactly where is a matter of great debate. Some ancient runic scrolls suggest that the legendary Karak Zorn is the place where the first children of the primal Ancestor Gods were born. Rumoured to be rich beyond the dreams of Dwarfkings, Karak Zorn is believed by many to have been overrun millennia ago by the ancient denizens of the nearby South Land jungles. Other early records claim that Karak Zorn was founded (and subsequently lost) by Dwarfs who rebelled against Grungni's decision to migrate northward.

The Time of the Ancestor Gods is shrouded in legend. It was an age of great discovery, and a period when the Dwarf race developed its cultural identity. It was also known as the Long Migration, as the Dwarfs spread north from the mountain ranges of the South Lands into the World's Edge Mountains.

The reason behind the Long Migration is even more obscure. Some sources claim that Grungni had a divine foreknowledge that his people's destiny lay in the mountains far to the north of their birthplace. One early historical epic opens with Grungni receiving a divine premonition of the role the Dwarfs would play in saving the world from the nameless doom to come. Among the wilder speculations of revisionist historians is the proposition that Grungni reached an accord with the mythical Old Ones after an ancient war ended in stalemate.

During the migration, Grungni tutored the Dwarfs in the art of locating and mining precious gems and metals. He also taught them how to smelt metal ores and make tools and weapons. Grungni's wife Valaya taught them how to rework mines and caverns into secure homes, and instructed them in the social values that would ensure the future of the race. Grimnir the Fearless, Grungni's brother, taught them the art of war. In the legends of the migration, Grimnir slew all manner of creatures that threatened the Dwarf race, and commanded their armies in battle.





Settlements were founded along the route of the migration, and some of them grew into powerful Dwarfholds. When the remaining clans of the migration reached the northern end of the World's Edge Mountains, some turned east towards the Mountains of Mourn, while others headed west into the Giantshome Mountains (Khazalid: *Grontklug*) in the land that would become Norsca. Despite the huge distances involved, the Dwarfholds remained close-knit, and in constant communication.

THE COMING OF CHAOS

According to the oldest legends, Grungni divined the coming of a great calamity, and knew that the Dwarfs would need weapons of great power in order to survive and throw back the horrific invaders that would come in the wake of the disaster. For centuries he laboured, along with his sons Thungni and Smednir, forging weapons and armour of great power. Grungni and Thungni inscribed them with powerful magical runes, to protect their bearers and make them stronger in battle. The finest armour and most powerful weapons were bestowed upon Grimnir, who was still the greatest warrior of the Dwarf race. The others were distributed to the greatest warriors in each of the Dwarfholds, where many of them are still guarded as clan treasures.

As the time approached for the cataclysm that Grungni had foreseen, he sent messengers to all the Dwarfholds, bearing runestaves inscribed with his personal seal. Grungni's message warned that a great disaster was about to befall the world, which would be forever changed. He exhorted the Dwarfs to delve deeper into the earth, and seal their Holds off from the surface – and from each other – for ten years.

Months later, Chaos swept the world. The ancient histories tell how a vile dust blanketed the lands. Native animals mutated into abominations, and joined the unspeakable horrors that had entered the word through the collapsing warp gates. The surface of the world was largely overrun.

After a decade had passed, the Dwarfs opened their sealed gates and re-entered the changed world. There are many stories of battles raging for weeks on end as the Dwarfs forced Beastmen, Daemons, and other creatures of Chaos from their lands. In time, most of the Dwarfholds of the World's Edge Mountains were able to re-establish contact with one another, combining their forces to push the Chaos hordes back to the north. However, the Giantshome Mountains and the Mountains of Mourn remained in the grip of Chaos.

Led by Grimnir, the Dwarf army turned westward. Within years, the Dwarfs eliminated Chaos from the land that was to become the southern Empire. Following the great River Reik (*Ruvalk Reyak*), the Dwarfs cut a swathe through the Chaos-infested forests until they reached the fertile delta to the north. At the point where the Reik meets the bay, the Dwarfs encountered an Elf settlement.

THE GRAND ALLIANCE

Before the catastrophe, the Elves of Ulthuan had begun to explore the world and extend their power. Among several trading colonies they had established was *Sith Rionnasc'*

namishathir, "the Star-Gem of the Sea", where the city of Marienburg now stands. Initially, the colony had escaped the notice of the Chaos hordes, but this could not last. The colony was surrounded, and a massacre was only averted by the arrival of a fleet from Ulthuan, led by the great mage Caledor Dragontamer. The forces of Chaos were thrown back from the walls of the Star-Gem, and by a twist of chance – or fate – Grimnir and the Dwarf Grand Army fell upon their rear before they could regroup. The phrase "washing the Elf walls" is still used in Dwarf epic poetry as a term to describe the bloodiest of slaughters.

The two races met for the first time after the battle. Grimnir the warrior and Caledor the mage sized one another up in silence. Each could tell that the other would make a powerful ally against Chaos, but what would be the price? The question went unanswered as the blare of war-horns warned of a new Chaos horde approaching from the east. Forced into an alliance of mutual survival, the Dwarfs and Elves battled long and fiercely before this new threat was destroyed.

Stories tell how, in the days that followed, Grimnir and Caledor worked through the difficulties of their linguistic and cultural differences to exchange information about their common foe. A formal alliance was concluded, and sealed with an exchange of gifts. Grimnir gave Caledor the rune-amulet Bagdelredner, which the Elves call Teiurmeinn the Protector, and the Elf mage presented the Dwarf warlord with the Crystal of Fire, which is kept to this day in the Great Vault of Karaz-a-Karak. Messengers were sent to the Elf and Dwarf homelands, with news of the alliance.

The War against Chaos raged for years. The Elves battled the invaders in Ulthuan and at sea, while the Dwarfs fought all across the Old World. Unknown to each other, both Caledor and Grimnir were formulating their own plans to defeat Chaos. Little did they realize that fate would bring both plans together simultaneously.

In the Dwarf High Council, Grimnir announced that he intended to fight his way through the Chaos Wastes and close the warp gate personally. Grungni and Valaya tried to dissuade him, but he would not be moved. Grimnir gave one of his axes to his son Morgrim, and set out northward, chanting his death-song. Morgrim followed his father, ignoring his commands to turn back. At the edge of the Chaos Wastes, Grimnir and Morgrim fought a titanic battle that lasted for three days. Grimnir was victorious, and commanded his son to return to the Dwarfs, taking over his role as the protector of their race. Morgrim watched as his father dwindled into the haze of the Chaos Wastes. No Dwarf ever set eyes on him again.

"History shall not deride,
That Morgrim fled his father's side!"
"My son, our people's needs decide.
While I am gone, their shield you bide".
—from the epic poem *The Tale of Morgrim*

As Grimnir fought his way through the Wastes, Caledor and a circle of Elf mages created a vortex on Ulthuan that drained the power of Chaos from the world. However, this victory came at a terrible price: the creation of the Vortex destroyed the lesser mages, and even the most powerful – including Caledor – were entombed for an eternity. But the flow of Chaos had been stemmed. In time, the Elves and Dwarfs drove its creatures from the Old World.

The Time of the Ancestor Gods ended with the confinement of Chaos to the far north. Their task completed, Grungni and Valaya retired into the deepest reaches of the earth. A new age of prosperity emerged for their descendants.

The Golden Age

Fuelled by trade with the Elves, the Dwarfs reached a height of wealth and culture never seen before or since. The existing Dwarfholds flourished, and new holds were established throughout the World's Edge Mountains. Dwarf prospectors journeyed widely, and established new mines and settlements in the Dragonbacks, the Black Mountains and elsewhere.

The greatest achievement of the age was the completion of Undgrim Ankor, the Great Underway: a vast network of tunnels that linked the Dwarfholds of the World's Edge Mountains. Roads were built between the World's Edge Dwarfholds and the Elf cities of the coast, and trade flowed along them. The Elves hired Dwarf engineers and craftsmen to complete magnificent building projects such as the sea wall surrounding Sith Rionnasc'namishathir and the great lighthouse of Tor Alessi. These structures still stand, though the cities around them are in human hands, called Marienburg and L'Anguille respectively. Karaz-a-Karak, the most central of the World's Edge Dwarfholds, rose to prominence as the capital of the Dwarf Empire.

With trade and wealth flowing into the Dwarf Empire, it seemed as though the Golden Age would never end. No one could foresee the coming war.

The Age of Wars

From the height of its wealth and power, the empire of the Dwarfs was plunged into a succession of wars that almost destroyed the entire race. The first of these wars was the most destructive, and in many ways the most unexpected.

THE WAR OF VENGEANCE

Despite its military defeat at the hands of the Grand Alliance, Chaos had planted a seed in the Elves that proved to be the undoing of both races. As the Dwarfs continued to trade and mine, a schism developed between the followers of the treacherous Malekith (who would later become known as the Dark Elves) and those of the Phoenix King Caledor I, the grandson of Caledor Dragontamer. In time, a civil war broke out, and before long it spilled into the Old World.

Dark Elves began raiding Dwarf settlements and attacking merchants, causing great loss of life and property. Unable to distinguish one Elf from another, High King Gotrek Star-





breaker was mystified at these apparently unprovoked attacks from his allies and trading partners. He sent an emissary to Ulthuan, where the vain and haughty Caledor II had just ascended the Phoenix Throne, demanding an apology and financial recompense for Dwarf losses. Caledor refused to see the emissary, sending him back with a message that the Phoenix King did not accede to demands, but could be moved to grant pleas.

Furious, Gotrek sent a second emissary to Ulthuan, carrying the message that the High King of the Dwarfs would not plead before Elf nor god. The amount of restitution he demanded was doubled on account of Caledor's insult. Caledor had the emissary forcibly shaved, and sent him beardless back to his king with the message that he should come to Ulthuan himself and plead his case before the Dragon Throne.

With injury compounded by insult, the High King had no option but to declare war on the Elves. He swore by the most powerful of oaths that he would have just compensation or its equivalent in Elf blood, or he would shave every hair from his head. The beardless emissary had been shamed into becoming a Trollslayer by his treatment at the hands of the Elves, and it was unthinkable that the High King of the Dwarfs should suffer a similar fate. The entire race united behind their leader.

Known variously as the Elf-Dwarf War, the War of Vengeance and the War of the Beard, this conflict raged across the Old World for nearly 500 years. Slowly, the Dwarfs forced the Elves out of most of the forested interior of the Old World, destroying entire forests to deny their enemies shelter. The Elves found their coastal colonies besieged by the vengeful Dwarfs. One by one, the smaller settlements fell.

After four centuries of fighting, only the major colonies of Tor Alessi and Sith Rionnasc'namishathir stood. Frustrated, Caledor dismissed his generals and took personal command of the Elf forces. At the fourteenth siege of Tor Alessi, he charged into the Dwarf centre, and was cut down by Gotrek himself. Taking the Phoenix Crown from his corpse, Gotrek declared that his honour was satisfied by this compensation. The Dwarfs withdrew from the field in good order, declining to press their victory and refusing to hear any Elf petitions for the return of the crown.

Elf preparations for an assault on Karaz-a-Karak were cut short by the news that the Dark Elves had taken advantage of the Phoenix King's absence and invaded Uthluan. The original Phoenix Crown remains in Karaz-a-Karak to this day, standing beside the Crystal of Fire in the Great Vault. Though they are no longer openly at war, relations between the Elves and the Dwarfs have scarcely improved. The Elves call the Dwarfs thieves and bandits, while the Dwarfs call the Elves oathbreakers and beardclippers.

THE GOBLIN WARS

Victory against the Elves left the Dwarfs as masters of the Old World, but their celebrations were short-lived. The dormant volcanoes of the World's Edge Mountains erupted without warning, and earthquakes wracked the entire range. The resulting fissures and ruin were exploited by Orcs and Goblins, who came swarming in from the east. As they attacked the shaken Dwarf realms from above, the Skaven were tunnelling in from below.

The Dwarfs were forced to abandon their holdings at the eastern slopes of the World's Edge and Dragonback Mountains. The remaining Dwarfholds were cut off from one another as the great Underway that linked them was breached in many places. A lesser race would have been annihilated, but the determined Dwarfs fought back. No quarter was given, none was asked. At times, the Dwarfs came close to recovering some of their former holdings. At others, they came close to extinction.

The War of the Beard paled in comparison to the ferocity of the Goblin Wars. Although they achieved a sort of stalemate against their unrelenting and rapidly multiplying enemies, the Dwarfs were surrounded, and it seemed that their days were numbered. With that realization, the Dwarfs turned their attention to the forested lowlands in the west and to a people strengthened by their own struggles against a common enemy.

THE DWARF SCHISM

The surviving holds of Karaz Ankor were reinforced by refugees from those that had fallen, although some from the lost holds were unable to reach their besieged brethren through the greenskin battle lines. In time, these refugee clans reached a momentous decision: the only way to ensure their survival was to establish new holds and settlements in the mountain ranges to the west. Most of the displaced Dwarfs settled in the mineral-rich regions of the Vaults and Black Mountains. Later arrivals founded settlements and mines in the Grey, eastern Irrana, and northern Apuccini Mountains.

The High King of Karaz Ankor was furious with these clans. In his anger, he decreed that the Exiles were no longer kinsmen, but traitors. He listed each and every clan in the Book of Grudges, for future reckoning once the greenskin threat had abated. The Exiles countered by declaring their independence from Karaz Ankor, and entered the High King's name into their own Book of Grudges. Communications between them ceased for 1,000 years.

With the fall of the southern holds, both the High Priest of Grungni and the new High King realized the future of their people depended upon healing the rift between the Imperial Dwarfs and the Exiled Clans. Emissaries were sent forth bearing gifts and the torn pages (bearing the names of the Exiled Clans) from the Karaz-a-Karak Book of Grudges. The gesture of conciliation was not lost on the Exiles. They reciprocated by sending their own torn pages to the High King, and pledged their allegiance to Karaz Ankor.

Though dissatisfied that the Exiles pledged him their allegiance rather than the obedience he expected, the High King was persuaded by the High Priest to overlook the slight. He assured the Exiles that any who returned to Karaz Ankor would be forgiven. Some clans complied, but others had grown used to their independence, and many had found



wealth in the western mountains. Some replied that they were expanding the Dwarf homelands as their ancestors had done, which scarcely required forgiveness. Others maintained they would return to the World's Edge Mountains once their clan's ancestral homes were recovered from the greenskins.

THE COMING OF MANLINGS

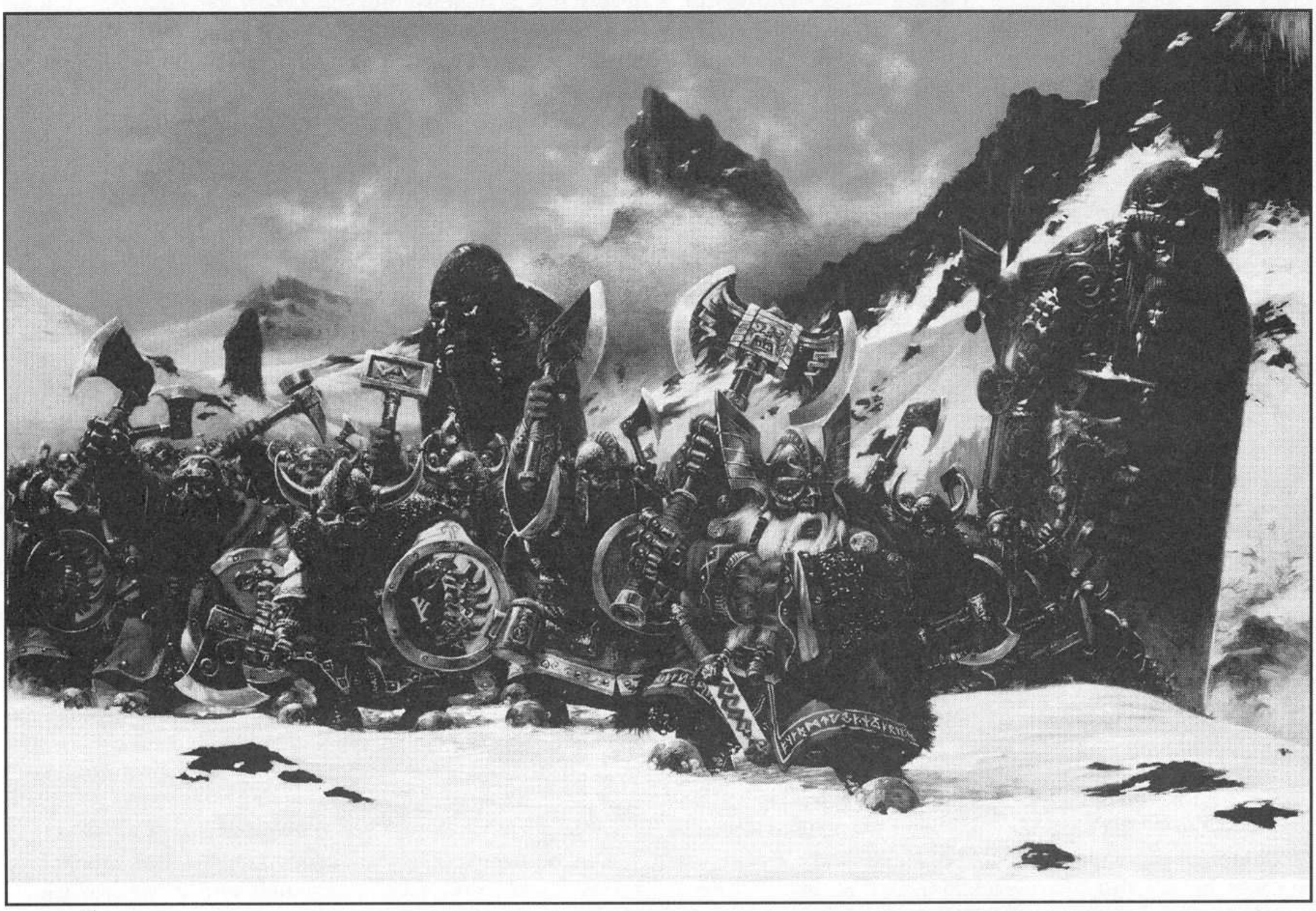
After the threat of Chaos was ended, tribes of humans migrated to the Old World from the south. They were few in number, used tools and weapons made from wood and stone, and settled initially in the lands that would become Tilea and Estalia. The Dwarfs largely ignored them, especially since the two races lived so far apart. Just over two millennia later, tribes of taller, fur-clad humans arrived from the east and settled in the forested lands to the west of the World's Edge Mountains. Some even migrated to the other side of the Grey Mountains. These newcomers proved successful at farming the land, and in order to reduce their supply lines, the Dwarfs began trading with the human tribes during the closing stages of the War of Vengeance. The Dwarfs exchanged tools and weapons made of bronze for produce and meat.

Then came the invasion of the greenskins, and everything changed. While hordes of Orcs and Goblins assailed the Dwarfholds, even more swarmed over the mountain passes to the human lands of the west. Dwarf smiths taught the humans many of their lesser secrets, such as forging iron weapons and armour. In the face of their mutual foe, humans and Dwarfs forged a tentative friendship. This friendship would later blossom into a mutual agreement that guaranteed both the survival of the Dwarfs and the ascension of the human race.

THE ALLIANCE WITH SIGMAR'S EMPIRE

The defining point in relations between Dwarfs and humans occurred when a lone human warrior named Sigmar of the Unberogens single-handedly rescued the Dwarf High King Kurgan Ironbeard from twenty Orc captors and an assortment of Goblins. This act forged an eternal friendship and an unwavering alliance between the Dwarf Empire and the Unberogens – and the Empire that followed. Together, the two allies broke the power of the Orcs and Goblins in the lands between the Grey Mountains and the World's Edge. The greenskins fled over the mountains, or retreated deep into the forests. At the Battle of Black Fire Pass, the Dwarfs and humans destroyed the largest-ever greenskin force, bringing the Goblin Wars to an end.

As Sigmar's Empire prospered, so did the Dwarfs. Many Dwarfs moved to the lands of the Manlings, setting up as blacksmiths, craftsmen, stonemasons and traders in the growing cities and towns. Dwarf warriors augmented the Empire's armies, making them the most formidable in the Old World. Even in the darkest days of the Empire, the alliance with the Dwarfs served the humans well. During the years when the Empire was fragmented, the Dwarfs were the bulwark that protected the eastern frontiers. During the Great War Against Chaos, Dwarf troops saved the city of Kislev from falling to the invaders. In the critical battle of the war, the Dwarfs sallied forth as the Imperial and Kislevite armies struck. The



Chaos host was routed and the war won. The Empire was again united and strong – thanks in no small measure to the military might of the Dwarfs.

The Age of Heroes

In the first thousand years of Sigmar's Empire, there was relative peace in the World's Edge Mountains. The Orc and Goblin threat was greatly reduced after the Battle of Black Fire Pass, and the Dwarfs enjoyed a level of prosperity unseen since the Golden Age. In Dwarf history, this period was known as the Age of Heroes.

The greatest Dwarf heroes were Dorin Heldour and Katalin Kandoom. The two became companions when they accompanied Thori Gundrikson on an expedition to the region west of Black Water. Katalin was one of the many Mining clansmen who accompanied the Dwarf leader. Dorin was one of the Warrior clansman who provided protection. The expedition was a great success, with the discovery of gromril and the repulsing of greenskin attackers. The experience left the two companions with an appetite for adventure.

Dorin and Katalin petitioned their respective clan elders at Karaz-a-Karak, requesting to be relieved of their clan duties so that they could seek out and recover lost Dwarf treasures. After much discussion, both were granted their wish. The two scoured ancient texts with a loremaster, and found references to the Heartstone of Aldin Getgold, a powerful artefact lost with the fall of Ekrund. They made their way to the Dragonback Mountains by way of Barak Varr. Travelling alone, Dorin and Katalin easily eluded roaming bands of Orcs and Goblins, and entered the ruined Dwarf mine. In the depths, the two battled the few solitary creatures that inhabited the ancient tunnels and shafts. Eventually, they found their objective hidden in a damaged temple. Dorin and Katalin successfully brought the Heartstone back from the Badlands and presented it to the High King.

The two Dwarf heroes accomplished many deeds and recovered a number of ancient Dwarf artefacts. Their most famous deed was the rescue of the sons of the High King from the dungeons of Black Crag. While on a hunting expedition south of Karaz-a-Karak, Princes Elmador and Oldor Finnson were captured by a large Orc warband. The few Dwarfs who escaped the ensuing battle returned badly wounded to the Dwarfhold with the news. High King Finn Sourscowl pleaded with Dorin and Katalin to return his sons to him. Unable to resist a challenge, the two heroes set forth.

The stealth that served them well over the years enabled them to enter the Orc-infested Black Crag through a secret tunnel undiscovered by the vile greenskins. Along the way, Katalin used his mining skills to create a number of traps and to weaken the tunnel structure at certain critical points. These carefully crafted alterations were meant to slow down the pursuit they knew would come. Deducing that the Orcs would use the old Dwarfhold's cells to house their prisoners. Dorin and Katalin made their move in the morning hours, as the Orcs slept away the previous night's fighting and wagering. They quickly overpowered the few half-awake guards, broke into the cells, and freed the princes before the alarm was raised. Katalin's preparations paid off, as a number of pursuing Orcs perished in the cave-ins he had engineered. Though there were several harrowing moments, Dorin and Katalin returned the two princes to Karaz-a-Karak. In gratitude, the High King honoured and rewarded the two heroes by giving them a tenth of his enormous wealth.

The Dwarf Realms Today

No longer needed to protect the Empire from invasion, the Imperial Dwarfs of Karaz Ankor have turned their attention to their ultimate and most ambitious goal: the recovery of all their lands in the World's Edge Mountains. The High King and the noble clans of Karaz-a-Karak are using their vast wealth to finance three current projects. The first is to raise mercenary troops (chiefly Dwarfs from the other mountains) to help King Belegar recover the rest of Karak Eight Peaks. The second is to provide logistical support for Prince Ulthar Stonehammer's attempt to recapture Karak Ungor. The last project, the repossession of Karak Varn, is being planned at Zhufbar and Karak Kadrin.

In the south, King Kazador of Karak Azul is desperately seeking help to rescue his kin from the dungeons of Black Crag. He has sent emissaries to other Dwarf realms and to the human lands (chiefly the Empire) in search of fearless individuals with certain talents and disposition for danger. The reward is high, but the task seems to have little chance of success.

The Dwarfs in the other mountain ranges continue to establish new settlements. The King of Karak Izor is intent on creating his own version of Karaz Ankor with the neighbouring settlements in the Vaults. How this will be received in Karaz-a-Karak is uncertain. Even though these Dwarfholds are nominally independent of Karaz Ankor, many of their inhabitants still look towards the High King for guidance and leadership. Other Dwarf Kings are waiting to see how the High King reacts to this potential threat on his authority. Should it go unchallenged, other Dwarf Kings may expand their dominions; doubtless some of them will justify their actions by the need to check Karak Izor's expansion. A firmer response has the potential to re-open the rift between these Dwarf realms and Karaz Ankor. The situation could even lead to civil war.





II

DWARF SOCIETY

"This? This was never the feasting platter of King Durgin! Look – the patina here shows that the piece cannot be more than a few centuries old. I am no fool!"

"No? Do you not recognize a piece of your own noble tradition when you see it, then? Or are you simply trying to cheat me of its value?"

"Me, cheat you? Ha! And here, see? That fine filigree work – that would have perished after mere decades, which proves me right!"

"Or does it just prove your lack of skill, eh? That resilience is the hallmark of fine…."

"Me? Lack skills? How dare you! Are you Dwarf enough to back up your slanders with steel?"

"Have you no honour, calling out an artisan? And you a Longbeard!"

"Longbeard or no, a slight is a slight – to add insult to such fraudulent claims…."

"Fraud? By my grandfather's beard! This piece is genuine! You have my oath on it, and the honour of my clan to shall be your guarantee!"

"Ah. Hm. Well, then. In that case, here is the price you asked. And accept this fine goblet, in recompense for my… hastiness."

"Your wisdom is matched only by your generosity. Rest assured I shall remember your gift when next I speak of you and your kin."

Social Values

An exceptionally proud people, Dwarfs respect age, wealth, skill, and reputation above all else. Those who possess all four command the greatest respect. Respect for tradition is also important, but it is regarded differently from the others; its lack is seen as a fault, rather than its presence being a virtue.

AGE

The test of a shield is in the way it withstands battle.
The test of an ale is in how it ages in the barrel.
The test of an arch is in how long it stands up.
The test of an individual is in how long he lives.
—Dwarf proverb

Age is the most readily apparent of the four Dwarf virtues. The primary indicator of wisdom is the length of a Dwarf's beard (or hair, in the case of Dwarf women). Of lesser consideration is the amount of greyness in a Dwarf's beard, especially since Dwarfs do not grey uniformly.

The pride that male Dwarfs take in their beards is legendary. They are never cut, or even trimmed. On special occasions, many Dwarf males will comb through the tangles and even braid their beards. Only the greatest distress will cause a Dwarf to damage his beard. Chewing one's beard is a sign of the deepest grief, and a Dwarf who shaves himself has acknowledged his complete loss of honour. Even among Trollslayers, shaving is extremely rare.

The act of forcibly shaving a Dwarf's beard is the most grievous and unforgivable of insults. The humiliation of a Dwarf ambassador at the court of the Phoenix King in Ulthuan was the final spark that ignited the 500-year War of Vengeance between the High Elves and Dwarfs, which some Dwarfs still call the War of the Beard.

Partly because Dwarf women are almost never seen by other races, rumours abound that they sport beards. These rumours are vicious and baseless, and are highly offensive to most Dwarfs. While Dwarf women do not have beards, they take as much pride in their hair as their menfolk do in their beards. They never cut or trim their hair, and braid it elaborately, in styles that are traditional to each clan.

WEALTH

To lack gold is to lack a pit-prop against the cave-ins of misfortune, to lack a shield against the arrows of spite.
—Dwarf proverb

Among their detractors, Dwarfs have a reputation as miserly and avaricious. In reality, Dwarf culture equates prosperity with success. Dwarfs see wealth as a means to an end, the end being a comfortable life and the respect of their fellows. It is true that a typical Dwarf is wealthier than his counterparts of other races. While Jaan van der Kuypers of Marienburg is indisputably the richest man in the Old World, his wealth pales by comparison with that of even a minor Dwarf King. Though very possessive, Dwarfs are generous when



presenting valuable gifts to honoured clansmen. They have also shown great generosity in repaying debts and rewarding friendship. When they die, Dwarfs are normally buried with a few highly prized possessions. The majority of their wealth is divided among their family and passed from one generation to another.

SKILL

The blades of enemies may steal your old age;
Thieves may steal your gold;
Slander may steal your reputation;
But skill, once learned, you keep forever.
—Dwarf proverb

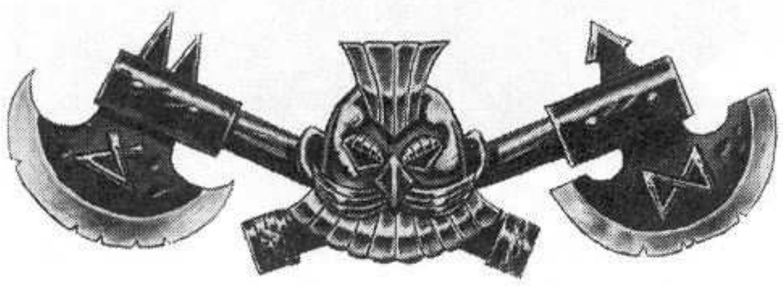
No other race can match a Dwarf's memory for breadth and detail. They learn by observing their masters at work, listening to the lore, and from applying their craft. Mastery of one's craft brings great respect, and the greatest of the Dwarf artisans have a level of skill that is all but supernatural. By applying himself diligently to his craft, a Dwarf shows respect not only to his master, but also to his clan, his ancestors, and the craft itself. Since most crafts trace their origins back to the Ancestor Gods themselves, attaining mastery of one's craft is a religious duty as well as a source of pride and honour.

REPUTATION

Gold cannot buy lost honour, nor craft repair it.
—Dwarf proverb

To a Dwarf, reputation is everything. Wealth can come and go, but one's reputation is the only constant in an ever-changing world. Central to the Dwarf concept of integrity is the value of one's word. A Dwarf's word, once given, is unbreakable; to demand an oath is regarded as an insult, and when a Dwarf offers to take an oath, it is usually a sarcastic hint that the Dwarf feels his honour is being slighted.

Because of this, Dwarfs are very reluctant to give their word on anything, and choose their words very carefully when making any kind of commitment. "I will do as you ask, unless something prevents me" is a typical turn of phrase. This has led to their gaining an undeserved reputation for evasiveness. In fact, the Dwarf sense of honour dictates that any obligation must be fulfilled to the letter, and if they should die with a promise unfulfilled, the responsibility passes down to their descendants. This is not something to be undertaken lightly. In extreme cases, inability to keep a promise has forced a Dwarf to forsake his clan and become a Trollslayer.



TRADITION

Tradition must be respected, for it is the voice of our ancestors.
—Dwarf proverb

Generally, Dwarfs are tradition-bound, determined pragmatists who see the world in very stark terms. As such, they have few superstitions. Of those few that have survived, one of the most common revolves around the observance of tradition and ritual. These are tried and tested methods that have proved their worth over the millennia. Thus it is believed that any failure to behave in the prescribed manner could lead to misfortune and disaster. It doesn't matter whether the operation in question is a ritual invocation, the making of an object, or the recitation of a traditional Dwarf story.

Social Structure

CLAN AND FAMILY

The life of a Dwarf revolves around clan and family. Clan members are bound to one another by blood and common ancestry. The families in a clan normally share a common homeland, dating back to the Dwarf settlement of the World's Edge and Dragonback Mountains. Many of these homelands fell during the Goblin Wars, but the clans of the Vaults, Black, and Grey Mountains are sworn to recover their ancestral lands and avenge their ancestors. Their current homelands are regarded as a temporary place of exile.

Dwarfs can trace their ancestors through millennia, even outdoing the Halflings in genealogy. Committing the sagas of their ancestors to memory is considered as vital to a Dwarf's education as mastering their clan's crafts. Although Dwarfs take great pride in their ancestors' achievements, the sagas are always written and recited in a straightforward, matter-of-fact style, without any hint of boastfulness. Several human scholars have argued that the understated style of Dwarf sagas is a deliberate device to play up the clan's honour; by treating the most heroic achievements as unremarkable, the saga-writers subtly intimate that such deeds are only to be expected from a member of the clan. Most Dwarfs agree, though, that the deeds of their ancestors are glorious enough in themselves, and need no dressing up in fine words.

Clan memory runs deep, and family obligations are taken seriously, even those that are generations old. An ancestor's debts fall upon his successors, and remain until they are paid in full – or sometimes longer. The continuing Dwarf support of Sigmar's Empire is the example most often cited by human scholars to illustrate this principle, arising as it does from Sigmar's rescue of the Dwarf High King from the greenskin hordes. On the other side of the coin, any wrong done to a Dwarf is considered a wrong done to the entire clan. Thus any Dwarf may take it upon himself – or be elected – to take revenge for a fellow clanmember, and redeem the clan's honour.



STAGES OF LIFE

Dwarfs age more slowly than humans, although the difference is not as great as one would conclude based upon the differing lifespans. For example, humans become full-grown at around 16 years of age, and Dwarfs do so between their 18th and 20th year. In contrast, human life expectancy is less than half that of Dwarfs. The undiminished vitality of an ageing Dwarf is seldom seen among humans.

Infancy

Navnsdeg, or the Day of Naming, is regarded as the first day of a Dwarf's life. On this day, the newborn's parents, accompanied by their clan elders and as many generations of direct ancestors as are still living, present the infant at the temples of Grungni and Valaya, to receive the blessings of the Ancestor Gods. First the male relatives take the baby to the Temple of Grungni, where the birth is recorded in the hold's annals. The baby is then handed over to the female relatives, who go in joyful procession to the temple of Valaya. There, the baby is passed through the smoke of Valaya's hearth and given a first spoonful of stone soup, in a ritual of welcome to the new clan member.

Youth

Although they may marry earlier – especially in noble families – humans in the Old World are generally considered adults when they reach the age of 16. Dwarfs are not considered adults until they are 30. Their childhood years are spent learning their clan's craft, traditions, and place in Dwarf society, and in combat training. In addition, young Dwarfs of all clans and both sexes learn mining fundamentals, and spend at least two years in the mines belonging to their hold. While working in the mines, some of these "Young Ones" (Khazalid: *Garazi* or *Knublstubi*) may learn other skills such as metallurgy and smithing.

Adulthood

One of the most important events in a Dwarf's life is entry into adulthood. It is marked by the rite of *Kumenouht*, where the young Dwarf is formally presented to the clan. Those clans whose members live in scattered settlements wait until they got together on the Day of Remembrance (*Zagazdeg*) to observe this rite of adulthood. A Dwarf reaching adulthood makes an offering to the clan's ancestors and the Ancestor Gods. This is normally an "apprentice-piece" (*Knublsprube*), which demonstrates the youngster's skill in the clan's craft. So, for example, a young Dwarf from a brewing clan offers a barrel of dark ale, one from a jewelsmith clan offers a piece of jewellery or cut gemstones, and so on. The clan elders present the newly adult Dwarf with his first set of tools, and the insignia of the clan's craftguild. At this stage, the Dwarf is considered a "Young Clansman" (*Gnutrommi*).

As Young Clansmen, Dwarfs begin to establish their reputation within the clan. Most males become apprentices to one of the senior clansmen, and begin the second stage of their instruction in craft skills and lore. Dwarf maidens turn their thoughts to marriage at this time, with the advice of their clan elders. Under all but the most exceptional circumstances, a Dwarf maiden marries outside her clan, but within her native hold; however, recent centuries have seen a rise in intermarriage between Dwarfs of the refugee clans and those of their host Dwarfholds. The Princesses of royal clans typically marry into the royal clans of allied holds, although they have more freedom of choice in marriage than their human counterparts. It is deemed acceptable for a Princess to marry beneath her social station, provided the prospective husband is of impeccable character and wealthy enough to keep her in suitable style.

Full Beards

When Dwarfs reach their 70th year, they become "Full Beards" (*Altrommi*), and are able to take apprentices from among the Young Clansmen. The clan elders resolve any disputes which may arise if two or more Full Beards want to take on the same apprentice, or if any Young Clansman is not chosen. A few Full Beards choose to further their mastery of their clan's craft, rather than taking an apprentice at this time. A fortunate few marry at this age.

Long Beards

In their 120th year, Dwarfs reach the status of "Long Beard" (*Langktrommi*). Though not yet regarded as clan elders, Long Beards are respected for their wisdom, skill, and knowledge of clan traditions and crafts. Their reputation will have spread beyond the clan, and they may begin to receive commissions from outside clans. Some Long Beards continue to accept Young Clansman – and even Full Beards – as apprentices, but this is the time at which a Dwarf is generally expected to pursue mastery of their craft without the burden of an apprentice. The most spectacular examples of Dwarf craftsmanship come from the Long Beards. A few Long Beards marry, but at this age the vast majority rededicate themselves to their craft.





Elders
When they reach 150 years old, a Dwarf becomes an Elder (*Throngrink*) of his clan. All Elders become part of the Elder Council by virtue of age, wisdom, and length of beard (or hair in the case of Dwarf women). The Council considers any matter that directly impacts the clan and its interests. In some clans, the Council is empowered to decide for the clan; in others – particularly in the Warrior clans – the Council may do no more than recommend a course of action to the head of the clan. Dwarfs remain clan elders for the rest of their lives.

Great Beards
Dwarfs live for around 200 years, as a general rule. Dwarfs exceeding 200 years of age become Great Beards (*Gormtrommi*). Though few in number, Great Beards are held in high esteem. Their knowledge and experience are especially valuable to the clan and craftguild during difficult times.

Some remain on the clan's Elder Council, while others rededicate themselves to their craft. Loremasters and master runesmiths are almost always Great Beards.

Living Ancestors
Those very rare Dwarfs who exceed 400 years of age are called Living Ancestors (*Karugromthi*), and are venerated as the blessed of the Ancestor Gods and the symbols of the clan's good fortune. While humans tend to become more frail with advancing age, the vigour of a Living Ancestor remains undiminished. Although the literal-minded Dwarfs are reluctant to use terms such as "immortal", it does seem that only injury or disease can threaten a Living Ancestor.

It is sometimes said that Living Ancestors are too stubborn to die; among Dwarfs, it is more respectful to say that they have more important things to do. Driven by the thirst for knowledge or the desire to accomplish a certain task, these ancient Dwarfs seem never to age. The great runesmith Kragg the Grim, for example, reached his 1620th year in 2512 I.C. Vengeance can also contribute to long life. While the perpetrator of a wrong may escape vengeance by dying, in Dwarf eyes he merely passes the guilt onto his children and his children's children, until the price of the wrong is paid in full. High King Gotrek Starbreaker of Karaz-a-Karak was already 160 years old when the War of the Beard broke out (see pp 5-7), but he led the Dwarf host in person throughout nearly five hundred years of war, finally defeating the Phoenix King of the Elves in single combat and taking his crown in compensation for the insult that had started the war. His honour satisfied, he joined his ancestors peacefully at the age of 655.

DEATH AND BURIAL
According to ancient lore, the earth gave birth to the Dwarf race. In death, their bodies are returned to her embrace while the Dwarf spirit journeys to the world of their ancestors. The priests of Gazul have special rites to perform before the final journey can begin.

Dwarfs who die of old age sense their stamina and strength fading, and know that their time is approaching. A priest of Gazul is summoned, and the dying Dwarf gives the priest the possessions that are to accompany their owner to the tomb. Then, the heirs assemble to witness the dying Dwarf's bequests – like the reading of a will among humans, except that it takes place before death. Once this task is completed, the Dwarf spends the remainder of the time with friends and family.

When death has come, the priest returns to take the body to the Temple of Gazul, where it lies in state for four days. There, the priest invokes the protection of Gazul over the body to ensure the safe arrival of the spirit in the realm of the Ancestors. The protection also prevents the body from being used for necromantic purposes. At the end of the four days, the clan's burial vault is opened and the body is entombed. Once done, the priest of Gazul re-affixes the sealing rune to the vault to prevent any desecration until the next burial.

Not all deaths are so easy. Many Dwarfs perish on the field of battle. Priests of Gazul accompany the armies so that they

can administer death-rites to the fallen. The slain Dwarfs are usually buried on the spot, as returning them all to their hold is usually impractical. Only the bodies of Kings, runesmiths, and clan elders are returned for burial.

Dwarf Women

Although many Dwarfs carry their father's name as part of their surname, Dwarf clans are matrilineal and Dwarfs belong to the same clan as their mother. In addition to commanding great respect, Dwarf women wield considerable power. Since they tend to live longer than their male counterparts, there is a higher proportion of women on the Elder Council than in Dwarf society as a whole. The Matriarch – the eldest woman of the clan – chairs the clan's Elder Council. Typically, she acts in the role of moderator, and will not take a position on matters before the Council. According to tradition, this arrangement commemorates the role played by Valaya after Grungni's departure; however, some historians suggest that another reason for this practice is the fact that Dwarfs are reluctant to squabble in front of a lady, and the Matriarch's presence in Council ensures that tempers are kept in check.

The royal clans are the sole exception to this arrangement; the King holds supreme power, and as such the chair of the clan's Elder Council cannot be occupied by anyone else. Even so, it is regarded as natural that the Queen serves as her husband's chief advisor.

Dwarf women are entrusted with the fate of the Dwarf race. They are the principal teachers of the young, and rulers of the household. Nonetheless, they are subject to a rigid set of rules. Very few ever venture outside the protective walls of their hold. All Dwarf women are trained to fight alongside their menfolk in the event that the hold is invaded, but are not exposed to the dangers of the front-line defences. If there are women on the battlefield, male Dwarfs will fight with unyielding tenacity; for a clan's women to be killed or captured is an unthinkable disgrace, and one that no male Dwarf will permit while he still lives.

Courtship and Marriage

The value placed upon age and wealth by Dwarf society, and the rarity of female births, means that most Dwarf brides are considerably younger than their husbands, and the majority of male Dwarfs can expect to die as bachelors. Contracting a marriage is regarded as a great accomplishment for a male Dwarf. In human society, such a situation might result in a large number of arranged marriages, with wealthy men paying a large dowry to a bride's family, and the bride having little choice in the matter. Among Dwarfs, however, the bride is given the final decision on a marriage, and her favour is seen as a priceless gift rather than a commodity to be bought and sold. By human standards, Dwarf maidens are thoroughly spoiled.

The courtship rites may involve a number of clans. Courtship usually begins when a Dwarf maiden and her clan elders look for prosperous and reputable Dwarfs from other clans. Once an agreement on worthy candidates is reached, the



Matriarch of the bride's clan approaches her opposite numbers in the other clans to initiate the courtship. To be chosen as a prospective husband is such an honour that refusal is unthinkable. The selected candidates compete with each other to craft masterpieces to woo the bride-to-be and her clan's elders.

The appointed Day of Promise (*Barazdeg*) is marked by festivities, culminating in a presentation of gifts by the suitors. The bride-to-be and her elders retire to consider the gifts. The quality and richness of the gifts are the main consideration. Each suitor's skill at his craft indicates both his ability to provide for the bride-to-be and his value to her clan. Once agreement is reached (with the bride-to-be having the only veto), the bride's clan elder announces the choice. Very rarely does a rejected suitor challenge the decision.

The rite of marriage is only a formality. Presided over by a Priestess of Valaya, the ceremony involves an exchange of oaths and gifts. After another round of festivities, the newlywed husband accompanies his wife to a home set aside by her clan.

With the decline in the Dwarfs' fortunes and constant warfare with their enemies, modern Dwarf women may have two or three husbands concurrently. This type of marriage occurs most frequently in the Warrior and Mining clans, where mortality is the greatest. Multiple husbands are almost always brothers (in some rare instances, they might be close cousins), so any possible feuding between husbands is kept to a minimum. This is one of the means Dwarfs use to safeguard the survival of their race, especially given their low birth-rate.

Dwarf Anatomy

In outward appearance, as everyone knows, the Dwarfs are shorter and stockier than humans. They have a widespread reputation for strength and endurance, which were borne out by my observations.

Upon preparing the body for dissection, I first remarked upon the widespread hair upon the body. While by no means sufficiently thick to be described as fur – such as may be found upon many Beastmen, for example – it was still unusually luxuriant by human standards, and may be a form of insulation against the coolness and damp of the Dwarfs' underground home. The hair of the scalp and beard was also thicker than that of humans.

The first incision revealed that the skin is somewhat thicker than human skin, which again may offer some protection from both cold and injury. It is, however, neither as thick nor as tough as the skin of an Ogre. As I had expected, the muscles were denser than those in a human of com-parable build, and the bones were correspond-ingly thicker and heavier. I had not expected, however, to find that there was very little fat on the body; nearly everything was muscle, making the body unusually strong for its size.

Otherwise, the body was very little different from a human corpse, except for the differences in proportion. All the same organs were present; the heart and lungs were slightly larger than expected, but everything else was as expected.

—Professor Markus von Zerleger, *Observations on the Dissection of a Dwarf*, University of Marienburg, 1928 I.C. Shortly after publication, the professor was found murdered and partially dissected in his own laboratory.

The Dwarfs are superbly adapted to life underground, with short, densely muscled limbs, thick, heavy bones and powerful torsos. The endurance of Dwarfs is legendary, and is one of the contributing factors to the Dwarfs' well-deserved reputation as miners and tunnellers. Many Imperial military experts consider Dwarfs to be the best infantry troops in the Old World.

A male Dwarf's luxurious beard is his greatest source of pride – even greater than his capacity for ale. It is a well-known fact that the length of a Dwarf's beard is the best indicator of his age, and therefore of his wisdom and experience. Dwarfs never cut or trim their beards, although they keep them scrupulously clean, and often braid them or decorate them with beads for special occasions. Forcibly shaving off a Dwarf's beard is considered as one of the most grievous and unforgivable insults. The perpetrator of such a heinous deed can count on the Dwarfs extracting their vengeance, even if it takes years (or decades). Perhaps the most famous example involved the humiliation of a Dwarf ambassador at the court of the Phoenix King in Ulthuan, which led to the 500-year War of Vengeance between the High Elves and Dwarfs.

There is no truth to the scurrilous rumour that Dwarf women sport beards. They do have very long hair, in which they take as much pride as the males do in their beards. Dwarf women spend a lot of time combing and braiding their hair. Styles are traditional, and denote the clan to which a Dwarf woman belongs.

DIET

The dietary requirements of Dwarfs are very similar to those of humans. In the olden days, the Dwarfs developed crops that could be grown in underground chambers with filtered light. These strains were mostly grains, such as oats, barley, hops, and wheat. Some tuber-like roots and stunted versions of fruit trees (apples, pears, and cherries) were also adapted. The vast majority of grain was used for brewing ale and baking bread. Any surplus was kept in underground granaries, to feed both Dwarfs and livestock throughout the harsh winter months.

In deeper caverns, Dwarf farmers raised several varieties of mushrooms. These fungi are primarily used as seasonings, but have been used as a staple crop in hard times.

Meat

Several millennia ago, the Dwarfs bred a small, shaggy and tough breed of mountain cattle from the great aurochs, or wild bull, of the forested lowlands. They had already domesticated mountain goats for their meat, wool and milk. From late spring to early autumn, the livestock is taken to high pastures to fatten up on the nutritious alpine grasses. With the coming of winter, breeding stock is herded back to the Dwarfhold, kept in shaft-lit caverns just beneath the surface, and fed on mushrooms and surplus grain. The rest are slaughtered to provide meat for the winter.

Though they are not such able farmers and shepherds as the humans, the Dwarfs are skilled hunters and trappers. Even in the best years, the meat from their livestock is supplemented with a wide range of wild game from the mountains surrounding their holds. Hides and furs are important for making clothing and soft furnishings, supplementing the wool from their sheep and goats. Dwarfs usually hunt wild boar, mountain goats, mountain sheep, deer, and bear; they trap rabbits, squirrels and a range of other small game. Occasionally, Dwarf hunters will bring down hippogriffs and even small dragons.

Dwarf Bread

The Goblin Wars brought great hardship to the Dwarfs. Roving greenskin warbands slaughtered Dwarf herds and made hunting impossible. In at least some the fallen holds, starvation accounted for as many defenders as the Orcs and Goblins themselves. To stretch their reserves of grain, the Dwarfs



developed a tough bread baked from a mixture of wild grain and pulverised rock. Known as "Dwarf Bread" by humans, *durazbrog* ("Rock Bread") has little nutritional value, but definitely staved off hunger pangs. It is still eaten during lean times, and some World's Edge Dwarfholds hold ritual fasts, when *durazbrog* is eaten in commemoration of the Goblin Wars.

Ale

For Dwarfs, brewing is more than an art, and ale is more than a drink. Dwarf ale is actually one of the most important aspects of their dietary regimen. Dwarf ale is so nourishing that any Dwarf can subsist on this alone for weeks at a time. Each Dwarf settlement of any size has a master brewer. He is usually the elder of one of the ale-brewing clans. In addition to ensuing the high quality of Dwarf ale, the master brewers have the responsibility of stockpiling reserves of all varieties. It is said that the abilities and foresight of the master brewer – more than any other Dwarf – is essential to the health of a Dwarf settlement. There were times during the Goblin Wars when the only thing that stood between the Dwarfs and starvation was their ale. Even their livestock thrived on Dwarf ale during those lean years.

The Dwarf ales most commonly found in human lands are brewed by the Expatriate Dwarfs who live there. The skill of Expatriate brewers is almost as great as that of brewing clans of the Dwarfholds. As most Expatriates live in Sigmar's Empire, the majority of Dwarf breweries are found in the western and southern portions of that realm. The high quality Dwarf ale fetches such high prices that few establishments can afford to stock more than one or two casks.



The largest and most famous of all expatriate Dwarf breweries was Bugman's. Located near the town of Wusterburg in Wissenland, Bugman's was the Bitter Brew of choice for the Emperors since Magnus the Pious. Some years ago, a Goblin raid burned down the brewery and slaughtered a number of Dwarfs. The brewery has not been rebuilt as its owner and Master Brewer, Josef Bugman, has undertaken the task of wreaking his vengeance upon any greenskin he encounters.

Human Produce

The arrival of humans in the Old World changed everything for the Dwarfs. As they spread throughout the fertile lowlands, it became apparent that they were better farmers and herders than the Dwarfs. In contrast, the Dwarfs were superior in the crafting of armour, weapons, and tools. Thus it came to pass that each race was able to fill a specific need of the other at a time when both warred against a common, greenskinned enemy. A natural trading relationship developed between the Dwarfs and humans, especially those of the forested lowlands that would become the Empire.

As the greenskin peril receded, trade between the humans and Dwarfs increased. Grain, fruit, and meat were exchanged for metalwork and gold. This arrangement freed a number of Farmer clans to redirect themselves to other, more worthwhile crafts such as smithing and mining. The resulting benefits of the trade and movement of clans were threefold.

Firstly, the Dwarfs had a more reliable means of obtaining adequate and varied supplies of foodstuffs. Human farmers have been able to grow a large variety of crops because of the various climatic zones in their land. In contrast, the mountainous environment of the Dwarfs limited the crops available to their farmers.

Secondly, they were able to compensate for the losses of some of the clans from the Goblin Wars. Many of the surviving Farmer and Herder clans were given leave by the High King and high priests of Grungni to change their craftguild without dishonouring their ancestors. The change augmented some of the craftguilds devastated by war, specifically the Miners and Warriors.

Finally, all Dwarf grain could be directed solely to the brewing of ale. Manling grain made good enough eating, but just wasn't up to the standards that Dwarf brewers required for their ale. This allowed the Dwarfs to brew more ale, which remains an important part of their diet.

REPRODUCTION

Though not a subject discussed in polite company, Dwarf reproduction is similar to that of humans. Where the two races differ is in their attitude toward the business of reproduction. The Dwarfs see themselves as more pragmatic and civilized than humans in this respect. Male Dwarfs outnumber females by more than three to one; if Dwarfs approached the act of reproduction with what they see as the obsessive fervour of humans, they would battle one another for the few available females and the race would probably be decimated. Instead, a complicated system of etiquette and traditional courtship rites have grown.

The fertility of Dwarfs is low compared to humans and Halflings. Even though they are longer lived than their human counterparts, Dwarf women rarely have more than four children over their lifetimes. The length and progression of a Dwarf pregnancy is the same as it is for humans. After about nine months, the baby is ready to be born. In Dwarfholds and other settlements, priestesses of Valaya assist Dwarf midwives in the delivery of the child. In the case of Expatriate Dwarfs, only the midwife is in attendance. On the rare occasions where no midwife is available, Expatriate mothers-to-be often turn to priestesses of Shallya or Rhya for assistance. Single births are the norm, with a great likelihood (75%

chance) that the newborn will be male. It is exceedingly rare for twins to be born. When it does happen, it is considered a momentous omen. The Dwarfs celebrate the twin births throughout the hold or settlement. The festivities include a feast to give thanks to the clan's ancestors, and especially Valaya, for the honour bestowed upon the mother of the twins.

Craftguilds

Dwarf clans are further defined by the craftguilds to which they belong. Each clan owes allegiance to a craftguild, except for the noble clans, whose members may pursue any craft they choose.

While clans are generally restricted to a single hold or a small number of lesser settlements, most craftguilds have chapters in all the surviving Dwarfholds and settlements of any size. For example, there are five clans in the Karaz-a-Karak chapter of the Jewelsmiths' Guild. This number does not include the Jewelsmith clans from fallen holds that now call Karaz-a-Karak home. These refugee clans keep their old Dwarfhold's chapter identity, until they day when they will return to the home of their ancestors. It is almost unknown for a Dwarf to find clan allegiance and craftguild allegiance in conflict, but Dwarf law places clan allegiance above all other considerations. Only loremasters and clerics transcend the rigid structure of clans and craftguilds.

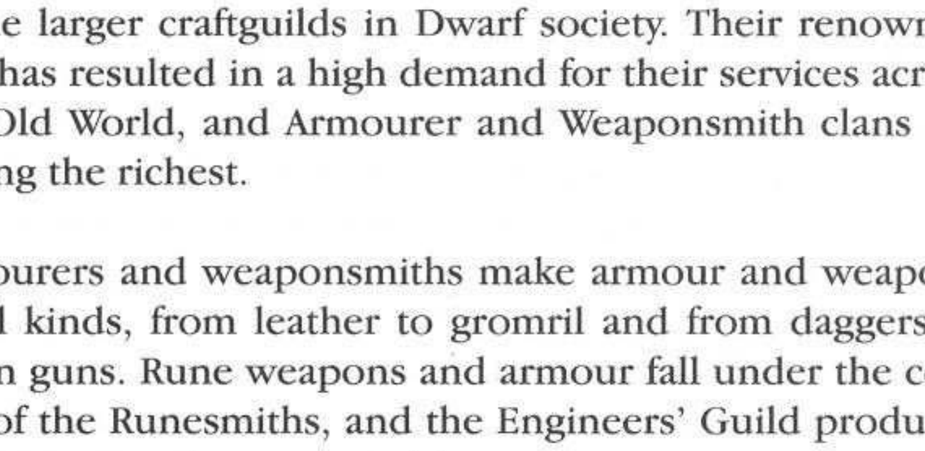
PRINCIPAL CRAFTGUILDS

The main craftguilds are as follows:

Armourers and Weaponsmiths
Not surprisingly, the Armourers and Weaponsmiths are one of the larger craftguilds in Dwarf society. Their renowned skill has resulted in a high demand for their services across the Old World, and Armourer and Weaponsmith clans are among the richest.

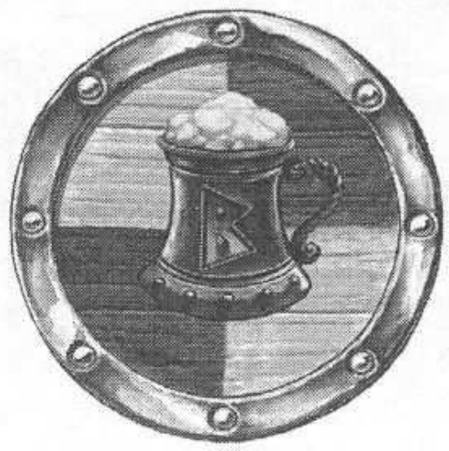
Armourers and weaponsmiths make armour and weapons of all kinds, from leather to gromril and from daggers to organ guns. Rune weapons and armour fall under the control of the Runesmiths, and the Engineers' Guild produces the more complex war machines.

Chapters of this craftguild can be found wherever Dwarfs live. The largest chapter, and the base of the Armourers and Weaponsmiths craftguild, resides in Karak Azul. From here, weapons and armour are exported to other holds such as Karak Eight Peaks, and human lands as far away as Estalia, Araby, and the Empire.



Artisans
This craftguild encompasses a number of diverse crafts such as carpentry, pottery, glass blowing, the production of crossbows and bolts, tanning, and so on. One of the smaller craftguilds, the Artisans are found primarily in Dwarfholds, but by necessity they are also present in smaller settlements. Nearer to human lands, this craftguild is virtually non-existent. Humans have proven to be adequately skilled in these crafts, and their labour is less expensive than that of guild-qualified Dwarfs.

Brewers
One of the most famous Dwarf craftguilds, the Brewers can be found in all Dwarf settlements. A single family often represents the guild in smaller settlements, but the larger Dwarfholds may boast anywhere from five to ten Brewer clans.



Brewers take great pride in the potency and flavour of their ale, and competition between clans is robust. Formal brewing competitions usually take place on Brodag, a festival of Grungni that falls on 33 Valdazet (Brauzeit). The festivities are open to everyone in the settlement, and even to the occasional human or Halfling guest. It is a day of merriment, singing and storytelling. It is said of Brodag that if you can remember it the next morning, you will never forget it as long as you live.

The epitome of the ale brewers' craft is Bugman's XXXXXX Bitter. This dark brew is the ale of choice in the courts of the Emperor in Altdorf and of the High King of Karaz-a-Karak.

Engineers
The Engineers are found in more Dwarf settlements than any other craftguild except the Warrior clans. They are even well represented in the human lands. Their scope ranges from war machines and hydraulic pumps to iron-plated ships and defensive earthworks. Some engineers enter highly skilled disciplines within the craftguild, including alchemists, sappers, the iron shipwrights of Barak Varr, the hydraulic engineers of Zhufbar, and pilots.

Engineers are tradition-bound mechanical inventors, who take great pride in their workmanship and defend their guild's secrets with an almost paranoiac zeal. The Engineers' main objectives are to preserve knowledge and maintain standards of craftsmanship. Within the Dwarfholds of Karaz Ankor, innovation is discouraged in favour of the old, tried and tested ways.

The Guild's ultimate sanction is the humiliating Trouser Leg Ritual, by which a Dwarf who is considered too innovative or lacking respect for tradition is expelled from the Guild. Known as "wetbacks", some expelled Dwarf engineers choose to join the Imperial Engineers' Guild, where their skills are more appreciated. The paradox of the Engineers' outlook says much about Dwarf nature in general.



Engineers in the Dwarfholds outside the World's Edge Mountains are marginally less restricted than their counterparts in the Dwarf Empire. Dwarf engineers in the human lands are far more innovative and independent than their counterparts elsewhere, and have been instrumental in the development of some of the most advanced weaponry produced by the Imperial Engineers' School at Altdorf.

Farmers and Herders
Only found in the mountainous Dwarfholds, this small craftguild now consists mainly of hunters and trappers. The craftguild once developed hybrid strains of crops to grow in the dim and difficult conditions of the Dwarfholds; it also bred livestock suited to the mountainous terrain. The craftguild never recovered from the Goblin Wars, and many Dwarfholds now depend upon trade with the humans.

A number of the remaining farmers are employed in growing grain for the brewers, while a few clans specialize in edible fungi. Some of the smaller Grey Mountain holds carry on a lucrative trade in cultivated truffles with the humans of Bretonnia, although the more traditional chefs maintain that wild truffles have a better flavour and texture.

The Herders mainly keep hardy mountain animals such as goats, which are raised mainly for their wool and milk. Cheese is a major ingredient of the Dwarf diet, and each hold has its own distinctive variety. The Dwarfs favour hard cheeses that age well and keep for a long time; a Halfling joke runs to the effect that it can also be used as ammunition in the event of a siege.

Healers
This small craftguild traces its origin back to the Ancestor Goddess Valaya. It spans all aspects of the healing arts, and counts herbalists, physicians, pharmacists, and surgeons among its membership. Each chapter operates an infirmary within its Dwarfhold; these are spotlessly clean, efficiently run, and boast a surgical success rate that humans can only dream of. On more than one occasion, human rulers have sent embassies to the Healers' Guild requesting a Dwarf surgeon to attend them, rather than placing themselves in the hands of a human sawbones.



Healers also travel widely between the smaller settlements and mines, and accompany Dwarf armies in the field. Those who reside permanently in the smaller settlements are mostly pharmacists and herbalists.

Dwarf medical theory looks upon the body as a machine, which operates according to a plan, breaks down in certain predictable ways, and can be repaired by using appropriate techniques. This is somewhat at odds with modern human theories of humours, astrological aspects and alchemical balances, but since there is little formal communication between Dwarf and human healers this has not been widely debated.

Jewelsmiths
The clans of the Jewelsmith craftguild are among the most highly competitive of all Dwarf guilds. Their workmanship with gold, silver, platinum, and gemstones is without peer in the world. The intricate designs of the most skilled jewelsmiths are exquisite. The demand for Dwarf jewellery has made it exceedingly expensive, and talented jewelsmiths can become incredibly wealthy. In addition to making jewellery, the Jewelsmith clans mint all Dwarf coinage.

Jewelsmiths can be found throughout Dwarf settlements, both in the mountains and in human lands. The craftguild's main base of operations was located in Karak Azgal before its fall (see pp. 37-38). Now, the largest chapter resides in Karaz-a-Karak.

Metalsmiths
The Metalsmiths produce metalware for daily use and trade, such as tools, anvils, pots and pans, nails and buckets. They also refine metal ores and trade ingots to other metalworking clans such as the Armourers and Weaponsmiths, and the Jewelsmiths.

Like all Dwarf wares, the products of the Metalsmiths are of high quality and fetch a goodly sum in the open market. Their cookware is especially prized by Halflings everywhere. Clans of this craftguild can be found in all Dwarf settlements, even those living in human lands.

Miners
The Miners are one of the greatest and most venerable of the craftguilds. Founded, according to tradition, by Grungni himself, this craftguild extracts metal ores and rough gemstones from the earth. The extensive tunnel complexes beneath the Dwarfholds are their domain, and a great source of pride. Dwarf miners can be found in any Dwarf settlement close to active mines, and in many human mining settlements as well. Some Dwarf settlements are exclusively inhabited by Mining clans.

The importance of mining is such that every Dwarf, irrespective of clan or craftguild, must spend two years in the mines learning the essential skills of their heritage.

Runescribes
The Runescribes are the scholars and historians of their race; the majority of loremasters come from Runescribe clans. Their primary role is to write, revise, and maintain the records of their settlements, including the Book of Grudges and the Book of Remembrance. Some runescribes study their ancient texts for any mention of holds or tomes lost in the Goblin Wars and at other times. A few even leave the sanctuary of their settlements in search of these lost texts.

Among the member clans of the Runescribe craftguild is the Runesmith clan. Only the most worthy of this particular clan are selected to become runesmiths.

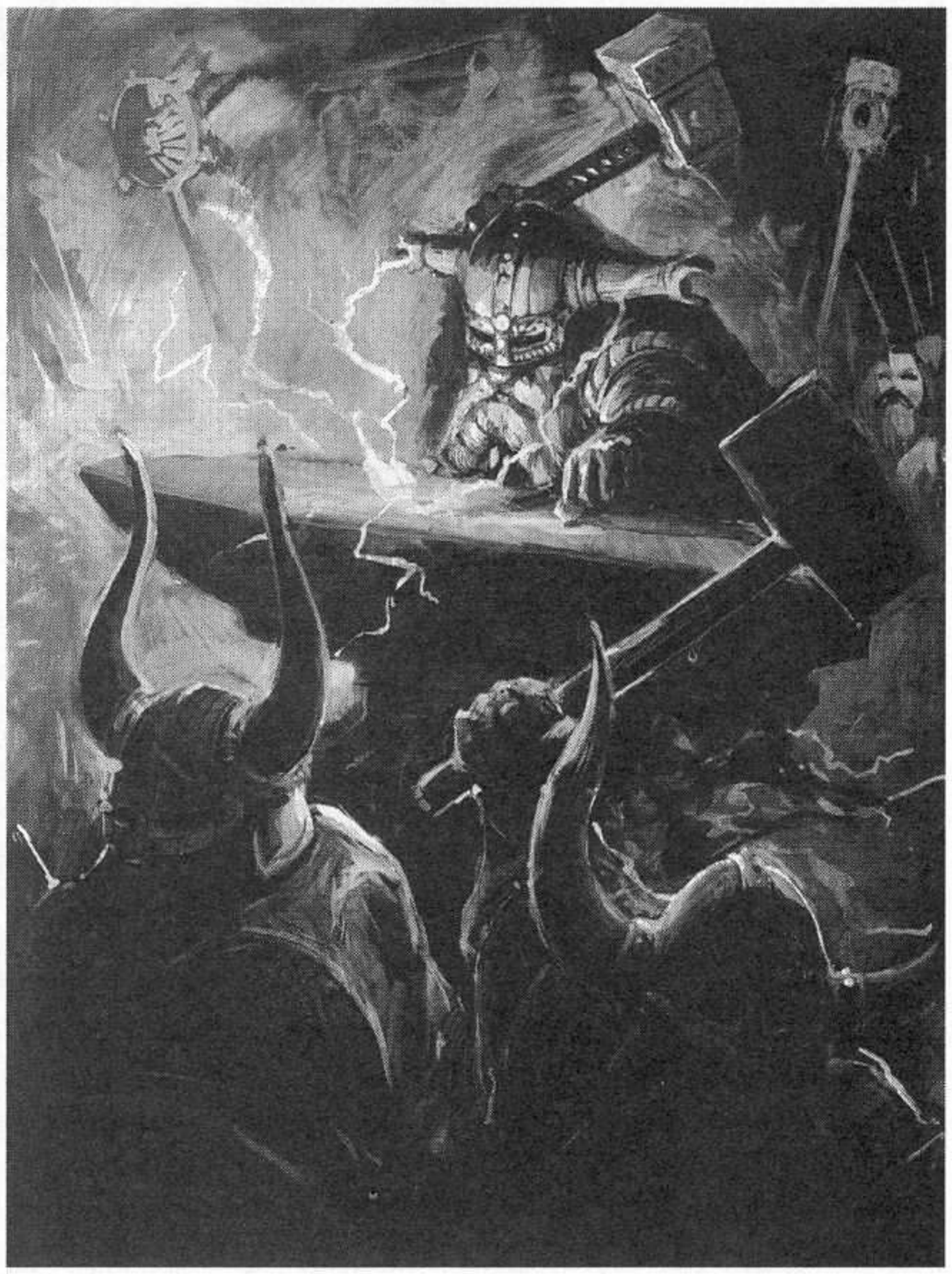
Runesmiths
All runesmiths come from one widely distributed clan, the direct descendants of Grungni's son Thungni (see pp. 75-76). Only they have the ability to use Runic magic. Most reside in the various Dwarfholds where their work is among the most prized of Dwarf crafts. Some live in the smaller Dwarf settlements, and a few live in Dwarf communities within human cities. These "Manling runesmiths" do not practise their craft openly and keep their true nature secret from their human neighbours; they are often mistaken for exceptionally skilled weaponsmiths, armourers or jewellers.

Stonemasons
Since time immemorial, the skill of Dwarf stonemasons has been the envy of all races. Their fortifications and underground constructions have withstood the test of time and the pounding assaults of their enemies. In fact, the greatest threat to the masons' labour is the betrayal of the earth. The volcanic explosions and massive earthquakes that heralded the Goblin Wars severely weakened a number of Dwarfholds, rendering them susceptible to attack. Eventually, however, Dwarf fortifications were strengthened and the underground living quarters rebuilt.

Like other large craftguilds, the Masons are found wherever Dwarfs dwell. Their skill is highly prized by humans, and their handiwork can be seen in many Imperial cities and fortifications. Notable examples of the Stonemasons' craft include the Great Cathedral of Sigmar in Altdorf and the Great Temple of Ulric in Middenheim.

Warriors
The Warrior craftguild is the largest of all, and is found in almost every Dwarf community. These clans provide the elite troops of most Dwarf armies. Some Warrior clans specialize in the use of missile weapons, such as crossbows and handguns.

The best of the fighters achieve further honour by being elevated to one of the veteran brotherhoods: Hammerers, Iron Breakers or Long Beards. The Hammerers are the personal bodyguard of the Dwarf King (or the chief Elder in smaller settlements). The Iron Breakers protect the underground gates that separate the Dwarf mines from the foul creatures that inhabit the depths of the world. Long Beards are grizzled old veterans from the other two brotherhoods who have



fought in more battles, beaten more enemies, and endured greater hardships than the younger, softer Dwarfs of today.

CHANGING CRAFTGUILDS
The Dwarfs of Karaz Ankor and the other mountain realms are bound by tradition to follow the craft of their mother's clan. However, there are rare situations where a Dwarf is better suited to a craftguild other than the one into which he was born. With few exceptions, this determination is made during the Dwarf's youth by a clan elder or the Dwarf's mentor. The matter is then brought before the Elder Council, who decide whether the young Dwarf is better suited to another craft. If so, they open negotiations with the Elder Council of a clan in the appropriate craftguild. If both Elder Councils agree that the interested of the community are best served by allowing the individual to change craftguilds, they petition the Dwarfking or settlement leader to approve the move. The petition is just a formality, and is almost always approved. The two clans then hold a joint ceremony called *Gangovr*, whereby the Dwarf is adopted by a family in the new clan.

For example, Gimli Durakson was born into a Metalsmith clan of Karak Kadrin, but had difficulty working metal. He was unable to control his great strength, and pounded so heavily with his hammer that he usually destroyed the item he was creating. The master of his workshop brought the matter to the Elder Council. After much deliberation, the Council contacted the Elders of a Mining clan and Warrior clan, since Gimli's strength would suit him to either craftguild. The Warrior clan agreed to adopt Gimli into their clan and train him in the art of war. In later years, he was to

Imperial and Mountain Dwarf Craftguild Careers

CRAFTGUILD	BASIC CAREERS	ADVANCED CAREERS
Armourers/Weaponsmiths	Artisan's Apprentice	Artisan (Armourer, Gunsmith, Weaponsmith) Master Artisan* (Armourer, Gunsmith, Weaponsmith)
Artisans	Artisan's Apprentice Trader	Artisan[1] Master Artisan*[1]
Brewers	Artisan's Apprentice	Artisan (Brewer) Master Artisan* (Brewer)
Engineers	Alchemist's Apprentice Artisan's Apprentice Engineer	Alchemist Artillerist Artisan (Shipwright, Barak Varr or Norsca only) Gunner Master Engineer* Pilot* Sapper Shipmaster* (Barak Varr only) Stoneshaper*
Farmers and Herders	Farmer* Herdsman Hunter Rat Catcher Trapper	Mountaineer* Scout
Healers	Herbalist Pharmacist Physician's Student	Physician
Jewelsmiths	Artisan's Apprentice Trader	Artisan (Jeweller) Master Artisan* (Jeweller) Merchant
Metalsmiths	Artisan's Apprentice	Artisan (Blacksmith) Master Artisan* (Blacksmith)
Miners	Miner* Prospector	Lodefinder*
Runescribes	Runescribe* Trader	Merchant Scholar
Runesmiths	Artisan's Apprentice Runesmith's Apprentice Runescribe*	Runesmith* Master Runesmith* Rune Lord*
Stonemasons	Artisan's Apprentice	Artisan (Stonemason) Master Artisan* (Stonemason) Stoneshaper*
Warriors	Boatman (Barak Varr or Norsca only) Marine (Barak Varr or Norsca only) Mercenary Pilot (Barak Varr or Norsca only) Road Warden Runner Seaman (Barak Varr or Norsca only) Soldier Tunnel Fighter Watchman	Mercenary Captain Navigator* (Barak Varr or Norsca only) Sea Captain (Barak Varr or Norsca only) Templar Veteran Warrior* Witch-hunter

* denotes new career; see 'Dwarf Characteristics' pages 80-92

[1] Specialization (pick one): Builder, Carpenter, Cartwright, Chandler, Cobbler, Cooper, Engrave, Glass Maker, Potter, Tailor, Tanner



be found happily cracking Orc skulls with his warhammer.

CRAFTGUILD CAREERS

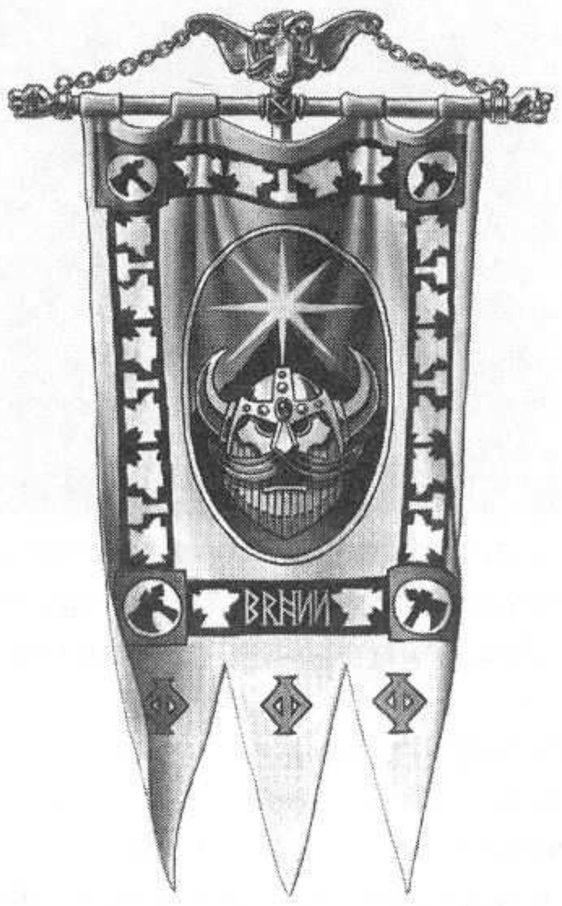
With few exceptions, Dwarfs of Karaz Ankor and the other mountain realms are members of their mother's clan and craftguild. They can only take careers that fall into that craftguild, as indicated in the table on p. 20 – the normal career exits, as described in the main rulebook, are not available to them. Expatriate Dwarfs, with the sole exception of Runesmith, are not so restricted in their choice of careers, for explanation see p. 23.

Outside the Guilds

The craftguilds dominate Dwarf society, but a few Dwarfs fall outside the guild structure. Of these, the most notable are the nobles, the clergy, the loremasters and the Slayers.

THE NOBLE CLANS

Of all the Dwarf clans, the Nobles can claim the most direct descent from the Ancestor Gods Grungni and Valaya. In fact, their bloodline makes the Noble clans among the most long-lived of Dwarfs and some of the most determined in temperament.



These ancient clans are unlike any other. From their number come the rulers of the Dwarf-holds, their emissaries and ambassadors, and most of the Kings' and Queens' advisors. Members of the noble clans may even apprentice themselves to the elders of other clans to learn a specific craft (with the sole exception of rune-smithing). Due to their role in society, no noble clan has emigrated to the human realms.

THE CLERGY

The most common reason for a Dwarf to leave his clan's craftguild is the calling to serve the Ancestor Gods. The would-be cleric must petition both his clan elders and the chief priest of his chosen cult for permission to abandon his craft and begin the life of an initiate, but this kind of petition is rarely turned down.

The clergy of the Ancestor Gods do not lose their clan identity even though they serve a purpose beyond their original clan and craftguild. Their duty is to Dwarf society as a whole, and they act as a unifying force that helps to transcend the differences between clans or guilds. Dwarf clerics frequently serve on the tribunals that are commissioned to hear testimonies and judge capital crimes. They also participate in the councils that settle inter-clan and inter-hold disputes. The clergy played a pivotal role in resolving the dispute between the High King of Karaz Ankor and the Dwarfkings of the other mountain ranges over 3,000 years ago.

Dwarf clerics can be found in all major Dwarf settlements, even those of Expatriate Dwarfs. The smaller settlements generally do not have resident clerics, but there are a number of clerics who travel from settlement to settlement administering to the needs of their people.

Chapter 6 'Dwarf Religion' contains more information on the cults of the Ancestor Gods and the life of a Dwarf cleric.

LOREMASTERS

Occasionally, a young Dwarf will exhibit an unusual capacity for learning. Loremasters search for these individuals, and having found a promising candidate, seek permission from the relevant clan Elders to assess the Dwarf. If the assessment is positive, the loremaster petitions the guild and clan for the individual's release to begin the training of a loremaster.

Most loremasters reside in the Dwarfholds, but some are to be found in all of the larger Dwarf settlements, including those in the Empire. Loremasters are the "loners" of Dwarf society. Many are lost in their books, seeking out hints of lost lore or recording new information and chronicling events. Some are even given leave by the local Dwarfking or Chief Elder to pursue their own research; this can involve travelling far and wide in search of lost Dwarf settlements, seeking the chronicles, records, and knowledge contained therein.

The career of Loremaster is covered in more detail on p. 84.

SLAYERS

Blood sprayed as the axe bit deep. The Orc fell, sword dropping as it crumpled. The axe's haft struck another Orc in the face, smashing its nose and sending it spinning around. Twisting wildly, the gore-stained steel arced round into the guts of another, the flash of silver followed through by the brilliant hues of patterned, muscled arms.

A wild yell of exultation filled the pause in the battle, and the mad-eyed Dwarf wiped spittle from his lips, hafting his great axe ready for the next rush.

He saw them coming – a score, at least, and better equipped than the first he had found. He set his back against the wall of the tower – a good, sturdy wall, built by Dwarfs in times past and still strong in spite of the desecration of these beasts – and braced himself for his final stand. His teeth bared in a savage grin. There would be reprieve, no mercy. He would not make it out. His redemption was at hand.

Troll Slayers

Becoming a Slayer is not so much a career choice as a means of atonement. If a Dwarf is disgraced, humiliated, or disowned by his clan, his only possible redemption is through a heroic death against overwhelming odds. Dwarfs who carry such a burden of shame join the ancient cult of Grimnir the Fearless (see pp. 72-73). They cover their bodies with ritual tattoos including Grimnir's rune, dye their hair orange, spike it with animal fat, and become Trollslayers.

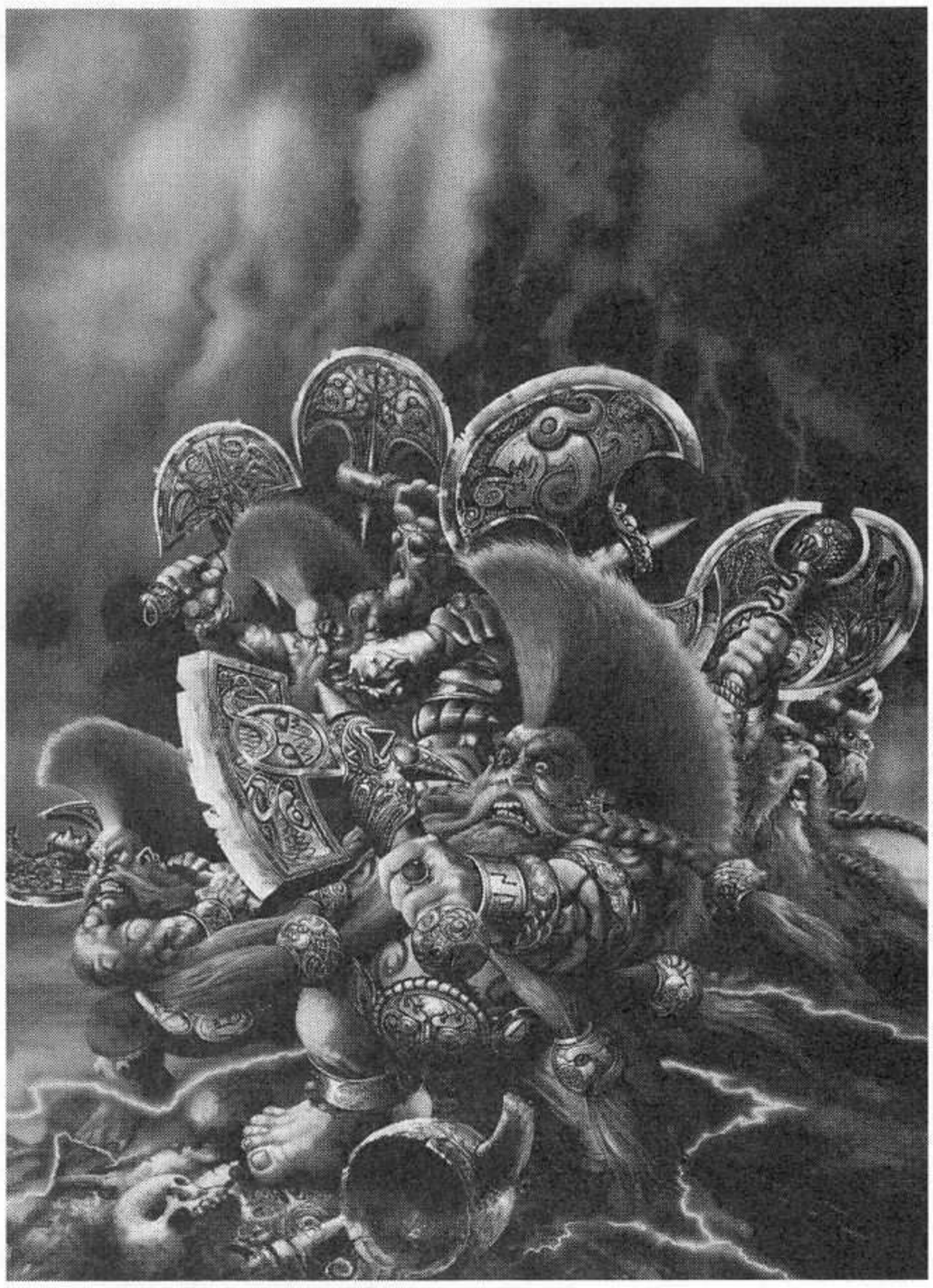
With the exception of one weapon and one chain mail coat (if they own one) all the Trollslayer's former possessions are either given to those he has wronged, or, if the circumstances of his disgrace do not involve a readily identifiable victim, they are distributed among his kin as if he had died unexpectedly. His name is stricken from the chronicles of his clan and guild, and he may no longer use his family name. Many Trollslayers adopt new names, to further distance themselves from their past.

Trollslayers leave their clan and hold, adding the pain of exile to the shame that marks them. They wander the mountains, and many gravitate to embattled and besieged Dwarfholds, joining others of their kind to form battle units for the hold's army; the Trollslayer regiments of Karak Kadrin have won particular renown. Most, however, wander alone or with mixed groups of adventurers, seeking a redeeming death by hunting the most ferocious of beasts. While Trolls are the prey of choice, Trollslayers never pass up combat with other foes, and actively seek out odds that are greater than seven to one.

Trollslayers suffer from periodic bouts of severe depression, which expresses itself in bouts of overeating, fasting, and alcohol and other stimulants. Those of a more outgoing temperament also spend a great deal of time boasting of their exploits and showing off their scars. Trollslayers wear exotic jewellery such as earrings and nose plugs, taken from the bodies of their foes. It is considered unforgivable to ask a Trollslayer about his past, especially regarding the circumstances of their disgrace, and the result of such enquiry is usually a swift and violent death.

Dwarfs have very mixed feelings towards Slayers. They are disgraced outcasts whose word and life have no value, and this inspires contempt. But at the same time, their terrifying ferocity and suicidal bravery command the respect of this warrior race. Some look upon them with compassion, for a Dwarf's honour is a precious, fragile thing and any Dwarf might some day find himself in the same position, through weakness or bad luck. Then again, they are violent homicidal maniacs whose self-control is tenuous at best, and any Dwarf would rather have them out chasing Orcs than in his own hold.

For their part, Trollslayers tend to avoid other Dwarfs, and the inevitable reminders of what they have lost. Dwarf adventurers and Trollslayers interact with a somewhat uncomfortable degree of formality, and will travel together so long as there are humans and others in the group to provide some separation between them. On rare occasions when circumstances force a Trollslayer to spend time with a group of Dwarfs, he accepts this as the will of the Ancestor Gods, an added bitterness to his penance.



Giant Slayers

Although Trollslayers seek out a heroic death against overwhelming odds, some have the misfortune – in their eyes – of surviving. Whatever the odds, they cannot gain absolution by throwing their lives away – suicide is suicide, even if the weapon is an Orc rather than a knife or a rope. They must fight to the death with every ounce of their skill and strength, for to do otherwise simply compounds their disgrace.

If a Trollslayer has the misfortune of slaying one or more Trolls and surviving, the Ancestor Gods have decreed that his shame is too great to be atoned so easily. He must become a Giant Slayer. As before, the Slayer may journey into the Dwarfholds and join a combat unit of Giant Slayers, but many continue their quest alone or with groups of adventurers.

Giantslayers set their sights on larger, more dangerous prey – though of course, these clanless Dwarfs never pass up an opportunity to find a death that will wipe their honour clean. Under the strain of being continually denied the death that would bring redemption, Giant Slayers' grasp on sanity becomes ever more tenuous. Their mood swings become more sudden, their bouts of depression become deeper, and they become more vulnerable to dependency upon alcohol and stimulants.

Dragon Slayers

Those Dwarfs who survive their careers as Giant Slayers become convinced that their disgrace is so terrible that the Ancestor Gods have denied them an honourable death. They engage in a ritual that involves self-inflicted scarring. As well as giving expression to the Slayer's growing sense of self-loathing, the scarring ritual symbolises the Slayer's dedication to following the mythical exploits of Grimnir. Through this ritual, they become Dragon Slayers.

Dragon Slayers are so rare that they were once thought to exist only in Dwarf armies. In fact, most Dragon Slayers travel alone, keeping away from any civilization. They shun all contact with Dwarfs, and only the most reckless and danger-seeking humans are suitable companions for the Dragon Slayer. Dragon Slayers frequent mountains, swamps, and other remote wilderness areas – anywhere that Dragons and more dangerous creatures might be found.

Daemon Slayers

Not all who hunt dragons find their death. Of those few who survive, most do so simply because dragons are so rare that they despair of ever finding one. These survivors, more convinced than ever that the Ancestor Gods have denied them the release of death, choose to follow in Grimnir's footsteps. They go to the far north, to the Chaos Wastes, and embark upon the path of the Daemon Slayer. At this point, most Slayers now believe that their inability to find honourable death has an entirely deeper meaning: Grimnir has found them worthy to help him close the warp gate.

Daemon Slayers seem to have an uncanny sense of where Daemons can be found. Some are rumoured to have located isolated holds of daemonologists and Chaos wizards, and razed them to the ground. The Daemon Slayer also hunts the most dangerous creatures of Chaos.

Enveloped in madness, only a remote corner of a Daemon Slayers' mind recognises any kinship, so they feel no need to shun other Dwarfs. Lesser Slayers will sometimes join a Daemon Slayer heading into the Chaos Wastes; they will invariably find the death they seek.

Expatriate Dwarfs

Referred to as "Manling Dwarfs" (among other things), Expatriate Dwarfs get little respect from their mountain dwelling brethren. Some Expatriates are outcasts or refugees, while others have freely chosen to live among humans.

Because they have been largely integrated into human society, Expatriates have modified – or in some cases abandoned – a number of Imperial Dwarf traditions.

One of the discarded traditions centres on the role of Expatriate women. Unlike those of the mountain realms, Expatriate women are free to travel anywhere outside their settlement without armed escort. Additionally, Expatriate women can seek any of the employment opportunities available to their menfolk. In fact, almost all female Dwarf adventurers are Expatriates.

While clan membership remains a strong element of Expatriate Dwarf life, the Imperial Dwarf concept of the entire clan belonging to a specific craftguild has all but disappeared, except in the case of the Runesmith clan. The main factor behind the disappearance of this structure was its incompatibility to the realities of life with humans. For example, a Dwarf clan of 25 members could not all be metalsmiths in an area that is only able to support four. Instead, a few of the clan would become metalsmiths, and the rest would choose other careers such as masons, militiamen, prospectors, and traders.

Some Expatriates engage in less traditional careers. Most of these are considered by the Imperial Dwarfs to be of an unsavoury, and somewhat dishonourable, nature. Such careers include rat catcher, thief, tomb tobber and other "toguish" careers. A small number of Expatriate Dwarfs have even flouted tradition by becoming wizards (see 'Dwarf Wizards and Alchemists', p. 68).

In the absence of noble clans, Expatriate Dwarf communities are led by a Council of Elders, whose members come from the oldest and wisest members of all resident clans. Council decisions are based on the consensus of the majority of elders, which is sometimes hard to achieve. The Council also selects representatives for the community's dealings with the local human noble, town council, or other ruling authority.

In smaller towns and villages, Expatriate Dwarfs are considered part of the community, especially in the Empire. They generally follow the same laws, customs, and traditions as their human neighbours. The other clan members of these Dwarfs will often be scattered throughout the neighbouring villages and small towns, and all will come together at some pre-arranged site every 33 Brauzeit to celebrate one of Grungni's holy days, exchange news and gossip, and pay respect to their clan elders.



Dwarf Law

The tradition of law in Dwarf society is very strong and ancient. According to tradition, Dwarf law has remained unchanged since the Time of the Ancestor Gods. Simple and direct, Dwarf law contrasts sharply with the volumes of codified – and often contradictory – laws of the humans. Violation of Dwarf law brings swift and certain punishment, with no appeal.



Given their clannish ways, capital crimes (murders without cause, rape, and treason) among Dwarfs are extremely rare. Any Dwarf accused of such a crime must appear before a tribunal of judges selected by the Dwarfhold's king (or the Chief Elder of a Dwarf settlement). Under oath to Grungni and Valaya, the accused must present his case. Witnesses for and against the accused (including any victim) provide additional testimony. Deliberations among the judges are usually quick. Before pronouncing sentence, the judges give the accused one more opportunity to state their case. Those who confess to the crime they have committed may receive some small measure of leniency from the judges. Any found guilty are executed (either beheaded or hung).

If leniency is granted, the convicted Dwarf is banished; he becomes legally nonexistent, with no right to the protection of the law; his word becomes worthless, and he is expelled from his craftguild. Banished Dwarfs may become Slayers, but few survive the vengeance of their victim's kinfolk long enough to atone for their crime.

A tribunal of clan elders tries lesser crimes such as theft and perjury. The process of testimonies follows that of capital trials. Punishment varies with the severity of the crime. These range from banishment (in the most extreme cases) to restitution (the most common punishment). In some cases, however, the punishment inflicted by the court is far less than that which the shamed Dwarf often imposes upon himself. The dishonour resulting from their crime causes a number of those found guilty to give up all their possessions and leave their clan and hold in order to become Slayers.

Crimes against property are arbitrated by a clan elder (or elders, if more than one clan is involved). Those found guilty are fined (Khazalid: *bagtal*) or obligated to perform a service of penance (Khazalid: *singald*), or both. At times, these situations become difficult to resolve, and feuds may erupt. Most feuds are resolved with further negotiation and a few casks of ale, but once in a while there is serious bloodshed. These blood-feuds (Khazalid: *bludgald*) can be very destructive, and it often takes the intervention of a Dwarfking, or a similarly powerful figure such as a Warlord or Guildmaster, to bring them to an end. Guilty parties must pay compensation (Khazalid: *okstal*) to any injured parties or their heirs.

The Calendar

The widely used Imperial calendar is based primarily on the Dwarf calendar. The only differences are the year in which the calendars begin and the fact that Dwarfs do not separate the days of the week from one another. Since there are no Khazalid names for the days, Dwarfs refer to them by their Imperial names in their dealings with humans.

The Dwarf calendar counts its years from the establishment of Karaz-a-Karak as capital of the Dwarf Empire (*Karaz Ankor*). The Imperial calendar marks its first year with the crowning of Sigmar Heldenhammer as Emperor. The difference between the two is 3,000 years. The Dwarf calendar names and their Imperial counterparts are as in the table above.

The major feast days common to all Dwarfholds and settlements are Materfran (Mitterfruhl), 33 Durgzet (Pflugzeit), Zhomerstikul (Sonnstille), 33 Fornskrak (Vorgeheim), Materhazt (Mittherbst), 33 Valdazet (Brauzeit), Wyrstikul (Monstille), and 33 Fornhekes (Vorhexen). All of the major feast days on the Dwarf calendar are those dedicated to the Ancestor Gods, with one exception.

The Day of Remembrance (*Zagazdeg*) involves the entire Dwarfhold and nearby settlements. All the clans gather in the Great Hall to feast and share stories detailing the deeds of their clan ancestors, grudges satisfied, and other important news.

Each Dwarfhold observes its Day of Remembrance on a date that corresponds to a significant event in its history. For ex-

Months and Special Days

NO. OF DAYS	IMPERIAL	DWARF	NO. OF DAYS	IMPERIAL	DWARF
1	Hexenstag	Hekesdeg	1	Geheimnistag	Skraksdeg
32	Nachexen	Adderhekes	32	Nachgeheim	Adderskrak
33	Jahrdrung	Verzet	33	Erntezeit	Egrizet
1	Mitterfruhl	Materfran	1	Mittherbst	Materhazt
33	Pflugzeit	Durgzet	33	Brauzeit	Valdazet
33	Sigmarzeit	Kazakzet	33	Kaldezeit	Kulkelzet
33	Sommerzeit	Zhomerzet	33	Ulriczeit	Wyrzet
1	Sonnstille	Zhomerstikul	1	Monstille	Wyrstikul
33	Vorgeheim	Fornskrak	33	Vorhexen	Fornhekes

As in the Empire, the Dwarfs regard both Hekesdrazh (Hexensnacht) and Skraksdrazh (Geheimnisnacht) with apprehension. Strange things occur during those nights, especially when both Gormlhune (Mannslieb) and Mhornalhune (Morrslieb) are full.

ample, Karaz-a-Karak observes its Day of Remembrance on 24 Verzet, which is the day in the Dwarf year 2985 (-15 I.C.) that Sigmar rescued High King Kurgan Ironbeard from an Orc warband. At Karak Eight Peaks the 25 Zhomerzet is the Day of Remembrance, the day in 5473 (2473 I.C.) when King Belegar recaptured parts of the ruined Dwarf citadel.

Dwarf-friends and Grudges

It is important to Dwarfs that they can recall every person who has shown them kindness and friendship, as well as all those who have wronged them in some fashion. Any individual who performs a great service for a Dwarf (such saving his life) will be named a "Dwarf-friend" (*Dawongr*). A Dwarf-friend can expect strong bonds of friendship that can span decades. The companionship of the human poet Felix Jaeger and the Trollslayer Gotrek Gurnisson serves as a perfect illustration of this.

Wrongs and insults, on the other hand, are ceremonially entered into a Book of Grudges. Each Dwarfhold has a Book of Grudges, which is kept by the king; each clan also has one, kept by the clan's Elder Council. Once entered, a grudge can only be deleted when the appropriate level of compensation has been received, or when suitable vengeance has been taken.

THE ELVES

The Dwarf victory in the War of Vengeance (see pp. 5-7) expunged the great majority of grudges against the Elves that had been entered up to that time, because of King Gotrek's declaration that the life and Phoenix Crown of Caledor II constituted just compensation for all the Elf insults and injustices of the war.

Of course, fresh grudges have arisen since then. The Dwarfs feel a general animosity towards the Elves, regarding them as untrustworthy, flighty, arrogant, and without many redeeming characteristics.

THE GREENSKINS

Far deeper than their contempt for the Elves, though, is the hatred the Dwarfs have for the Goblin races (Orcs, Hobgoblins, Goblins, and Snotlings). The Orcs and Goblins have taken more Dwarf lives, and destroyed more Dwarfholds, than all other races combined.

Worse still, their victories were not achieved with warrior facing warrior honourably on the battlefield, but in brutal assaults upon the Dwarfholds themselves, which inevitably resulted in the wholesale slaughter of the fallen Hold's population – including women, the young, and the revered Elders. The scribes of Karaz-a-Karak have spent generations calculating the compensation due for the Goblin Wars, an amount that some Dwarf philosophers have used as a metaphor for an incalculably high value.

The general feeling among Dwarfs is that only the complete destruction of the Greenskin races can even come close to representing just compensation for these massacres. Only under the rarest of circumstances will Dwarfs suffer a greenskin to live.

Even then, they often feel compelled to justify their lack of action with the phrase "he'll breed" – meaning that they are allowing the greenskin to live only so that in the future, his descendants will be numerous enough that their deaths will be a more fitting revenge than his single life.

THE TAINTED

The Dwarfs reserve a particular loathing for the corrupted Chaos Dwarfs, whom they call the Tainted (Khazalid: *Frurndar*). Their existence is seen as a disgrace to the entire Dwarf race, and one which can only be expunged by the total extinction of the Chaos Dwarfs. The savagery of the battles between the two races nearly reaches that of the Dwarf-Orc conflicts. The few Chaos Dwarfs who survive long enough to be captured can only look forward to a lengthy interrogation before they are also killed.



III

DWARFHOLDS

IN THE TIME OF THE ANCESTOR GODS, THE DWARFS began their migration northward from their ancestral homelands in the southern World's Edge Mountains, following deposits of gems and metals. Along the way, they established settlements. The Dwarfs spread throughout the World's Edge Mountains. Farther north, some clans ventured into the mountains of a land that would become known as Norsca. Others headed east into the Mountains of Mourn and the land between the mountains, now called the Dark Lands. The Chaos Incursion of -4500 I.C. ended all contact with these settlers, and the Dwarfs of the World's Edge Mountains remained isolated from their kindred for thousands of years.

Karaz Ankor: The Dwarf Empire

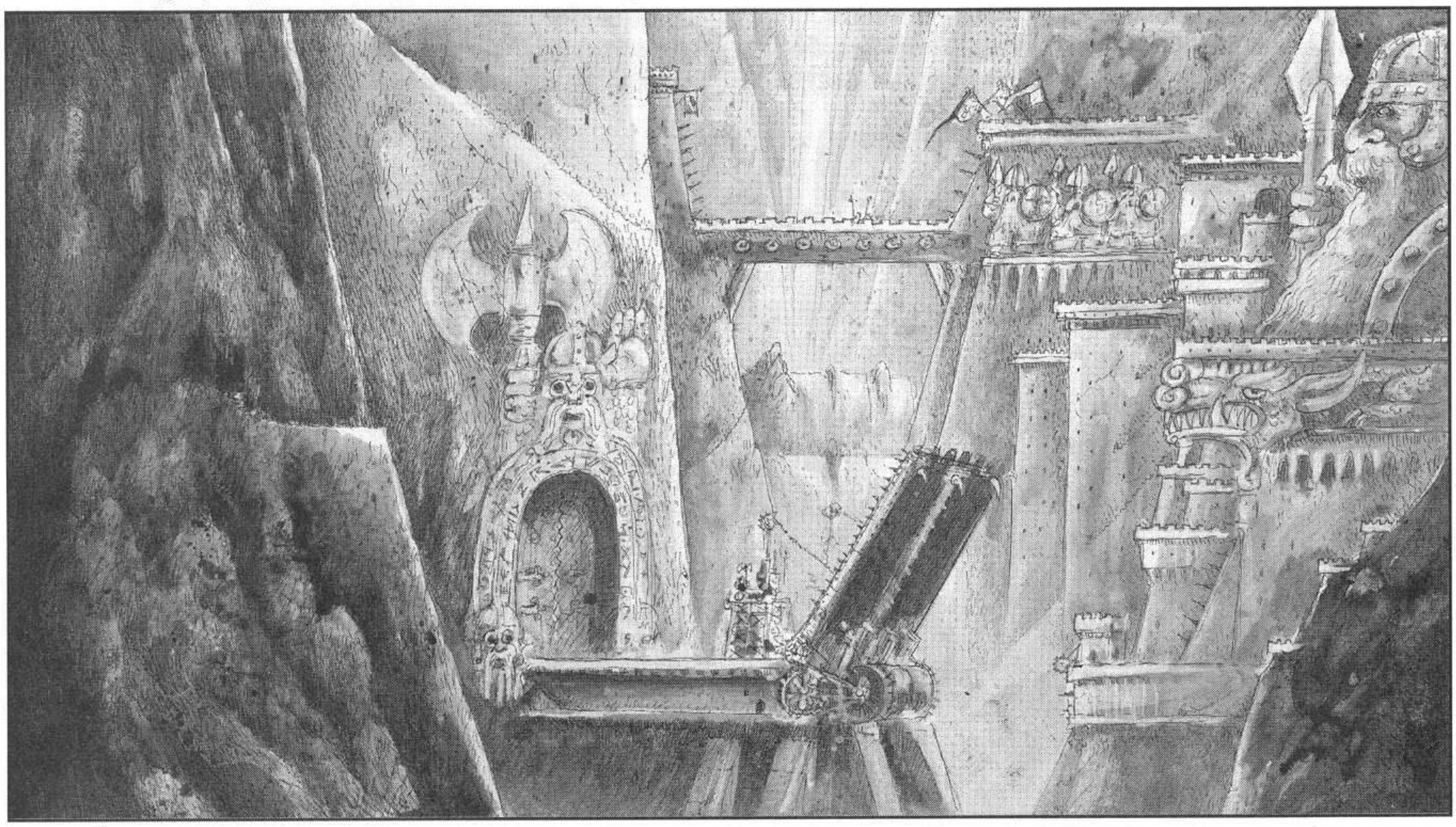
In the decades following the defeat of Chaos, the Dwarfs completed a complex system of underground roads called the Underway (Khazalid: *Ungdrin Ankor*) which connected the strongholds of the World's Edge Mountains. Hewn through the solid rock, the Underway's many smaller tunnels branched off main tunnels to individual mines, forts, and smaller holds. This system laid the foundation for the great Dwarf Empire of Karaz Ankor. The strength and wealth of this Empire flourished during the Golden Age (circa -2400 to -2000 I.C.). Its power became such that the Dwarfs defeated the mighty High Elf armies in the War of Vengeance (from -1997 to -1501 I.C.) despite suffering many casualties. Victory was very short-lived, however, as the mountains soon betrayed the Dwarfs.

Wars, devastations, and migrations over the next 1500 years brought Karaz Ankor to the edge of ruin. The High King of Karaz-a-Karak was no longer the supreme ruler of the Dwarf Empire as he had been in the Golden Age. The relative isolation of the remaining Dwarfholds from one another strengthened the Dwarfkings within their respective realms. The restructuring of power did not diminish the level of their cooperation, however. In fact, the change further invigorated the race in the face of adversity.

The rise of Sigmar's Empire 2500 years ago allowed the Dwarfs the breathing space they needed to re-establish Karaz Ankor. They began the long, arduous task of rebuilding the Underway and reclaiming some of their lost holdings. The task is a daunting one, however, as the Dwarfs are less numerous than they were in the days of old.

KARAZ-A-KARAK

Known to humans as Everpeak, Karaz-a-Karak is the capital and largest hold of the much-reduced Dwarf Empire (*Karaz Ankor*). The High King of all Dwarfs holds court in this mighty and populous stronghold. It is the centre of Imperial Dwarf culture, and its traditions can be traced directly to the Time



of the Ancestor Gods. Within its vast walls and vaults are the world's largest temples to the main ancestor gods Grungni, Grimnir and Valaya. All the most important Dwarf cultural artefacts and books of lore are kept within Karaz-a-Karak.

Like all Dwarf realms, Karaz-a-Karak exists both on the surface and underground. Above ground, it is built against the mountain known as Mount Anvil (*Karag Grong*). Its impressive defences include battlements more massive even than Altdorf's. The cannon and other war machines of the Dwarf capital guard the Silver Road (*Agrildrin*), an ancient mountain pass which leads from the Border Princes to the former Dwarf mine of Mount Silverspear (*Karag Agrilwutraz*). This is one of the many passes used by the invading Orc and Goblin armies from the Dark Lands.

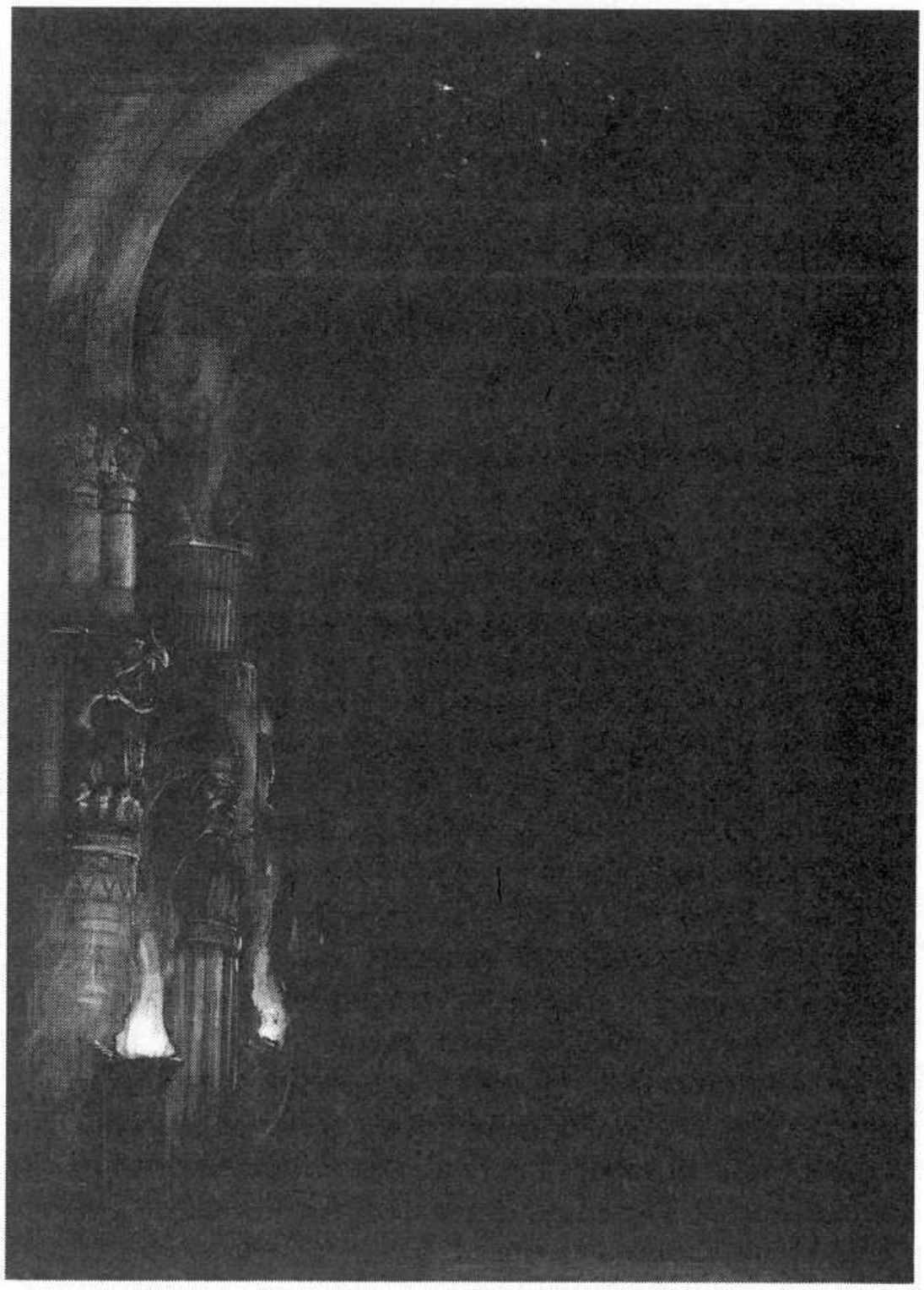
Inscribed with protective runes, the huge iron gates of Karaz-a-Karak have held fast against countless attempts to breach them. Next to the gates stand two stone towers of immense size, from which steam-powered gyrocopters ensure that no enemy can approach undetected.

An inner pair of iron gates leads to the underground city. Inlaid with gold, silver and gromril, these massive gates are engineered so that they can be opened from within with almost no effort. From outside, however, nothing can force the gates open. Few non-Dwarfs have ventured into the underground city – but those few have brought back marvellous tales of the city's splendours.

Ancient records state that Karaz-a-Karak housed over 350,000 Dwarfs comfortably at its height during the Golden Age. Great underground streets lead to the many large caverns where the spectacular clanhouses are cut from the living rock. Multitudes of narrow shafts are cut at different angles to ensure soft lighting throughout the hold during daylight hours. Other shafts channel rainwater to cisterns or underground streams. Some caverns near the surface house the hold's mountain cattle (smaller than human stock, but tougher) and goats. Others contain gardens for the few crops that can grow in low light. Some crops are grown outside, on carefully protected plateaux that can only be reached from within the hold, but these are rare and well-guarded. Most of the stronghold's food comes from trade with humans.

The High King holds court in a huge vault hall that is larger than some small human towns. A forest of colossal pillars supports the mile-long nave. Shafts of light, glow gems, and great braziers illuminate throughout the entire vault. No less impressive are the countless halls, galleries and mines that make up the rest of the stronghold's underground labyrinth. Though its current population is a fraction of what it was at its height, the halls of Karaz-a-Karak echo with reminders of the Dwarfs' past glories.

Many noble clans still call Karaz-a-Karak home. They trace a direct line of ancestry back to the Ancestor Gods themselves, especially Grungni and Valaya. Foremost among these is the Durazklad clan, which is the most ancient and noble family. Its elder is High King Thorgrim Grudgebearer. As High King of Karaz-a-Karak (and thus of Karaz Ankor), Thorgrim keeps



the Great Book of Grudges (*Dammaz Kron*) which recounts all the wrongs, ancient and modern, perpetrated against the Dwarf race. His wife, Queen Karga, tempers his devotion to the cause of vengeance (at least, in the hold).

Karaz-a-Karak is a proud place, and visitors are sure to feel the full weight of Dwarf honour and tradition. From the unparalleled ornamentation adorning the halls and chambers to the formal, courteous manner of its inhabitants, it is clear that this is a place where the dreams of glory and empire are not just kept alive, but are continually renewed in a fervent celebration of ancient heritage.

The Craftguilds

Deep within Karaz-a-Karak, near the roots of the mountain, is the "Runemaster's Lair" (*Rhunriken Ankor*). Kragg the Grim, Master Runelord of the Dwarf Empire, rules this complex of mines, forges, and galleries with a fist of gromril. Runesmiths from other holds come to sit at the feet of this master. The greatest (and by far the oldest) living runesmith, he shares his words of wisdom and tales of a near legendary age. Many runesmiths labour under Kragg's supervision, and the High King holds him in such high esteem that he allows the venerable Master Runelord to rule this personal domain as he sees fit.

Each Dwarfhold has its own chapter (and Guildmaster) of the Engineers Guild. The Master Chapter, however, is located in its own section of Karaz-a-Karak. Burlok Damminson is the current Grand Guildmaster. A great leader and tradition-

alist like his predecessors, Burlok firmly believes that the old tried and tested ways are best. Innovation must be discouraged as it inevitably leads to a bad end. The Engineers' Guild of Karaz-a-Karak specializes in building the more complex engines of war, such as gyrocopters and flame cannon. The Guild's foundry complex is the largest in the Known World, several times larger than the renowned Richtofen Armaments Foundry of Nuln. Entry is forbidden to all outsiders except for fellow engineers from other holds.

Apart from the legendary Bugman's, the best Dwarf ale can be found in Karaz-a-Karak, thanks to Master Brewer Harek Surehand of the Zharrgorog clan. Harek's Deep Red Ale of Plenty can sustain a Dwarf through a winter of fasting, and quite possibly spring, summer, and autumn as well. However, Harek's Dragonsbreath Special Brew is regarded as his greatest creation. Non-Dwarfs have frequently been rendered insensible by a single pint of this blackish ale – **T** test at -20: those who fail become unconscious; if successful, they suffer the characteristic reductions associated with drunkenness (**WFRP** rulebook, p. 84).

The jewelsmiths of Karaz-a-Karak are renowned throughout the Old World. Each jewelsmith decides which of their pieces will be released onto the open market. Typically they are those of lesser quality – the best pieces are sold or given as gifts to fellow Dwarfs, or placed in the vaults of guild or clan. Despite this, they can command astronomical prices from human and Halfling collectors and nobles. Master Jewelsmith Borin Goldfinger of the Galazlok clan is famous in Imperial and Marienburg high society for his goldwork, which is usually wrought with his signature combination of rubies, sapphires, tourmaline, and topaz.

The Mines

Beneath the underground portion of the stronghold, the mines of Karaz-a-Karak plunge deep into the earth. Most continue to yield gems, ores, and precious metals; many have been exhausted, and sealed to prevent invaders from using them. Karaz-a-Karak has been attacked from below by the Skaven and other enemies many times in its past. Some of these attacks have penetrated far into the hold, and have only been repulsed at great cost.

The Underway

After many years of hard labour, the stretch of Underway from Karaz-a-Karak to Zhufbar has been restored. A number of trouble spots still plague the way to Karak Kadrin, but Troll Slayers frequent the more dangerous parts, and heavily armed groups of twelve or more can make the journey with minimal losses. The volcano known as Thunder Mountain (*Karag Dron*) blocks the old route to the south, and several fallen holds are still infested by Goblinoids. Until the Dwarfs drive them out, it is impractical to restore the southern parts of the Underway, and the remaining southern holds can only be reached above ground.

ZHUFBAR

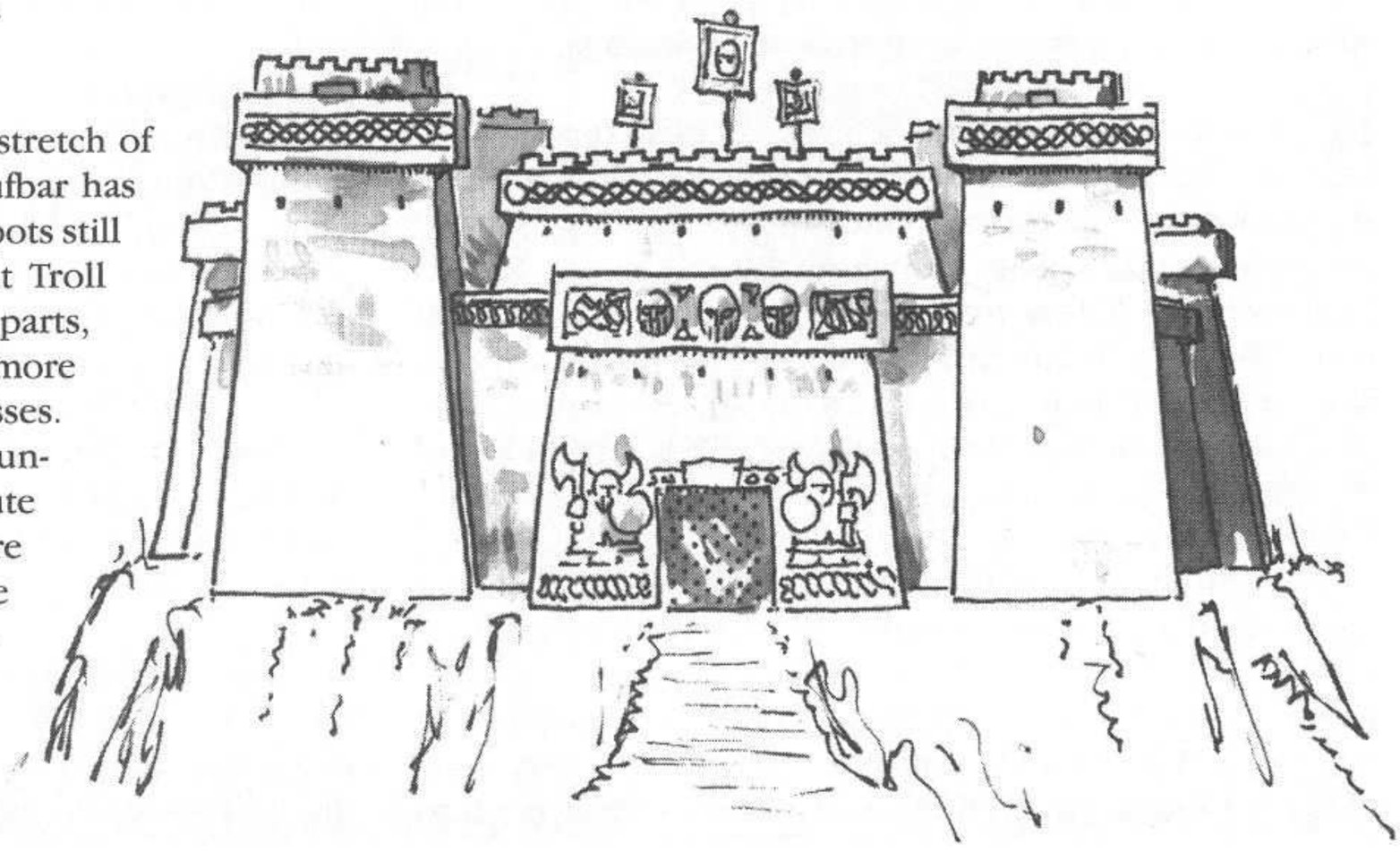
A day's trek from the fallen Karak Varn, Zhufbar ("Torrent Gate") is situated in a deep, steep-sided canyon formed by a thunderous waterfall cascading from Black Water (*Drazh Varn*) into the river below. Here, thousands of water wheels power huge drop-hammers, crushers, washing pans, drills, bellows, forges, and other machinery. The sounds of rushing water and Dwarf machinery fill the entire canyon, reverberating from its walls. At night, the entire area glows from the fires of hundreds of furnaces.

Unlike other Dwarfholds, Zhufbar was established primarily as an industrial centre. The principle shrine of the Dwarf Engineers' Guild is located here. The Guild status is such that the Guildmaster of the Zhufbar Engineers, Grimly Hammerfist of the Barakgrund clan, sits on the King's council. The Zhufbar Engineers are a little more adventurous and innovative than the Master Chapter at Karaz-a-Karak. In fact, much of the heavy industrial machinery used in the other holds were first designed and tested in Zhufbar, especially hydraulic-powered machinery and the pumps used to drain flooded mines. Most of Zhufbar's needs for food, clothing, and other day-to-day items are met through trade with other holds and with the humans of the Empire.

Zhufbar is ruled by King Morgrim Ironforge of the Karangaz clan and his wife, Queen Lenka. Like most noble clans, the Karangaz claim direct descent from Grungni. A shrine to the Ancestor God is found in each of the great caverns of Zhufbar.

During the Golden Age, Zhufbar had a population of 125,000 – more than one-third that of Karaz-a-Karak itself. However, centuries of war have reduced the population of this proud hold considerably. Heavy iron gates protect the inhabitants of Zhufbar from the Orc and Goblin tribes that infest the surrounding mountains.

Zhufbar is threatened by greenskins above ground and Skaven below. The constant state of siege has shaped the mentality of the Dwarfs who live here, and most visitors to Zhufbar lodge in the portion of the stronghold that lies above



ground. The inner part of the Dwarfhold is open only to fellow Dwarfs and to trusted Dwarf-friends – the latter are accompanied by a Dwarf escort at all times. Anyone caught attempting to steal the industrial secrets of Zhufbar is turned out into the bleak, Orc-ridden mountains with no more than a loincloth and dagger.

Communications
A small mountain track heads north-west from the gates of Zhufbar towards the Imperial province of Sylvania. A paved road leads upriver for a few hundred yards, ending at a large iron gate set into the mountainside near the waterfall. Protected by powerful runes, the Grimbar Gate guards the opening to the Underway. From outside, the gate can only be opened by a set of four keys; the King, Queen, Engineers' Guildmaster, and Zhufbar's Gatekeeper, Gorm Barakundi, hold one key each. From the inside, the Grimbar Gate can be opened without difficulty. The gate is constructed to close and lock automatically. *Runes of Enemy Detection* on the gates' inside give off a reddish glow when Orcs or Goblins are within 30 yards of the gates, to warn of possible ambushed.

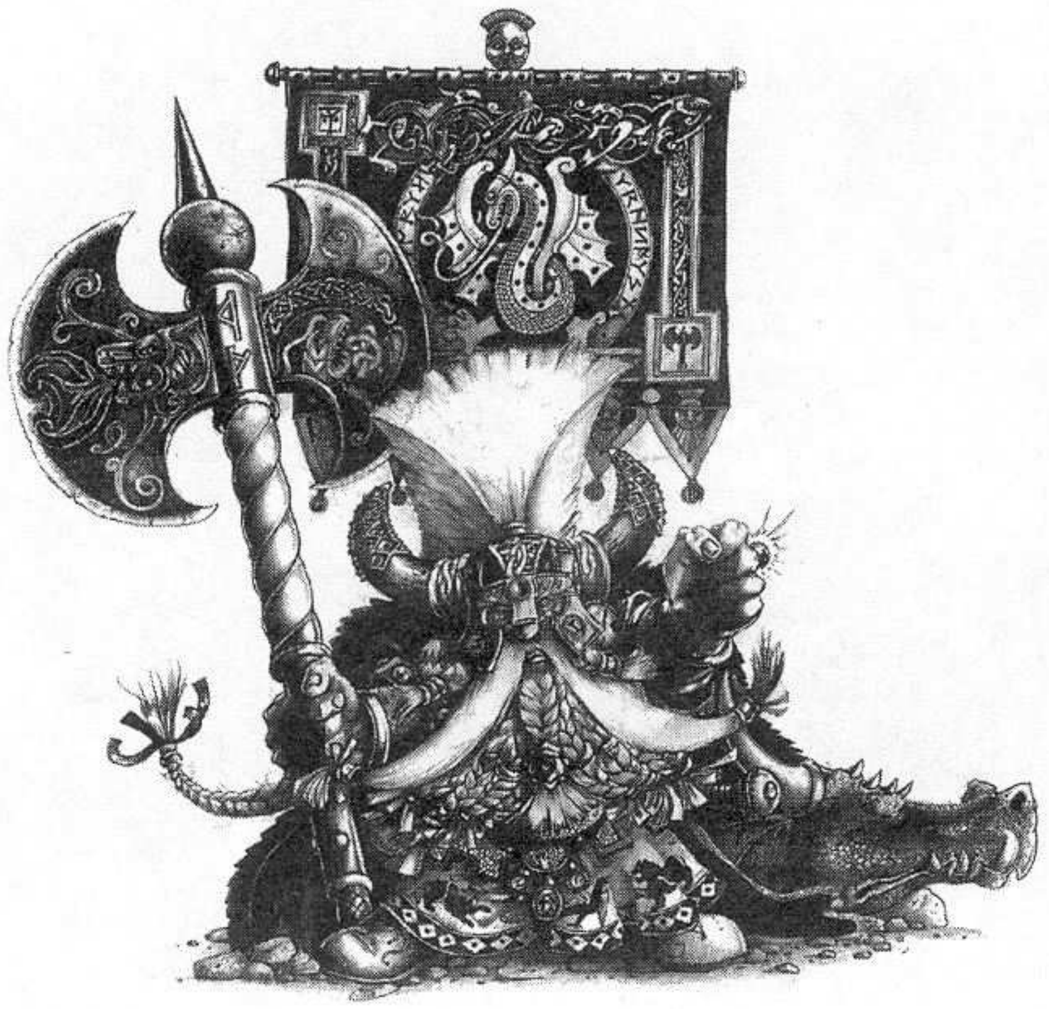
Over the years, the Dwarfs of Zhufbar have sealed all tunnels leading to the fallen Karak Varn, and any mines opening into Skaven passages. Frequent patrols check that these tunnels remain secure, but the deepest levels of the mines still see frequent clashes with the Skaven. The mineral wealth of the deep mines is sufficient to justify their being kept open despite the Skaven threat.

KARAK KADRIN

Situated south of Peak Pass, Karak Kadrin ("Stronghold of the Pass") is the largest of the northern holds after Karaz-a-Karak. In its heyday, the pass connected the strongholds of the west to the mines and settlements on the eastern side of the World's Edge Mountains. Since the fall of the east, Dwarfs no longer use this pass, but it has become one of the main routes for marauding Orcs and Goblins from the Dark Lands. Karak Kadrin, nicknamed "The Slayer Keep" by the Dwarfs, guards the pass against the greenskin invaders.

The Slayer Kings
King Ungrim Ironfist of the Angrulok clan, a direct descendent of King Baragor, is the latest in a long line of Slayer Kings of Karak Kadrin. Baragor took the Slayer's Oath centuries ago, but his duties as King prevented him from seeking redemption through a heroic death; the burden has passed down through his descendants. The nature of Baragor's shame has been forgotten by his people as a sign of respect, and the secret is passed down from one Slayer King to the next, until one of them can make atonement.

Baragor founded a great shrine to the Slayer God Grimnir, and welcomed all Slayers to his realm. They came from far and wide, and to this day Karak Kadrin is home to the largest population of Slayers in all of Karaz Ankor. Located near a side gate of Karak Kadrin, the Shrine of the Slayers stands at the heart of a hold within a hold, known as Khaz Drengi, the Slayers' Hall. The Slayers keep to themselves, and avoid interaction with other Dwarfs. A second shrine to Grimnir, open



to all Dwarfs, can be found in an underground gallery below the Slayers' enclave.

King Ungrim honours his Slayer's Oath and his Oath of Kingship by waging almost continuous war against the Dwarfs' many enemies. He is regarded as the best living general in Karaz Ankor; in the recent Battle of Broken Leg Gully near Karaz-a-Karak, King Ungrim and his army annihilated a greenskin army and captured the feared Orc Warlord Gnashrak. King Ungrim's campaigning keeps him away from Karak Kadrin for much of the year, and in his absence the hold is ruled by Queen Alrika, who enjoys the full support of the clans.

The Hold
Besieged many times, Karak Kadrin has never fallen. Many invading armies have broken upon its walls. Karak Kadrin has also benefited from its location near Kislev and the eastern Imperial province of Ostermark. Since the time of Sigmar, humans have controlled these lands, protecting the western flank of the Dwarf realm against greenskin invasion.

Karak Kadrin draws many advantages from its proximity to the human lands. It carries on a lucrative trade with the Empire and Kislev, and has always been able to count on the assistance of nearby Imperial forces against their mutual enemies the Orcs, Goblins, Skaven, and Beastmen. The road from the Empire makes Karak Kadrin a natural stopping-place both for expatriate Dwarfs returning to Karaz Ankor and for adventurers in search of lost Dwarfholds and mines. Outsiders find a warmer welcome at Karak Kadrin than any other Dwarfhold, and a host of merchants eager to supply them with any equipment they might need – for a price.

As in other Dwarfholds, the current population of Karak Kadrin is much smaller than it way in the Golden Age. However, its garrison, together with its large population of Slayers, has allowed Karak Kadrin to repulse many attacks even in the absence of King Ungrim and the hold's army. Non-

MIDDLE MTS.
Old Forest Road
River Uskay
Upper Talabec
KISLEV
KARAK UNGOR
River Zapadrycka
Talabheim
GREAT FOREST
Barren Hills
Verdant Hills
THE EMPIRE
River Stir
Wurtbad
Haunted Hills
Peak Pass
KARAK KADRIN
DESOLATION OF DRAKENMOOR
WORLDS EDGE MOUNTAINS
River Aver
Streissen
Sigmaringen
Pfungzig
ZHUFBAR
KARAK VARN
BLACK WATER
MOUNT GUNBAD
Wuppertal
Old Dwarf Road
Hochsleben
Upper Reik
Black Fire Pass
MIGHDAL VONGALBARAK
BLACK MOUNTAINS
KARAK ANGAZHAR
KARAK GANTUK
KARAK HIRN
KAZAD URKBAVAK
Silver Road
KARAZ-A-KARAK
MT. SILVERSPEAR
WOLF LANDS
Brovska
Moslac
Skull River
Stzenck
Treblecz
Brasov
Mad Dog Pass
Somjek
Varenka Hills
Matorca
BARAK VARR
Blood River
KARAG DRON (Thunder Mtn.)
KARAK DRAZH
Death Pass
KARAK EIGHT PEAKS
KARAK AZUL
KAZAD MIGHDAL
KARAK AZGAL
KARAG HARAZ (Fire Mtn.)
DARK LANDS
200 Miles

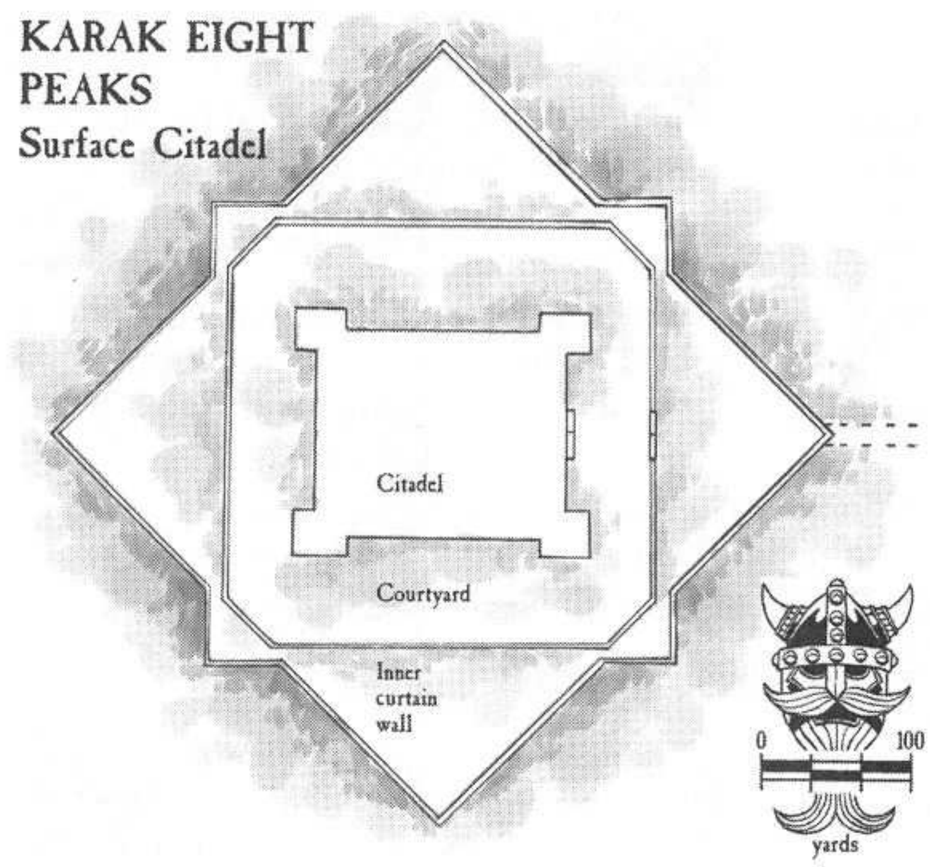
Dwarf Realms

Dwarf guests usually lodge in chambers within the upper hold, although visiting Dwarfs or those honoured as Dwarf-friends may be given accommodations below ground. Protected by cannons from the Karaz-a-Karak foundry and locally made stone and bolt throwers, the walls of Karak Kadrin stand against all enemies.

While not as spectacular as Karaz-a-Karak, the lower portion of Karak Kadrin is still impressive. The grandeur of the stonework reaches its height in the King's audience chambers and the Great Hall, where the hold's populace meets in assembly twice a year.

A strong and heavily guarded gate at the south-east end of the lower levels blocks the entrance to the Underway. The Underway from Karak Kadrin to Zhufbar and Karaz-a-Karak remains broken in many places, and is rife with dangerous creatures. Large crevasses and massive cave-ins have blocked the part of the Underway running north towards the fallen Karak Ungor, known as Red Eye Mountain to the greenskinned invaders. While these obstacles give Karak Kadrin a measure of protection against attack from below, work is under way to clear and repair the underground highway, in preparation for the liberation of Karak Ungor. Parties of Slayers set out northward along the Underway quite regularly, and the refugee clans of Karak Ungor are contributing a great deal of wealth and labour to the restoration project.

Assaulted many times on the surface, Karak Kadrin has never been breached underground. However, the mines are protected by frequent garrison patrols and wandering groups of Slayers, making it highly unlikely that an attack from below could succeed. The mines of Karak Kadrin contain many of the metal ores and precious gems found in Zhufbar and Karak Varn (except for gromril). The extent of these deposits ensures that Karak Kadrin remains one of the wealthier Dwarfholds.



KARAK EIGHT PEAKS

During the Golden Age, Karak Eight Peaks was the most important of the southern Dwarfholds, second in importance only to Karaz-a-Karak. Its spectacular architecture gave the hold its original name of *Vala-Azrilungol* ("Queen of the Silver Depths"). The city was built in a great natural amphitheatre ringed by eight mighty, snow-clad peaks: Windswept Mountain (*Karag Zilfin*), Sunset Mountain (*Karag Yar*), Shadow Mountain (*Karag Mhonar*), Silverhorn (*Karagril*), Crescent Mountain (*Karag Lhune*), Mount Redstone (*Karag Rhyn*), Sunrise Mountain (*Karag Nar*), and the White Lady (*Kvinn-Wyr*). Its security was further assured by the fact that only one small mountain track led to Karak Eight Peaks from Death Pass. With the Dwarfhold of Karak Drazh (now fallen to the Orcs and re-named Black Crag) guarding the western end of the pass, the formidable walls of Karak Eight Peaks encompassed the entire valley.

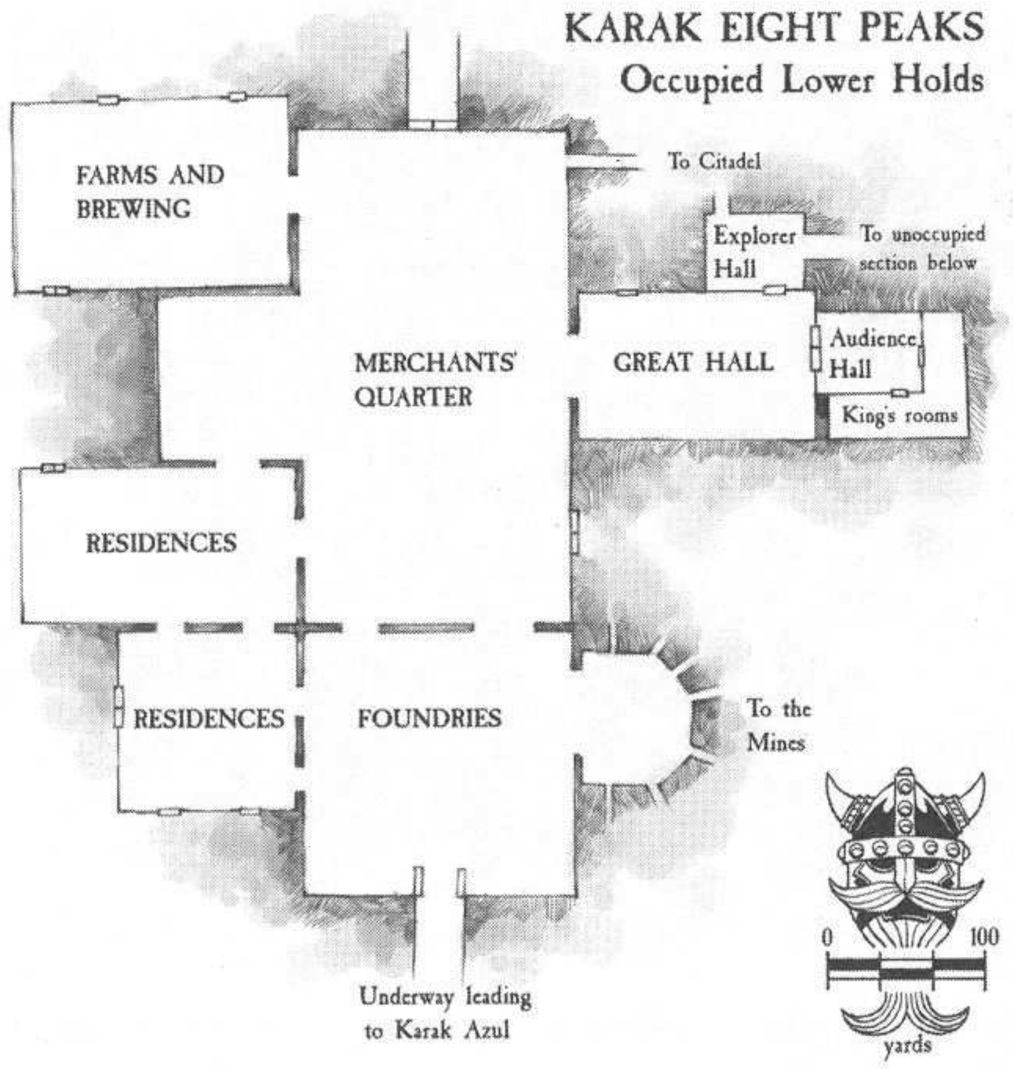
The fall of Karak Eight Peaks began 3,200 years ago, when Dwarf miners accidentally broke into Skaven tunnels. Despite many fierce battles, Skaven incursions into the mines also increased over the years, while above ground, Orcs and Goblins laid siege to the Dwarfhold in ever-increasing numbers. Realizing that the two-pronged attack would eventually overwhelm them, the Dwarfs sealed up the shrines of their ancestors, along with whatever treasures they could not carry. Then, in a massive sally led by King Lunn, the remaining Dwarf population broke through the Orc and Goblin lines and fled to Karak Azul. For the next few centuries, the Orcs and Skaven fought many battles over Karak Eight Peaks, but neither could gain any significant advantage over the other. Exhausted and depleted, both races retreated, leaving Karak Eight Peaks abandoned.

The Retaking of Karak Eight Peaks

Eventually, rumours of lost Dwarf treasures spread throughout the Old World. Some adventurers reached Karak Eight Peaks, but few returned, and most of these came back empty-handed. There were also a number of Dwarf expeditions to recover the lost hold. The first success came about 40 years ago, when Belegar Ironhammer of the Angrund clan, a descendant of King Lunn, set up a camp above ground in the citadel and declared himself King. The Dwarfs recovered a number of their ancestral treasures, but the bulk of Belegar's attention was directed to repairing the hold's defenses, and most of the underground chambers and tunnels were sealed. Belegar knew that once they learned the Dwarfs had returned to Karak Eight Peaks, the greenskins and the ratmen would be back. Events bore him out, for a huge force of Orcs and Goblins besieged the citadel just as the Dwarfs finished the initial strengthening of the walls. The siege lasted for 25 years, until Belegar's kinsman Lord Duregar Hammerfist and the runesmith Hurgar the Black led the first of five relief expeditions from Karaz-a-Karak. The greenskins have been driven back from the walls time after time, but have always returned.

Karak Eight Peaks' few thousand Dwarfs live in a perpetual state of siege. The entire ground level of the hold has been reoccupied, and so have the King's chambers, the Great Hall, the foundries, and a few clan halls. The mines, however, remain sealed against attacks from below by Skaven or worse creatures. The mountains outside the hold's walls still swarm with Orcs and Goblins.





King Belegar and Queen Kemma still cling to the dream of restoring Karak Eight Peaks. As well as encouraging their refugee clansmen to return to the hold, they extend a welcome to Expatriate Dwarfs who resettle there. They also contract human mercenaries and scouts to augment their defences. Though funds are limited, occasional shipments of gold are received from Karaz-a-Karak. Each shipment is guarded by a small army, and they are often accompanied by groups of settlers; they make a tempting target for the besieging greenskins, but a deadly one. In addition to the mercenaries, Karak Eight Peaks welcomes adventurers – even a closely watched handful of Elves – who use the hold as a base for expeditions in the nearby mountains and caves.

The Defences

The outer curtain walls of the Dwarfhold form the first line of defence. Towers are placed at regular intervals, mounting artillery of various kinds and largely manned by human mercenaries. A large horn is located near the East Gate, to sound the alarm if the defences should be breached. The half-mile between the defensive perimeter and the citadel has been cleared of any obstacles that could be used as cover by an invading army. A number of gyrocopters, recently arrived from Karaz-a-Karak, patrol this area and the valley beyond.

The inner curtain walls surround the citadel, which provides the only surface access to the main hold. The citadel of Karak Eight Peaks is said to be larger than any Imperial castle. Visitors (and those seeking employment) are met at the gate by a sergeant of the King's personal guard, the Hammerers. After visitors have answered his questions and the terms of their stay (or employment) have been discussed, they are escorted to lodgings in the east wing. The lodgings are generally small, spartan rooms which can hold only two individuals. The rest of the citadel is off-limits to guests, and secured against unauthorised entry by a massive, rune-protected door.

The Audience Hall

Visitors may only enter the main hold by descending the large stairway in the east wing. After a descent of about 200 feet, the stairway opens into a large audience hall. Protected by Hammerers, the King's representative (though the King may greet Dwarf nobles and other high-ranking visitors personally) formally greets visitors and deals with whatever business brings them to the hold.

There are two other exits from this hall, both heavily guarded. A door of gold-inlaid steel, through which the Dwarfking or his representative enter and leave the chamber, leads to the King's Hall. The other door is also made of steel, but is inscribed with protective runes and reinforced with a steel bar as thick as an oak trunk. The Dwarfs refer to this door as Barak Khatûl ("Gate to Lurking Dangers"); adventurers pass through here to the unclaimed portions of Karak Eight Peaks. Needless to say, many do not return from the depths.

The Underway

The reopening of the Underway to Karak Azul in the south counts as one of most significant recent successes at Karak Eight Peaks. It is still treacherous in a number of spots. Crevasses and partially blocked portions obstruct a number of the Underway's tunnels. Trolls and other creatures occasionally make their way into these tunnels. On the whole, armed bands of ten or more can make the journey in comparative safety. The Underway to the north remains blocked to prevent any entry by the Orcs and Goblins from Black Crag (the fallen Karak Drazh).

KARAK AZUL

Unlike other holds, the upper portion of Karak Azul occupies an entire plateau overlooking the valley and road below. The spires of iron over stone walls gives the impression of a hold built into a mountaintop. The spectacular fireworks display of the volcanic Fire Mountain (*Karag Haraz*) can be seen from the southern towers. The lower portion of the Dwarfhold is even more extensive.

Known as "Iron Peak", Karak Azul is the only southern Dwarfhold to have withstood the greenskin armies that surged from the Dark Lands. At first, things looked grim as the Orcs and Goblins gained a foothold in the western halls and lower region, but backed by weapons forged by skilled weaponsmiths and runesmiths, the Dwarfs pushed the invaders out within ten years. But a shadow still hangs over the hold.

The aged King Kazador Thunderhorn of the Donarkhun clan rules Karak Azul. A massively built Dwarf, Kazador is incredibly strong even by Dwarf standards. In his younger days, Kazador enjoyed life to the full, entertaining his subjects by performing feats of strength such as lifting a pack mule loaded with gold, drinking his greatest warriors under the table, and – his favourite sport of all – hunting greenskins in the mountains. Now, he sits brooding in the darkness.

Kazador's Grief

Years ago, while Kazador was on one of his "hunts", the Orc Warlord Gorfang of Black Crag infiltrated the stronghold. Kazador returned to find the hold ransacked, most of his kin

missing – including his Queen, Morga, – and his son, Prince Kazrik, shaved and nailed to the throne. Kazrik left the hold, driven by shame to wander the world as a Slayer; since then, Kazador has barely stirred from his chambers.

Its population depleted by centuries of war, Karak Azul cannot raise an army large enough to assault Black Crag and rescue the hostages. King Kazador's only hope lies in finding a small, powerful force to enter the Orc stronghold undetected and rescue his kin. To this end, he offers half his personal wealth to any Dwarf who brings back his kinfolk alive (a third to non-Dwarfs); a quarter to anyone who brings back their bodies for proper burial; and the pick of his treasures to anyone bringing back the body of Gorfang. Needless to say, many mercenaries and adventurers have attempted this quest, but none has yet returned to claim their rewards.

Industry

While their King sits brooding, the forges of Karak Azul have continued to produce weapons of unrivalled quality. Traded along the Underway and through hidden mountain trails, weapons from Karak Azgal are in great demand throughout Dwarfholds and settlements. The hold's mineral deposits rival even those of Karaz-a-Karak; it sits on some of the richest deposits of iron, gemstones, and gold in the World's Edge Mountains. In addition to armaments, Karak Azul is a centre for all kinds of metalworking. The trade value of their products in the human realms makes the craftsguilds of Karak Azul as economically important as the weaponsmiths.

The Underway

Karak Azul stood alone in the south for thousands of years, gates barred to the collapsed Underway. Several decades ago, when Karak Azul received word that Karak Eight Peaks had been re-occupied, the gates were opened and the way to the north was cleared. The underground route to Karak Eight Peaks is relatively safe, but the way south to Karak Azgal, still in Orcish hands, remains blocked.

BARAK VARR

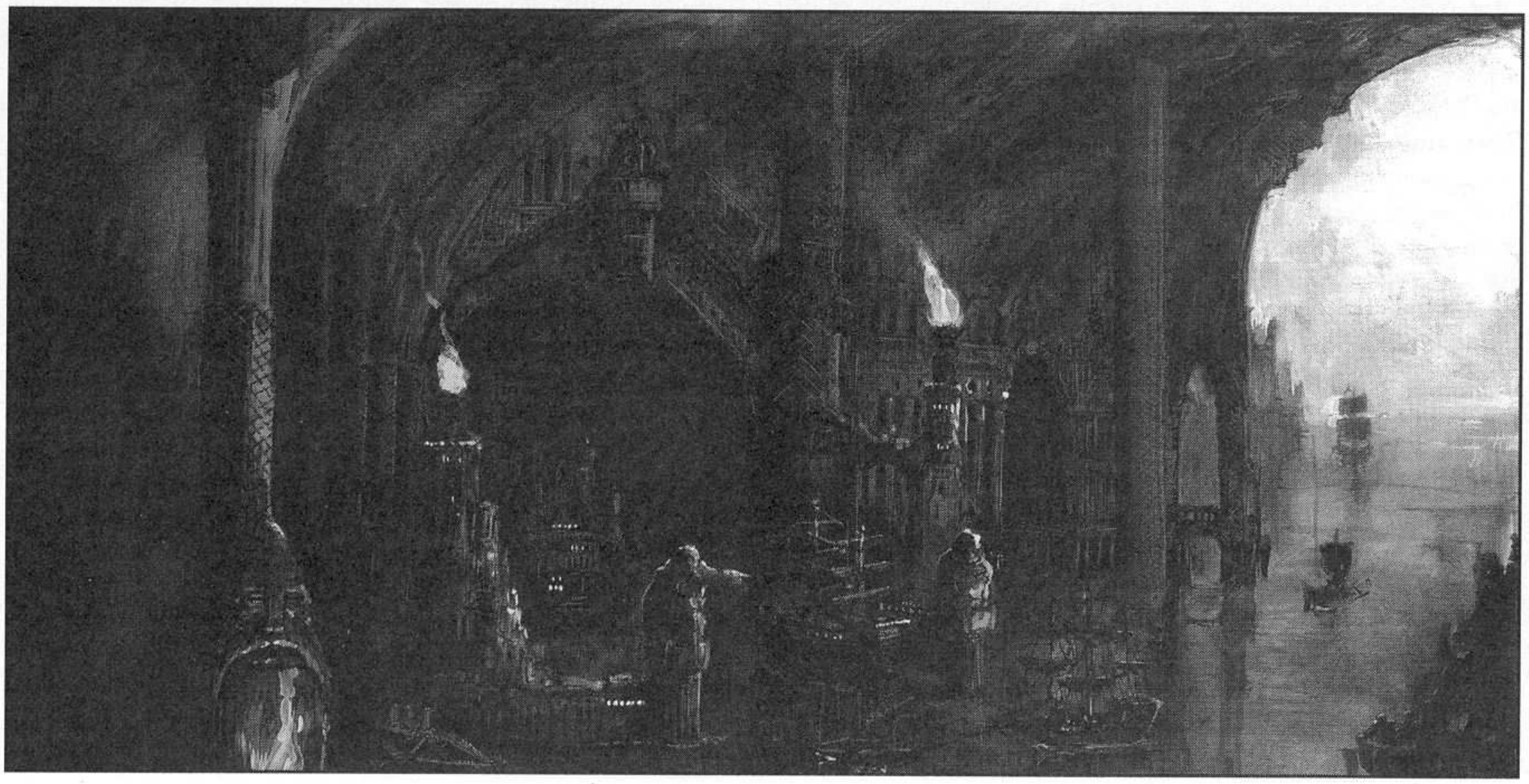
Barak Varr ("Sea Gate") is the only Dwarfhold constructed on a coast. It is built within towering cliffs where the waters of the Blood River spill into the Black Gulf. Caverns and tunnels carry the brackish waters deep under the cliffs to enclosed harbours where ships from as far away as Cathay, the western emirates and caliphates of Araby can safely moor. Barak Varr is the most cosmopolitan Dwarf city, with trade routes running up the Skull River and along the Old Dwarf Road through Karaz-a-Karak.

King Zamnil Grundisson of the Varrvarag clan is very different from his counterparts in the World's Edge Mountain holds. So long as the humans' varying customs do not threaten his people's security or interfere with business, Zamnil is very accommodating. He is tenacious concerning those who cause harm, however, and will extract compensation in money or blood, whatever the cost. Those who prey on the ships that trade with Barak Varr and followers of Stromfels, the wrecker god find Zamnil especially vengeful. Many pirates and wreckers have drawn their last breath chained to the cliffs above Barak Varr, with the gulls waiting to feast on their corpses.

The Dwarf Navy

Barak Varr is also home to the small but powerful Dwarf fleet charged with keeping the Black Gulf trade routes open. One of their last great battles was the Battle of Bloodwater Sound in 2321 I.C., when Dwarf Ironclads destroyed a Skaven fleet that had ravaged the southern coast of the Old World. Warpfire dancing on the wave-crests still marks the point where a large warpstone-powered Skaven ship was sunk.

Gunboats from Barak Varr patrol the Blood and Skull Rivers for any Orc, Goblin or bandit activity, and Barak Varr has never been attacked by the greenskins. In fact, Dwarf forces in the Blood and Skull River basins have provided a significant measure of security to the Border Princes.



Barak Varr is famed across the Old World as the home of Dwarf naval engineering. The engineers of the Cragbrow (*Khragbrom*) clan designed the fearsome Ironclads, and all the surface warships in the Dwarf navy. In recent decades, the Steelhammer (*Angrund*) clan has become an upstart rival with their development of submarines and clockwork torpedoes. Where the other major Old World ports use heavy chain to block their harbours in troubled times, Barak Varr's seaward approaches are protected by immense iron gates raised and lowered by huge hydraulic rams. The same machinery operates carefully crafted hidden gates in the cliffs, which conceal the hangars of the Sea Vultures, Barak Varr's gyrocopter squadron. Long-barrelled cannon emplacements cut into the cliffs provide additional protection.

Population
Like other Dwarfholds, the population of Barak Varr reached its zenith during the Golden Age. Although it has declined to about a third of its former size, this decline is proportionally less than those experienced in the other Dwarfholds of Karaz Ankor. Barak Varr has provided shelter for many thousands of refugees from the Goblin Wars, and more recently it has become a staging point for expeditions into the Dragonback mountains to recover lost treasure. Compared to the dangerous Badlands and volatile Border Princedoms surrounding it, Barak Varr is an island of stability and order.

OUTSIDE THE DWARFHOLD

Except for Karak Eight Peaks, nearly all Dwarfholds control some territory beyond their walls. The boundaries of Dwarf land are usually marked by watchtowers, with huge signal-braziers on top: grey smoke indicates friendly travelers, while black warns of enemies. A beacon at night denotes danger; it is assumed that those who approach under cover of darkness are not friendly. The eastern holds often have additional defences against the greenskin hordes from the Dark Lands. The Dwarfs are highly skilled at hiding traps and fortifications in mountainous terrain; rockfalls, crumbling ledges, false paths, and camouflaged pitfalls are among the most common traps.

The hold's fields and pasturelands lie between the borderlands and the hold itself, often on vast and spectacular terrace systems built up the mountainsides. War and weather permitting, these surface farms augments the food supply from the underground agricultural halls. Some Dwarf farms are scattered among the hidden valleys outside the boundaries of the large Dwarfholds, but not too far away. Most of these outlying farms can only be found by those who know the secret ways. It is a rare traveller indeed who stumbles upon these hidden Dwarf farmlands. Most holds have a few wooden buildings outside their walls, to provide shelter for visitors who are not permitted - or do not wish - to enter the hold itself. These buildings are always within range of the hold's cannon, so they will not provide cover for attackers in a siege.

Other Holds and Realms

During the Goblin Wars, many Dwarf clans lost their homes. Most moved to the surviving Dwarfholds of Karaz Ankor, where they remain to this day, waiting for the opportunity to drive out the greenskins and reclaim their ancestral holds. But a few clans decided to move away from the World's Edge Mountains, spreading out across the mineral-rich regions of the Vaults, the Black Mountains, the Grey Mountains, and the eastern Irrana and northern Apuccini Mountains.

The Refugee Clans, and the Dwarfs of Karaz Ankor in general, saw this decision as cowardly and irresolute – two failings that Dwarfs particularly dislike. The Settler Clans, as they came to be called, maintained they were being practical, and continuing the Dwarf tradition of expansion that had begun with the Ancestor Gods. They accused the Refugee Clans of "chewing their beards" – having their judgement clouded by grief – and of failing to respect the tradition of expansion. The exchange of insults incurred the wrath of the High King and caused a rift that took over 1,000 years to mend.

KARAK HIRN AND THE BLACK MOUNTAINS

Settlement in the Black Mountains began slowly, with mines, trading posts, small holds, and villages tucked away in the valleys. Rich deposits of iron, gold and silver were found throughout the Black Mountains, though deposits of rarer metals and gems were few. While none of the Black Mountain holds rivalled those of the World's Edge in wealth or power, they were closer and more accessible to the markets of the Empire and Tilea. This positioned the holds as trading centres for Dwarf work from the older holds to the east.

The largest and wealthiest of the Black Mountain holds is Karak Hirn, or "Hornhold". Its name comes from a unique natural phenomenon: when winds blow in a certain direction, the passage or air through an especially large cavern creates a sound like a mighty warhorn, which can be heard up to fifteen miles away. The Dwarfs of Karak Hirn have exploited this natural phenomenon by constructing additional sound chambers and doors which can be used to control the pitch and duration of the sound, which is used for signalling, raising the alarm, and for frightening away simple creatures such as Trolls. The "Horn of Hirn" can be sounded even on windless days, by lighting a huge fire in a particular chamber, which serves to draw air through the hold.

Karak Hirn is ruled by King Alrik Ranulfsson of the Drazhkarak clan and his wife, Queen Winnifer Flaxenhair. Traders and travellers who manage to cross the treacherous mountain passes and cliff-hugging tracks to reach Karak Hirn can be sure of a welcome, and although they will be restricted to certain areas, non-Dwarfs are allowed to wander about these places – called the Merchant Halls (*Vithang Khazi*) – without the escort that is cusomary in most holds of Karaz Ankor.

Like other Dwarfholds, the defences of Karak Hirn are formidable. Great cannon protect the gates. Occasionally gyrocopters or balloons are sent to search the nearby mountains for their enemies. Though it has been besieged several times, Karak Hirn has never been seriously threatened.

Approaching Karak Hirn
Travellers from the Empire usually approach the hold from the Wissenlander village of Wusterburg on the River Söll.



Western Dwarf Realms

BRETONNIA
LOREN FOREST
THE EMPIRE
BORDER PRINCES
TILEA
PUCCINI MTS
THE BLACK GULF
FOREST OF GLOOM
HVARGR FOREST
KHARNOS FOREST
KARAK NORN
KARAK ZIFLIN
KAZAD ELGAZUND
KAZAD FRUKUND
KARAK KAFERKAMMAZ
KARAK EKSFILAZ
KARAK GROM
KARAK SEDAZUND
KARAK HIRN
KARAK ANGAZHAR
KARAK GANTUK
KARAK IZOR
MIDHGAL VONGALBARAK
BARAK VARR
Khazid Grimaz
Khazid Ufbaz
Khazid Wyrwarn
Khazid Algskarag
Khazid Nekewukaz
Khazid Grentaz
Khazid Svarkungor
Khazid Hefek
Grung Gandaz
Grung Ardzufak
Grung Byrn
Grung Ikree
Grung Agrilebaz
Grung Wyrwvalk
Grung Rakadan
Grung Tepskaf
Grung-Mizpal
Pfeildorf
Schemleben
Sigmaringen
Loningbruck
Wuppertal
Agbetten
Hochsleben
Meissen
Geschburg
Wusterburg
Sonnefurt
Kruztzhofen
Schambeak
Quennelles
River Briennes
River Soll
Upper Reik
OLD DWARF ROAD
BLACK FIRE PASS
MONTDIDIER PASS
WINTERS TEETH PASS
LOREN HIGHWAY
NOVALONE PASS
Saligna-la-Rouge
Toscania
Arcau
Campogrotta
Cristallo
Domatburg
Mortensholm
Moslac
Vidovdan
Brovska
River Stacack
Brasov
Lodestone River
River Trebelcz
Khypris
Somjek
Varenka Hills
Matorca
Thessos
Achaes
River Limmalla
River Skiros
Blood River
VIA NANO
100 Miles

From there, they cross the Söll and follow the River Hornberg through the Sudenlander village of Kroppensleben at the foot of the Black Mountains. From there, a small road climbs up to the Icy Wind Pass (*Kadrin Wyrzilfin*), a narrow, hard-packed path that snakes its way between the peaks. From both ends of the pass, many small, unmarked trails lead to the smaller Dwarf settlements that are scattered throughout the mountains. One, known only to the Dwarfs, leads to Karak Hirn's main gate; visitors of other races must negotiate the pass and enter the hold through the Merchant Halls.

Two large pillars mark the end of the pass and the beginning of the Quarter Mile Bridge (*Dradrin Zorn*) spanning the gorge that separates the Icy Wind Pass and the Merchant Halls of Karak Hirn. Thick walls rise twelve feet above the span to protect travellers from the bone-chilling winds. Arrow-slits betray the walls' defensive purpose – in the event of an attack, Dwarf crossbowmen from the hold can travel down narrow passages within the walls themselves, and subject the bridge to a murderous crossfire. Bolt throwers positioned above the entrance of the hold fire along the bridge at the same time. In addition, one section of the bridge is rigged to hinge down, cutting the hold off from the pass and dropping attackers 600 feet onto jagged rocks.

The Merchant Halls

Karak Hirn's Merchant Halls are entered through a pair of bronze and iron doors some twenty feet high. Newly arrived visitors must tell the sentries at the door their name, birthplace, occupation, and business before being admitted to the hold. Visitors who have not previously done business at the hold must submit to a search of their persons and their goods, which is conducted briskly and courteously. When the sentries are satisfied, the newcomers may enter the hold.

The main hall is about 80 feet wide, and over 600 feet in length; its vaulted ceiling is supported by artistically crafted columns of granite some 40 feet high. The main hall is where most business is conducted. It is typically crowded with Dwarf traders and artisans and human merchants, bargaining vigorously. Although honour holds them to strict standards of honesty, Dwarf merchants are determined and enthusiastic hagglers. Adjoining halls include lodgings and stables for visitors, warehouses for the temporary storage of goods, and taverns where business can be conducted over hearty servings of food and ale.

The Merchant Halls are separated from the rest of Karak Hirn by a large set of fortified doors at the far end of the main hall. These doors are guarded by a company of Iron Breakers, and only resident Dwarfs may pass through them. Dignitaries, be they visiting nobles from other Dwarfholds or Imperial envoys from the human lands, must wait in the Merchant Halls for the King. Only by his personal invitation may an outsider enter the hold proper.

KARAK IZOR AND THE VAULTS

Towering heights and deep valleys formed by retreating glaciers characterize the junction of the Old World's four major mountain ranges. Deep beneath the Vaults are the richest metal deposits – iron, copper, tin and other metals – outside



the World's Edge Mountains. A number of clans from the fallen mines of Ekrund in the Dragonback Mountains and Gunbad in the World's Edge Mountains have settled here. Karak Izor ("Copper Mountain") is the first and largest Dwarfhold to be established outside the World's Edge Mountains. Its age and prestige are such that Dwarf settlements across the Vaults, and as far afield as the eastern Irrana and northern Apuccini Mountains, look to Karak Izor for protection and guidance. The hold is ruled by King Kazran Grimbrow and Queen Astrid the Wise of the Izorgrung clan.

Karak Izor's formidable defences are augmented by the difficulty of reaching the hold. A few particularly able Orc warlords have managed to bring their forces across the treacherous mountains and precipitous ravines without mutiny, but their exhausted troops fell easy prey to the hold's artillery and gyrocopters. Only once have greenskins come close enough to engage the hold's infantry. A few small and remote human villages are allowed to farm in the more sheltered valleys, but even these are closely monitored, and have no doubt about who truly rules these mountains.

The engineers and miners of Karak Izor are working to construct a system of tunnels like the Underway of Karaz Ankor, connecting the hold with a number of outlying settlements and mines. This underground network will allow trade to flow between the Dwarf settlements of the Vaults, unhindered by terrain and bandits.

KARAK NORN AND THE GREY MOUNTAINS

Of all the areas settled by the Dwarfs, the Grey Mountains are the poorest in minerals. The scant deposits of ores and gems are made harder to mine by the treacherous and un-

stable bedrock. The Dwarfs who settled the Grey Mountains were drawn by tall tales of undiscovered riches, and they cling to the hope of a spectacular find with typical Dwarf stubbornness. However, there has been a trend in recent generations for younger Dwarfs to leave the Grey Mountains to seek their fortune elsewhere; the mood among those who remain is increasingly sombre and dour.

The largest hold in the Grey Mountains is Karak Norn ("Barren Earth Hold"). Populated by displaced clans from the fallen hold of Mount Silverspear and the watchtowers of Mad Dog Pass, Karak Norn sits on the only sizeable deposits of metal and semiprecious stones in the Grey Mountains. The Dwarfhold is strategically placed with its upper level visible on a plateau high above the Loren Forest. This enables the Dwarfs to monitor the activities of the Wood Elves of Loren, albeit from a considerable distance. While the Elves haven't been a threat for over 4,000 years, and the grudge against the Elves was officially settled with the taking of the Phoenix Crown, the Dwarfs see no harm in vigilance.

Ruled by King Brokk Ironpick the Grim and Queen Thurma of the Grintzagaz clan, Karak Norn is the smallest of the principal Dwarfholds outside the World's Edge Mountains, but it still has a strong influence over the surrounding Dwarf settlements. The Grey Mountain Dwarfs enjoy a relatively peaceful co-existence with the Bretonnians to the west and a very uneasy truce with the Wood Elves of Athel-Loren. They side with the Empire in times of war with Bretonnia, and have been known to close all major passes in the southern Grey Mountains, including the well-travelled Montdidier Pass that transverses the southern end of the range, near the Vaults.

Karak Norn is defended by large flame cannons and powerful bolt throwers. Although clearly designed with the Wood Elves of Loren in mind, the Dwarf defences are a formidable deterrent to any who might seek to invade their realm.

The Lost Holds

The Dwarfs suffered catastrophic losses during the Goblin Wars, both from greenskins on the surface and from Skaven below. Many holds remain in the hands of foul creatures, although the Refugee Clans are sworn to recapture them.

KARAK UNGOR

At its height, Karak Ungor ("Delving Hold") boasted the deepest – and some of the richest – mines in all of Karaz Ankor. The mines were simply abandoned when they were worked out – the Dwarfs had no inkling of the dangers to come. The Elves had been defeated, the greenskins were still in the Dark Lands, and the Skaven had not yet been seen. The occasional Troll that wandered into the mines was only a minor threat.

But almost as soon as the Dwarfs were able to celebrate their victory over the High Elves, volcanic eruptions and massive earthquakes ripped through the World's Edge Mountains. They created fissures in many of the tunnels, and through these fissures poured the Night Goblins of the Red Eye tribe. King Morek Stonehammer and the army of Karak Ungor were at the siege of the Elf colony of Sith Rionnasc'namishathir, where the city of Marienburg now stands; they returned home to find that Karak Ungor had fallen. They made fifty attempts to breach the gates, and each time they were thrown back with losses, betrayed by the quality of their own defences. Finally, they retreated to Karak Kadrin and Zhufbar, hoping one day to recover their fallen hold.

Over 500 years passed, and Karak Ungor became known as Red Eye Mountain, after its new occupiers. King Skorri Morgrimson led the first attempt to recover Karak Ungor – known as the Battle of a Thousand Woes. The Dwarfs succeeded in capturing the southern valley and gate area, but were unable to enter the stronghold. After substantial losses, Skorri's army was forced to withdraw to Karaz-a-Karak. Skorri passed the crown to his younger cousin Rogni Stonehammer before becoming a Troll Slayer. He died soon afterwards.

Ulther Stonehammer is the current Prince of Karak Ungor. He recently succeeded his father King Ulfar as head of the Durazgrund clan, but has sworn he will not take the title of king until Karak Ungor is recovered. To this end, Prince Ulther founded the Dragon Company, an elite force of Dwarf warriors sworn to reclaim their ancestral home. Nominally based at Karaz-a-Karak, the Dragon Company roams the northern World's Edge Mountains, raiding greenskin settlements.

KARAK VARN

Built into the cliffs overlooking Black Water, Karak Varn ("Lake Hold") sat on the largest deposits of gromril in the World's Edge Mountains. During the Golden Age, Karak Varn was the wealthiest hold in Karaz Ankor.

The earthquakes that rocked the World's Edge Mountains immediately before the start of the Goblin Wars devastated Karak Varn. The tremors created fissures in the rock, and the waters of the lake poured into the mines and the hold's lower levels. It is said that the Black Water's level dropped forty feet in a single day; thousands of Dwarfs were killed, and hoards of treasure were lost beneath the waters. On the heels of this disaster, the Orcs attacked from above and Skaven from below. Though some clans escaped, most perished defending the hold. Karak Varn was ravaged further by constant battles between the Orcs and the Skaven, and finally both races were forced to abandon the ruined Dwarfhold.

Three hundred years later, a small expedition from Zhufbar returned to Karak Varn and began to mine what little gromril remained above the floodwaters. However, this venture was short-lived, attracting the attention of both Orcs and Skaven. Since then, the hold has remained uninhabited except by trolls and other monsters, although there have been recent reports of increased Skaven activity in the area.

Known to humans as Crag Mere, the ruins of Karak Varn are rumoured to hold untold wealth and powerful artefacts. Hearsay and greed draw adventurers to the dark depths – few return. Occasional Dwarf expeditions still return, using ingenious diving machines to explore the flooded depths for ancient hoards and lost deposits of gromril. The already considerable hazards of this task are compounded by the dangers of Skaven and other resident creatures.



KARAK AZGAL

At the height of wealth and prosperity, this proud stronghold was known as Karak Izril ("City of Jewels"). Along with Karak Eight Peaks and the other southern Holds, Karak Azgal ("Hoard Peak" as the Dwarfs now call it) withstood the earthquakes and the initial onslaught of Orcs, Goblins, and Skaven. After a thousand years of comparative peace, the greenskins attacked anew. Karak Eight Peaks fell, leaving the other southern holds suddenly vulnerable. Skaven swarmed through the tunnels below while the greeenskins rampaged through the halls above. Knowing the fall was inevitable, the Dwarfs of Karak Azgal hid their treasures, protecting them with powerful *Runes of Hiding*. Unable to find any plunder, the invaders abandoned Karak Azgal and attacked Karak Drazh.

Years later, the dragon Graug the Terrible found the vault where most of the treasure was hidden. Rumours of the dragon's hoard brought Dwarf and human treasure seekers to the ruin men called Dragon Crag. Unfortunately, these adventurers did little more than provide Graug with a quick meal and additional treasure to augment his hoard.

Many of the Dwarf expeditions came from the Jewelsmiths' Guild, who laid claim to the treasure of Karak Azgal. Their lack of success did not diminish their determination. In time, a young Dwarf named Skalf crept up on the sleeping dragon, and slew it with his rune-engraved gromril blade. Graug's death throes scattered treasure about, and its scream alerted the hold's remaining inhabitants that the dragon was dead. Skalf grabbed what treasure he could carry, hid the most prized of the rest, and set a cave-in to reseal the vault.

Since then, the ruins of Karak Azgal have attracted adventurers seeking treasures, fame, and fortune. The tunnels are more dangerous since the passing of Graug, with bands of Goblins, Skaven, Trolls, and other vile creatures settled in the halls and towers. The descendants of Skalf Dragonslayer have set up a small fortress named Kazad Migdhal ("Gatehouse Fortress") outside the main entrance to Karak Azgal.

With a relatively small population, King Kargun Skalfson has not succeeded in establishing his rule over the ruins. Instead, he encourages treasure hunters and fortune seekers ("petty thieves and sell-swords", many of his followers call them behind their backs) to search the ruins in hope that they remove some of the denizens. So long as they pay a toll to the king, adventurers may keep whatever they uncover.

KARAK DRAZH

During the Golden Age, Karak Drazh ("Black Hold") was the third largest Dwarfhold, after Karaz-a-Karak and Karak Eight Peaks. Strategically placed at the western end of Death Pass, under which lay rich mineral and metal deposits, its mines spread far beneath the pass and surrounding mountains. Karak Drazh survived the initial invasion, and its mines continued to yield the ore so badly needed by the weaponsmiths of Karak Azul.

Nearly a thousand years later, the same attack that destroyed Karak Eight Peaks and Karak Azgal doomed Karak Drazh. The Orc Warlord Dork unified a number of Orc and Goblin tribes and attacked Karak Drazh. The battle was furious, with no mercy given by either side. When it became clear the hold was doomed, King Vikram Ironside gathered his forces for a final, desperate attack. His warriors knew they were going to their deaths, but they were able to force the horde back far enough long enough for the surviving Dwarfs to escape.

Today, Karak Drazh is known as Black Crag, the most powerful Orc stronghold in the World's Edge Mountains. From here, the Orc Warlord Gorfang continues to prey on the mountains and the neighbouring Border Princedoms. Recently, Gorfang led a successful raid on Karak Azul and returned with valuable captives, including several of King Kazador's kinfolk. He now waits for the Dwarf King's next move.

KARAK VLAG

Karak Vlag ("Desolation Hold") was the northernmost Dwarfhold of Karaz Ankor. Situated just south of the High (Belyevorota) Pass that separates Kislev from its Farside colonies, the hold was famed for its ironsmiths, and the vast quantities of iron ore it mined beneath the nearby granite peaks. The ironsmiths' greatest work was the hold's great outer gates, upon which wrought-iron dragons were interwoven with scenes of battle depicting ancient legends of the time when the Dwarfs drove the great beasts from their caves around the newly founded hold.

Karak Vlag did not fall to the Orc and Goblin hordes. It was positioned far from the onslaught that forced the Dwarfs out of Karak Ungor and Karak Varn, and the hold's massive fortifications deterred the comparatively small groups of greenskins that came this way. When the most serious attack came nearly 750 years later, the watchtowers built into the rocky pinnacles along the approach, linked by hidden stairs cut through the rock, gave the Dwarfs plenty of warning. After a furious fight, the Orcs penetrated the upper halls, but their forces were split by strategically dropped iron portcullises. The Dwarfs eliminated the pockets of invaders one by one.

For over 2200 years since the coming of Sigmar, Karak Vlag remained a remote, yet integral, part of the remaining Dwarf Empire. But the strength of its fortifications and the determination of its defenders were not sufficient to stave off the hand of Chaos. In 2301 I.C., a huge Incursion of Chaos flooded southward along the World's Edge Mountains. Karak Vlag was engulfed. After the Great War Against Chaos, Dwarf scouts from Karaz-a-Karak searched for Karak Vlag, but no trace remained. It was as if Karak Vlag had never existed. While some loremasters may harbour suspicions about its fate, Karak Vlag is not a topic spoken of by any Dwarf.

The Lost Mines

The Dwarf mines of old differed from Dwarfholds in three ways. They were considerably smaller, inhabited only by Mining clans and the processing of ore and gems. Most significantly, their defences merely consisted of watchtowers and light stone walls – though they were soon strengthened after the initial onslaught by the Orcs and Goblins. This form of settlement largely died out with the fall of three largest Dwarf mines: Ekrund, Mount Gunbad and Mount Silverspear.



Mining communities can still be found throughout the mountains bordering the Empire, but on a much smaller scale. Now, the only extensive mining operations that now take place those beneath the Dwarfholds.

♦ EKRUND

The mines of Ekrund, in the Dragonback Mountains on the south-eastern shore of the Black Gulf, were the richest outside the World's Edge. Its ore and gemstone deposits rivalled even those of Karaz Ankor. Many of its clans were fabulously rich even by Dwarf standards, and some were influential members of the High King's Council.

During the War of Vengeance, the armies of Ekrund joined those of Barak Varr and Karak Azgal to battle the High Elves in the land that humans would later call Tilea, destroying several towns and trading posts including two close to the present-day human cities of Luccini and Tobaro.

The Dwarfs of Ekrund began to strengthen their fortifications when the first news of Orc and Goblin attacks reached them, but the work was not complete when a massive greenskin army marched appeared out of the Badlands. Surrounded, the Dwarfs gathered whatever they could carry, and broke through the encircling Orcs in a near-suicidal attack. Many thousands perished, but those who reached the shores of the Black Gulf were evacuated by their kinsmen from Barak Varr. The victorious Orcs had found a brewery in the Ekrund mines, and did not try to pursue the refugees.

A few survivors from the smaller Dragonback mines made their way east to Karaz-a-Karak and the other surviving holds of Karaz Ankor, suffering constant Orc and Goblin attacks as they went. Most, however, crossed the Black Gulf and established new mines and strongholds in the Vaults.

♦ MOUNT GUNBAD

While Ekrund may have been the richest mine outside of the World's Edge Mountains, Gunbad was the largest and richest anywhere; only the great Dwarfholds of Karaz Ankor produced greater wealth. Situated on the eastern slopes of the World's Edge, Gunbad was – and remains – the only source of Brightstone (*Brynduraz*), a brilliant blue gem highly valued by Dwarf jewelsmiths. Its gold was so crucial to the support of the Dwarf army that during the War of Vengeance, it was not required to provide troops. The Dwarfs did not realize that their greatest enemy would come from the east.

Though the War of Vengeance had been won, the bulk of the Dwarf armies were still in the western lands, on their way home when disaster struck the World's Edge Mountains. Earthquakes left the mountain passes choked with debris, temporarily isolating some holds and mines. The Dwarfs of Gunbad fought valiantly when the greenskins came, but defeat was inevitable.

It was over two hundred years before the Dwarfs returned to Gunbad in force. Led by Logazor Brightaxe, they succeeded in recapturing the mines, but this victory left Gunbad standing alone in a land still swarming with Orcs and Goblins, a tempting and vulnerable target. It was only a matter of time



before the Dwarfs were forced to relinquish their hold on Gunbad once more. Since that defeat, the Dwarfs have lacked sufficient strength to recapture the mines of the eastern World's Edge Mountains.

MOUNT SILVERSPEAR

Mount Silverspear (*Karag Agrilwutraz*) was the second largest Dwarf mine in the World's Edge Mountains. Like Gunbad, its population did not fight in the War of Vengeance; instead, they continued to mine their vast deposits of silver and transport it to Karaz-a-Karak.

The initial Orc and Goblin onslaught bypassed Silverspear in favour of the wealthier Gunbad. Wasting no time, the Dwarfs undertook a massive strengthening of Silverspear's defences, and built watchtowers to warn of approaching Orc and Goblin hordes. They didn't have to wait for long.

Though smaller than the first, the second wave of greenskins crashed upon the fortifications of Silverspear. Despite staggering losses, the greater numbers – and faster reproduction – of the Orcs and Goblins eventually wore down the defenders. Reluctantly abandoning the mine, the surviving Dwarfs fought their way west along the Silver Road (*Agrildrin*) to Karaz-a-Karak. The victorious Orcs and Goblins patched up the destroyed defences of Silverspear – renamed Mount Grimfang in honour of the Orc Warboss – and settled in. They easily repulsed a Dwarf expedition the following year, and the eastern World's Edge Mountains have remained in their hands ever since.

Expatriate Dwarfs

With the decline of Karaz Ankor and the fall of some strongholds, mines, and settlements, a number of clans descended into the forested flatlands from the mountains. Some settled in human lands drawn by the high prices their works can command among the Manlings. Others chose exile following a dispute with their clansmen or their lord, or because of some grudge. To the Imperial Dwarfs of Karaz Ankor, these rootless Dwarfs (*Ruebatuki*, or "Ruebs" for short) have turned their backs on kin and tradition.

The rise of Sigmar and the end of the Goblin Wars changed everything. The skills of Expatriate Dwarfs proved vital in arming and equipping the vast army Sigmar assembled to rout the greenskins. They were instrumental in building stone walls and fortifications to protect the nascent Imperial cities and towns. After the Battle of Black Fire Pass, many Dwarfs flocked to Sigmar's Empire. Some joined its armies, serving with distinction and honour.

While they won some grudging respect from the Dwarfs of Karaz Ankor, Expatriate Dwarfs are still called "Manling Dwarfs" (*Umgdawi*) or "Flatlanders" (*Gazani*) by their kin at the World's Edge. On the other hand, relations between Expatriates and Dwarfs of the Black and Grey Mountains and the Vaults are relatively cordial.

Wherever they live, the Expatriates consider Karaz Ankor to be their ancestral home, and contribute both money and labour to the task of returning the Dwarf Empire to its past glory. However, many returning expatriates find the rigid society of Karaz Ankor frustrating.

THE EMPIRE

The Empire has the largest population of Expatriate Dwarfs found anywhere outside the mountain realms. Most have settled in the cities and larger towns, usually living together in a particular district. The largest cities, such as Altdorf and Middenheim, are home to as many as ten clans, while an average town has two or three clans. Dwarfs living in smaller towns and villages are usually members of clans spread across the surrounding areas. A Council of Elders represents the interests of the local Dwarf community.

Altdorf

According to the 2510 I.C. census (which only counted the heads of tax-paying households), Aldorf is home to 1,100 Dwarfs. Most live in the Metallschlacke and Niederwind districts at the eastern end of the city, at the heart of the metal and stoneworking industries. The Guildhall of the Dwarf Engineers' Guild, the largest in the Empire, is located near the Imperial Engineers' School. Many of the experimental weapons used by the Imperial army are the work of Dwarf engineers.

Middenheim

Middenheim's thousand or so resident Dwarfs are descendants of the clan that tunnelled up the Fauschlag (known to them as Grungni's Tower or *Grazhyakh Grungni*) and built the original fortress upon which Middenheim was founded. The majority live near the Temple of Grungni and the offices of the Dwarf Engineers' Guild in the Wynd district at the south-eastern corner of the city. These two focal points of the Dwarf enclave also shelter the well-guarded, secret access points to the tunnel network beneath the city. The **WFRP** book **Middenheim: City of Chaos** covers this in greater detail.

Nuln

Nuln's 850 Dwarfs live primarily in the Schwarzrauch district on the south bank of the River Aver, near its confluence with the Reik. Nearby is the renowned Imperial Gunnery School and the Richtofen Armaments Foundry. Both were founded by the Dwarf Engineers Guild for the Nuln Emperor in 1991 I.C. With the consent of the High King and the Guildmaster of Karaz-a-Karak, the Dwarf Engineers of Nuln instructed their neighbours in the craft of manufacturing cannon barrels and mixing gunpowder. The Imperial Gunnery School maintains close ties with the Dwarf Engineers' Guild.

Lesser Settlements

Outside these three cities, the majority of the Empire's expatriate Dwarfs live in the southern and western provinces, where the cult of Sigmar is strongest. A good deal of trade binds this region to the Dwarfholds of the Black and Grey Mountains. Relatively few Dwarfs have settled in northern and eastern provinces, apart from the community in Middenheim. These provinces are far from the Dwarf homelands in the mountains of the south and west, and the power of the cult of Ulric in the north and east makes them less wel-



coming to Dwarfs, with their historical ties to Sigmar. No Dwarfs are known to live in Sylvania, which is not surprising given its reputation as a breeding-ground for Undead.

MARIENBURG AND THE WASTELAND

At about 4,500, Marienburg's Dwarf population exceeds that of any city in the Old World – although unlike the Imperial census, Marienburg counts all taxpayers. Most residents of the Dwergsbezit, or Dwarftown, district are members of the Dwarf Engineers' Guild, which maintains the Vloedmuur sea wall and the massive pumps that channel floodwaters into the surrounding fens. The huge cannon that protect the port entrances are also Dwarf-made.

In large part, the Dwarfs' position in Marienburg is due to one Arkat Fooger. This Dwarf is the oldest and longest-serving member of the city's powerful Directorate, and the spokesman for Marienburg's Dwarf community – as well as for those few Dwarfs who still mine the hills west of the Bitter Moors. He is the *de facto* leader of the city's Dwarfs, a role traditionally played by the Dwarf Engineers' Guild and Council of Elders. He has exclusive trading arrangements with the Dwarfholds of the Grey and World's Edge Mountains, selling Dwarf products in Marienburg and trading luxury goods to the holds.

Unknown to most Marienburgers, there is some tension in the city's Dwarf community. The special privileges the city leaders have bestowed upon the High Elves of Ulthuan are causing some resentment. No such consideration was ever offered to the Dwarfs, even though most of their ancestors settled in Marienburg soon after Emperor Sigismund II the Conqueror annexed the Wasteland in 501 I.C.

BRETONNIA

Very few Dwarfs live in Bretonnia. Their historical ties to Sigmar and their steadfast allegiance to his successors have not promoted the best relations with Bretonnia, especially in time of war. For their part, the Dwarfs distrust Bretonnia's overbearing, arrogant nobility and its traditional friendship with the Wood Elves of Athel Loren.

The only Dwarf community of any size in Bretonnia is the small enclave of smiths and stonemasons in Parravon's middle-class Vue du Rocher district, but a few Dwarf miners and smiths have moved from the mineral-poor Grey Mountains to the towns and villages of the foothills.

KISLEV

The Kislevite people initially viewed the Dwarfs with the same xenophobic suspicion that they reserve for all other outsiders. However, this attitude changed during the Great War against Chaos, when Imperial Dwarfs from Karaz Ankor helped defend the city of Kislev from the besieging forces of Chaos, while Expatriate Dwarfs fought in the Imperial army brought by Magnus the Pious to assist in the war. Norse Dwarfs fought alongside their human compatriots in the allied armies at the Battle of Grovod Wood.

After the war, Expatriate Dwarfs from the Empire helped rebuild the cities of Kislev and Erengrad. The majority stayed, founding Dwarf enclaves. At present, some 400 Dwarfs live in Kislev, and about half that number in Erengrad.

TILEA

A few Dwarfs have settled in the foothills of north-eastern Tilea, where the Irrana and Apuccini Mountains merge with the Vaults. The majority live in the towns of Toscania and Campogrotta, where they have established themselves as merchants, smiths, masons, and jewellers. Others live in the small villages that surround these towns. It is rare, but not unknown, for Dwarfs to join Tilean Condottieri, or mercenary companies, as foot soldiers and artillerists.

The Norse Dwarfs

Grungni's messengers reached their northern brethren just as the warp gates began collapsing. When the northern Dwarfs emerged from their sealed mines, they found themselves surrounded by the beasts of Chaos and cut off from their southern kin. A few expeditions tried to find a route to the southern strongholds, but they were forced back each time. For now, the Chaos forces seemed to be concentrating on spreading southward, and paid little attention to the Dwarfs in their midst. Knowing that this situation could not last, the Dwarfs bolstered their fortifications, and waited.

The attack, when it came, was fierce. The outlying forts were overrun, but each did their part in slowing the Chaos juggernaut. The retreating Dwarf warriors swelled the ranks of the defenders in the main forts further north. Hold by hold, battle by battle, the forces of Chaos were weakened and slowed. The war dragged on for years, with neither side gaining the upper hand. Then, one night, an unusually powerful storm unleashed its fury upon the combatants, driving all into shelter. The next morning, under clearing skies, the Dwarfs found that the foul creatures of Chaos had withdrawn from their gates. Scouting parties found little trace of their enemy except a handful of isolated warbands, which were quickly eliminated. Farther south, however, the Dwarfs found mighty warbands and many twisted creatures of Chaos standing between them and the Old World; they were safe for now, but still isolated.

Although Chaos remained an ever-present threat, the Dwarfs' isolation served them well. They slowly replenished their losses, being spared the destruction of the War of Vengeance and the Goblin Wars. Lacking such enemies, however, they did not advance in military and civil engineering at the same rate as their southern brethren.

The first human tribes arrived in the land that was to become Norsca at about the same time as Karak Ungor and Karak Varn fell to the greenskins, crossing the Sea of Claws in boats that were barely seaworthy. The historical records made brief mention of their arrival, noting that the newcomers were few in number, and relied upon tools and weapons made of stone and wood. The Dwarfs avoided any contact until they were certain that these humans were not in the service of Chaos. In time, however, contact was made, and the two races grew close. Their cultures influenced each other; art styles became similar, and they found they shared



a clannish, independent nature and a love for drinking, hand-to-hand fighting and very long poems.

Unfortunately, the influence of Chaos pulled the two races apart. Given their proximity to the Chaos Wastes, the Norse began to revere the Chaos Gods. Some of the Norse tribes resisted this "surrender" to the Ruinous Powers, but these were eventually forced to migrate to safer lands to the south. Thus, the migrations of the sixth and late eight-nineth centuries to the northern shores of the Empire can be traced to this pressure, as well as the better-known migration of the Ropsmann tribe to the Erengrad area circa 1500 I.C.

The closeness that once existed between the Norse Dwarfs and their human neighbours was replaced with unease and mistrust. The Dwarfs discontinued trade with their neighbours, and began to refortify their holds. They destroyed the trails that led from their settlements and mines to those of the Norse, and erected huge sarsen stones around the borders of their land. A powerful Master Rune was inscribed upon each stone, to protect the Dwarf lands within their borders. Though now isolated, the Norse Dwarfs knew that it was ony a matter of time before the power of their protection was overwhelmed. Thus, they constructed *Ungruvalk*, an underground link from the Draksfjord to the River Dypvann (Khazalid: *Dumaraz*), which separates southeastern Norsca from Troll Country. In 2292 I.C., the Dwarfs completed this link with warded entrances at both ends. Norse Dwarf longships could now journey to the Sea of Claws without circumnavigating the whole of Norsca.

During the Great War against Chaos in 2302 I.C., Norse Dwarf forces sailed through the underground passage from the port of Sjoktraken to the Sea of Claws, where they harassed the flanks of the Chaos hordes that descended upon Kislev. And it was then, in the final battle of Grovod Wood, that the Norse Dwarfs and Imperial Dwarfs of Karaz Ankor greeted one another for the first time in nearly 7,000 years.

The Giantshome (*Grontklug*) Mountains have rich deposits of iron, noble metals (chiefly silver) and gems, and the valleys have great deposits of amber. The mountainous coasts are covered by coniferous forests rich in game, and the rivers and coastal waters teem with fish. The vast population of Giants and Trolls draw Slayers from all parts of the Old World. It was in this land of plenty that the Norse Dwarfs built their four magnificent strongholds: Kraka Drak ("Dragon Hold"), Kraka Dorden ("Thunder Hold"), Kraka Ravnsvake ("Raven's Roost Hold"), and Kraka Ornsmotek ("Eagle's Peak Hold").

The Norse Dwarfholds are smaller than their counterparts in the World's Edge Mountains, but no less impressive. Norse Dwarfholds use more timber than those of their southern kin, with a greater portion of the hold being built on the surface. Each hold has one of its Great Halls above ground, which is used for feasts and audiences with their human neighbours. The mines of the Norse Dwarfs are excavated beneath the Dwarfhold, and fan out into the surrounding mountains. The once-thriving trade with nearby Norse towns and villages has all but ceased; such trade as remains is with the lands to the south, where the Dwarfs trade goods such as metalwork, jewellery, and weapons for textiles, agricultural produce, fish, and luxury goods.

KRAKA DRAK

The largest and wealthiest of the Norse Dwarfholds, Kraka Drak sits on the largest iron, silver, and sapphire deposits in Norsca. The nearby coast is also blessed with an abundance of amber. The small harbour at Sjoktraken on Draksfjord gives easy access to the Sea of Claws via the Ungruvalk.

Kraka Drak is the seat of the Great King Thorgard Cromson and Queen Sifna Throrindottir of the Dordegruden clan. Every year on 33 Fornskrak (Vorgeheim, according to the Imperial calendar) the Great King presides over the Feast of Grungni (*Guzulmor Grungni*) and the Althing of the Ancestors (*Throngim Gromthi*). Dwarfs come to the Althing from all across Norsca to discuss matters of importance and settle disputes. The Althing is very important to the Norse Dwarfs, as it allows them a forum in which to discuss any threat from the Chaos-worshipping Norse to their hearth and home.

KRAKA DORDEN

The second largest Norse Dwarfhold is Kraka Dorden, located north-west of Kraka Drak in the mountains above Taldursfjord. It is ruled by King Logamir Ulfarson and Queen Friga Alaricdottir of the Zhargrun clan. Kraka Dorden is well known in Norsca for its furs, its metalwork, and its deposits of iron, tin, and quartz. The majority of Norse Dwarf adventurers and explorers joining their human counterparts on their voyages come from this Dwarfhold; the most famous is Treggi Saltbeard, who sailed with both Eric the Lost and Lost Ericson on their historic voyages of discovery.

KRAKA RAVNSVAKE

Ruled by King Haarkon Vikramson and Queen Inga Ottardottir of the Ziflinskaud clan, Kraka Ravnsvake lies in the mountains of south-west of Kraka Drak, at the far end of Draksfjord. Beneath the stronghold are extensive deposits of Okrinaduraz, a hard, bluish-grey stone used by artisans to carve the likenesses of their revered ancestors and fashion works of art. In addition, the Dwarfs mine copper, iron, and silver deposits from the surrounding mountains.

KRAKA ORNSMOTEK

Kraka Ornsmotek is the northernmost Norse Dwarfhold, and also the most heavily fortified. This part of the Giantshome Mountains has higher populations of Giants, Trolls, and Chaos than anywhere else in the Known World, and Kraka Ornsmotek is home to more Slayers and Berserkers than all the other Norse Dwarfholds combined. King Tyr "Giantsbane" Forsetison and Queen Vanyra Karindottir of the Agrilaz clan are formidable warriors and capable commanders.

Despite its remote and dangerous location, Kraka Ornsmotek is the second wealthiest Norse Dwarfhold, built over the only extensive gold mine in Norsca. It also has the richest deposits of obsidian and diamonds north of the World's Edge Mountains. Traders willingly brave the narrow passes and mountain trails to reach it. Both Dwarf and human warriors from the lands south of Norsca find ready employment as guards and escorts.



THE DOOM OF KAZAD GRUND

Over a thousand years before the founding of the Empire, in the northern reaches of the World's Edge Mountains, the Dwarf stronghold of Kazad Grund flourished under the rule of the great Dwarf King, Wulfram the Gruff. Since the Great Betrayal, the clans of Kazad Grund had been the guardians of the ancient hammer, Gorlnir. This mighty weapon had once belonged to one of the fabled Ancestor Lords and was possessed of great magical powers bound up in the intricate runes with which it was decorated. If the mighty hammer was thrown in battle by a Dwarf, the weapon would always find its target sure and true, before returning to the hand of its wielder.

It was during that savage time known to future generations as the Troll Wars that Kazad Grund met its doom. The violent eruptions of Thunder Mountain were driving the children of Mork and Gork northwards. The Orc warlord Gruk Boartusk mustered his tribe and, uniting with the Night Goblins of the Black Moon, marched on the isolated Dwarf fortress. Kazad Grund was caught unawares, but thankfully not totally unprepared, as its farsighted ruler had long before decreed that the Guardians of the Hammer should always be ready to protect their sacred treasure.

The fort at the northern entrance to the pass which led to Kazad Grund proved no match for the might of Gruk's greenskin horde. The full force of the Waaagh struck the stronghold like a hammer blow from the gods themselves. King Wulfram was among the Dwarf force that found itself facing the teeming green tide. The Dwarf engineers wheeled out bolt throwers and flame cannons to counter the threat posed by the Orcs' crude war machines. Battle was also joined in the skies above the World's Edge Mountains as Gruk's shaman, Scarbone, riding his trusty Wyvern, launched an attack on the fortress. In no time at all, the Dragon Squadron of Engineer Nordok Craggensson had taken to the air, flying their gyrocopters from Kazad Grund's crag-top launch bay to meet the shaman's challenge.

As the foul greenskins began to overwhelm the Dwarf army, King Wulfram ordered his troops to retreat into the mountain. Once safely inside, the Dwarfs quickly did their best to barricade themselves into the fortress. However, under the battering of the countless rock lobbers positioned behind the Orc vanguard, and an assault by the Giant Grumblebelly, the great gates of Kazad Grund began to feel the strain. So it came to pass that at the end of the second day of the assault on the mountain the gates fell.

A great band of Trollslayers charged out of the shattered main gate in a desperate counter-attack, trying to stem the tide of Orcs and Goblins pouring into the mountain. Seeing the piles of Dwarf corpses, they were filled with insane fury and immediately set about them, clearing a bloody path through the Night Goblin lines and taking on the enraged Grumblebelly. When they were done, the Giant's head adorned what remained of the lintel over the great bridge leading into the ancient fortress.

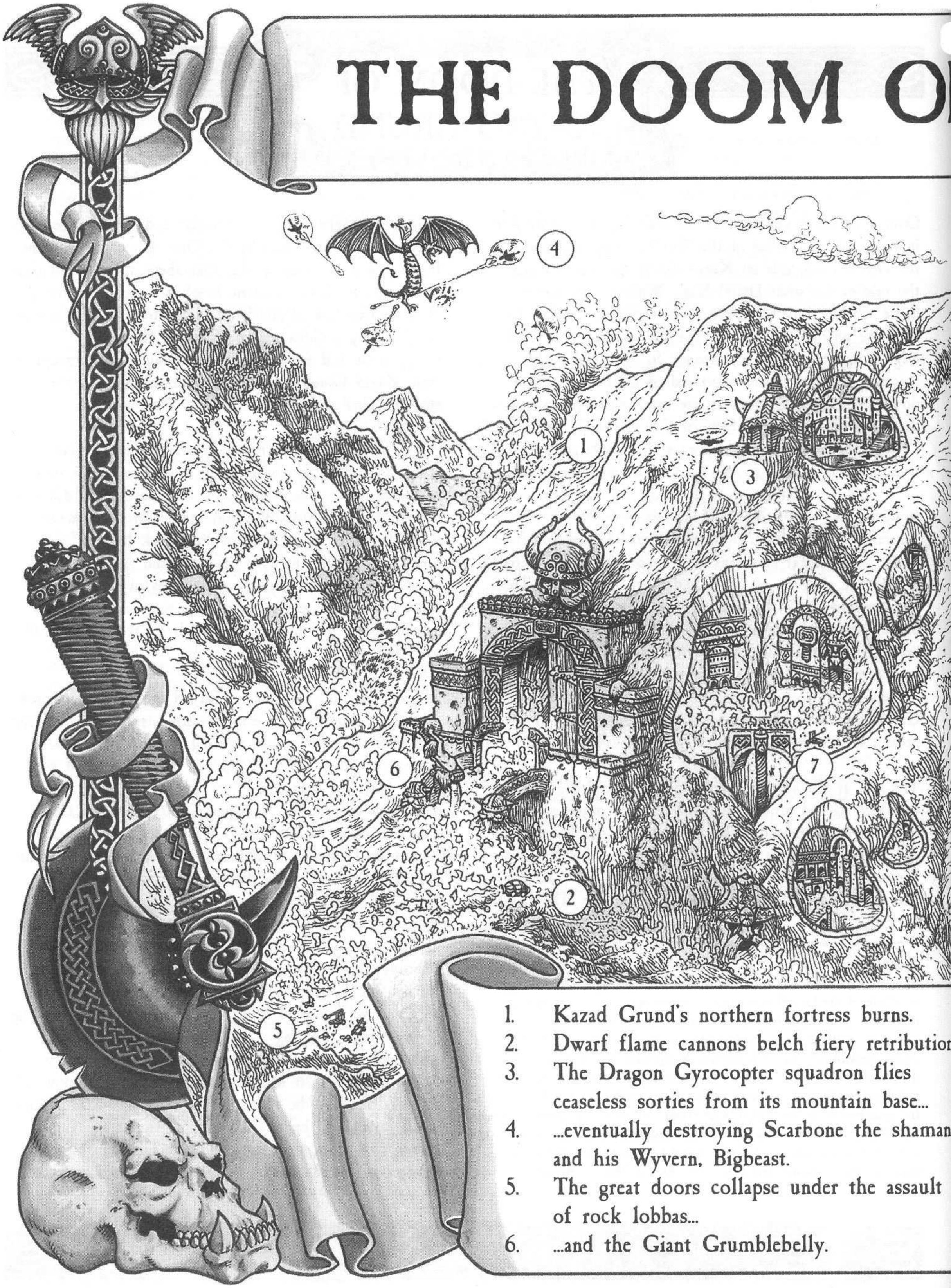
By now, though, Gruk Boartusk's army had overrun the fortress. An aged champion Dragonslayer, Sven Bristlingbeard, single-handedly held the Axe Bridge that spanned the bottomless chasm, known as Karagar's Woe, sending several hapless Stone Trolls plunging over the edge of the bridge. Fighting was taking place in every hall, vault and stairway. Many Dwarfs made their last stand within the vast feast hall which rang with the clamour of battle rather than the voices of the clans of Kazad Grund raised in song. Others choked on the smoke and fumes that poured from the cavernous Forge Chambers where fires raged out of control. Several hard-pressed regiments

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This stirring account of the defence and fall of Kazad Grund was compiled by Magister Johannes Grün in his book 'A Historie of the Dwarfen Peoples'. However, after the Magister's death in 2389, doubts were cast on the authenticity of the account, with particular regard to some of the dates and the anachronism of certain weapons. Some scholars have asserted that Grün's study of Dwarf history did not come from twenty years in the World's Edge Mountains, as his book says, but from fifteen months of drinking Dwarf ale in two of Nuln's smaller taverns. Nonetheless, the account stands as a description of the structure and defences of a classical Dwarf Hold, and a story of Dwarf heroism in the face of certain death.

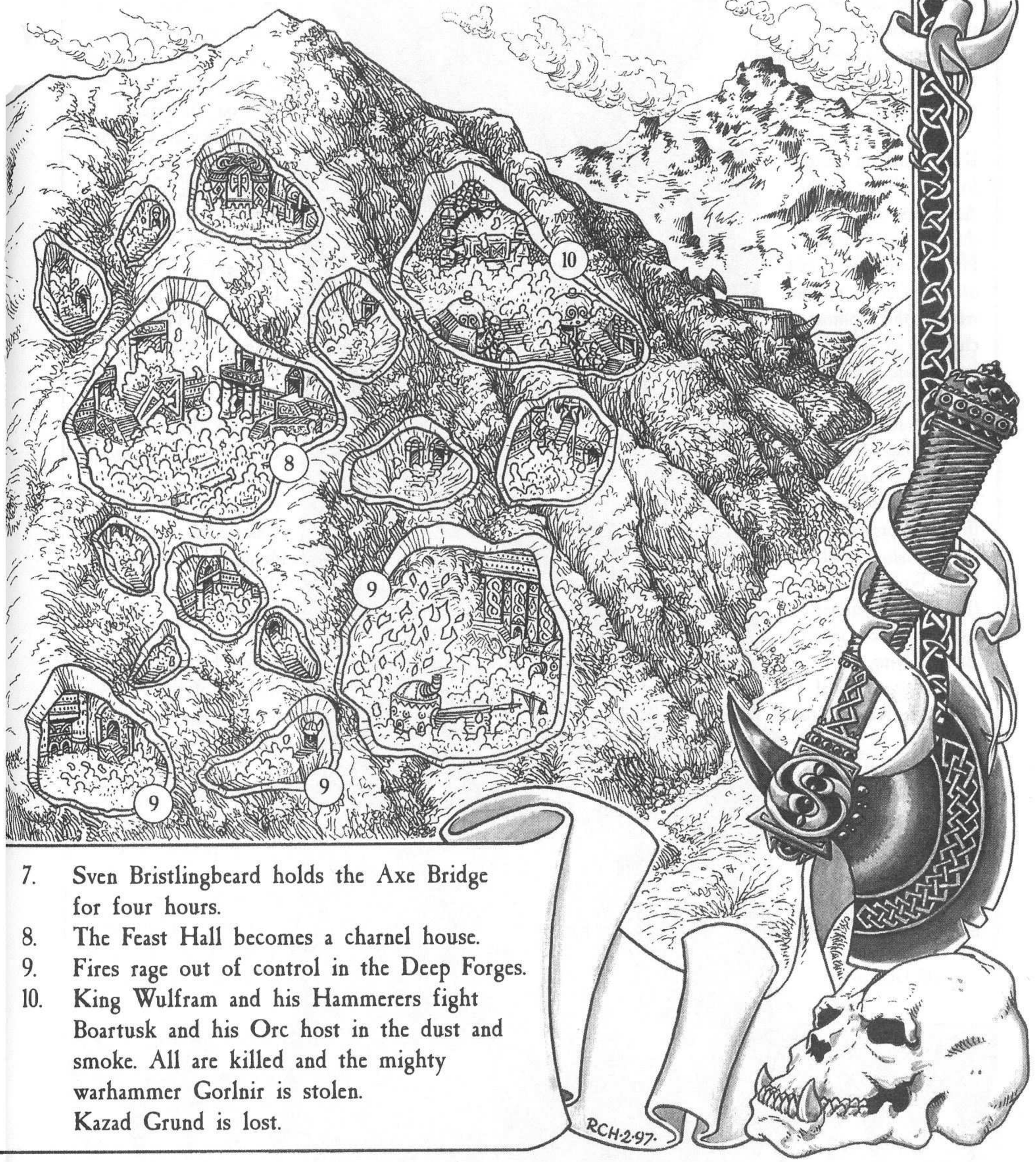
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THE DOOM O



1. Kazad Grund's northern fortress burns.
2. Dwarf flame cannons belch fiery retribution
3. The Dragon Gyrocopter squadron flies ceaseless sorties from its mountain base...
4. ...eventually destroying Scarbone the shaman and his Wyvern, Bigbeast.
5. The great doors collapse under the assault of rock lobbas...
6. ...and the Giant Grumblebelly.

KAZAD GRUND



7. Sven Bristlingbeard holds the Axe Bridge for four hours.
8. The Feast Hall becomes a charnel house.
9. Fires rage out of control in the Deep Forges.
10. King Wulfram and his Hammerers fight Boartusk and his Orc host in the dust and smoke. All are killed and the mighty warhammer Gorlnir is stolen.
Kazad Grund is lost.

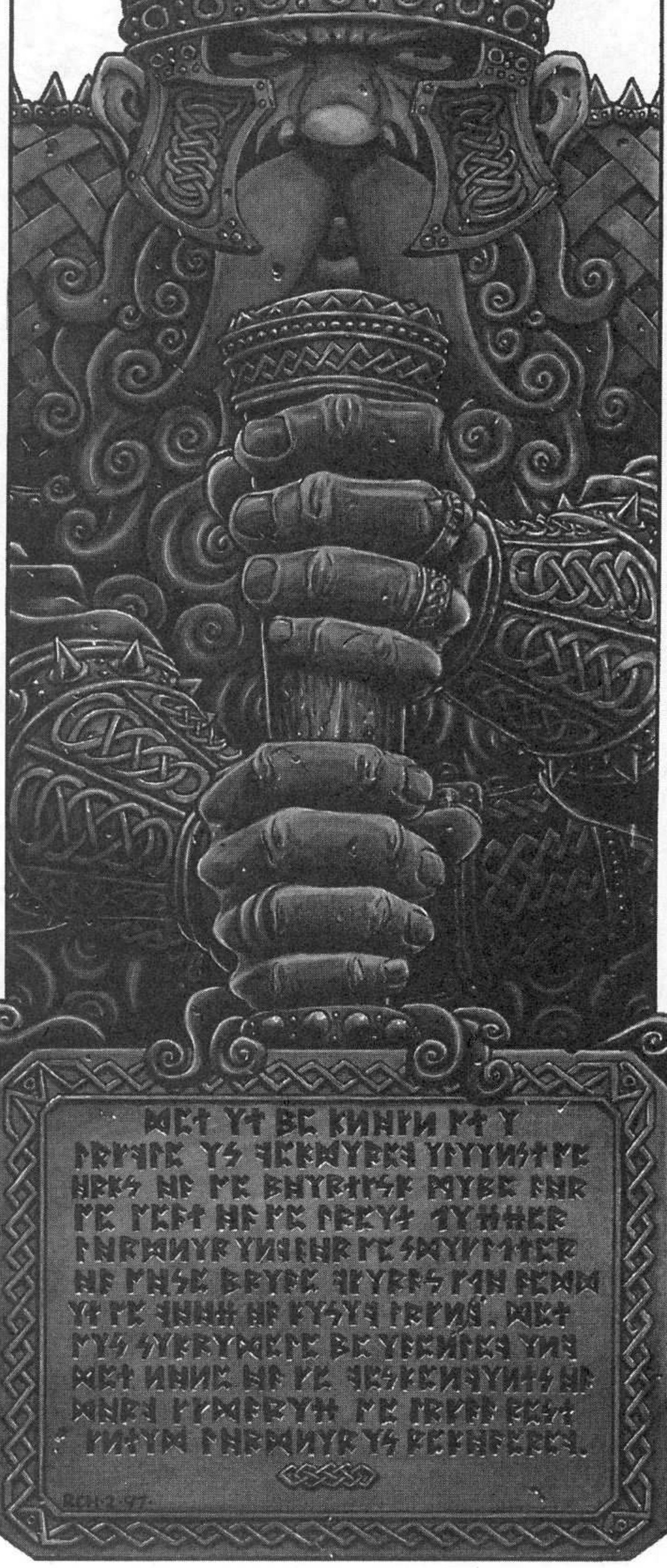
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of Hammerers found themselves trapped by the flames and fought to their last breath against the Goblins that they had trapped in with them.

King Wulfram raced for the Shrine of the Ancestors to protect the hammer Gorlnir. He and what remained of his personal retinue reached the topmost chamber of the fortress just before the Warlord and his elite Big 'Uns stormed into the Dwarf temple. Incensed at having the most holy of places desecrated by the mere presence of the brutish greenskins, King Wulfram lifted the ancient hammer from the great anvil-altar, rallying his troops for the final battle for Kazad Grund.

One by one the Dwarfs fell to the Orcs until only Wulfram the Gruff was left standing atop a mound of steaming green-skinned corpses. At last he found himself face-to-face with Gruk Boartusk himself. As Wulfram swung his hammer, so the Warlord thrust upwards with his cruel axe. Gorlnir struck the Orc on the side of the head with a loud crack and one of Gruk's huge tusks broke off from his jaw as the foul Warlord was sent reeling. But for Wulfram his time had come. The shaman-cursed axe had cut through his gromril armour and into his stomach. Clutching the gaping wound, the Dwarf King of Kazad Grund sank to his knees, dying. The battle for the Fortress of the Hammer was lost.

From that day to this, the fall of the Fortress of the Hammer, the theft of Gorlnir and the cruel death of King Wulfram the Gruff and all of his people, have been recorded in the Great Book of Grudges of Karaz-a-Karak as the Doom of Kazad Grund.



DWARF TECHNOLOGY

ALTHOUGH THE DWARF ENGINEERS' GUILD SETS LIMITS on development that some find frustrating, the Dwarfs are still the most technologically advanced race in the Known World. Their weapons and armour are of the finest quality. Their mastery of gunpowder weapons is unmatched – only the humans of the Empire make so much use of firearms, and the bulk of their knowledge was gained from the Dwarfs. In addition, the Engineers' Guild has produced a number of unique war machines that have no equal anywhere.

Although metalworking and machinery have always been part of the Dwarf tradition, many historians have noted that the pace of development accelerated markedly at the time of the Goblin Wars. The Dwarfs were heavily outnumbered, and relied on the increasing sophistication of their weapons and defences to give them the edge over the numerous but primitive greenskins.

Continued attacks by the Orc and Goblin hordes were taking a heavy toll on the Dwarfs; losses from the fallen Dwarfholds and settlements were irreplaceable. The Dwarfs faced the prospect of extermination unless they could find a way to neutralise the greenskins' numerical superiority.

Soon after the fall of Karak Drazh, the Dwarf engineers discovered gunpowder. The discovery was accompanied by a massive explosion in the Engineers' Guildhall, but its effectiveness as a weapon was beyond doubt. At first, gunpowder was used to trigger avalanches and rockslides, either to seal vulnerable passes or to mount surprise attacks on Orc and Goblin forces in precipitous terrain. These attacks were made more effective by the panic that they caused in the more cowardly of the greenskin troops.

The Dwarfs still needed a mechanism that could turn the devastating power of gunpowder against the ranks of their enemies in an open battle. The development of cannon took several decades, while the handgun came much later. These Dwarf inventions are some of the most devastating non-magical weapons ever known.

The second pivotal invention in the history of Dwarf technology was the steam engine. As they became fewer in number, the Dwarfs needed to develop machinery that would enhance their ability to delve deep into the earth in search of ore and other mineral wealth, and return that wealth to the surface. The steam engine provided a versatile source of motive power, and came to be used in many different applications. With these two great inventions at their command, the Engineers' Guild became one of the most powerful and respected of the craftguilds, and ever since they have worked slowly and systematically to advance their technological skills and create new mechanical devices.

A number of entries in the historical timeline (pp. 106-109) provide a quick overview of the development of Dwarf war machines and other important technological advancements. This chapter describes the more common applications of Dwarf ingenuity.

Gromril

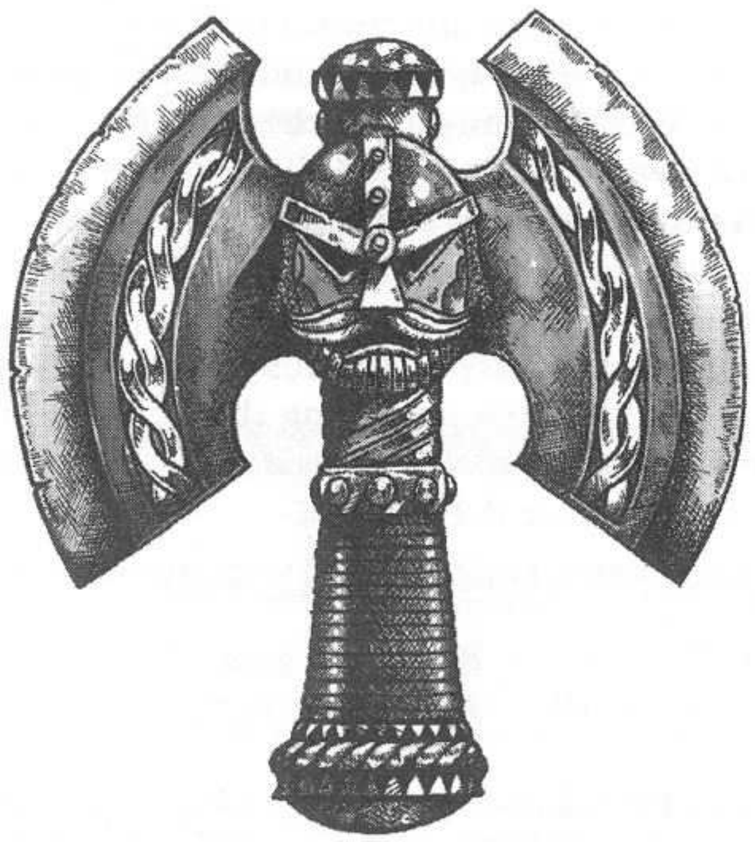
Gromril is the hardest metal in the known world, and one of the rarest. It is found deep under the earth, at depths that only Dwarf mines can reach; only Dwarf artisans know the secrets of working it.

Many times more precious than gold, gromril is used to make armour and weapons for the Dwarf nobility, and for elite military units such as the Iron Breakers who guard the gates to the Underway. Because of its rarity, the Dwarfs do not trade items made of gromril with other races.

GROMRIL ARMOUR

Gromril armour is always made in plates; only Grungni himself, it is said, possessed the skill and magical power to work gromril into chain mail. A piece of gromril armour has 2 armour points, and can be combined with chainmail like any other piece of plate armour. A piece of gromril armour has the same encumbrance value as its steel counterpart.

Gromril armour is always made to be worn by Dwarfs, and does not fit members of other races. In theory, gromril armour might be made for a Dwarf-friend in recognition of some truly exceptional service to the Dwarf race, although this has never yet happened.



GROMRIL WEAPONS

The most skilled Dwarf weaponsmiths make axes and hammers from gromril. Gromril weapons are normally inscribed with runes, and have the appropriate characteristics.

A gromril weapon has the same characteristics as its steel counterpart, except that it can never be broken by normal means. If a gromril weapon is caught in a swordbreaker, for example, it is the swordbreaker that will break.

Gromril weapons have a 95% chance of resisting anti-weapon magic such as the Battle magic spells *Wilt Weapon*, *Break Weapon* and *Subvert Weapon* from **Realms of Sorcery**.

Light and Medium Weapons

Although the Dwarfs are well known for their use of gunpowder artillery, they have crafted a number of weapons designed to be used by a single warrior or a crew of two.

BOMBARD

The bombard is a small cannon, the same size as one barrel of an organ gun (see p. 50). It fires a shot about the size of a Dwarf's fist. Because of its lightness, it can be carried and set up in 1D3 rounds by its two-Dwarf crew.

Crew members need *specialist weapon – bombard* skill. A bombard can be operated (but not moved) by a crew of one, but reload times are doubled.

M	ES	T	W	Range (S/L/Extreme)
As Crew	6	7	15	32/ 64/ 300 yards

Rate of Fire: 3 rounds to load, 1 round to fire

FIRETHROWER

The Dwarf firethrower is a copper-lined barrel bound with iron loops. One Dwarf holds the barrel of the firethrower, which contains an inflammable chemical mix. The other Dwarf carries the trigger and ignition mechanism. The two parts of the firethrower are connected by a flexible pipe. When the weapon is fired, a jet of combustible liquid shoots from the barrel. Once the jet hits the air, it becomes a searing sheet of flame. Targets receive 1D2 hits at **S** 4, with *flammable* targets receiving an additional 1D4 Wounds for each hit.

As the firethrower is a very dangerous weapon, its two Dwarf team spend many hours perfecting their craft, which enables them to learn the *specialist weapon – firethrower* skill (at normal Experience Point cost).

ES	T	W	Range (S/L/Extreme)
4	5	12	16/ 32/ 150 yards

Rate of Fire: 2 rounds to prime, 1 round to fire

Use the following table to determine the effects of firethrower misfires:

D100	Misfire Effects
01-45	A minor problem (such as the ignition mechanism failing to fire) prevents the weapon from shooting. The machine is unharmed and may be primed again.
46-85	The firing is disrupted by some freak accident, such as too much volatile chemical getting into the mix. There is a possibility (25%) that a member of the weapons team may receive an S 3 hit as this jets out in an unexpected direction.
86-00	The fire thrower cannot handle the strain placed upon it and breaks. Flaming chemicals fly everywhere and each crew member receives 1D3 automatic hits at S 6.

Handguns

The Dwarfs are unrivalled as gunsmiths, and although they have shared some of their technology with the humans of the Empire, the Dwarf handgun is still superior to any human gunpowder weapon. Game statistics are given below in the same form used for firearms in the **WFRP** book **Apocrypha Now**; the numbers given for each range are range in yards/effective strength. Note that the weapon's *effective strength* is not reduced at extreme range.



DWARF HANDGUN

Point Blank*	Short*	Long	Extreme	Reload
3/4	12/4	24/4	50/4	2 rounds

*+10 to hit at short and point blank range.

MORTAR

The Dwarf mortar is a short-barreled gun shaped something like a heavy iron pot. It fires a standard sized cannonball in a high arc, and is able to shoot over obstacles such as walls and hills to hit targets behind them. A mortar can fire without having a direct line of sight to its target, but unless its fire is directed by a spotter who *does* have a line of sight to the target and can relay instructions back to its crew, the mortar suffers a -50 **BS** penalty for shooting blind.

Like the bombard, the mortar requires a crew of two Dwarfs. Crew members must have *specialist weapon – mortar* skill. A mortar can be operated (but not moved) by a crew of one, but reload times are doubled.

M	ES	T	W	Range (S/L/Extreme)
As Crew	6	6	15	24/ 48/ 250 yards

Rate of Fire: 3 rounds to load, 1 round to fire

SWIVEL GUN

The field swivel gun is a two-piece weapon (the gun and its stand) that can be moved anywhere by its two-Dwarf crew. The weapon can be assembled very quickly (1D3 rounds) and then loaded with small lead balls, nails, gravel or other projectiles. Dwarf soldiers who man swivel guns need the *specialist weapon – blunderbuss* skill.

Rules for swivel guns are given on pp. 39-40 of the **WFRP** book **Apocrypha Now**.

VOLLEY GUN

The volley gun is a smaller version of the organ gun (see p. 50), with a crew of two. Its barrels are narrower, firing a ball less than an inch in diameter, but up to ten can be mounted on the same frame. Rules for volley guns are given in the **WFRP** book **Apocrypha Now,** pp. 39-40. Crew members need *specialist weapon – firearms* skill. The volley gun can be operated by a crew of one, but reload times are doubled. It can only be moved by one person if it is mounted on a wheeled frame, and even then movement rates are halved.

Heavy Weapons

The Dwarfs used gunpowder against their enemies centuries before the first Cathayan fireworks. Today, the Dwarfs use cannon far more frequently and with far more deadly precision than any other race. Dwarf engineers have devised a number of variations; the weapons listed below are those most commonly used in the Dwarf arsenal. Each gun has a crew of at least three Dwarf soldiers with the relevant *specialist weapon* skill. Batteries are generally commanded by a gunner, to ensure that they are used to best effect. In such cases, every weapon in the battery is fired using the gunner's **BS**.

BREAKER CANNON

The field cannon (see below) is the standard Dwarf artillery piece. A lighter version was developed for naval use by the engineers of Barak Varr, and is known as the breaker cannon. There are isolated reports of Dwarf marines dismounting breaker cannon from their ships and setting them in improvised gun-carriages to use in land battles, but this is not a common practice.

ES	T	W	Range (S/L/Extreme)
8	7	17	64/ 128/ 600 yards

Rate of Fire: 3 rounds to load, 1 round to fire

FIELD CANNON

This is a broad term for general-purpose cannon. The field cannon used by the Dwarfs are similar to those used by the humans of the Empire – not surprisingly, since the Dwarfs have played a major role in the Imperial School of Gunnery at Nuln – but tend to be better engineered and more reliable. A misfire only occurs on even-numbered doubles (see **WFRP**, p. 129).

The Dwarfs of Barak Varr use a slightly adapted version of the field cannon in their heavier warships. This naval version is known as the tempest cannon.

ES	T	W	Range (S/L/Extreme)
10	7	20	64/ 128/ 600 yards

Rate of Fire: 3 rounds to load, 1 round to fire

FLAME CANNON

Although they look similar to a field cannon, flame cannon work on an entirely different principle. They use a mixture of volatile chemicals to shoot out a ball of flame. This covers an area 2D6 yards in diameter, centred upon its point of impact, and causes 1D3 hits at **S** 6 to any unfortunate caught in that area. *Flammable* targets take additional D4 Wounds for each hit.

ES	T	W	Range (S/L/Extreme)
6	7	20	16/ 32/ 150 yards

Rate of Fire: 3 ruonds to load, 1 round to fire

Use the following table to determine the effects of flame cannon misfires:

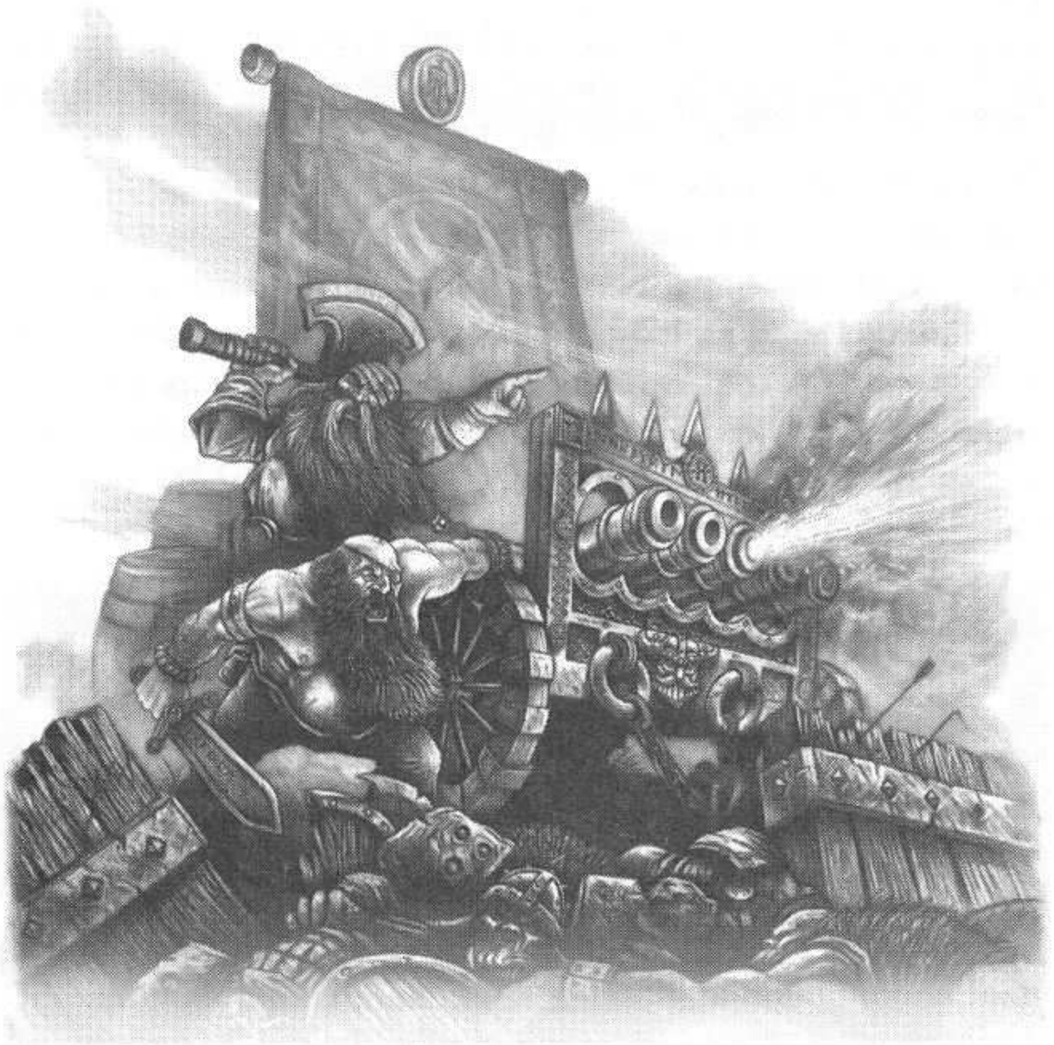
D100	Misfire Effects
01-50	A minor problem (such as the ignition mechanism failing to fire) prevents the weapon from shooting. The machine is unharmed and may be primed again.
51-90	The firing is disrupted by some freak accident, such as too much volatile chemical in the mix. There is a possibility (25%) that a member of the weapons team may receive an S 3 hit. The cannon must be primed (reloaded) again before firing again.
91-00	The fire cannon cannot handle the strain placed upon it and explodes under the strain. Pieces fly everywhere and each crew member receives 1D3 automatic hits at S 6.

ORGAN GUN

Organ guns consist of three to five light cannon barrels, mounted on a wheeled frame. They may be fired separately or in a salvo. While they lack the hitting power of field cannon, their multiple shots make them deadly against closely packed infantry and other soft targets. When firing into a group, each member of the group takes the same damage on a successful hit.

ES	T	W	Range (S/L/Extreme)
10	7	20	32/ 64/ 300 yards

Rate of Fire: 3 rounds to load each barrel, 1 round to fire



THUNDER CANNON

The largest of the Dwarf guns, the thunder cannon is so big that it cannot travel with an army in the field. Thunder cannon are mounted in gun emplacements defending a Dwarfhold, usually equipped with hydraulic machinery to control aim and elevation. Operating this machinery requires an **Int** test (with a –10 penalty if no one on the crew has the relevant *specialist weapon* skill). A failure indicates that the thunder cannon has over or undershot the mark; the amount of the failure is applied as a penalty to **BS** when firing the weapon.

ES	T	W	Range (S/L/Extreme)
10	8	30	128/ 256/ 1,200 yards

Rate of Fire: 5 rounds to load, 1 round to fire

TORPEDO

The torpedo is only used by the Nautilus submersibles of Barak Varr, although some experiments have been made with mounting a single torpedo tube on gunboats and Monitor class warships, with mixed results. The torpedo is a streamlined underwater projectile, powered by a clockwork motor linked to a propeller. It carries an explosive warhead, fused to detonate on impact, which is sufficiently powerful to cripple a large ship or sink a small one.

If it doesn't hit a target within its maximum range, the torpedo's propulsion winds down and the torpedo sinks into the depths. Clockwork torpedoes are somewhat unreliable, with a 10% chance that any particular torpedo is defective. If a torpedo is found to be defective, roll 1D10 and consult the following table:

D10	Result
1-3	Torpedo deviates 4D10 degrees to the left
4-6	Torpedo deviates 4D10 degrees to the right
7-8	Torpedo travels only 1D10 x 100 yards before sinking
9	Warhead doesn't explode on contact (in other words, a dud)
0	Torpedo fails to fire; the firer may try again in another round

M	ES	T	W	Range(S/L/Extreme)
8	10	5	10	120/ 240/ 1,000 yards

Rate of Fire: 1 round to fire*

* Torpedoes take 6 turns to load into tubes while in harbour, using specialized equipment. A tube can be reloaded at sea, provided the water is calm; this takes at least 20 turns, depending on the conditions.

Gyrocopters



These flying machines are powered by an ingenious – and highly efficient – lightweight steam engine, which uses a high-grade coal called *Ghomor*. The engine also powers the steam cannon which forms the standard armament of the gyrocopter. They are highly agile craft, able to take off and land vertically, and even hover on the spot. Gyrocopters perform many tasks for Dwarfs, from combat and reconnaissance to delivering supplies and messages; however, they are hard to build, difficult to maintain and expensive to run, so they are used sparingly.

The most common gyrocopters are those used in combat. These are armed with a steam cannon that belches forward a jet of scalding, superhot steam laced with lead shot. The steam cannon uses so much of the engine's output that it can only be fired while the gyrocopter is hovering. Gyrocopters can also carry up to ten spherical bombs or incendiaries, identical to those described on pp. 127-128 of the **WFRP** rulebook. One favourite tactic of gyrocopter pilots is to hover behind a hill, a building, or a copse of trees waiting for an enemy to approach. When they come into range, the gyrocopter "pops up", fires its steam cannon, and flies away before the enemy can respond.

Gyrocopter

M	S	T	W	Capacity
12	–	7	17	Up to 2,000

Steam Cannon

M	S	T	W	Range	Rate of Fire
–	3	–	–	Max 40 yds	4 rounds to build pressure; 1 round to fire

The gyrocopter flies as a *hoverer*. Unlike flying creatures, it can actually hover, and does not need to keep moving.

Anyone successfully firing upon a gyrocopter must roll a d6 to determine what they hit. A result of 5 or 6 means that the pilot is hit, otherwise the gyrocopter absorbs the blow. The gyrocopter has **T** 5, **W** 20. It is possible to select the pilot as a target by sharpshooting (**WFRP**, p. 129).

The gyrocopter's steam cannon can only be fired when the gyrocopter is not moving. It produces a cone-shaped blast of steam and lead shot, 40 yards long and 10 yards wide at the end. All targets within this area are hit automatically for 2D6 Wounds with an **S** of 3. Non-magical armour provides no protection from the scalding steam, although it can ward off the shot; to reflect this, the target's AP for non-magical armour is halved.

Combat gyrocopters can cruise for four hours at **M** 10 before needing to refuel. Running the machine at maximum speed reduces the airborne time to one hour. Supply copters can fly for four hours when carrying a full load and six when empty before they need to be refuelled. Scout copters can fly for up to six hours before they need to refuel.

GYROCOPTER VARIANTS

A gyrocopter's steam cannon can be replaced with a hook mechanism, allowing it to carry a cargo of up to 1,500 Enc (2,000 if the bombs or incendiaries are also stripped out), slung between the nose and the undercarriage. This is an expensive and sometimes dangerous mode of transport, though, and only urgent or precious cargoes are generally carried by gyrocopter. On a few occasions, however, airlifted supplies have allowed a besieged Dwarf force to hold out until reinforcements could arrive.

A few gyrocopters have been stripped down for aerial reconnaissance and message delivery. These "scout copters" are not intended to engage in combat, and have **T** 3 (see above). Unlike standard hoverers, their maximum **M** is 25 in level flight, 32 in a dive (see **WFRP**, p. 76).

War Balloons

War Balloons have a greater range than gyrocopters, given favourable winds. They are fitted with a lightweight steam engine and a propeller for manoeuvring, and can even move against the winds, albeit very slowly. If needed, war balloons can carry specially crafted bombs which are tear-shaped, do not bounce, and have fins at the narrow end. These can be dropped from a greater height than the bombs dropped by gyrocopters, although their accuracy is lower (-10 to hit).

War Balloon

M	S	T	W	Capacity
6*	–	5	12	6,000

*wind speed added or subtracted as appropriate.

Dwarf Shipping

Although the Dwarfs, as a whole, prefer to be under the earth rather than on it and avoid travel by water when they can, the hold of Barak Varr is an exception. Barak Varr's only lifeline to the rest of Karaz Ankor is the Skull River, which runs from the estuary at the Black Gulf to the road which passes through Black Fire Pass to Karaz-a-Karak. This river route is by no means safe, as it crosses the eastern side of the Border Princes, near to the Orc and Goblin invasion routes into the southern Old World. The human princes of the area, too, are often little more than bandits. The Black Gulf is even more dangerous than the river. In times past, Orcs and Skaven have each attacked Barak Varr by sea from this direction.

The engineers of Barak Varr have responded to these threats by developing a range of ships, from small gunboats that patrol the Skull River to mighty Dreadnoughts and submersibles that deal with enemies in the Black Gulf. They are unrivalled as marine engineers anywhere in the world.

The heavier Dwarf warships have a number of features in common. They are all steam-powered and use great paddlewheels for propulsion. This enables the Dwarfs to ignore the vagaries of the winds, in large part. Of course, if the paddles or boiler of a warship are destroyed, then they are dead in the water. The Dwarf warships are heavily armoured to withstand both collisions and enemy fire; all are equipped with rams. They are essentially sealed from the outside elements. The only way to get into the interior of a warship is to enter through one of its various hatches. Third, all warships have their guns mounted in great hydraulic turrets, which can fire in almost any direction.

The most current reports indicate that Barak Varr's fleet consists of three Dreadnoughts, six Ironclads, six Nautilus submersibles, 18 Monitors, and at least 30 gunboats. All ship's guns are crewed by Dwarf marine gunners, with the same abilities as their land-based counterparts.

	M	T	W
Gunboat	4	5	30
Monitor	4	8	40
Ironclad class	4	8	50
Dreadnought class	4	8	60
Nautilus	4 surface 2 underwater	8	40

GUNBOAT

In order to secure the trade route to Karak Ankor, Barak Varr's engineers developed a steam-powered, armour-plated gunboat to escort steam-powered river barges up and down the Skull River. Two small paddlewheels, one on each side, are used to propel the gunboats through the water. The steam-engine itself is placed amidships to simplify the transmission of power to the paddlewheels.

In addition to escort duties, gunboats patrol the river for pirates, and keep watch for any sign of increased greenskin activity. There are roughly 25 gunboats in Barak Varr's river fleet. The crew of a gunboat generally includes a shipmaster, another engineer, a gunner, and two to three marines.

Gunboats are generally armed at each end with swivel guns. A "gunner pit" at the forward end offers *hard cover* protection for the Dwarf marine who mans it. The gunner pit is mounted on a powered platform which gives it a 180-degree firing arc. The rear swivel gun is mounted on a platform, giving it a 360-degree firing arc, but offering only *soft cover* to its gunner. If serious action is anticipated, the aft swivel gun may be replaced by a small bombard or mortar.

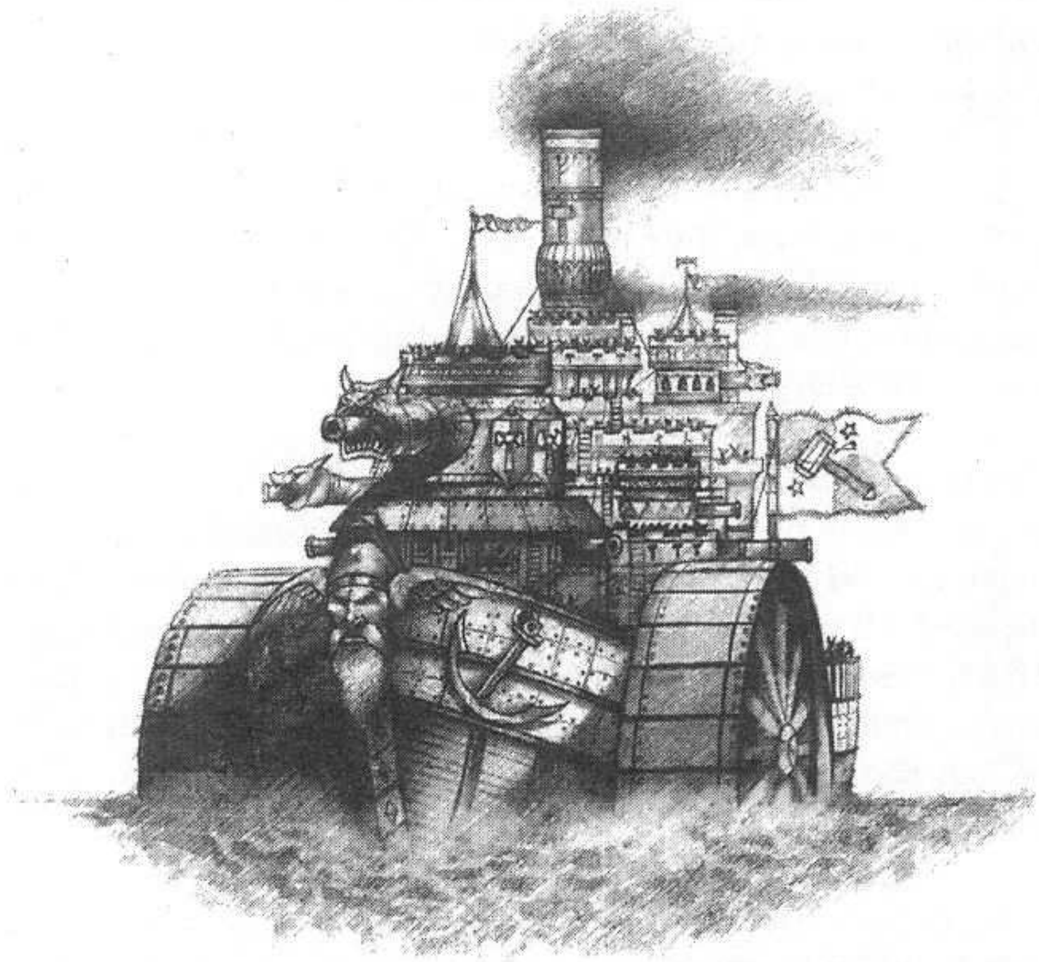
MONITOR

Monitors are the oldest Dwarf ship design. They operate in groups of three or more on the open sea, or singly along the Blood River estuary. Monitors are armed with a single turret containing a battery of two cannon – one tempest and one breaker. The funnel from the Monitor's steam engine reduces the rotation of the turret to 270 degrees. In addition to the turret guns, Monitors have two to five Breaker cannons in each broadside. The Monitor is propelled by a single paddlewheel located at the rear.

IRONCLAD

More heavily armoured than the Monitors, Ironclads are propelled by dual paddlewheels, one on each side. This design allows the Ironclads to turn far more quickly than the sailing and rowing ships of other maritime powers. Ironclads have two large turrets, one forward and one aft, each containing a battery of two tempest cannon. There are two smaller turrets, one forward of the bridge and one upon it, each armed with one breaker cannon. Each broadside contains four breaker cannon.

To supplement their cannon, Ironclads have additional hatches that conceal bolt throwers and swivel guns. A favour-



ite tactic is to use their bolt throwers to attach thick ropes to wooden ships, grappling them so that they can be boarded or destroyed.

DREADNOUGHT

Dreadnoughts are the largest and most powerful Dwarf warships. Propelled by three great paddlewheels – one on each side and a larger on at the stern – they patrol the waters of the Black Gulf and Southern Sea. The Dreadnought's main armament consists of four heavy turrets – two forward and two aft – each mounting a pair of tempest cannon. Two lighter turrets are mounted on the bridge itself, each mounting a single breaker cannon. Additionally, Dreadnoughts carry four breaker and five tempest cannon on each broadside, and have a light armament of bolt throwers and swivel guns like the Ironclads.

NAUTILUS SUBMERSIBLE

The Nautilus behaves like any other steam-powered vessel on the surface. It has two turrets, one forward of its conning-tower and one aft. The forward turret houses a single tempest cannon, and the aft turret mounts a single breaker cannon. Instead of a paddlewheel, the Nautilus is driven by dual propellers.

The strength of a Nautilus lies in its ability to sail underwater for short distances (1D6+6 rounds). Once it resurfaces, the Nautilus must remain above for at least 2D6+2 rounds to replenish its air supply and vent the exhaust from its boilers. If a heavily damaged Nautilus (i.e. one reduced to 5 **W** or less) submerges, there is a 10% chance (plus a cumulative 10 % for each **Wound** under 5) that the Nautilus will sink.

While submerged, the Nautilus still retains some offensive capabilities. It has four external torpedo tubes, placed two on each side, fixed to fire forward. Each tube contains one clockwork torpedo (see p. 50). Dwarfs (except Norse Dwarfs) are known for their dislike of water. Finding enough crew to man the surface warships is a constant challenge to the commanders of the Dwarf navy. It is widely accepted that those who crew the Nautilus submersibles are as close to being as mad as a Troll Slayer. Consequently, Barak Varr Dwarfs who are shamed may opt to join the crew of a Nautilus rather than undergo the ritual of becoming a Troll Slayer. Thus, the high casualty rate among Nautilus crews is offset by the fact that there is a relatively stable supply of volunteers.

Earth Borer Mining Drill

Not all Dwarf technological expertise is dedicated to the arts of war. One of the earliest applications of steam power was the first version of the Earth Borer mining drill, which replaced the earlier hydraulic mining drill.

At first, the Dwarfs mounted a huge, steam-powered drill onto a modified cannon carriage. The drill was made of the finest steel and it powered by a steam engine that formed most of the bulk of the device. Success was limited, but it gave the engineers some much valued lessons which led to improvements. The first step involved increasing the efficiency and performance of the engine so that the drill could be rotated at higher speeds. Next, the drill bit was strengthened so that the edge would not dull as quickly. To achieve this goal, engineers coaxed the Jewelsmiths' craftguild into providing diamond chips which the engineers embedded into the drill's cutting edge. Finally, the engineers devised a means to protect the machine's operators while propelling the drill. The cannon carriage was then modified so that a second steam engine could power the carriage's drive.

The Earth Borer is a six-wheeled, steam-powered vehicle with front and side armour to protect the machine and its operator from flying debris. A finely polished sheet of clear quartz is mounted at the front of the drill, so that the operator can see the drill bit and rock face ahead. The Bhlak and Dekkur drill bit is made of the hardest steel, studded with diamonds. It is powered by one of the machine's two steam engines; the other powers the wheels. The Earth Borer consumes a lot of fuel, and it is only used on exceedingly hard rock (such as granite), or when a tunnel must be constructed quickly.

Earth Borer Mining Drill

M	ES	T	W
3 in tunnels, 1 while drilling	8	6	20

Bhlak and Dekkur Drill Bit

M	ES	T	W
–	10	8	40

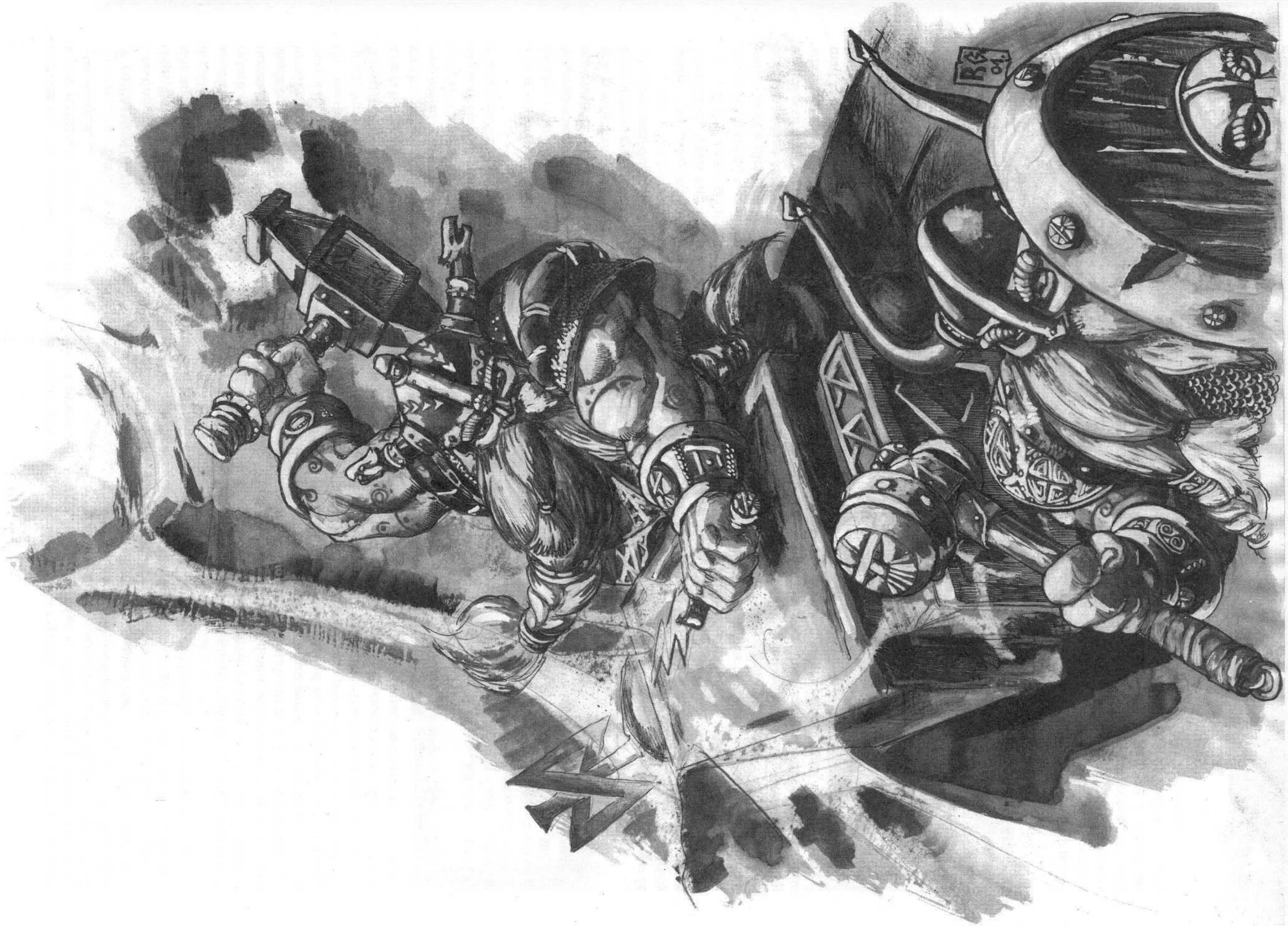
NOTES ON DWARF TECHNOLOGY

While much of the smaller and more common Dwarf-made devices are considered to be communal property, owned by the hold and used for its benefit, any larger and newer pieces of technology (such as organ guns and gyrocopters) usually belong to the engineer who designed and built it. The only cases where this isn't true is if someone else has provided the funding for a large project such as an Ironclad or a new design of war balloon (see **Doomstones 3: Heart of Chaos**); if the inventor has been instructed to build a device by the leader of his community; or if the original owner has died and passed the invention to a member of his family or guild.

This means that most pieces of Dwarf technology are one-offs, and there are very few standard designs. Every gyrocopter is different, and some function better than others – though that can be down to the pilot as much as the machine. The design of field cannons isn't standard, with each engineer introducing his own tweaks and improvements. Even the most experienced Dwarf pilot, gunner or engineer can have trouble when faced for the first time by a piece of equipment he hasn't worked on before.

The larger and more complex a piece of technology is, the rarer it is and the more highly prized by its owner and its hold. In combat they tend to work alone rather than as a team, each engineer or pilot trying to outdo his rivals and prove that his machine and his skills are the best. Squadrons of gyrocopters, battalions of organ guns or fleets of gunboats are extremely rare, usually only seen when Dwarf armies are forced to unite against the deadliest of foes.





MAGIC

THE DWARFS ARE WELL KNOWN FOR THEIR MASTERY OF Runic magic. However, while runecraft is by far the most commonly practised form of magic among the Dwarfs, it is by no means the only one. The Expatriate Dwarfs, in particular, have picked up various other forms of magic from the humans among whom they live.

Runic Magic

Runic magic is described in detail in Chapter 12 of the **Realms of Sorcery** sourcebook. The following pages provide a summary of that information, as well as detailing some additional runes.

RUNESMITHS

Unlike other forms of magic, Runic magic is very stable and predictable, which is one reason why the Dwarfs favour it. Runesmiths are the only Dwarfs with the skill to inscribe magical runes onto the objects they craft, and they are held in high esteem. Many legends are woven about the great runesmiths and their most famous creations. The secrets of runecraft are passed down from runesmith to apprentice, when the apprentice is deemed to be ready and worthy of carrying on the craft. Some runesmiths, lacking suitable apprentices for one reason or another, have been known to take their secrets with them to the grave.

INSCRIBING RUNES

Inscribing a magical rune is not just a matter of carving a symbol with an engraving tool. Through meditation and the invocation of the ancient Rune Chants, the runesmith channels magical energy into the rune. This is a mentally and physically exhausting process. The runesmith's rune-inscribed anvil is his most important tool, as it serves as a focus for the magical energy being imbued into the rune. The anvil is even used when the runesmith is painting a rune onto leather or cloth, carving it in wood, or inscribing it on a stone door.

Runesmiths can inscribe both temporary and permanent runes. Inscribing a temporary rune is less demanding, but it will only last a short time before losing its magical power. Permanent runes require weeks of work. On top of the commitment involved, such a rune can only be inscribed using an Anvil of Doom. The powerful Master Runes also require the addition of extremely rare ingredients; gathering them can take years.

Anvils of Doom

The Anvils of Doom are among the Dwarfs' most treasured possessions, and are generally kept in the mountain strongholds. A handful are owned by individual runesmiths, passed down from master to apprentice in the long years since their making. A few of these belong to Expatriate runesmiths living in communities outside the Dwarfholds.

Any runesmith who wishes to inscribe permanent runes on an item must seek out an Anvil of Doom, and obtain the lead Rune Lord's permission to use it. This generally involves convincing the elder that the item he is crafting will bring glory and honour to the Dwarf people.

Inscribing Permanent Runes

Creating a permanent rune item takes D4+2 weeks per rune, during which time the runesmith must put in at least 4 hours work per day. Labouring more hours per day on an item may make the item better crafted or more ornately worked, but will not speed up the process of inscription. For each day that the item is being made, the runesmith must spend the number of magic points listed for the rune to be inscribed.

At the end of this time, the runesmith must make a *magic* test (against **WP**) for each rune to see whether it has been properly inscribed.

A successful test means that the rune is correctly inscribed, and will remain on the item forever.

On a failed test, the rune was inscribed incorrectly, and has no magical effects. The item looks like a rune item to anyone without the *rune lore* skill, but it has no magical power.

On a failure of 99-00, there is a magical backlash, and the item explodes. For every 10 MPs put into the item in its manufacture (the sum total for all the days spent working on the item), the runesmith and anyone else within 12 yards takes 1 **W** of damage. Anyone standing from 12 to 24 yards away takes half this amount, while those further than 24 yards away are safe.

As well as the *magic* test, the runesmith must make a successful *construct* test when crafting the runic item, using the necessary skill for the material from which the item is made:

Weapons, armour, metal items:	*smithing*
Wooden items:	*carpentry*
Gems, jewellery etc.:	*gem cutting*
Stone item:	*stoneworking*
Machines, siege engines, etc.:	*engineering*

If this final test is successful, the item is perfectly made, and has no faults that will affect its operation.



Rune Forms

Rune Type	Level 1	Level 2	Level 3
Armour	*Shielding*	*Resistance*	*Spell Eating*
	Stone	*Fortitude*	*Iron*
Engineering*	*Accuracy*	*Fortune*	*Disguise*
	Burning	*Stalwart*	*Immolation*
	Forging	*Valiant*	*Reloading*
	Penetrating		*Seeking*
Protection	*Battle*	*Sanctuary*	*Courage*
	Warding	*Slowness*	*Fear*
			Kadrin
Special	*Light*	*Blasting*	*Plenty*
	Preservation	*Disclosure*	*Purification*
	Water	*Farseeing*	*Verminkill*
		Signalling	
Talismanic	*Enemy Detection*	*Alarm*	*Healing*
	Luck	*Communicating*	*Passage*
	Restoration	*Furnace*	*Silence*
	Warning	*Locking*	
		Opening	
		Spellbreaking	
		Warmth	
Weapon	*Cutting*	*Breaking*	*Curse*
	Enchantment	*Cleaving*	*Fate*
	Fire	*Fury*	*Grudge*
	Parrying	*Illusion*	*Might*
	Speed	*Transformation*	*Smiting*
	Striking		

* NOTE: Unlike other rune types, Engineering runes seem to have a secondary (and more limited) function beyond their application on war machines. Most of these runes may be used on missile weapons or other items with varying effects, as detailed in their descriptions.

A failed test means that the item was spoiled during the manufacturing process, the materials are wasted, and the MPs for inscribing the rune(s) are lost.

On a failure of 99-00, the item appears perfect, but has a hidden flaw. The first time the item is used, it will explode and cause the same amount of damage as described above for a catastrophically failed *magic* test.

Inscribing Temporary Runes

A temporary rune can be inscribed on any suitable item. It is usually inscribed with a special engraving tool on metal, stone or a gem, but it may occasionally be carved into wood or painted on cloth. The item to be inscribed need not have been made personally by the runesmith, but the magic for inscribing the temporary rune must be channelled through the runesmith's personal anvil. Inscribing a temporary rune is relatively quick and easy, taking about 30 minutes. A temporary rune cannot be inscribed on an item which already has one or more permanent runes.

The runesmith must expend the magic points listed for the rune in its description and make a successful *magic* test.

On a success, the rune is inscribed correctly and the item becomes magical until the rune is used, or until the moon Mannslieb becomes full. At this point, the rune will fade entirely and the item will lose its magical power.

If the *magic* test is failed, the rune is inscribed incorrectly and has no power – though as with permanent runes above, it will be indistinguishable from a magical rune by anyone without *rune lore* skill. The magic points and any required ingredients are still consumed by the attempt. A failure of 99-00 is considered disastrous, and the rune explodes as described above for permanent runes.

Exhaustion
The mental strain of inscribing even a temporary rune taxes a runesmith's abilities. For each rune inscribed within 24 hours of the first, the runesmith suffers a cumulative –10 modifier to the *magic* test for each inscription attempt. Thus, inscribing a second rune gives a –10 modifier, a third gives -20, and so forth.



NUMBER OF RUNES ON AN ITEM

Runic magic items are subject to the following seven rules (except in special cases which are discussed under the relevant rune):

The Rule of Three
No item can have more than three runes inscribed upon it at the time of forging. It is virtually impossible to craft items that can bear the strain of carrying so much power.

The Rule of Form
As a general rule, weapon runes can only be inscribed on weapons, armour runes on armour, engineering runes on war machines, and so on. There are a couple of exceptions to this rule; where runes can be engraved onto different materials, this is noted in the description of the rune.

The Rule of Pride
No more than one item in a 100-yard radius may carry the same combination of magic runes. All runic items violating this rule will become inert for the duration of their relative proximity.

The Rule of Jealousy
No more than one Master Rune can be inscribed on an item. In addition, no more than one item in a 100-yard radius may carry the same Master Rune. All runic items violating this rule will become inert for the duration of their relative proximity.

The Rule of Combination
Apart from Master Runes, other runes can be combined to produce varied or cumulative effects. For example, an amulet with three *Runes of Battle* will reduce any critical hit on the bearer by 3 on the *Critical Hit* chart.

The Rule of Dislike
It is impossible to inscribe runes, even temporary runes, onto magic items crafted by Sorcerous means. Violation of this rule will result in an explosion that destroys the magical weapon and causes D6 **S**4 hits on anyone within a 10-foot radius.

The Rule of Disharmony
Non-Dwarfs are not fully attuned to Runic magic. Thus, no matter how many runic items a character of another race carries, only the three lowest-level runes will be functional; the rest will be inert. In the event of a tie, the GM should determine which runes are active.

Any attempt to violate the aforementioned rules of Runic magic will inevitably fail, as no living runesmith is capable of weaving so much magical power into a single item. In addition, a massive and deadly magical explosion will inevitably result. The explosion causes a single **S** 8 hit on everything within a 12-yard radius, and an **S** 4 hit on everything between 12 and 24 yards away.

MAGIC POINTS

Runesmiths gain magic points (MPs) as they rise through the levels of mastery. The following table summarizes the magic points characters gain for achieving each level:

Magic Points

Career	MPs Gained
Runesmith Apprentice	None
Runesmith	2D6+2
Master Runesmith	3D6+2
Rune Lord	4D6+2

Runesmiths recover magic points by chanting the *rune litany*, as described in **Realms of Sorcery**, p. 102.

LEARNING RUNES

Before a runesmith can inscribe a rune, it has to be learned. A Level 1 Runesmith has mastered two of Thungni's Runes; these are obtained as part of the expenditure of Experience Points to enter that career. Characters must meet the following conditions before they can learn additional runes:

- They must have access to knowledge of the rune.
- They must be of a sufficient level to cast it.
- They must have enough Experience Points to expend on learning it.
- They must make a successful **Int** test to understand it.

Access
The runesmith invariably gains access to a new rune from another runesmith, as they do not believe in writing down their knowledge. Runes are only ever taught by a master to an apprentice, never exchanged between equals. Thus, a runesmith seeking to learn more runes must have the humility to apprentice himself, if only for a short while, to one more wise and venerable than himself. Note that while this usually involves performing the duties of an apprentice, it does not require the character to expend experience points to change back to the Apprentice career.

Level
A runesmith can only learn runes of level 1; a Master Runesmith can learn runes of levels 1 or 2; and a Rune Lord can learn runes of levels 1, 2 or 3.



Experience
Each rune costs 200 EPs per level. Runesmiths are therefore faced with the choice of using EPs on their advance scheme, or to learn new runes.

The cost is greater for characters who are not currently following a Runesmith career. Those characters still have magical powers and can still inscribe runes (for example, a runesmith who goes off and becomes a tunnel fighter does not forget his old skills). However, since the character is not able to concentrate fully on runecraft, they may only learn new runes by spending *twice* the normally required number of EPs. If the character returns to the Runesmith career path, runes are learned at normal cost once again.

Intelligence Test
Finally, the character must make a successful **Int** test. The difficulty of the test depends on the level of the rune being learned.

Rune Level	Intelligence Test Modifier
Level 1	Normal*
Level 2	–10 to **Int**
Level 3	–20 to **Int**

* A roll of 96-00 is always a failure, regardless of **Int** score.

Any modifiers are applied to the character's **Int** score before any dice are rolled.

If the test is successful, the character has learned the rune and expends the required number of Experience Points.

A failed test means that the character failed to understand the rune, but the Experience Points are not expended – the character may use them to attempt to learn another rune, spend them on an advance, or save them until later.

Repeat Attempts
A characters who has failed to learn a particular rune may make a further attempts to learn it from a new master, or following an increase in their **Int** score. For example, if a character is taught the *Rune of Burning* by a certain master and fails to understand the principles, then no matter how long the character listens to the master's explanation, the rune cannot be learned. However, if a new master is found who explains the rune in a new way (or is a better teacher!), the character may attempt to learn the rune again. Alternatively, an increase in **Int** might allow the character to grasp concepts that proved too difficult before.

✦ LEARNING MASTER RUNES
These are runes that have been invented by Dwarf Rune Lords over the years, and passed from master to pupil over the centuries. Unlike Thungni's Runes, which are widely known, the Master Runes are closely guarded secrets. A runesmith character may have access to a few of these passed down from his master, which he should under no circumstances teach to anyone but his own apprentice. The knowledge of a Master Rune includes not only an understanding of the rune itself, but also knowledge of the long and convoluted chants required to be performed during its inscription and the ingredients needed to give it potency.

Because runesmiths are so reluctant to pass on these most prized secrets, player characters will not be able to learn new Master Runes except under exceptional circumstances. In the unlikely event that the GM allows characters to learn new Master Runes, the **Int** test required to learn it should be made at –30, and the Experience Point cost of the rune will be 30 times its magic point cost.

✦ BREAKING RUNE-INSCRIBED OBJECTS
Items inscribed with runes are no tougher than ordinary items, and are just as likely to break. If an item is broken, any temporary runes engraved on the item lose their power and fade immediately.

Permanent runes are a different matter, however. If the break is directly across a rune (25-75% chance, at GM's discretion, depending on the size of the object and the number of runes inscribed), that rune will cease to have any power forever. Runes that are not damaged will cease to work until the item is mended. For instance, a broken sword could be re-forged, and any runes on it would start to work again; however, the stump of a broken sword with a rune on it would not be magical.

At the GM's discretion, permanent runes that are broken may explode following the same rules for failures when inscribing runes (see p. 55).

Rune Weapons of Renown
Ghal Maraz. Barrakul. Grimmaz. These names are but a few of the more renowned weapons of power known to the Dwarfs.

In fact, these three weapons are examples of the Dwarf inclination to name their highly prized rune weapons. In a number of cases, it is the runesmith who names the weapon he so meticulously crafted. Such names are usually inscribed in alphabetic runes and hidden in blade among the rest of the design. At times, the runesmith might add the weapon's name of the pommel or haft. In the event that the runesmith did not name the weapon, its proud possessor will usually do so.

Though highly valued, runic weapons are rarely buried with their owners. Instead, they are regarded as a clan or family heirloom. Before his death, an owner of a runic weapon decides which of his descendants is the most worthy to inherit it. Clan feuds, rare as they are, have frequently occurred when there is dissent over who is most worthy to be entrusted with a runic weapon.

A small number of runic weapons have become legends in their own right, as famous as the heroes who have wielded them – and sometimes, more famous still. This is especially

true of those powerful artefacts which have been lost in the distant past and continue to inspire the quests of the valiant few who seek their recovery.

GHAL MARAZ

Known to the humans of the Empire as the "Hammer of Sigmar" (and to the Dwarfs as "Skull Splitter"), this mighty rune weapon was said to have been crafted by the runesmith Skalf Blackhammer for the High Kings of Karaz-a-Karak. Several centuries later, High King Kurgan Ironbeard gave it to the Unberogen warrior Sigmar, who had rescued him from the Orcs.

It was in Sigmar's hands that Ghal Maraz gained its greatest fame. Uniting the tribes of what would soon become the Empire, the Unberogen chief led an alliance of humans and Dwarfs in a great war against the greenskins, which culminated in the bloody Battle of Black Fire Pass. Here, the largest host of Orcs and Goblins the Old World had seen was utterly destroyed, and the few survivors went scurrying back to the Dark Lands. Within the year, the human tribes declared Sigmar Emperor, and one of the Old World's greatest human nations was founded.

Sigmar ruled for fifty years. When he sensed that his time was approaching, he abdicated his throne and made the long journey to Karaz-a-Karak, intending to return Ghal Maraz to the High King of Karaz Ankor. The First Emperor travelled alone to the Dwarfhold; once he entered Black Fire Pass, Sigmar vanished from human history. Within a generation, however, his revered memory had developed into a cult, and Sigmar became the patron deity of the Empire that he had founded.

In 500 I.C., an Imperial Dwarf delegation arrived in Altdorf, and presented Emperor Sigismund II with a gift of friendship from Karaz Ankor: Ghal Maraz returned to the Empire. They told the story of a human who had brought the hammer to Karaz-a-Karak a few years after Sigmar disappeared from human history, presenting it to the High King and leaving without giving his name. The Hammer remained among the clan heirlooms of the High King, until he was visited by Grungni in a dream. The Ancestor God bade him to return the Hammer to those who rule in Sigmar's Empire, for they would need its great strength in the times to come. Emperor Sigismund joyfully accepted the gift, and declared that the Hammer of Sigmar would be handed down from Emperor to Emperor forever, as a badge of office and a token of the everlasting friendship between the peoples of the Empire and the Imperial Dwarfs of Karaz Ankor.

There are persistent rumours that the hammer held by the Emperor is not the true Ghal Maraz, which according to tradition was crafted by the Ancestor Gods Thungni and Smednir at the dawn of time. Instead, some believe, the second hammer was made by the Dwarfs as a gesture of friendship, and named Ghal Maraz by its creator in honour of Sigmar. The Dwarfs who presented the hammer to Sigismund called it "the hammer Ghal Maraz", but made no claim that it was the original hammer of Sigmar; Sigismund and his advisers either misunderstood the Dwarfs, or deliberately chose



to claim that the hammer of Sigmar had returned to the Empire in order to bolster the Emperor's political position. The rumours claim that the *true* hammer of Sigmar lies hidden in some secret place beyond the western approach to Black Fire Pass.

The exact powers of the Ghal Maraz are treated as a state secret by the Empire, but there are various intelligence reports and eyewitness accounts of its use in battle that can give a broad picture of its capabilities. It seems to bear an enchantment similar to the *Master Rune of Warping*, in that any hit ignores non-magical armour protection. There are also unconfirmed reports that the hammer increases the Emperor's strength and renews his vitality.

In the legends of Sigmar and the scant historical records of his time, Ghal Maraz is depicted as a much more powerful weapon, and these discrepancies fuel the debate over the authenticity of the Emperor's hammer. These tales tell that the Master Rune of Ghal Maraz was so powerful that any greenskins struck by the weapon were slain instantly, and that it had great power over daemons and the followers of Chaos. Some stories tell of the hammer protecting Sigmar from harmful magic, and being able to detect the servants of Chaos in whatever form they might take. Other legends describe Ghal Maraz as having the ability to fly, and the power to destroy a mighty Daemon Prince with a single blow.

Official sources in the Empire, when they comment at all on these tales, claim that they have become exaggerated with the passing of time, and assert that the hammer that now symbolises the Emperor's authority is the same Ghal Maraz wielded by Sigmar. Others contend that the legendary powers ascribed to the hammer not only prove that the true Ghal

Maraz remains to be found, but also that it must indeed have been made by the Ancestor Gods.

Professor Rickhardt Schleicher of the University of Nuln published a comprehensive study of the Sigmar legends in 1876 I.C., tracing the most fanciful stories to Bretonnian minstrels. Schleicher's work remains the basis of the official position on the matter, although its authority is undermined in some eyes by the fact that it was funded by the Imperial Court of Nuln at a time when Bretonnia was allied with Talabecland, and encroaching across the Grey Mountains into the Reikland. Bretonnian propagandists were using the same legends to cast doubt upon the authenticity of the current Ghal Maraz, and therefore upon Emperor Maximillian III's claim to be Sigmar's true heir through his descent from the Dukes of Stirland. According to time, place and politics, the more vocal proponents of the two-hammer theory have sometimes been arrested – and even executed – on charges of treason and spreading foreign propaganda.

GRIMMAZ

Also called "the Harsh Master", Grimmaz is a mighty rune-axe that was crafted during the War of Vengeance for the Jarlki clan, one of the ruling clans of Karak Ungor. It was used to great effect by Grim Jarlki, and gained fame during the storming of the last Elf colony in the Old World at the site of present-day Marienburg. With the fall of their Dwarfhold in –1500 I.C. to the Night Goblins of the Red Eye tribe, the Jarlkis, like other noble clans, found refuge in Karaz-a-Karak, where they planned the recovery of their lost hold.

Led by King Skorri Morgrimson, the clans attempted to retake Karak Ungor in –975 I.C. The Dwarfs had some initial successes and Strakerd Jarlki, head of the clan, was given the task of holding the southern gate area as a contingent of Dwarfs infiltrated the underground levels of the hold. A fierce counterattack by Goblins of the Twisted Claw tribe drove Jarlki's forces from the gate, sealing the fate of the Dwarf contingent below. Ignoring the Dwarfking's command to hold his position until reinforcements arrived, Strakerd died trying to breach the Goblin lines and recapture the gate. The Dwarfs were forced back to the valley outside Karak Ungor, and eventually had to retreat back to Karaz-a-Karak. Grimmaz has remained in Goblin hands ever since.

In the closing phases of the Great War against Chaos, King Belegar led a contingent of Karak Ungor Dwarfs to the lost Dwarfhold, hoping to establish a permanent base as Skalf Dragonslayer had done near Karak Azgal over a millennium before. The King's confidence was buoyed by a new weapon crafted by Runemaster Skal Skallansson. One of his more immediate objectives was the recovery of Grimmaz.

The greenskins proved too numerous. Belegar was mortally wounded in the final skirmish and the kingship fell upon his son, Ulfar. The fallen king was returned to Karaz-a-Karak, where he was interred until the day that Karak Ungor is recovered.

There are unsubstantiated stories that Grimmaz has passed from the hands of the Twisted Goblin tribe to the more dominant Red Eye tribe before being traded to the Hobgoblins east of the Worlds Edge Mountains. Some say that it has been seen in the possession of a marauding band of Tainted Dwarfs found near the High (Belyevorota) Pass, northeast of Praag.

Grimmaz is said to be a great runic weapon with the power to increase the speed and fury of its bearer's attacks. It is also rumoured that the axe has the ability to destroy an opponent's weapon, even if it has its own enchantments. Prince Ulther, the most recent leader of the Karak Ungor Dwarfs and grandson of King Belegar, has put forth a bounty for information leading to the recovery of Grimmaz. Many who have taken the challenge have never been heard from again.

GNOLDRON

Reputed to be the favoured runic hammer of the Funimrik clan of the Karak Vlag Runesmith craftguild, Gnoldron, or "Old Thunder", was created during the War of Vengeance by runesmith Arnek Ragasson. Old Thunder gained fame as it battered down the gates of several Elf strongholds, as well as crushing the heads of many an Orc warboss during the millennia-long war against the greenskins. It was also said to have been used by runesmith Chrobak Ironarm to slay the dragon Ioridrak.

The hammer was last possessed by runesmith Tudnak Haudssen at the time of the last Incursion of Chaos when Karak Vlag fell. All traces of the Dwarfhold vanished, along with those who called it home, and the hammer Gnoldron was believed to have suffered the same fate.





Over a century ago, Kislevite trappers in the nearby World's Edge Mountains encountered a band of Tainted Dwarfs whose leader was carrying an ornate warhammer. One survivor of the onslaught, Ivan Keanovich, reported that this magical hammer was able to shoot lightning bolts at will. Through some research in the Great Library in Marienburg, the Imperial explorer Tomas Ostermann determined that the little information provided by Keanovich was enough to convince him that the magical hammer was indeed Gnoldron. Ostermann mounted an expedition in 2430 I.C. to recover the hammer, but he never returned. His journal, which was given to the Temple of Verena in Middenheim, was the only record of his last expedition.

Gnoldron is believed to have an unknown and powerful Master Rune inscribed on its head, giving the hammer the ability to shoot lightning bolts at distant targets while causing a deafening thunderclap whenever it hits an object or opponent. Some believe the Master Rune also protects its bearer from similar magic attacks like lightning and fireball.

It is not known if the weapon had any other rune. What is fairly certain is that the person finding this runic hammer could demand a sizeable reward from any Dwarfking or Rune Lord for its safe return.

✦ BRYNGANDAZ

Bryngandaz is a rune-inscribed pick, whose name translates as "Goldfinder". This weapon – and mining tool – was crafted by an unknown runesmith for the wealthy Miner Kings of Ekrund during the Golden Age of Karaz Ankor. When Ekrund joined Karak Azgal and Barak Varr to launch the southern offensive against the Elf colonies of Tilea, the Miner King Ekkel Olivsson was at the forefront of the battle with Goldfinder in hand.

During the Orc invasions of –1500 I.C., the riches of Ekrund lured the greenskins to the Dragonback Mountains. Miner King Murkan Ekkelsson led the Dwarfs in a valiant defence, wielding Bryngandaz with deadly effect. Soon, the Dwarfs found themselves surrounded in their mines, annihilation their only fate. King Murkan led his elite troops in a desperate counterattack that breached the Orc line along its northwestern front and allowed their clans to flee to the shores of the Black Gulf where ships from Barak Varr waited to evacuate them.

Once their brethren escaped, it is believed that King Murkan and the remnants of his army made a fighting retreat into the mines where they planned to make their last stand. The Miner King knew that his doom was fast approaching, so he carefully sealed Bryngandaz in a hidden chamber, to prevent it from falling into the hands of the greenskins. Taking up the runesword of a fallen comrade, King Murkan led a final, hopeless charge against the greenskins.

Many believe that Bryngandaz remains hidden in the ruins of Ekrund, waiting to be found. The surrounding lands still swarm with Orc and Goblin tribes, and the fallen Dwarfmine is almost certainly strewn with various traps set by its defenders. On the other hand, there are a few who suspect that the Orcs did recover the rune-pick, in which case it could be somewhere in the Badlands, in the Orc-held parts of the nearby World's Edge Mountains, or in the wilder portions of the Border Princes.

According to rumour, Bryngandaz is inscribed with a forgotten Master Rune, which gives it the ability to find gold and gems, as well as the capacity to split rock as if it were soil. It is also widely believed to have lesser (Thungni's) runes which give its wielder greater strength and quicker attacks.

Thungni's Runes

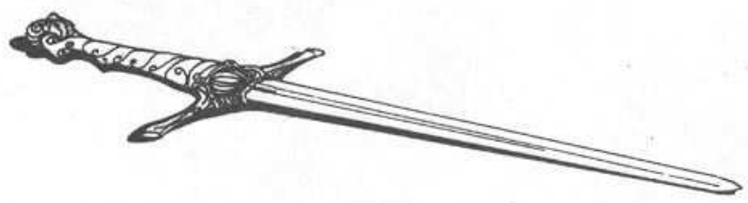
Most of Thungni's Runes are described in **Realms of Sorcery**, on pp. 215-224. The table below lists them, along with some clarifying notes.

✦ Level 1 Runes ✦

RUNE OF ENCHANTMENT

Level: 1
Magic Points: 1

This rune can be inscribed on any hand weapon in order to render it magical. The rune provides no other special ability other than allowing the weapon to wound creatures that are immune to damage from normal weapons (e.g., ethereal Undead and Greater Daemons).



Temporary runes only allow the weapon to be magical for 1D6 rounds.

RUNE OF LIGHT

Level: 1
Magic Points: 1

This rune can be inscribed on any transparent or translucent gemstone. It enables the gemstone to give off light equivalent to that of a candle, which is more than enough to allow Dwarfs to use their Night Vision in the dark reaches of the earth. At a word, the bearer can bring the illumination up to an equivalent of a torch for 1D6 turns. This rune does not fade when used, unless it is a temporary rune. Temporary runes only allow the light to shine for 1D6 turns, and never brighter than a candle.

RUNE OF PRESERVATION

Level: 1
Magic Points: 2

This rune can be inscribed on barrels, casks, and similar containers where food, drink, and other perishables are stored. The rune preserves the contents almost indefinitely. Thus, Dwarf ale brewed nearly a millennium in the past can taste as if its master brewer had just marked the ale as ready for consumption yesterday.

Level 1	Level 2	Level 3
Rune of Accuracy	Rune of Alarm	Rune of Courage[7]
Rune of Battle	Rune of Blasting	Curse Rune
Rune of Burning	Rune of Breaking	Rune of Disguise
Rune of Cutting	Rune of Cleaving[4]	Rune of Fate
Rune of Enemy Detection	Rune of Communication	Rune of Fear
Rune of Fire	Rune of Disclosure	Grudge Rune[8]
Rune of Forging	Rune of Fortitude	Rune of Healing
Rune of Luck	Rune of Fortune[5]	Rune of Immolation
Rune of Parrying[1]	Rune of the Furnace	Rune of Iron[9]
Rune of Penetrating	Rune of Fury[6]	Rune of Kadrin
Rune of Restoration	Rune of Illusion	Rune of Might[10]
Rune of Shielding	Rune of Locking	Rune of Passage
Rune of Speed[2]	Rune of Opening	Rune of Plenty
Rune of Stone	Rune of Resistance	Rune of Seeking
Rune of Striking[3]	Rune of Sanctuary	Rune of Smiting[11]
Rune of Warding	Rune of Slowness	Rune of Spell Eating
Rune of Warning	Rune of Spellbreaking	
	Rune of Stalwart	
	Rune of Transformation	
	Rune of Valiant	

[1] For every attack and/or parry above 4, wielder suffers 2 Wounds irrespective of **T**.
[2] **I** may not be raised above 95.
[3] **WS** may not be raised above 90.
[4] **S** may not be increased above 8.
[5] For war machines, see pages 48-50.
[6] For every attack above 4, wielder loses 2 Wounds irrespective of **T**.
[7] **Cl** may not be modified above 95.
[8] **WS** may not be modified above 90.
[9] **T** may not be modified above 8.
[10] **S** may not be modified above 8.
[11] Remains active for 3D6 turns, then ceases to be active until dawn the following day. If a temporary rune, it only lasts for 1D6 rounds.



A temporary rune of this type is seldom used, as it would only last until dawn of the day following its activation.

RUNE OF WATER

Level: 1
Magic Points: 3

This rune can be inscribed on waterskins or any drinking vessel. Upon invoking the rune by running one's fingers around its design, the wineskin or vessel fills with cool, refreshing water. While it's certainly not a Dwarf's preferred drink, it's definitely better than dying of thirst. Miners who delve deep into the earth and scouts travelling far afield are generally those who are the beneficiaries of this rune's power. A temporary rune can only be activated four times within a period of 1D6 hours before it fades.

✦ Level 2 Runes ✦

RUNE OF FARSEEING

Level: 2
Magic Points: 5

This rune can be inscribed on any transparent gemstone; usually, a clear quartz ground to the shape of a lens is used. A possessor of this runic item can peer through the lens and see faraway objects up to a mile away as if they are considerably closer, much like one could with a telescope. This requires an uninterrupted line of sight. This runic item is popular with Dwarf scouts patrolling the vastness of the mountains, as it allows them to spot an enemy without being seen. If the rune is temporary, then its effects will last until dawn of the following day.

RUNE OF SIGNALLING

Level: 2
Magic Points: 6

This rune can be inscribed on an amulet, ring, or similar item, and allows its wearer to send out a signal in a burst of light. The burst lasts two seconds, and can be seen up to one mile away in the direction that the wearer points provided there is a clear line of sight. This rune is mainly used by Dwarf scouts when they need to signal one another without anyone else seeing the signal. This, of course, necessitates the signalling Dwarf knowing where the recipient of the signal is located. This rune is also used by troops manning the watchtowers when lighting the braziers is not an option.

As a temporary rune, it remains active until dawn of the following day.

RUNE OF WARMTH

Level: 2
Magic Points: 4

This rune is can be inscribed on an amulet, ring, or similar ornamentation, and grants the wearer protection against the biting cold of the mountains. The rune automatically activates whenever the outside temperature *reaching the wearer's body* drops below 5° C (or 41°F). Thus, if the wearer has on the proper clothing to withstand the cold, then the rune remains inactive. But if, for instance, the thick coat is shredded by a large cave bear (and provided that the wearer survived the encounter) then the *Rune of Warmth* activates and keeps the temperature around the Dwarf at a comparatively comfortable 5° C. This rune does not fade when used, unless it is a temporary rune.

✦ Level 3 Runes ✦

RUNE OF PURIFICATION

Level: 3
Magic Points: 8

This rune is typically inscribed on underground wells and the walls of small chambers (anything less than a 500 cubic feet). It effectively cleanses the air and water within these structures, even negating toxic fumes and metallic contamination. Water drawn from a rune-protected well, whether from a standing pool or running stream, is always as fresh and clean as water found from newly melted snows high in the mountains. The *Rune of Purification* played a great role during the underground wars against the Skaven, as its power proved effective against the warpstone-based noxious vapours, pestilence, and poisons used by these vile creatures. Temporary runes remain active until dawn of the day following their activation. This version can be inscribed on a small medallion or amulet and allows the bearer to negate any poison in their drink by merely dipping the runic item in the liquid for one minute.

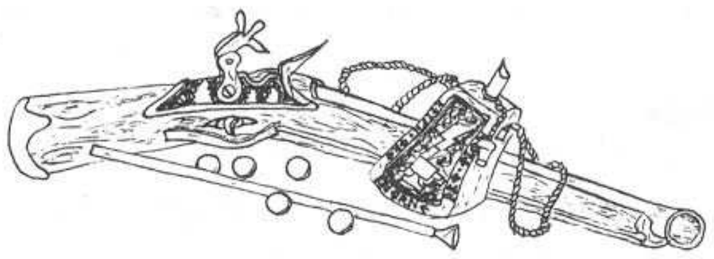
RUNE OF RELOADING

Level: 3
Magic Points: 10

This rune may be inscribed on any missile weapon. It halves the time it takes to reload and fire a weapon, and the effect lasts for 1D3 hours, starting from the first time that the weapon is loaded each day. In the case of crossbows and handguns, this rune allows a character to load and fire the weapon in the same round, although the intricate nature of



these procedures does give a –10 modifier to **I**. If the character is using a bow with this rune, they may either notch an arrow, fire, and notch a second arrow, or else fire an arrow (if one is already in place at the start of a round), reload, and fire again. In these cases, the rapid pace of reloading means that the archer will have insufficient time to aim properly, and will incur a –10 penalty to **BS**.



If the rune is inscribed onto a large gunpowder weapon (e.g. a cannon or swivel gun; see 'Dwarf Technology', p. 49) or a heavy weapon such as a bolt or stone thrower, then the rune will either allow the reloading time to be cut by half (rounding up), or allow a single gunner to load and fire the weapon in the same time that it normally takes a full crew of three. If the rune is permanent, the rune will dim until dawn on the following day when its effect ends.

RUNE OF SILENCE

Level: 2
Magic Points: 9

This rune is can be inscribed on an amulet, armour, clothing, helm, ring, and so on. It enables the wearer and those within 3 yards to move silently for 1D3 hours. The wearer can activate the rune with a word, but can only deactivate the rune by tapping on it three times. Should the wearer, or anyone else, prepare to attack a victim – unsheathing a weapon, for example – the rune automatically deactivates. The rune can only be activated three times a day. Temporary runes can only be used once for a duration of 1D6 turns.

RUNE OF VERMINKILL

Level: 3
Magic Points: 10

This rune may be inscribed on the lintel or threshold of a doorway leading to a small room (no more than 1000 cubic feet) to protect its contents from vermin. Any such creature – including rats – that enters the rune-protected space is instantly vaporised. Should a Giant Rat or Skaven enter the protected area, they will suffer 1D3 hits at **S** 5. If the rune is temporary, then it remains active until dawn of the following day.

Master Runes

An individual Rune Lord may know only a small number of Master Runes in their entire lifetime. The knowledge of crafting some of these has dies with their creator, even though some of the items still exist and their runes remain potent. In a number of cases, the ingredients of these lost Master Runes may also be known, but the exact chant that was required during the inscription of the Master Rune may have been lost to the Runesmith craftguild. A number of runesmiths actively seek out any remaining items with these runes so as to study them carefully in the hope of unlocking the ancient secrets. Some of these runes are described below.

MASTER RUNE TABLE

Master Runes are described in **Realms of Sorcery**, on pp. 224-226. Rune Lords should roll D100 twice on this table to see which Master Runes they have learned over their careers. Characters becoming Rune Lords need to find an experienced Rune Lord from whom to learn all aspects of inscribing Master Runes.

D100	Master Rune
01-05	Master Rune of Adamant
06-09	Alaric the Mad's Master Rune
10-12	Master Rune of Balance
13-18	Master Rune of Banishment
19-22	Master Rune of Defence
23-26	Master Rune of Daemon Slaying
27-32	Master Rune of Dismay
33-36	Master Rune of Dragon Slaying
37-41	Master Rune of Flight
42-45	Master Rune of Gromril
46-49	Master Rune of Groth One-Eye
50-53	Master Rune of Kingship
54-57	Master Rune of Misfortune
58-61	Skalf Blackhammer's Master Rune
62-65	Master Rune of Skewering
66-69	Snorri Spangelheim's Master Rune
70-72	Master Rune of Spellbinding
73-76	Master Rune of Spite
77-80	Master Rune of Steel
81-84	Master Rune of Stromni Redbeard
85-88	Master Rune of Swiftness
89-93	Master Rune of Taunting
94-98	Master Rune of Valaya
99-00	Roll twice more

LOST MASTER RUNES

The following Master Runes are not on the table above. The knowledge of them has been lost, and while player characters may not learn them, they may occasionally find ancient treasures inscribed with them. Alternatively, rediscovering the knowledge of the lost Master Runes might be a quest fit for a Rune Lord. In other words, these Master Runes only enter the campaign at the GM's discretion.

MASTER RUNE OF CHAOSBANE

Magic Points: 20
Ingredients: The heart of a Beastman and an ingot of lead from Zhufbar.

This rune was created by the renowned Rune Lord Khrendel the Vengeful. A weapon inscribed with this rune improves the wielder's ability to dispatch the minions of Chaos (+20 **WS**, +2 **S** when used against such creatures). The weapon

also gives off a reddish sheen whenever a minion of Chaos is within ten feet of the bearer. As the knowledge of this Master Rune passed away with the Rune Lord, items bearing it are very rare and highly prized.

MASTER RUNE OF FIERY DEFENCE

Magic Points: 20
Ingredients: A dragon's tongue and a granite rock from High Pass in Kislev.

This rune can be inscribed on amulets, helms, rings, or bracers, and grants the bearer to call forth a barrier of flame 12 yards in front him. The flaming wall is 10 feet tall and 10 yards wide. The bearer can shape the barrier in any fashion that suits them from a straight line to a circle (though the latter would not be advisable as the flames consume the oxygen within the circle rather quickly). The barrier moves with the bearer and lasts 1 hour unless the bearer wishes to end it sooner.

The rune can only be invoked thrice daily. As the secrets of this Master Rune has also been lost in the distant past, few items bearing this Master Rune are known to exist.

SKALDOR'S MASTER RUNE

Magic Points: 30
Ingredients: A dragon's heart and diamond dust from Karaz Dron.

During the Golden Age of Karaz Ankor, Rune Lord Skaldor Dragonhelm developed his Master Rune to provide the High Kings of Karaz-a-Karak protection from dragons and Chaos Beasts. This rune is generally inscribed on a mail shirt and provides the wearer with AP4 all over. Should the bearer wear additional armour or a shield, their AP remains at 4. In addition, the wearer is completely immune to all fire attacks including dragon's breath and Skaven warpfire throwers.

Since the secrets of Skaldor's rune died with him, any armour bearing this rune is highly valued.

MASTER RUNE OF VIGOUR

Magic Points: 20
Ingredients: The liver of a Troll and powdered amethyst from Karak Azgal.

During the Dwarf-Elf War, Rune Lord Norgrim of Karak Azgal developed this rune, which is generally inscribed on standards or sceptres for army commanders in the field.

The Master Rune of Vigour can manifest itself in one of the following methods:

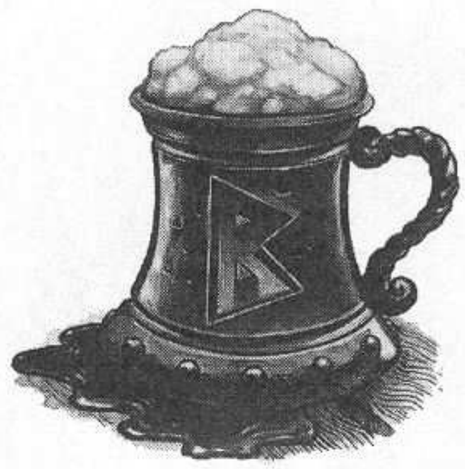
- It increases the **M** score of the bearer and any group of associates within 10 yards by +1.
- It increases the **S** score of the bearer and any group of associates within 10 yards by +1 (to a maximum of 8).
- It increases the **T** score of the bearer and any group of associates within 10 yards by +1 (to a maximum of 8).

The bearer of this rune chooses which one effect will be active when invoked; they cannot be used in combination with another. The effects of the rune last 1D3 hours, and can only be invoked three times per day.

MASTER RUNE OF VITALITY

Magic Points: 25
Ingredients: A heart of an Ogre and a sprig of Valayawort (an herb only found in the alpine meadows near Karaz-a-Karak).

The only known example of this Master Rune is on a tankard possessed by Josef Bugman, inscribed by an unknown Rune Lord sometime in the distant past. It is believed that this rune could also be inscribed on an amulet, helm, or similar item. The rune can restore 1D6 Wounds three times per day, after which it fades until the following morning.



Many runesmiths who have seen the rune do not believe that it's necessary for a drink to be in Bugman's Tankard in order for the rune's power to be activated; it's simply Josef's choice to have some of his delectable ale accompany him whenever he engages in combat. There is some debate over how much of the effect can be attributed to the rune, and how much to Bugman's ale.

MASTER RUNE OF WARPING

Magic Points: 15
Ingredients: An ounce of crushed white sapphire from Karak Eight Peaks and three feathers from a Harpy.

A weapon bearing this Master Rune turns invisible except for the illumination of its non-magical runes, when used in combat. Non-magical armour provides no protection against such a weapon as the warping power of this Master Rune wounds the victim without touching the armour. In contrast, magical armour negates the warping ability.

This Master Rune has one other power. If the bearer of a weapon with this rune uses it against a member of the Dwarf race (any with the taint of Chaos is excluded from this protection), then the bearer's skill and strength are diminished (modifications are: **S** –2 and **WS** –20).



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ACCURACY BATTLE BURNING CUTTING ENEMY FIRE FORGING

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LUCK PARRYING PENETRATING RESTORATION STONE STRIKING WARDING

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WARNING ALARM BLASTING BREAKING CLEAVING COMMUNKATION DISCLOSURE

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PORTITUDE FORTUNE FURNACE FURY ILLUSION LOCKING OPENING

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RESISTANCE SLOWNESS SPELLBREAK TRANSFORM COURAGE CURSE DISGUISE

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FATE

FEAR

HEALING

IMMOLATION

IRON

MIGHT

PASSAGE

PLENTY

SEEKING

SMITING

SPELL EATING

ADAMANT

ALARIC

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DAEMON SLAY

DISMAY

DRAGON SLAY

FLIGHT

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GROTHE

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MISFORTUNE

SKALF

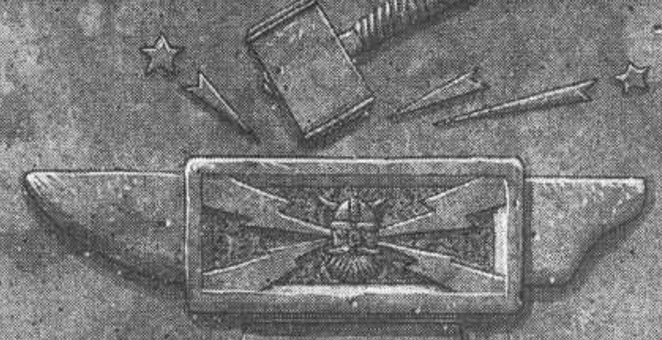
SNORRI

SPITE

STROMNI

SWIFTNESS

VALAYA



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Dwarf Wizards and Alchemists

It could be said that Imperial Dwarfs generally view magic as an unreliable, untrustworthy source of power that corrupts those who use it; they believe its risks are far greater than it benefits. The fact that the Dwarf race has seen countless numbers of wizards fall under the power they claimed to have mastered hasn't offset this perspective in the least. Instead, Dwarfs are wary of wizards even when they are allied for a common cause.

In contrast, Dwarfs believe that the magic granted by the Ancestor Gods to their clergy is very reliable. It is, they claim, as incorruptible as Runic magic. If a cleric begins to covet the power that his spellcasting abilities grant him, it's a small matter for the Ancestor God to strip the offender of their divine gift. Then again, its is also a matter of Dwarf justice.

Since wizardry is anathema to Imperial Dwarfs, only Expatriate Dwarfs can become wizards. These "wizardly" Dwarfs engender a great distrust and near-loathing in other Dwarfs, particularly those in the mountains that ring the Empire. Even Expatriate Dwarfs who fancy themselves as freebooters or mercenaries tend to be suspicious of any Dwarf who prefers wizardry to brawling.

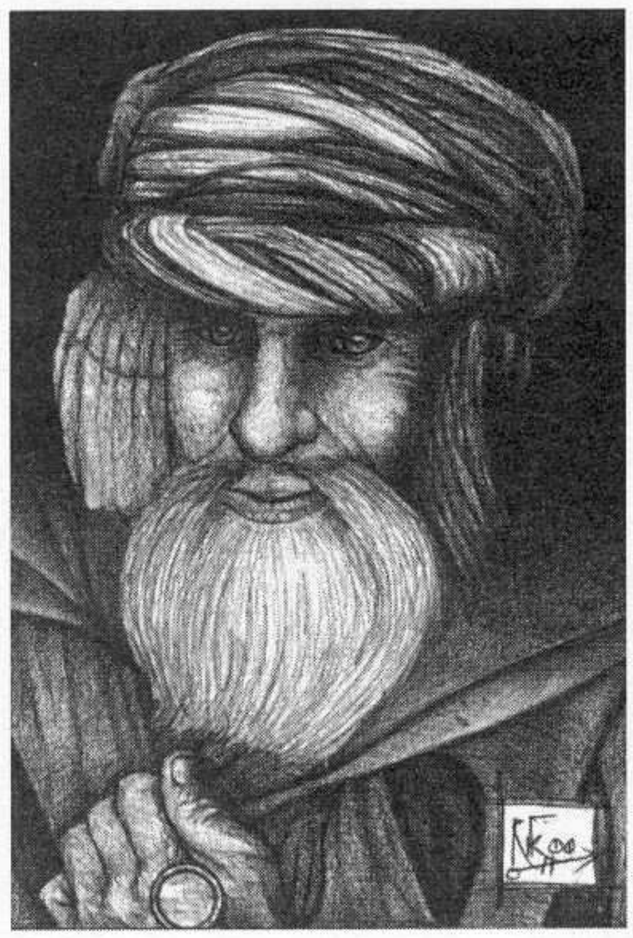
Expatriate Dwarfs desiring to learn the sorcerous arts must do so from human masters. They will seek out only those who will teach them on a one-to-one basis; Dwarfs tend to view "colleges" as an odd concept when it comes to learning what amounts to another craft. After all, there aren't any colleges teaching one how to be a blacksmith or (proper) engineer.

Expatriate Dwarf wizards have limited magical aptitude when compared to their human and Elf counterparts, which further restricts the disciplines they study. Most Dwarfs tend towards Battle magic as it is the simplest to master and has a wide range of application. Unlike Colour magic, which they just cannot grasp (nor do they care to), Dwarf wizards don't see Battle magic as tainted by the Elves.

They will admit that Emperor Magnus the Pious allowed that charlatan Teclis to re-establish, revitalise and reorganize the study of magic in the Empire, but the Dwarf wizards know that many of the Battle magic spells pre-dated the meddlesome Elf and his "Chaos" theories. In fact, they will maintain, these spells were just simply considered as "basic" magic that all masters taught their apprentices.



The few Expatriate wizards who attend magic colleges can be found in either the University College of Nuln or the Wizards' & Alchemists' Guild in Middenheim.



A number of Dwarf wizards undertake the discipline of Elementalism, generally leaning towards either Earth or Fire-based magic. These areas of specialization are the most natural fit for Dwarfs given their cultural history. It should also be noted that Dwarf elementalists are less likely than their human counterparts to live a life of seclusion in the wilderness. They prefer to be near a community of some sort, even villages where there are no other Dwarfs, so they can do more than simply study their craft. For example, some Dwarf elementalists may take on the added duties of being the village herbalist or blacksmith.

Dwarf wizards hold a very low opinion of Illusionist magic, and it's a rare Dwarf wizard, indeed, who is willing to waste their time in the study of this trickery. Rarer still are Dwarf necromancers and daemonologists. It is highly unlikely that an Expatriate Dwarf will trust anything that hints at "an easy road to power".

There are two types of Dwarf alchemists. The first is a non-magical variety that is a member of Dwarf Engineers' Guild. These are the ones responsible for developing and manufacturing the various compounds used in Dwarf weaponry, such as gunpowder and the flammable mixture utilised in fire cannons. They have a long-established tradition within the Guild, and have the same mistrust of magic as any other Imperial Dwarf in Karaz Ankor and the other Dwarf realms. The modifications to the Alchemist career for Imperial Dwarfs can be found on p. 83.

In contrast, Expatriate Dwarfs are more likely to be trained by human alchemists. They can still find employment in the Dwarf Engineer Guilds of the Empire and Marienburg, as the Expatriate engineers are more forgiving of magic use in the area of alchemy (though they are less likely to hire a human alchemist if a Dwarfen one is available; tolerance only goes so far). Like Expatriate Dwarf wizards, these alchemists are less powerful magically than their human counterparts, but otherwise they are just as skilled and knowledgeable.

Expatriate Dwarf Alchemists use the same career scheme and advances as detailed in **WFRP**, p. 141.

For further information on Runic magic, as well as Wizards and Alchemists, see **Realms of Sorcery**.

DWARF RELIGION

THE DWARFS VENERATE THEIR ANCESTORS INSTEAD OF worshipping otherworldly gods. They believe that the spirits of the Ancestors watch over them, guide their actions, judge their achievements and determine if they have led worthy lives.

Most widely revered are the Ancestor Gods. Of these, Grungni, Valaya, and Grimnir are the most important. According to Dwarflore, the three were born from deep within the hearts of the first mountains, and the entire Dwarf race is descended from them. Gazul, the younger brother of the three principal Ancestor Gods, protects the spirits of the clan ancestors. Smednir, Thungni, and Morgrim are other Ancestor Gods, whose worship tends to be restricted to specific clans.

Religion in Dwarf Society

Religion is integral to Dwarf society. It fulfils a role that transcends the normal bounds dictated by clan and, to a lesser degree, craftguild. It also plays a role in certain social functions like the exchange of marriage vows, judging those accused of breaking the law, consecrating new settlements, and conducting burial rites.

Members of the priesthood are held in high esteem, both for their wisdom and because they represent the Ancestor Gods. Many disputes between clans and holds have been settled through the mediating efforts of priests.

♦ DWARF CLERIC SKILLS

Dwarf Initiates and Clerics follow the advance schemes given in the **WFRP** rulebook (p. 29 and 96), but may also gain the following additional skills:

Initiate:	*Read/Write* (Khazalid)
Level One:	*Arcane Language – Elemental Magick, Inscribe Runes* (Level One)*, *Rune Lore*
Level Two:	Arcane *Language – Ancient Dwarf, Inscribe Runes* (Level Two)*, *Law* (Dwarf)
Level Three:	*History* (Dwarf), *Inscribe Runes* (Level Three)*, *Speak Additional Language*
Level Four:	*Arcane Language – Ancient Elf, Craft Master Rune**

* These new skills are described in **Realms of Sorcery**, p. 101. Unlike runesmiths, clerics only need to obtain the *inscribe runes* skill for the appropriate level of mastery. The runes are available to clerics may be more limited than those available to runesmiths, but their inscription is inspired by the Ancestors rather than being a learned skill.

Principal Deities

♦ GRUNGNI

Ancestor God of Mining and Stoneworking

Description: The Ancestor God of mining, metalwork and stonework, Grungni is the principal deity of the Dwarf pantheon. He is credited with teaching the Dwarfs all the skills for which they are famous. According to Dwarf lore, Grungni crafted some of the most powerful Dwarf artefacts, including the Throne of Power. Foreseeing the coming of Chaos into the world, Grungni led the Dwarfs into the safety of the earth, and when the time was right, he brought forth the Dwarf armies to battle Chaos for the sake of the whole world. He is also the chief husband of Valaya.

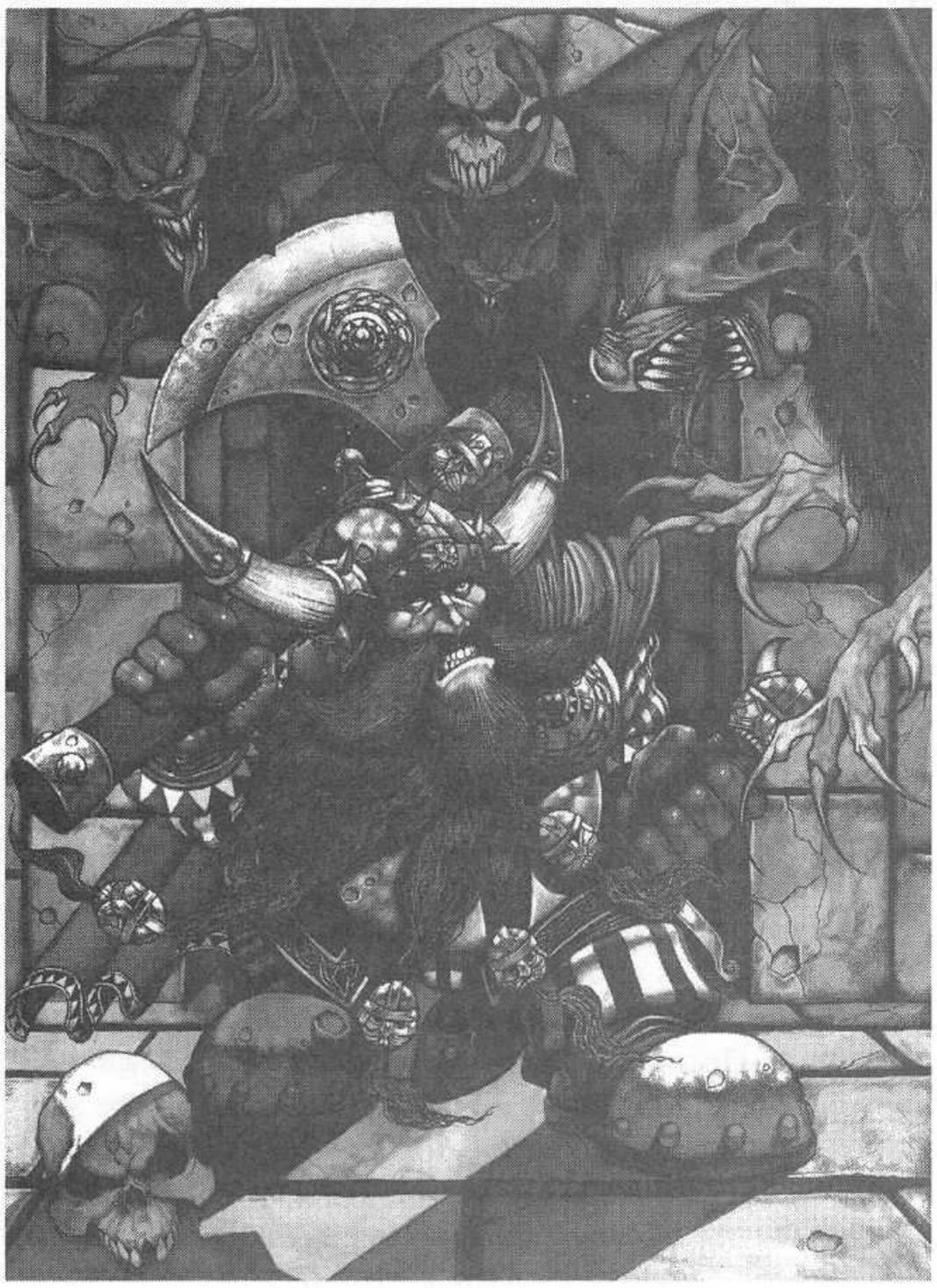
Grungni is portrayed as a male Dwarf, clad entirely in chain mail, with a forked iron-grey beard reaching to his feet. Grungni normally carries a miner's pick, but in his martial aspect he is armed with the runic warhammer Drongrundum ("Thunderhammer").

Alignment: Neutral.

Symbol: Grungni's main symbol is the pick, representing the implement with which he opened up the underground world to Dwarfs. A stylized depiction of a helmeted face with a long, forked beard is also sometimes used. Grungni's clerics dress in dark grey, with the image of a black or silver pick inscribed with Grungni's rune embroidered across the chest.

Area of Worship: Grungni is worshipped by Dwarfs throughout the Old World and Norsca alongside clan ancestors.

Temples: The largest temple of Grungni is located in Karak Azul, the greatest metalworking centre in the Dwarf Empire. The High Temple and the seat of the cult of Grungni, however, is at the capital of Karaz-a-Karak. All other temples are subordinate to the High Temple. Each Dwarfhold and Dwarf settlement of any size in the Old World and Norsca has its own temple to Grungni. In a Dwarfhold, the temple is usually adjacent to the audience hall, and is lavishly decorated and carved with scenes from ancient Dwarf myths. At the far



end of the temple, statues of Grungni stand on either side of a dais, upon which stands a throne flanked by two lecterns. Stone pews are arranged in neat rows in front of the dais. In human cities with sizeable Dwarf populations, underground shrines are built to Grungni, normally underneath or next to the Dwarf Engineers' Guildhall.

Friends and Enemies: The cult of Grungni is allied with the other cults of the Dwarf pantheon, and with the human cult of Sigmar. It has tolerant respect for the Old Faith and Halfling cults. The cult is neutral towards other Old World cults, but feels antipathy towards Elf cults. As might be expected, the cult of Grungni is hostile towards the enemies of the Dwarf race, especially greenskins and followers of Chaos.

Holy Days: Major festivities dedicated to Grungni are held every hundred days (33 Pflugzeit, 33 Vorgeheim, 33 Brauzeit, and 33 Vorhexen on the Imperial calendar). Nine lesser festivals are held between the major days at intervals of ten days.

Cult Requirements: The cult of Grungni is open to any adult Dwarf.

Strictures: All initiates and clerics of Grungni must abide by the following strictures:

- Always strive to advance the clan's reputation through solid workmanship.
- Always ensure that tunnels and chambers are structurally sound.
- Render repair upon any such structure when it becomes unsafe.
- Always work a mine to extract all ore and valuable stone to enhance the well-being of the clan and race.
- Never be wasteful of the earth's mineral bounty.
- Never surrender to Goblins or their kin.
- Never refuse an opportunity to regain control of a Dwarfhold that has fallen to an enemy.
- Never miss an opportunity to slay Chaos Dwarfs, as their continued existence brings dishonour and shame to the race.

Spell Use: Clerics of Grungni may use Battle magic spells, and the following Elemental magic spells: *Assault of Stones, Zone of Hiding, Banish Elemental* (Earth only), *Create Quicksand, Crumble Stone, Dust Storm, Dispel Elemental* (Earth only), *Summon Elemental* (Earth only), *Tunnel Through Stone*, and *Wall Shaker*.

In addition, they can use the following spell:

ONE WITH THE STONE

Spell Level:	3
Magic Points:	6
Range:	Touch
Duration:	1D6+3 rounds
Ingredients:	Symbol of Grungni (re-usable), fistful of stone dust

Once invoked, this spell grants the caster the ability to meld themselves into stone objects (including most tunnel walls). This spell also permits the caster to pass through stone obstacles at their cautious movement rate. If the caster is still inside the stone object when the spell expires, they are ejected from the stone at the point where they entered.

Runes: Clerics of Grungni may inscribe the following runes (as described in the chapter 12 of **Realms of Sorcery**):

1st:	*Blast, Enemy Detection, Forging, Warding, Warning*
2nd:	*Blast, Furnace, Slowness*
3rd:	*Courage, Fate, Fear, Passage*
Master:	*Master Rune of Groth One-Eye, Master Rune of Death*

Skills: Clerics of Grungni may gain the *mining* skill twice, doubling its effect. They may do this at any stage of their careers by expending Experience Points as usual.

Trials: Trials set by Grungni often involve clearing portions of fallen Dwarfholds of Orcs, Goblins, Skaven, and other vile creatures. Other trials may involve extending an existing Dwarfhold to take advantage of newly discovered mineral deposits or a new source of underground water, or constructing or extending a temple or shrine to Grungni.

Blessings: Skills favoured by Grungni are *dowsing*, *engineer*, *mining* and *stoneworking*. Favoured tests include *construct*, *observe* and *search*.

✦ VALAYA

Ancestor Goddess of Home and Healing

Description: Valaya is the wife of both Grungni and Grimnir. She is the goddess of the hearth, healing, and brewing, the founder of many Dwarfholds (including Karaz-a-Karak and Karak Eight Peaks) and the protector of the Dwarf race. Valaya is credited with establishing the Dwarf culture and inventing their runic script. When Grungni prophesied the coming of Chaos, Valaya devised a special rune to protect the Dwarfs and their underground shelters from the hostile magic inherent in the warp matter.

Valaya is depicted as the archetypal Dwarf woman with long, braided hair reaching down to her feet. She is normally shown wearing chain mail over a purple gown, and carrying a rune-axe named Kradskonti ("Peacegiver").

Alignment: Neutral.

Symbol: A shield with the runic representation of "Ancestor Queen" (*Gromthi Rinn*) is the symbol most often associated with the cult of Valaya. Other symbols include a sheaf of hops and a stylized hearth. Valaya's Clerics wear purple robes trimmed in gold, and wear a round medallion with her cult runes inscribed upon it.

Area of Worship: As with other Ancestor Gods, Valaya is worshipped by Dwarfs throughout the Old World and Norsca.

Temples: All Dwarfholds have temples to Valaya, usually located close to the Queen's chambers; the largest is located in Karaz-a-Karak. Statues of the Ancestor Goddess flank an altar where offerings are made. The statue on the left shows her peaceful aspect, unarmoured, with a healthy infant in one arm and a tankard of ale in the free hand. The other statue shows her in a mail coat and helmet with a shield held before her and her axe raised. Frescoes on the walls depict scenes from Dwarf life. Shrines to Valaya are located in every domicile and brewery in every Dwarf settlement. These are maintained by residents, rather than any clergy.

Friends and Enemies: The cult of Valaya is allied with the other cults of the Dwarf pantheon. It maintains friendly relations with the cults of Sigmar and Rhya, as well as the Old Faith and Halfling cults. The cult is neutral towards other Old World cults, and suspicious of those of the Elves. As might be expected, the cult is hostile towards the enemies of Dwarfs.

Holy Days: The major holy days of Valaya occur on the Spring and Autumn Equinoxes. These days roughly correspond to the planting and harvesting of crops essential to ale production.

Cult Requirements: The cult of Valaya is open to any adult Dwarf, especially brewers and healers.

Strictures: All initiates and clerics of Valaya must abide by the following strictures:

- Always provide aid to a wounded or ailing Dwarf.
- Always assist a Dwarf-friend in need.
- Always attend to the needs of the young.
- Always protect fellow Dwarfs from harm, especially at the hands of a Dwarf enemy.
- Never allow Dwarf ale to fall in the hands of enemies, unless to do so saves Dwarf lives.
- Never knowingly sell or otherwise distribute spoiled ale.

Spell Use: Clerics of Valaya may use the following Battle magic and Elemental magic spells:

Battle:	*Aura of Resistance, Cure Light Injury, Detect Magic, Immunity from Poison, Aura of Protection, Zone of Sanctuary, Zone of Steadfastness, Arrow Invulnerability, Dispel Magic, Transfer Aura, Aura of Invulnerability, Cure Severe Wound, Drain Magic, Strength of Mind.*
Elemental:	*Blinding Flash, Magic Light, Zone of Hiding, Extinguish Fire, Resist Fire, Banish Elemental, Dispel Elemental.*

Runes: Clerics of Valaya may inscribe the following runes:

1st:	*Battle, Enemy Detection, Restoration, Warning*
2nd:	*Resistance, Slowness, Spell Breaking*
3rd:	*Courage, Fear, Healing, Spell Eating*
Master:	*Master Rune of Valaya*

Skills: The normal range of Dwarf clerical skills is available to the clerics of Valaya.

At each level, they may expend the normal amount of Experience Points to obtain two of the following skills: *brewing, cure disease, heal wounds, herb lore, identify plant, immunity to disease, immunity to poison,* and *surgery*.

Trials: Trials set by Valaya usually involve tending to the sick and infirm at isolated settlements and mining communities. Sometimes trials may involve journeying to wilderness areas to gather rare medicinal plants or to locate likely sites for new settlements.

Blessings: Tests favoured by Valaya are **Int**, **T** and **WP**.

Favoured skills include *brewing, cure disease, heal wounds*, and *immunity to disease*.



✦ GRIMNIR

Ancestor God of Warriors

Description: The brother of Grungni and joint husband of Valaya, Grimnir is the patron of warriors, and of Slayers in particular. During their ancient migration, Grimnir protected the Dwarfs from enemies such as Giants, dragons, and Trolls. The coming of Chaos brought forth new dangers; wielding two mighty axes forged by Grungni, Grimnir led the Dwarfs against these abominations. After learning about the warp gate through which the forces of Chaos were entering the world, Grimnir decided to find the ruptured gate and close it with his own hands, even against the advice of Grungni and Valaya. He shaved his head, except for a crest that he dyed orange and spiked with animal fat, and tattooed his body with elaborate patterns that incorporated his personal rune. Dishonoured Dwarfs entering the Slayer cult follow the same ritual today.

Giving one of his axes to his son Morgrim, Grimnir journeyed north singing his death-song. Morgrim followed Grimnir, even though he was urged to turn back. Near Norsca, Grimnir slew the marauding dragon Glammendrüng. Scarred from that battle, Grimnir cut a claw from the dragon and used it to add elaborate scars to his body in a final ritual preparation for his forthcoming battle. After attending a banquet in his honour held by the besieged northern Dwarfs, Grimnir and Morgrim departed.

At the edge of the Chaos Wastes, the two fought the Daemon Prince Kragen'ome'nanthal, scion of Khorne, in a titanic battle lasting three days. On the verge of collapsing and bleeding from many wounds, Grimnir struck the Daemon Prince a killing blow, incurring the wrath of Khorne. After resting, Grimnir commanded Morgrim to return, and take his place as the protector of the Dwarfs. Morgrim watched his father dwindle into the haze of the Chaos Wastes. What became of Grimnir is beyond anyone's knowledge. Dwarfs do not speak of the matter.



Grimnir is portrayed as a muscular Dwarf, his body covered with tattoos and ritual scars, wearing the spiked orange crest and exotic jewellery of a Slayer. He is clad in chain mail and is armed with the axe Az-Dreugidum ("Waraxe of Doom").

Alignment: Neutral.

Symbol: Grimnir's main symbol is a double-bladed axe, one of the favourite weapons of Dwarf Slayers. Clerics of Grimnir dress in breeches with tattoos on their chest, including Grimnir's rune, and wear their hair in a Slayer's crest.



Area of Worship: All Dwarf warriors throughout the Old World and Norsca worship Grimnir. He is especially venerated by the Slayers.

Temples: The largest temple of Grimnir in general use is located in Karaz-a-Karak. The temple in the Slayers' Hall at Karak Kadrin is larger, but only Slayers are permitted to enter. The temple at Karaz-a-Karak is dominated by a large statue of Grimnir as he appeared before departing for the Chaos Wastes; the temple's walls are carved with reliefs depicting the deeds of Grimnir on his journey, as told by the returning Morgrim. Another great temple to Grimnir lies in the still ruined part of Karak Eight Peaks, just out of reach of the Dwarfs dwelling in the citadel. Many Slayers have set forth to recapture the temple, but none has yet succeeded.

Friends and Enemies: The cult of Grimnir is on friendly terms with all Dwarf cults, especially with the cult of Grungni. It has little to do with other races, but respects the cult of Sigmar, both as a warrior-cult and because of the honour debt owed to Sigmar by the Dwarf race in general. The cult is hostile to all Dwarf enemies.

Holy Days: There are no specific holy days to Grimnir. Festivals to Grimnir take place before battle, and after a victory.

Cult Requirements: The cult is open to all Dwarf warriors and Slayers. In order to become an initiate, an applicant must first complete a Warrior career.

Strictures: For Slayers, the only stricture of the cult is that all must engage in any combat where the chances of honourable death are favourable, especially against unfavourable odds. Any cowardice in the face of such combat further dishonours and disgraces the Slayer.

The strictures for warriors, initiates, and clerics are less severe and are as follows:

- Always press home an attack whenever so ordered by a superior.
- Remain steadfast in defence whenever the enemy vigorously attacks.
- Always assist a fallen comrade-in-arms.
- Keep possession of the battlefield no matter how the conflict resolves.
- Slay as many Dwarf enemies as possible.

Spell Use: The cult of Grimnir emphasises combat skills over magic, but clerics of Grimnir may use all Battle magic spells, and inscribe any of the following runes:

1st:	*Battle, Cutting, Striking, Warning*
2nd:	*Cleaving, Fury, Slowness*
3rd:	*Courage, Fear, Might, Smiting*
Master:	*Master Rune of Stromni Redbeard*

Skills: At each level, a cleric of Grimnir may purchase one of the following additional skills: *specialist weapon – double-handed weapons, street fighting, strike mighty blow, very strong,* and *very resilient.*

Trials: Grimnir asks nothing of his Slayer followers; their quest for heroic death is an attempt to redeem themselves in the eyes of their god. The trials Grimnir sets for his warriors most often involves hunting and destroying marauding Orc, Skaven, or Chaos warbands.

Blessings: Tests favoured by Grimnir include *fear, terror,* **I, WS**, and **WP**. Favoured skills are *daemon lore, dodge blow, follow trail, frenzied attack*, and *immunity to poison*.

✦ GAZUL

Lord of Underearth

Description: A lesser Ancestor God, Gazul is the protector of the dead. Even in the time of the Ancestor Gods, Gazul pondered long on the mortality of his race. Born clanless, Gazul nevertheless established the Dwarf tradition of venerating their ancestors, whether living or dead. He also uncovered the signature runes for himself and his sibling gods: Grungni, Valaya, and Grimnir. These "signature runes" gave the Ancestor Gods and their followers power over specific elementals.

A gloomy Dwarf, Gazul has jet black hair and beard with streaks of grey, especially at the temples and the corners of his mouth. He is normally shown wearing armour of black iron under a black cloak, and carrying the great runesword Zharrvengryn ("Flaming Vengeance").

Alignment: Neutral.

Symbol: Gazul's main symbol is a stylized cave entrance, which represents the entry to the Underearth where the spirits of the ancestors reside. A secondary symbol the flame, used mostly by the Dwarf witch-hunters of the Order of Guardians, an offshoot of his cult.

Clerics of Gazul dress in black with red trim and wear Gazul's rune embroidered on the right breast. Witch-hunters wear dark-coloured armour underneath black cloaks.

Area of Worship: Dwarfs throughout the Old World and Norsca worship Gazul. His cult is particularly strong in the Dwarfholds of the World's Edge Mountains.

Temples: Every Dwarfhold has a temple to Gazul. They are always underground, adjacent to the hold's burial vaults. Ogre-sized statues of Gazul guard the entrance to the temple and the vaults. A small altar stands in the middle of the temple, where those honouring the dead can likewise honour Gazul. Shrines to Gazul are located in smaller Dwarf settlements, near their burial-places; the residents, rather than the clergy, maintain these shrines.

Friends and Enemies: The cult of Gazul is allied with the other cults of the Dwarf pantheon and with the Ancestor cults. It is on friendly terms with the cults of Sigmar and Mórr. The cult has little to do with other cults or races. As expected, the cult is hostile towards the enemies of the Dwarfs, and especially toward necromancers and the Undead.

Holy Days: There are no holy days dedicated to Gazul. Observances to the Ancestor God occur during the burial rites for deceased Dwarfs, and whenever Dwarfs meet to honour their dead.

Cult Requirements: Any adult Dwarf may join the cult of Gazul. Certain Clerics of level 2 or above may be selected by the High Priest to become cult witch-hunters. The main goal of these Dwarfs is the eradication of necromancers and Undead creatures.

Strictures: All initiates, clerics, and witch-hunters of Gazul must abide by the following strictures:

- Always oppose all defilers of the dead, especially necromancers.
- Never refuse to perform burial rites for any that perish.
- Never enter or disturb a place of burial that has been blessed.

Spell Use: Clerics of Gazul may only use the following Battle and Elemental magic spells:

Battle:	*Cure Light Injury, Detect Magic, Immunity to Poison, Mental Duel, Rally, Zone of Sanctuary, Dispel Magic, Cause Instability, Cure Severe Wound, Drain Magic, Strength of Mind, Zone of Magical Immunity*
Elemental:	*Banish Elemental* (Earth and Fire only), *Dispel Elemental* (Earth and Fire only), *Summon Elemental* (Earth and Fire only)

Clerics of Gazul may also use some Necromantic magic spells, but they must be careful in their use of Necromantic magic, because much of it directly violates the strictures of their faith. As a rule, clerics of Gazul may use any Necromantic spell which destroys or weakens the undead – such as *Destroy Undead* or *Zone of Life*.

No cleric of Gazul may ever summon or create Undead although there are some ancient tales of Gazul sending the



spirits of Ancestors to the aid of his followers in response to fervent prayers. Spells for controlling Undead are something of a grey area. Everything depends on what the caster does with the Undead once they are controlled. According to the doctrine of the cult, the only acceptable thing to do with controlled Undead is to order them to dispel, returning them to their rightful rest.

Clerics of Gazul may also use spells and rituals that are functionally identical to the following rites of the cult of Mórr, described inthe **WFRP** book **Apocrypha 2**: *Funeral Rite, Nameless Funeral, Exorcism, Purification Rite*.

In addition, they can use the following spell:

RETRIBUTION

Spell Level: 2
Magic Points: 6
Range: 24 yards
Duration: Instantaneous
Ingredients: Symbol of Gazul, water blessed by cleric

This spell can be cast by a cleric of Gazul against any group of Skeletons, Zombies, or ethereal Undead within 24 yards, and will affect D10+6 of the group. Those affected will either crumble to dust or, in the case of ethereal Undead, simply vanish. The targets are permitted a *magic* test to avoid the effects of the spell; this can be modified by the expenditure of additional magic points in the normal way.

The cleric may choose to direct this spell at a necromancer within range. The targeted individual must successfully pass a **WP** -20 test to resist the effects of the spell. Failure means that the target sustains D3 Wounds (irrespective of their **Toughness**) and lose D10 magic points.

Runes: Clerics of Gazul may inscribe the following runes:

1st:	*Enemy Detection, Restoration*
2nd:	*Alarm, Locking, Opening*
3rd:	*Healing*
Master:	*Master Rune of Banishment*

Skills: Level 1 Clerics of Gazul may purchase *arcane language – necromantic magick* in additional to the other skills given in the **WFRP** rulebook. At each level achieved (including level 1), a Cleric of Gazul may also purchase one of the following skills: *cure disease, heal wounds, immunity to disease,* and *immunity to poison*.

Trials: Trials set by Gazul usually require his followers to seek out and destroy nests of Undead, or otherwise thwart the machinations of necromancers and the dark powers that command their allegiance.

Blessings: Gazul usually blesses his followers with temporary increases to **T**, **Cl**, and **WP** to overcome the power or special abilities of certain necromancers and Undead. Favoured tests include *disease, fear, poison*, and *terror*.

SMEDNIR

Shaper of Ore

Description: Smednir is a Dwarf deity of some importance, because of his patronage of metalworking and the refining of ore. In Dwarf legend, it was Smednir who taught his younger brother, Thungni, the art of craftsmanship and metalworking. Together, these two sons of Grungni and Valaya made most of the great magical rune weapons of the Dwarf gods and the legendary Dwarf-Kings – including the magical hammer Ghal-Maraz, which once belonged to the great King Kurgan, and was given as a gift to the human warrior Sigmar Heldenhammer.

Smednir is generally portrayed as a bare-armed, muscular Dwarf wearing a leather apron, with his beard braided into a single plait and thrown over his shoulder away from the flames of the forge. His right hand holds the rune-hammer Azulokrid ("Metal Crafter").

Alignment: Neutral.

Symbol: Smednir's main symbol is the anvil, upon which he wrought the great treasures of the Dwarf race and their gods. Clerics of Smednir usually wear their beards in a single braid.

Area of Worship: Smednir is worshipped by Dwarfs throughout the Old World and Norsca.

Temples: Most Dwarfhold workshop areas have one or more shrines to Smednir, and his altar is set up beside those of Grungni and the Clan Ancestors in every Old World Dwarfhold.

Friends and Enemies: The cult of Smednir is on friendly terms with the other cults of the Dwarf pantheon. It has little to do with other races, but is hostile to the Goblin races and other natural enemies of the Dwarf race.



Holy Days: The turn of the year is a major festival of Smednir, marking the completion of an old work and the beginning of the new. Apart from that, Smednir has no fixed holy days. It is customary to pray to Smednir before beginning any new piece of metal extraction or metalworking, and to give thanks upon its successful completion.

Cult Requirements: The cult of Smednir is open to any adult Dwarf. In order to become an initiate, an applicant must first have completed the career of Artisan's Apprentice in any metalworking craft. The priesthood is open only to those who have completed the careers of Initiate and of Artisan in a metalworking craft.

Strictures: All initiates and clerics of Smednir must abide by the following strictures:

- Never knowingly produce an object that is less than the best you could make; to do so dishonours Smednir, your craft and yourself.
- Never make a weapon or armour for any non-Dwarf who has not first proved their friendship and loyalty to the Dwarf race.
- Work only with tools that you yourself have made, and keep them well maintained.

Spell Use: Clerics of Smednir may use all Battle magic spells.

Elemental:	*Assault of Stones, Blinding Flash, Hand of Fire, Magic Light, Cause Fire, Resist Fire, Banish Elemental* (Fire only), *Breathe Fire, Flame Sheet, Dispel Elementals* (Fire only), *Wall Shaker*.

Runes: Clerics of Smednir may inscribe the following runes:

1st:	*Cutting, Fire, Forging*
2nd:	*Cleaving, Furnace*
3rd:	*Fate, Iron*
Master:	*Master Rune of Gromril*

Skills: Clerics of Smednir may gain one of the following skills at each level: *engineer* (with respect to machinery only), *gem cutting, metallurgy, smithing, very strong.*

Trials: A trial set by Smednir will often involve mending an ancient heirloom, or creating a perfect copy of a legendary treasure. Followers may also be commanded to track down and return an ancient Dwarf treasure that has fallen into the hands of Goblins, Chaos or some other racial enemy.

Blessings: Skills favoured by Smednir are *gem cutting, metallurgy, and smithing*.

Favoured tests are *construct, employment, estimate,* **Dex** and **Int**.

✦ THUNGNI

Ancestor God of Runesmiths

Description: The younger son of Grungni and Valaya, Thungni is the god of Runic magic and runesmithing. According to Dwarf lore, Thungni ventured deep into the earth during the Migration. He spent considerable time in a place he called Ankor Bryn, the Glittering Realm. When he emerged, Thungni brought the secret of Runic magic to the Dwarf race. Thungni discovered that only he, his father Grungni, and a few of his descendants had the gift to inscribe Runic magic. Thungni and his progeny laboured to produce weapons of power before the cataclysm foretold by Grungni struck the Dwarfs. Thungni crafted some of the most potent rune-weapons ever. Some have been lost during generations of wars, but many remain in the possession of Dwarfkings and powerful Rune Lords.

Thungni is portrayed with reddish brown hair and beard. He is usually clad in full armour, with a breastplate inscribed with his personal rune. In one hand he holds a runic staff, symbolising his power and skill as a runesmith. In the other, he holds the rune-hammer named Karaz-Kazakrhun ("Enduring War Rune").

Alignment: Neutral.

Symbol: Thungni's main symbol is his personal rune on a hammer. This denotes his role as an Ancestor God of Runesmiths. Rune Lords and other clan elders wear slate-grey robes during ceremonies initiating new runesmiths to their calling. Initiates and clerics of Thungni dress in blue-grey robes with a hammer embroidered on their left breast.

Area of Worship: Thungni is revered by Dwarf runesmiths throughout the Old World and Norsca.

Temples: There are no formal temples of Thungni. In the Dwarfholds, shrines to Thungni are prominently placed within the work-halls of the Runesmith clan. The few runesmiths residing outside the holds, including Expatriates, maintain a small shrine within their workshops.

Since runesmiths living among humans do not reveal themselves, their shrines are usually blended in with their surroundings.

Friends and Enemies: The cult of Thungni is allied with the other cults of the Dwarf pantheon, and has especially strong ties to the cult of Grungni. It has little to do with other races, but the cult is hostile towards the enemies of Dwarfs. In addition, the cult is hostile towards human wizards who fancy themselves as rune masters.

Holy Days: There are no set holy days for the cult.

Cult Requirements: The cult of Thungni is open to all members of the Runesmith clan (even for those who do not have





the ability to inscribe Runic magic). Only Runesmiths can become Initiates and clerics of Thungni.

Strictures: All runesmiths must abide by the following strictures:

- Never reveal the secrets of magic runecraft to any one other than a fellow runesmith or one's own carefully chosen apprentice.
- Never allow a rune-weapon to fall into the hands of any Dwarf enemy, even if it must be lost or destroyed.
- Always investigate any rumour of lost rune-weapons and recover them if possible.
- Never allow any non-Dwarf who somehow acquired some knowledge of runic magic to pass on their knowledge. This especially applies to humans who style themselves as "rune masters."
- Never allow one's reputation to be sullied by poor craftsmanship.

Spell Use: All clerics of Thungni are runesmiths by trade, but cannot cast spells.

Skills: Clerics of Thungni do not have access to any skills other than those listed for their specific Runesmith career.

Trials: Trials set by Thungni usually involve recovering lost rune-weapons crafted by runesmiths thousands of years ago. These powerful items may have runes whose secrets have been lost. Other trials may involve quests to secure the potent ingredients required by specific Master Runes (see **Realms of Sorcery**, "Master Rune Table", p. 105).

Blessings: Skills favoured by Thungni include *inscribe runes, rune litany, rune lore, runic history*, and *smithing*. Favoured tests include *construct*, **Dex**, **Int**, and **WP**.

♦ MORGRIM

Ancestor God of Engineers

Description: The oldest son of Grimnir and Valaya, Morgrim was the first Dwarf Engineer. He developed and taught his clans the techniques of crafting engines of war and other devices. Before the coming of Chaos, Morgrim and his clan crafted bolt and stone throwers of all sizes, and devised traps to form the first line of defence against the invading horrors foretold by Grungni. In the latter stages of the first Chaos Incursion, Morgrim joined Grimnir on his quest to close the warp gate. Honouring his sire's request, Morgrim reluctantly returned to his people. When the forces of Chaos were contained in the north, Morgrim returned to the depths of the world with the other Ancestor Gods, his task completed.

Morgrim is depicted as a mail-clad Dwarf wearing a belt hung with tools. He is often depicted with dust in his hair and beard and oil on his hands. He carries one of his father Grimnir's axes, named Onkegruni ("Widow Maker").

Alignment: Neutral.

Symbol: Morgrim's main symbol is a stylized stone thrower: a secondary symbol is the rope and pulley. Initiates and clerics favour dark clothing (black or dark grey) with a small version of Morgrim's symbol embroidered on the left breast.

Area of Worship: Dwarf engineers throughout the Old World and Norsca revere Morgrim.

Temples: All Engineer Guildhalls, including those of Expatriate Dwarfs, have one or more shrines to Morgrim. The largest is located in Zhufbar, the most industrialised of all Dwarfholds. Smaller shrines to Morgrim may be found in the corners of the temples to Grungni and Grimnir in the larger Dwarfholds.

Friends and Enemies: The cult of Morgrim is on friendly terms with the other cults of the Dwarf pantheon, especially those of Grungni and Grimnir. It has little to do with other races, and is hostile to all enemies of the Dwarf race.

Holy Days: The summer solstice is a major festivity to Morgrim. It marks the time to clear the clutter of the past year's efforts, the completion of old projects, and the beginning of new work. In addition, prayers are offered to Morgrim at the start of any new engineering work, especially the construction of war machines and mining equipment.

Cult Requirements: The cult of Morgrim is only open to Dwarf engineers.

Strictures: The following strictures apply to all Dwarf engineers:

- Any who steal or dishonourably sell engineer secrets must be brought to Dwarf justice in accordance to Dwarf law.
- Craftsmanship must be kept to the highest level. Shoddy work is unforgivable and dishonourable.
- Uncontrolled or dangerous innovations must not be undertaken, particularly not to the detriment of craftsmanship.
- All knowledge is sacred and must be preserved, even at the cost of novel ideas.
- All construction phases of an engineer's craft must be accompanied by the recital of the appropriate Guild litanies and incantations.



Imperial Dwarf engineers tend to interpret these strictures narrowly, to discourage innovation. Expatriate Dwarf and some Barak Varr engineers, on the other hand, tend to perceive the strictures as setting parameters to make some innovations possible and acceptable. As might be expected, there is some tension between these different groups.

Spell Use: Clerics of Morgrim may use all Battle magic spells, as well as the following Elemental magic spells: *Blinding Flash, Hand of Fire, Cause Fire, Resist Fire, Banish Elemental* (Fire only), *Flame Sheet, Dispel Elementals* (Fire only).

Runes: Moreover, clerics of Morgrim may inscribe the following runes:

1st:	*Accuracy, Burning, Forging, Penetrating*
2nd:	*Fortune, Furnace*
3rd:	*Disguise, Immolation, Seeking*
Master:	*Master Rune of Gromril*

Skills: At each level, a cleric of Morgrim may also purchase one of the following skills: *carpentry, engineer, metallurgy, operate machinery* (any one particular type), *smithing.*

Trials: A trial set by Morgrim might involve repairing badly damaged or worn out mining machinery and pumps in the deepest mines. Other trials may include recovering war machines lost to Dwarf enemies or stolen by opportunists (such as adventurers employed by others desiring to learn Dwarf engineering secrets).

Blessings: Skills favoured by Morgrim include *carpentry, engineer, metallurgy, operate machinery, set traps, smithing*, and *spot traps*.

Favoured tests are *construct,* **Dex**, **Int**, and **I**.

ANCESTOR CULTS

Description: From the Dwarf perspective, the worship of clan ancestors cannot be separated from everyday life. No undertaking can commence without performing the proper rituals to solicit an ancestor's blessings. These rituals are specific to the individual clans, and clan members are taught the ritual protocols from their earliest childhood.

Many venerated ancestors were clan founders, or those who performed heroic acts after the Time of the Ancestor Gods.

Alignment: Neutral.

Symbol: Each ancestor cult uses the appropriate clan insignia.

Area of Worship: Ancestor cults are found in Dwarf settlements throughout the Old World and Norsca.

Temples: All clanhalls and each family dwelling have small shrines dedicated to clan ancestors. They may be as simple as a small table with a tankard of Dwarf ale and a small objective representative of the clan's craftguild, or they may be more elaborate, with a portrait of the ancestor, and perhaps some personal possession, prominently displayed. Some shrines may even be located alongside shrines dedicated to the Ancestor Gods.

Friends and Enemies: Ancestor cults are on friendly terms with the other Dwarf cults. They have little to do with other races, but are hostile to the Goblin races and other natural enemies of the Dwarf race.

Holy Days: The main festival of the ancestor cults is the Day of Remembrance for each Dwarfhold or settlement.

Cult Requirements: All Dwarfs belong to the ancestor cult appropriate to their clan. The senior clan elder leads worship, and acts as arbitrator should any dispute over cult practice or history arise.

Strictures: All Dwarfs must abide by the following strictures:

- Always honour one's clan ancestors on every Day of Remembrance.
- Never perform nor permit an act that brings dishonour to the memory of a clan ancestor.
- Always seek the blessings of an ancestor before any undertaking.

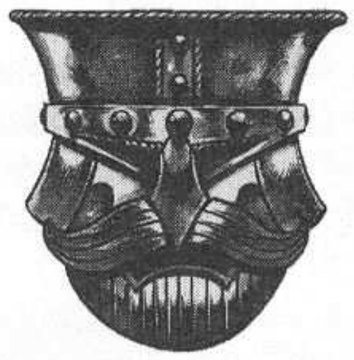
Spell Use: Unlike the Ancestor Gods, clan ancestors do not have the ability to grant spells to their followers/descendants.

Skills: The veneration of ancestors does not grant any follower/descendant access to any skills other than those listed for their specific career.

Trials: Ancestors rarely set trials for their descendants. When they do, these usually involve performing deeds to restore some minor loss of honour to the clan and fellow clansman. Any clansmen who has committed grievous acts resulting in a great loss of honour must leave the clan and join the Slayer cult.

Blessings: The rare blessings bestowed by ancestors take whatever form is most appropriate to the clan and its craftguild. For example, the favoured skills of Kragmir, ancestor of the Bolgrungi mining clan of Karaz-a-Karak, are *metallurgy, mining, orientation*, and *smithing*.

Favoured tests include *estimate, search*, **Int**, **Dex**, and **S**.



DWARF CHARACTERISTICS

STARTER PROFILES, HEIGHT, AGE, FATE POINTS, MANDATORY and other skills, and racial characteristics are covered in pp. 14-17 of the **Warhammer FRP** rulebook. The list of basic careers for Dwarf characters on page 18 of the rulebook is replaced by the tables on p. 80.

Dwarf Names

A Dwarf's full name consists of three elements: the forename or personal name, the surname, and the clan name. There is a complex Dwarf etiquette governing the use of names, but for most practical purposes, the more formal the circumstances, the more lengthy the name used. In certain circumstances, a Dwarf's standing in his craft also becomes part of his name.

So, for example, Master Jeweller Snorri Bardinsson of the Makhzad Clan would use his full name and title in a guild or hold ceremony. Those addressing him would call him by different names according to their relative status: superiors would call him Snorri Bardinson, while equals and inferiors would call him Master Snorri if they were also jewellers, or Master Jeweller Snorri, if they were from other craftguilds. When talking about him in the third person, his surname is always used.

Close friends, and relatives of the same generation, would just call him Snorri – relatives of older or younger generations would add a suffix such as Uncle, Nephew, Cousin or Grandfather, describing the nature of their relationship to him.

Male Forenames

001-009	Alaric	235-239	Elmador	500-507	Hargrim	762-768	Oldor
010-018	Algrim	240-246	Enlag	508-512	Harok	769-775	Ragni
019-027	Alrik	247-253	Fenni	513-518	Heganbor	776-784	Rogni
028-037	Baragor	254-261	Fimbur	519-527	Hergar	785-790	Rorek
038-045	Bardin	262-270	Finn	528-537	Hugnir	791-800	Rungnir
046-053	Belegar	271-279	Furgil	538-545	Hurgar	801-812	Skag
054-061	Bel(e)gol	280-288	Garil	546-553	Kadri	813-820	Skaldor
062-070	Borgin	289-300	Goddi	554-561	Kadrin	821-830	Skalf
071-079	Borin	301-309	Gomrund	562-570	Kallon	831-838	Skalli
080-088	Bradni	310-318	Gorazin	571-579	Kargun	839-844	Skorri
089-098	Brogar	319-327	Gorim	580-589	Katalin	845-851	Sindri
099-107	Brokk	328-337	Gorm	590-600	Kazadar	852-860	Snorri
108-115	Brond(I)	338-345	Gotrek	601-609	Kazgar	861-866	Stromni
116-121	Bronn	346-353	Gottri	610-618	Kazran	867-874	Storri
122-129	Burlok	354-361	Grim	619-627	Kazrik	875-882	Sundrimi
130-137	Cranneg	362-370	Grimli	628-637	Ketil	883-890	Sven
138-145	Darbli	371-379	Grindol	638-645	Kettri	891-900	Thingrim
146-153	Dargo	380-390	Grom	646-653	Kragg	901-909	Thori
154-161	Dern	391-400	Grond	654-661	Krudd	910-920	Thrund
162-170	Dimrond	401-409	Groth	662-670	Kurgan	921-929	Thungni
171-179	Dimzad	410-418	Grum	671-679	Largs	930-936	Thurgrom
180-184	Dorin	419-427	Grumdin	680-689	Logan	937-942	Thyk
185-188	Drong	428-437	Grundi	690-700	Logazor	943-950	Ulfar
189-200	Drumin	438-445	Grung	701-707	Lunn	951-957	Ulther
201-209	Durak	446-453	Grunni	708-718	Mendri	958-965	Vikram
210-218	Duregar	454-461	Guttri	719-727	Mordin	966-972	Vragni
219-227	Durgin	462-470	Haakon	728-737	Morek	973-980	Yadri
228-234	Dwinbar	471-479	Hadra	738-753	Morgrim	981-988	Yanni
		480-489	Harek	746-753	Mundri	989-993	Yorri
		490-499	Hargin	754-761	Norgrim	994-000	Zamnil

Female Forenames

001-023	Alrika	580-603	Kettra
024-046	Askima	604-611	Lakin
047-070	Astrid	612-625	Lenka
071-094	Berta	626-646	Magda
095-117	Boria	647-667	Menni
118-137	Breda	668-688	Modra
138-159	Brondra	689-709	Morga
160-183	Derna	710-730	Olka
184-200	Dorbi	731-751	Sifna
201-221	Duree	752-774	Sigrid
222-242	Fenna	775-797	Sigrun
243-263	Freda	798-815	Skorina
264-284	Friga	816-828	Solveig
285-305	Gerta	829-837	Sunni
306-328	Gottra	838-844	Tarni
327-349	Grondi	845-857	Tharma
350-363	Grunna	858-876	Thindra
364-385	Harga	877-895	Thoda
386-405	Helga	896-916	Throlin
406-426	Helgar	917-926	Trunni
427-451	Hunni	927-937	Ulla
452-476	Kalea	938-958	Vala
477-500	Karelia	959-979	Valma
501-526	Karga	980-994	Vanyra
527-553	Karstin	995-000	Zylra
554-579	Katrin		

FORENAMES

Dwarfs follow a similar practice to humans, naming an infant at birth. Some names may reflect tradition – in the Grakniz Clan of Karak-Hirn, for example, the first-born male of each generation is always named Gottri – while others commemorate a venerated clan ancestor or a great hero. The generations immediately after the War of Vengeance, for example, saw a rise in the popularity of Gotrek as a forename, after the victorious High King Gotrek Starbreaker. A few names are given to reflect the virtues that the parents hope their offspring will have; Gorm, for example is associated with wisdom, Grim with prowess in battle, and Dwinbar with skill at craftsmanship.

SURNAMES

Dwarf surnames are based on the parent's name – the mother's name is used for girls, and the father's name for boys. Gotrek Gunnisson, for example, is Gotrek, the son of Gunni, while Katrin Sifnasdottir is Katrin, the daughter of Sifna.

Orphans are raised by their nearest relatives, and their surname reflects this: Thorri Yadrisnev – Thorri, the nephew of Yadri, was obviously raised at his uncle's hearth, and Sigrid Valasniz was raised by her aunt.

On the extremely rare occasions when a newborn Dwarf is a foundling of unknown descent, the surname Khazadson – "son of a Dwarf" – is used in formal circumstances; informally, the surname consists of the step-parent's name with the suffix *-find*, meaning "found by". In this way, Grim Khazadson, raised by Morek Skalfsson, uses the surname Moreksfind in everyday circumstances, to indicate which family he belongs to.

NICKNAMES

Many Dwarfs also have nicknames, derived from outstanding deeds or quirks of their personality or appearance. In less formal circumstances, a nickname may be used in place of the surname: Snorri Burnt-Thumb instead of Snorri Bardinson, commemorating the time as an apprentice when young Snorri absent-mindedly picked up a brooch blank that was still hot from casting. A Dwarf may not choose his own nickname; it must be given him by his master. This is one of many reasons why Dwarfs take great care about what they do – no one wants to be stuck for life with an embarrassing or unflattering nickname!

Male nicknames are often based on physical appearance, strength, or martial prowess. Examples of these surnames include Greathammer, Stonefist, and Deadeye. Nicknames must be unique, as much as possible, since adopting the same nickname as an older Dwarf – especially a great king or hero – is regarded as presumptious, and an insult to the nickname's original bearer. The only exception to this rule is when the original bearer of the nickname gives it freely to the younger Dwarf. The nickname Stonehammer, for example, has been passed down through the Kings of Karak Ungor for generations, along with the great stone warhammer from which is derives. A Dwarf who is given a nickname in this way is responsible not only for his own honour, but also for the honour of the nickname and all its previous bearers; this is taken very seriously indeed.

Female nicknames are not so exclusive as male ones, and tend to be based on temperament as much as appearance and achievement. So many Dwarf maidens have been nicknamed "the Fair" or "the Beautiful" that these names have become debased by over-use, and have fallen out of currency in recent centuries. However, nicknames like Goldenhair, Sapphire-Eyes and Finehand are still popular, and even more lavish and flattering nicknames are given by suitors in the hope of winning a Dwarf maiden's heart. It is a sign of great favour when a Dwarf maiden accepts a nickname from a suitor.



CLAN NAMES

Dwarf clan names were originally established in the same way as nicknames. They may have been the personal nickname of a founding ancestor, or they may be a nickname that was applied to the clan as a whole at or around the time of its founding. For example, tradition states that the ruling Durazklad or "Stone armour" clan of Karaz-a-Karak draws its name from an incident in the time of the Ancestor Gods, when Kargun Gormsson, unable to afford metal armour, used his stoneworking skills to make himself a helmet and breast-

plate of granite. The nickname that he gained from this feat became the name of the clan he founded, and his stone armour is still in the clan's vault at Karaz-a-Karak.

Place of Birth

Players wishing to create a Dwarf adventurer may roll on the Dwarf Origin Table (on page 81), or, at the GM's discretion, they may choose a birthplace for their character. Alternatively, the GM may reserve the right to assign a birthplace to a newly created Dwarf character, if it is in the interests of the campaign to do so.

The table is heavily weighted in favour of Expatriate Dwarfs, since they form the majority of the Old World's Dwarfen adventurers; in the more traditional culture of the Dwarfholds, duty to clan, hold and craftguild prevent all but a few Dwarfs from leaving to take up an adventuring life.

FAMILY/CLAN OCCUPATION

As Dwarf clans (except for some Expatriates) are matrilineal (see p. 14), a Dwarf normally follows the same craft as his mother's clan is the same as that of the character. There is a 75% chance that a Dwarf's father will belong to the same craftguild. For the 25% of fathers who are different, use the **Basic Career Tables** below to determine the starting basic career of the father and his clan.

Expatriate Dwarfs do not follow the same strict traditions regarding clans and crafts. The starting basic careers of an Expatriate Dwarfs family may vary widely, and if required, they can be determined by using the **Basic Career Tables**.

Basic Career Tables

The following tables replace the Dwarf column of the Basic Career Charts on p. 18 of the **WFRP** rulebook. Careers in *italic* are new careers, described later in this chapter. Note: there are no Rogue basic careers for Dwarfs from Karaz Ankor, the other mountain realms, or Norsca. Only Expatriate Dwarfs would stoop to following Rogue careers.

WARRIOR BASIC CAREERS

Expatriate	Mountain	Norse	Career
01-10	01-10	01-10	Bodyguard
11-15	–	–	Labourer
–	–	11-20	Marine
16-25	–	21-35	Mercenary
26-35	–	–	Militiaman
–	11-15	36-40	Noble
36-40	–	–	Outlaw
41-45	–	–	Pit Fighter
46-50	–	–	Protagonist
–	–	41-50	Seaman
51-55	–	–	Servant
56-70	16-60	51-70	Soldier
71-75	–	–	Squire
76-85	61-65	71-75	Troll Slayer
86-95	66-90	76-90	Tunnel Fighter
96-00	91-00	91-00	Watchman

RANGER BASIC CAREERS

Expatriate	Mountain	Norse	Career
–	–	01-05	Boatman
01-10	–	–	Bounty Hunter
11-15	–	–	Coachman
16-20	01	06-08	*Farmer*
–	–	09-10	Fisherman
21-25	–	–	Gamekeeper
–	02-11	11-20	Herdsman
26-30	12-25	21-35	Hunter
31-45	26-55	36-50	*Miner*
46-50	–	–	Muleskinner
–	–	51-55	Pilot
51-60	56-65	56-65	Prospector
61-70	66-70	66-70	Rat Catcher
71-75	71-80	71-80	Roadwarden
76-85	81-90	81-90	Runner
86-90	–	–	Toll-Keeper
91-00	91-00	91-00	Trapper

ROGUE BASIC CAREERS

Expatriate	Mountain	Norse	Career
01	–	–	Agitator
02-05	–	–	Bawd
06-10	–	–	Beggar
11-15	–	–	Entertainer
16-20	–	–	Footpad
21-25	–	–	Gambler
26-35	–	–	Grave Robber
36-45	–	–	Jailer
–	–	–	Minstrel
46-50	–	–	Pedlar
51-55	–	–	Raconteur
56-60	–	–	Rustler
61-70	–	–	Smuggler
71-90	–	–	Thief
91-00	–	–	Tomb Robber

ACADEMIC BASIC CAREERS

Expatriate	Mountain	Norse	Career
01-10	01-05	–	Alchemist's Apprentice
11-20	06-30	01-30	Artisan's Apprentice*
–	–	–	Druid
21-35	31-55	31-55	Engineer
36-40	–	–	Exciseman
–	56-60	56-60	Herbalist
–	–	–	Hypnotist
41-45	61-65	61-65	Initiate
46-55	66-75	66-75	Pharmacist
56-60	76-80	76-80	Physician's Student
61-66	81-90	81-90	*Runescribe*
67-70	–	–	Scribe
71-75	–	–	Seer
76-80	–	–	Student
81-98	91-00	91-00	Trader
99-00	–	–	Wizard's Apprentice

* Dwarfs can enter the Merchant advanced career from here.

Dwarf Origins Table

(All rolls are made using a D100)

01-03	Border Princes
04	Bretonnia
05-66	The Empire
67-68	Kislev
69	Tilea
70-75	Wasteland
76-80	Norsca
81-84	Black Mountains
85-92	Grey Mountains
93-95	The Vaults
96-00	World's Edge Mountains

Dwarf Settlement Table

Border Princes

01-30	Barak Varr
31-00	Human settlements

Bretonnia

01-40	Parravon
41-00	Nearby villages

Tilea

01-30	Campogrotta
31-60	Toscania
61-00	Nearby villages

Wasteland

01-90	Marienburg
91-00	Other Wastelander towns

Norsca

01-35	Kraka Dorden
36-60	Kraka Drak
61-75	Kraka Ornsmotek
76-90	Kraka Ravnsvake
91-00	Human settlements

Black Mountains

01-20	Karak Hirn
21-00	Other Black Mountain settlements

Grey Mountains

01-35	Karak Norn
36-00	Other Grey Mountain settlements

The Vaults

01-15	Karak Izor
16-00	Other Vaults settlements

World's Edge Mountains

01-10	Karak Kadrin
11-15	Karaz-a-Karak
16-20	Zhufbar
21-60	Other Northern Dwarf settlements
61-65	Karak Azul
66-70	Karak Eight Peaks
71-00	Other Southern Dwarf settlements

The Empire

01-15	Altdorf (urban)	
16-20	Altdorf (rural) villages	
21-25	Averland towns	
	01-15	*Agbetten*
	16-50	*Averheim*
	51-60	*Hocheleben*
	61-70	*Loningbruck*
	71-85	*Streissen*
	86-00	*Other Averland villages*
26	Hochland (Bergsburg)	
27-30	Middenheim (urban)	
31	Middenheim (rural) villages	
32-33	Middenland towns	
	01-50	*Carroburg*
	51-75	*Delberz*
	76-00	*Schoppendorf*
34	Nordland towns	
	01-50	*Beeckerhoven*
	51-00	*Salzenmund*
35-45	Nuln (urban)	
46-48	Nuln (rural) villages	
49	Ostermark towns	
	01-60	*Bechafen*
	61-00	*Other Ostermark villages*
50-51	Ostland towns	
	01-35	*Ferlangen*
	36-00	*Wolfenburg*
52-70	Reikland towns	
	01-13	*Auerswald*
	14-30	*Bögenhafen*
	31-42	*Dunkelburg*
	43-50	*Grunberg*
	51-60	*Helmgart*
	61-75	*Kemperbad*
	76-80	*Stimmigen*
	81-90	*Ubersreik*
	91-00	*Weissbruck*
71-78	Stirland towns	
	01-30	*Krugenheim*
	31-70	*Wurtbad*
	71-00	*Other Stirland villages*
79-83	Sudenland towns	
	01-35	*Pfeildorf*
	36-60	*Wuppertal*
	61-00	*Other Sudenland villages*
84	Talabecland towns	
	01-65	*Hergig*
	66-00	*Volgen*
85-86	Talabheim (urban)	
87	Talabheim (rural) villages	
88-00	Wissenland towns	
	01-15	*Grissenwald*
	16-30	*Kreutzhofen*
	31-65	*Wissenburg*
	66-85	*Wusterburg*
	86-00	*Other Wissenland villages*

Kislev

01-35	Erengrad
35-60	Kislev
61-00	Villages near Imperial border



New Basic Careers

FARMER

Note: this career is not exclusive to Dwarf characters.

With a multitude of mouths to feed in the world, a great number of people make their living by farming. The life of a farmer is not an easy one. The work starts early in the predawn hours and continues until sunset. There is usually enough to eat, but much of the farmer's effort goes into growing enough food to sell so that their family's meagre existence can continue.

In hard times, farmers gather at the local tavern and dream of striking it rich as adventurers, merchants, or whatever. Though most of them are content with their fantasy, a few actually set out to seek their fortune.

Level One	Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	–	–	–	+1	+1	–	–	+10	–	+10	–	–	–

Skills
Animal Care
Agriculture (see p. 91)
Carpentry
Drive Cart
Herb Lore
Identify Plant

Trappings
Leather jack
Plough
Spade

Entered from
Random entry only

Career Exits
Militiaman
Scout
Soldier
Trader

MINER

Note: this career is not exclusive to Dwarf characters.

In the hills and mountains of the Old World, miners dig for gold, silver, gemstones, and valuable ores. Most deposits in the civilized lands are nearly exhausted; as a result, miners spend a good portion of their time in remote areas. Many dream of striking it rich with a large vein, but their tendency to brag dooms their hopes. Word of a strike spreads quickly, and shanty towns spring up as others arrive to exploit the find. These towns are abandoned just as quickly once the find is exhausted.

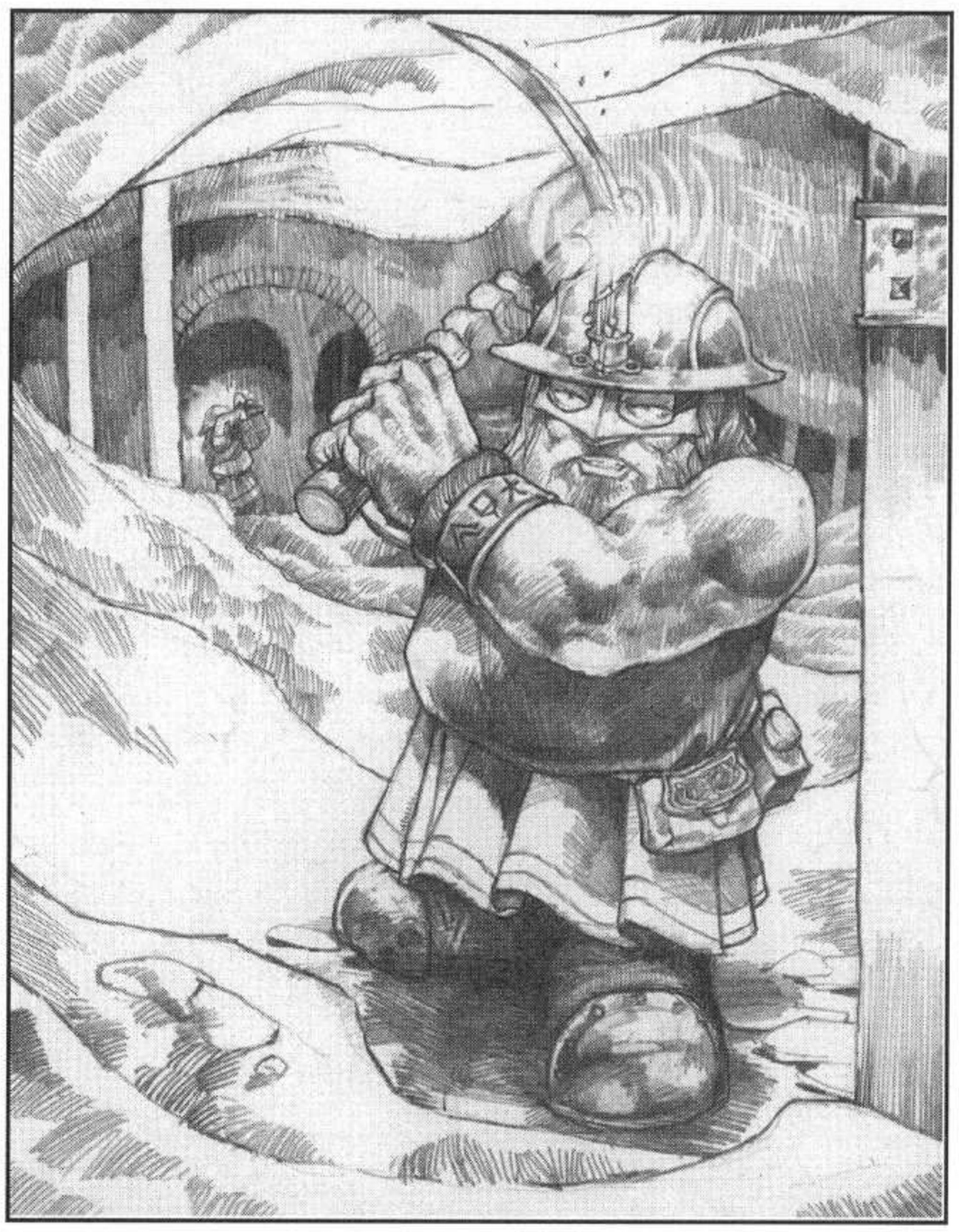
Level One	Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	–	+1		+2	–	–	+10	–	–	+10	–	–

Skills
Carpentry
Metallurgy
Mining
Orientation (underground)
25% chance of Very Strong
15% chance of Very Resilient
10% chance of Night Vision

Trappings
Pack
One-man tent
Pick and shovel

Entered from
Labourer
Prospector

Career Exits
Lodefinder (see p. 84 – Dwarfs only)
Prospector
Scout
Tunnel Fighter (Dwarfs only)



RUNESCRIBE

The majority of Dwarfs only have a limited ability to read and write Khazalid – although the rate of literacy is much higher among Dwarfs than among humans. Runescribes spend years of study to become fluent in reading and writing the entire script of Khazalid runes (for details, see Chapter 9, pp. 100-105). They copy and maintain the vast chronicles of their hold, under the direction of a loremaster. These chronicles are inscribed on fine sheets of metal foil, which are more lasting than the parchment and paper used by the manlings.

Level One — Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	–	–	–	–	+1	+10	–	–	+10	+10	–	+10	+10

Skills
Arcane Language – Dwarf
Arcane Language – Magick
Read/Write Khazalid
Rune Lore
75% chance of Speak Additional Language

Trappings
Writing equipment
Sheets of thin metal foil

Entered from
Artisan's Apprentice
Student

Career Exits
Alchemist's Apprentice
Loremaster
Runesmith Apprentice
Scholar

WARRIOR

While this is not strictly speaking a new career, Dwarf warriors have a range of specialist skills according to their role. A Dwarf following the basic career of Marine, Mercenary or Soldier has the following skills in addition to those listed in the **WFRP** rulebook:

Bombard Crew:	Specialist Weapon – Bombard
Firethrower Crew:	Specialist Weapon – Firethrower
Mortar Crew:	Specialist Weapon – Mortar
Swivel Gun Crew:	Specialist Weapon – Blunderbuss
Volley Gun Crew:	Specialist Weapon – Firearms
Cannon Crew:	Specialist Weapon – Cannon
Flame Cannon Crew:	Specialist Weapon – Flame Cannon
Organ Gun Crew:	Specialist Weapon – Cannon
Nautilus Gunner:	Specialist Weapon – Cannon
	Specialist Weapon – Torpedo

New Advanced Careers

ALCHEMIST

Long before humans began delving into the mysteries of alchemy, Dwarf alchemists were hard at work within the Engineers' Guild developing gunpowder and other chemicals. However, the alchemy practised by the Dwarfs was not magical in nature, but a scientific process of study and experimentation.

Therefore Dwarf alchemists differ from their human counterparts in very specific ways. While the career advance scheme for the Alchemist remains the same as described in **WFRP**, page 141, a Dwarf alchemist does not gain any magic points, and cannot cast spells. In addition, the Dwarf alchemist's skills, trappings and career exits are changed as shown below.

It should be noted that these changes represent an alchemist trained in the Dwarf tradition; among the Expatriate Dwarf population, there are a small number of alchemists who have studied under human masters, and these follow the Alchemist career as given in the **WFRP** rulebook.

Skills – Level 1
Arcane Language – Dwarf
Chemistry
Metallurgy
Secret Signs – Dwarf Alchemy
Secret Signs – Dwarf Engineers Guild

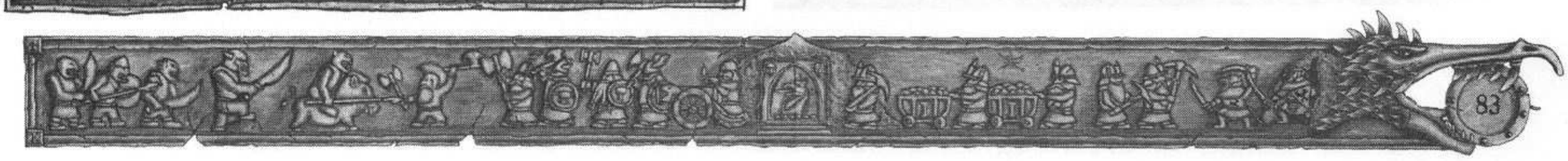
Skills – Level 2
Herb Lore
Prepare Poison
Scroll Lore
Secret Language – Classical

Skills – Level 3
Magic Sense
Manufacture Drugs
Manufacture (non-magical) Potions
Rune Lore
Super Numerate

Skills – Level 4
Arcane Language – Arcane Runic*
Identify Magical Artifact
Immunity to Poisons
Magical Awareness

Trappings
Hand weapon
Travelling alchemical kit

Career Exits
Alchemist – Next Level
Engineer
Gunner



LODEFINDER

A lodefinder is a highly skilled and experienced Dwarf miner. Their knowledge of the rock has become instinctive, and they can locate ore and gems by the smell, taste and feel of the rock. They have a similar ability to detect weaknesses and predict cave-ins and other underground accidents.

Lodefinders are the elite of the Dwarf mining community, and are often put in charge of excavations.

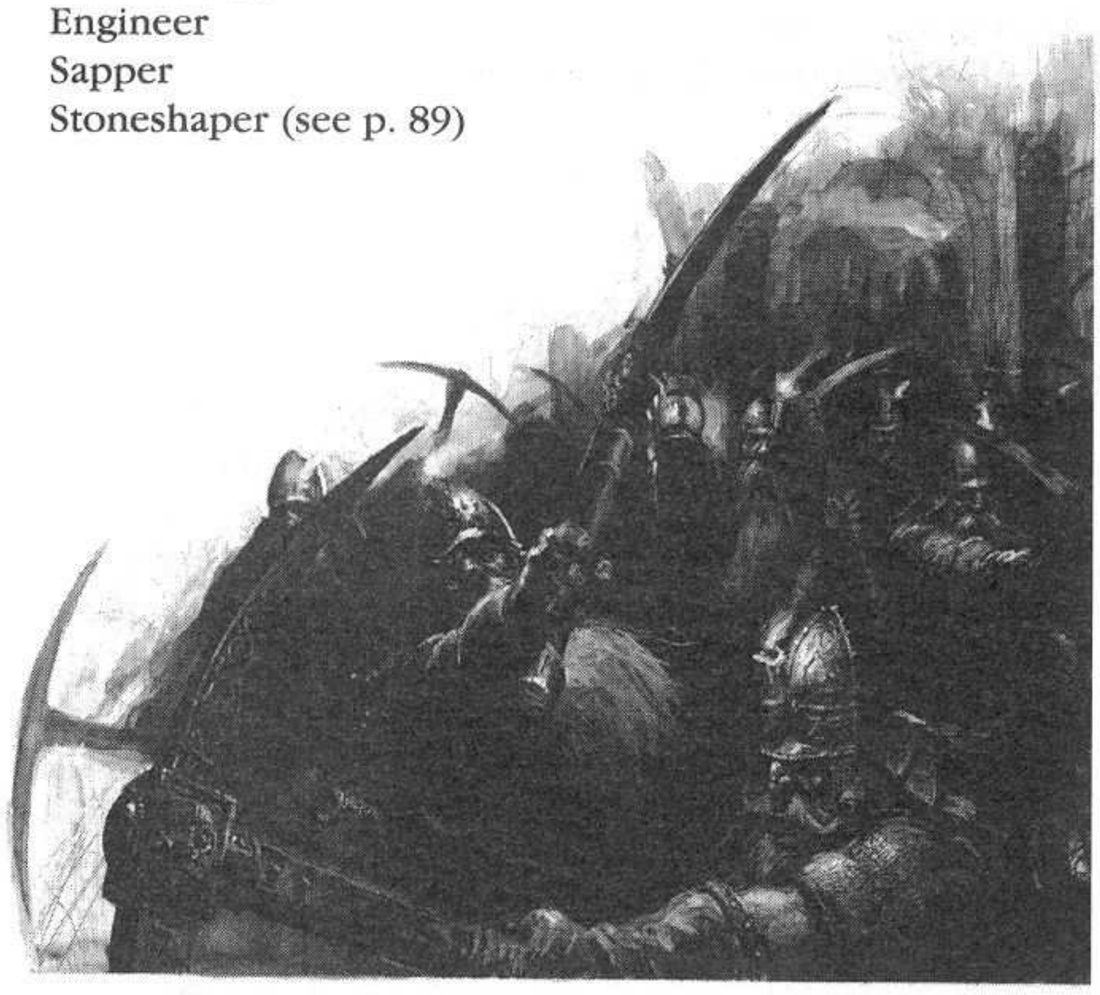
Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+2	+2	+10	–	+10	+10	+20	+20	+20	–

Skills
Animal Care – Mule
Carpentry
Cartography
Dowsing
Earth Lore (see p. 91)
Metallurgy
Orientation
Scale Sheer Surface
Stoneworking

Trappings
Hand weapon
Pack
Pick
Shovel
Mule

Entered from
Miner
Prospector

Career Exits
Artisan's Apprentice
Engineer
Sapper
Stoneshaper (see p. 89)



LOREMASTER

Loremasters represent the highest level of Dwarf scholarly achievement. Dedicated to the pursuit and preservation of knowledge, loremasters are greatly respected by their people, and valued for their advice, wisdom, and knowledge.

Every Dwarf settlement of any size will have at least one loremaster. To the confusion of other races, however, the title 'loremaster' is often conferred on the most able scholar of the community regardless of whether they are *actually* a loremaster. The loremaster performs a vital task within the community, being responsible for maintaining chronicles and traditions as well as using their profound knowledge to advise Dwarf leaders.

Not all loremasters shut themselves away with their books and scrolls. In larger Dwarf communities, loremasters are able to put aside their day-to-day duties in favour of their own research projects. These loremasters often travel far and wide in search of lost chronicles or forgotten Dwarfholds, trying to recover records or knowledge lost during the carnage of the Elf and Goblin Wars.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	–	+2	+6	+40	–	+30	+30	+40	+40	+40	–

Skills
Arcane Language – Dwarf
Arcane Language – Magick
Art
Astronomy
Chemistry
Cryptography
Daemon Lore
Engineer
Evaluate
Heraldry
Herb Lore
History
Identify Magical Artefact
Identify Undead
Law
Linguistics
Magical Awareness
Magical Sense
Numismatics
Orientation (underground only)
Palmistry
Read/Write Khazalid
Rune Lore
Scholarship (see p. 91)
Scroll Lore
Speak Additional Language – player's choice
Spot Traps
Supernumerate
Theology – Dwarf pantheon

Trappings
The same as in the character's previous career.

Entered from
Alchemist, Level 4
Artisan
Cleric, Level 4
Master Artisan
Runescribe
Scholar
Wizard, Level 4 (Expatriate Dwarfs only)

Note: a character must complete at least two of these careers before becoming a Loremaster.

Career Exits
Alchemist
Artisan
Cleric
Master Artisan
Runesmith Apprentice
Scholar
Wizard (Expatriate Dwarfs only)

Special Rules
Loremasters are held in high esteem by others of their race. Thus, Loremasters gain a +20 bonus to **Ld** and **Fel** when dealing with Dwarfs.

✦ MASTER ARTISAN

Most Dwarfs reach this level of expertise after much time and effort, although some especially gifted individuals can become master artisans at a comparatively young age. A Dwarf master artisan far exceeds the abilities of almost any non-Dwarf practising the same craft; their products are always of the highest quality, and command astronomical prices.

Guildmasters are selected from the eldest and most talented master artisans of a particular craftguild.

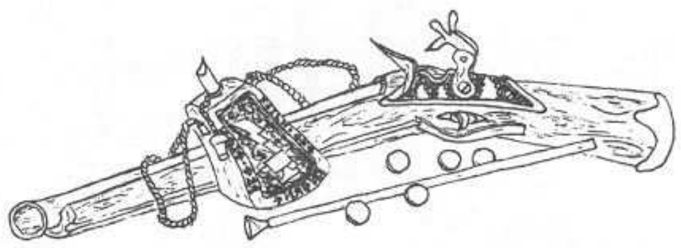
Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	–	–	+1	+1	+4	+30	–	+40	+20	+10	+10	+10	+20

Skills

Armourer:	Metallurgy, Smithing
Blacksmith:	Smithing
Brewer:	Brewing, Herb Lore, Identify Plants
Builder:	Carpentry, Stoneworking
Carpenter:	Carpentry
Gunsmith:	Chemistry, Metallurgy, Smithing
Jewelsmith:	Gem Cutting, Smithing
Stonemason:	Stoneworking
Weaponsmith:	Metallurgy, Smithing

Trappings
Tools according to trade.



Entered from
The appropriate Artisan career
Gunsmith
Artisan (Blacksmith, Weaponsmith)

Career Exits

Armourer:	Artisan (Blacksmith, Weaponsmith) Engineer Runescribe
Blacksmith:	Artisan (Armourer, Weaponsmith) Engineer Runescribe
Brewer:	–
Builder:	Artisan (Stonemason) Engineer
Carpenter:	Artisan (Builder) Engineer
Gunsmith:	Master Artisan (Blacksmith, Weaponsmith) Engineer
Jewelsmith:	–
Stonemason:	Stoneshaper
Weaponsmith:	Artisan (Armourer, Blacksmith) Engineer Runescribe

Special Rules
The skill of Dwarf artisans is legendary. To reflect this, Dwarfs who reach the level of Master Artisan may purchase any skill that enhances a **Dex** or *construct* test a second time at normal Experience Point cost, giving a cumulative modifier of +20 on most relevant tests.

✦ MASTER ENGINEER

The master engineer is a skilled Dwarf engineer of exceptional knowledge, skill, and ability. Most toil for years to achieve this level of expertise – and many toil in vain.

Master engineers epitomise Dwarf technological skill and know-how. Most often the Guildmaster of a particular chapter is chosen from the eldest, wisest, and most skilled of the master engineers.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+2	+4	+10	–	+30	+20	+20	+20	+10	+10

Skills
Acute Hearing
Boat Building (Iron Shipwrights only)
Chemistry
Scale Sheer Surface
Stoneworking





Trappings
Hand weapon
Tool box
D4 hammers and 10D6 nails
D4 cold chisels
Saw
Awl
D6 iron spikes
Tongs
D3 pliers
D4 wrenches
Heavy wire – 10 yards

Entered from
Bombardier
Engineer
Sapper
Shipmaster
Stoneshaper

Career Exits
Artillerist
Gunner
Stoneshaper

Special Rules
Like Master Artisans, Dwarfs who reach the level of Master Engineer may purchase any skill that enhances a **Dex** or *construct* test a second time, gaining a cumulative bonus.

MOUNTAINEER

Mountaineers are Dwarfs who are experienced in mountain warfare and survival. They are often used as scouts by Dwarf (and sometimes human) armies traversing mountainous terrain.

Occasionally, mountaineers are employed to strike out on their own in order to gather information on potential hazards, troop movements, and other activities in a region.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	–	+2	+10	–	–	–	+10	+10	–	–

Skills
Follow Trail
Orientation
Scale Sheer Surface
Secret Signs – Mountaineer's
Silent Move Rural
Ski (see p. 91)
Specialist Weapon – Blunderbuss or Arquebus (except Norse Dwarfs)

Trappings
Blunderbuss (crossbows in the case of Norse Dwarfs) and ammunition
Hand weapon
Mail shirt
D6 iron spikes
Rope – 10 yards
Grappling hook
Shield
Skis

Entered from
Herdsman
Hunter
Runner
Trapper

Career Exits
Explorer
Mercenary
Scout
Soldier



PILOT

The pilot is a member of the Dwarf Engineers' Guild who specializes in the construction, maintenance, and operation of aerial war machines such as the gyrocopter and the war balloon. Where most Dwarfs do not even like to spend too much time above ground, the pilots actually enjoy flying their dangerous and unreliable machines into battle or on reconnaissance patrols.

Most other Dwarfs regard them as mad – even madder than Slayers, who at least were forced into their doomed lifestyle by misfortune and thwarted honour. Even the most crazed Daemonslayer would not fly a gyrocopter.

Pilots are trusted and dedicated members of the Engineers' Guild, and almost without exception, they serve their native hold. Flying machines are rare and precious, and no Dwarfhold would willingly let one out of its control. Therefore, this career is mainly for NPCs; a player character Pilot will need a very good reason for operating away from a hold.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+20		+1	+2	+20		+20	+10	+20	+30	+10	–

Skills
Air Lore (see p. 91)
Carpentry
Engineer
Operate Machinery: Gyrocopter or War Balloon (see p. 51)
Specialist Weapon – Bombs
Specialist Weapon – Steam Cannon (see p. 51)

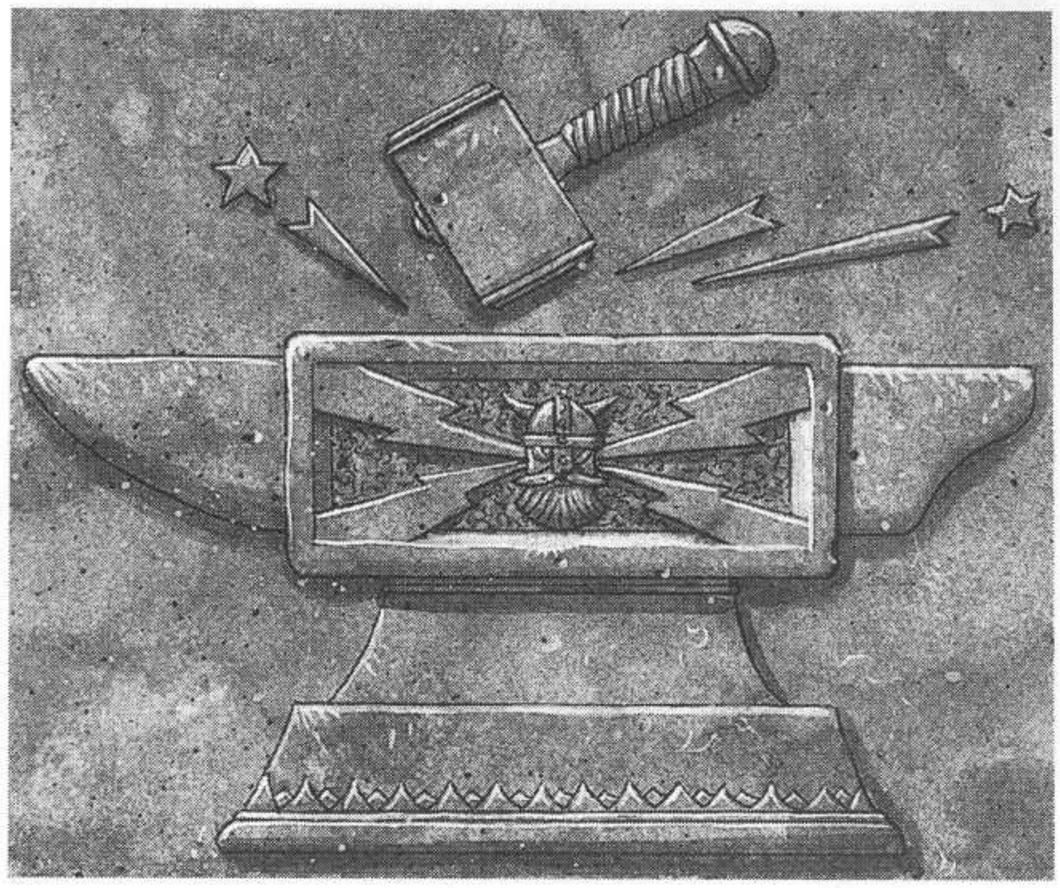
Trappings
Hand weapon
Leather jack (0/1AP body/arms)
Leather hood (0/1AP head) with goggles
Scarf
Cigars
Gyrocopter or war balloon
Telescope (balloon pilots only)
Tool box
D4 hammers and 10D6 nails
D4 cold chisels
Saw
Awl
D6 iron spikes
Tongs
D3 pliers
D4 wrenches
Heavy wire – 10 yards
D10 bombs

Entered from
Engineer

Career Exits
Artillerist
Gunner
Master Engineer
Sapper

RUNESMITH

The Runesmith careers, and runecraft in general, are described in **Realms of Sorcery**, pp. 97-106.



SHIPMASTER

Shipmasters are members of the Dwarf Engineers Guild who specialize in the construction, maintenance, and operation of Dwarf gunboat, warship or submersible (see pp. 52-53). Shipmasters usually work in crews of 2 to 4, depending upon the type of vessel they operate. All shipmasters are trained for a life on water (whether sea or river) by their elders or senior Dwarf crewmen – a prospect that most Dwarfs view with horror.

Like pilots, shipmasters are almost exclusively attached to holds. The vast majority are based at Barak Varr, although there are a handful in Marienburg. Both they and their vessels are closely controlled by their superiors in the Engineers' Guild. Therefore, this career is better suited to NPCs than to player characters.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+20	+1	+1	+2	+20	–	+20	+10	+10	+10	+10	–

Skills
Astronomy
Operate Machinery – Gun Boat, Warship or Nautilus (see pp. 52-53)
Orientation
River Lore
Row



Trappings
Hand weapon
Bandanna (gun boat masters)
Short-billed leather caps (warship, Nautilus masters)
Cigars
Leather jerkin (1AP body)
Gun boat, warship or Nautilus submersible and crew
Tool box
D4 hammers and 10D6 nails
D4 cold chisels
Saw
Hand axe
Awl
D6 iron spikes
Tongs
D3 pliers
D4 wrenches
Heavy wire – 10 yards

Entered from
Engineer

Career Exits
Alchemist's Apprentice
Gunner
Master Engineer
Sea Captain



SLAYERS

Slayers are a uniquely Dwarf institution. Any Dwarf who has lost honour – through oathbreaking, succumbing to fear, or any other kind of disgrace – may become a Slayer in the hope of redeeming himself through a heroic death. Trollslayers and Giantslayers are covered on pp. 42 and 99 of the **WFRP** rulebook; while these are the classes of Slayer most often encountered, they are not the only ones.

Occasionally, by luck (good or bad, depending on one's perspective), circumstance, or just being too mean to die, a Giant Slayer will survive his career without finding the redemption of death. Such individuals become Dragon Slayers, and – if death still eludes them – Daemonslayers.

DRAGON SLAYER
Dragonslayers retain the spiked orange hair, outrageous jewellery and tattoos of their previous careers. To this they add ritual scarring, usually resembling claw marks, across the chest, face, and arms. They also automatically receive D3+2 insanity points upon entering this career, to represent their inexorable slide into madness.

Dragonslayers single-mindedly search for their prey, following the wildest of rumours in the hope of finding a dragon's lair.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+40	–	+3	+3	+8	+30	+3	+20	–	–	+30	+10	–

Skills
Consume Alcohol
Follow Trail
Frenzied Attack
Immunity to Fear (see p. 91)
Immunity to Poison

Trappings
Two-handed axe, flail, or sword
Mail shirt
Ritual scars

Entered from
Giant Slayer

Career Exits
Daemon Slayer

Psychology
In addition to the normal Dwarf psychological traits (*hatred* towards Orcs, Goblins, and Hobgoblins and animosity towards Elves), Dragonslayers are subject to *hatred* of Trolls, Giants and dragons.

DAEMON SLAYER
Few Dragonslayers survive encounters with dragons or their kin. Those that do become despondent, fearing that their continued survival means that the gods deny them any hope of redeeming their lost honour. For these desperate few, the only remaining hope lies in pitting themselves against Daemons. There are probably no more than a handful of

Daemonslayers in the world at any given time. They track down the most notorious daemonologists and Chaos sorcerers, or they follow the path of Grimnir north into the Chaos Wastes, never to return. Daemon Slayers are similar in appearance to Dragonslayers, but their mental deterioration means that they automatically receive D6+4 insanity points on joining this career.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+40	–	+4	+3	+8	+40	+3	+30	–	+10	+30	+30	–

Skills
Daemon Lore
Immunity to Disease
Immunity to Terror (see p. 91)
Shadowing

Trappings
Two-handed axe, flail, or sword
Mail shirt
Ritual scars

Entered from
Dragon Slayer

Career Exits
Nil

Psychology
In addition to the normal Dwarf psychological traits (hatred towards Orcs, Goblins, and Hobgoblins and animosity towards Elves) Daemonslayers are subject to *hatred* of Trolls, Giants, Daemons, and dragons.

STONESHAPER

Stoneshapers excel in the design of fortifications and exemplify the Dwarf style of architecture. Their skill at shaping rock and knowledge of the earth is without equal. Most large-scale excavations and stone constructions can only take place under their supervision. Because of their deep-rooted sense of the strengths and dangers of stone structures, their work often takes them into perilous situations, such as besieged holds or mines recently recaptured from greenskins.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+10	+10	+1	+1	+4	+10	–	+30	+20	+30	+20	+20	–

Skills
Acute Hearing
Art – Stone Sculpting
Carpentry
Cartography
Chemistry
Dowsing
Drive Cart
Earth Lore (see p. 91)
Engineer
Mining
Orientation
Scale Sheer Surface
Stoneworking

In addition, stoneshapers have a limited form of *sixth sense*, which alerts them to any natural or engineered threats involving earth or stone structures, such as earthquakes, rockfalls, pit traps and so on. Of course, this skill is applied at the GM's discretion.

Trappings
Hand weapon
Tool box
D4 hammers
D4 cold chisels
D4 stone chisels
Pick
Sledgehammer
D6 iron spikes
Tongs

Entered from
Engineer
Lodefinder
Master Artisan – Stonemason
Master Engineer

Career Exits
Master Engineer



TEMPLAR

Although templars may seem like a uniquely human concept, the cults of several Dwarf deities have warrior orders associated with them; the most notable example of this is the relationship between the Slayers and the cult of Grimnir, but it is by no means the only one.

The Dwarf Order of the Stone Wall is associated with the cult of Grungni, and its members see themselves as the ultimate guardians of the Dwarf race. Founded during the first coming of Chaos (–4500 I.C.), the order embodies the virtues of steadfastness and determination, regardless of the odds.

For advance scheme, career exits, and trappings see the Templar advanced career, **WFRP**, page 106. However, in place of the *ride – horse* skill, templars of the Order of the Stone Wall substitute *specialist weapon – flail* and *specialist weapon – two-handed weapon*.



VETERAN WARRIOR

Some Dwarf clans specialise in the craft of war. From the cream of these clans, the most skilled and battle-hardened warriors are selected for the elite units of Dwarf armies:

- Hammerers who guard the person of the King.
- Heavily-armoured Iron Breakers who guard the gates to the Underway against Goblin or Skaven attack.
- Thunderers, equipped with the best handguns the Engineers' Guild can provide.
- Longbeards, the most seasoned and experienced of Dwarfen troops.

Although these units have very different roles, their training and abilities remain similar.

The most outstanding warriors from these Brotherhoods are selected by the Priests of Grungni to serve as Templars of the Order of the Stone Wall (see above).

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
–	+20	+20	+2	+1	+4	+20	+1	–	+10	+10	+20	+10	–

Skills
Disarm
Dodge Blow
Gamble
Immunity to Fear (Longbeard: see p. 91)
Secret Language – Battle Tongue
Street Fighter
Specialist Weapon – Handgun (Thunderer)
Specialist Weapon – Two-Handed (Hammerer, Iron Breaker or Longbeard)
Strike Mighty Blow
Strike to Injure
Strike to Stun

Trappings
Two-handed axe or sword (Iron Breaker, Longbeard)
Two-handed hammer (Hammerer)
Handgun (Thunderer – see pp. 48-49)
Hand weapon
Gomril armour (Iron Breaker)
Sleeved mail coat
Shield
Helm
Ale mug

Entered from
Mercenary
Scout
Soldier
Tunnel Fighter

Career Exits
Artillerist
Mercenary Captain
Templar (Templar of the Stone Wall)

WITCH-HUNTERS

Like templars, witch-hunters are thought by many to be a purely human phenomenon. In fact, the cult of the Ancestor God Gazul founded the Order of Guardians in 1681 I.C., following the Night of the Restless Dead, predating several human orders of witch-hunters.

The Order of Guardians distinguished themselves in the Wizards' War which raged across the Empire from 1979 through to 1991, and in the various campaigns against the Vampire Counts of Sylvania, beginning in 2010 I.C. This Dwarf witch-hunter order embodies the virtues of determined pursuit against the foul despoilers of the dead and the immediate dispensing of justice.

The Witch-hunters advanced career is detailed on p. 106 of the **WFRP** rulebook. Dwarf witch-hunters of the Order of

Guardians may purchase the following additional skills: *cure disease*, *identify Undead* and *immunity to disease*. However, they are not able to learn *public speaking* – as a member of the Order has bluntly told a human counterpart on more than one occasion, they do not use peasant mobs to do their work for them.

New Skills

AGRICULTURE
Characters with this skill are well versed in knowledge of the seasons, weather patterns, and the best crops to grow given the climate and soil conditions. In addition, they know how to determine the best time and method to harvest their crop and store it during the winter months. With a successful **Int** tes, a character with this skill can determine whether a crop failure is due to natural causes (e.g., disease, insect infestation) or something unnatural (e.g.,magic).

AIR LORE
Characters with this skill understand the hazards of air travel, and can recognize signs of wind direction, velocity, and turbulence. They can also tell if conditions are hazardous to flying (be it in balloons, through magical means or in one of the mechanical marvels of the Dwarf engineers), and assess the level of risk with a high degree of accuracy (+10 modifier to **Int** tests). They understand the effects of different terrain, such as mountain passes, on air currents and wind conditions. This skill also gives a +10 modifier to all **I** or **Dex** tests, as well as any *risk* tests, that are required when flying.

ARCANE LANGUAGE – ARCANE RUNIC
This skill enables a character to gain a broad understanding of the meaning of any rune or pictographic symbol. These include the hieroglyphs of ancient Khemri, the Slann glyphs in the Southlands and Lustria, and the etchings on ancient megaliths in the remote parts of the world. Characters with this skill are permitted an **Int** test when faced with an unfamiliar runic script; a success allows the general intent to be understood, with successes of 30 or greater leading to a fairly detailed understanding of the message and failures of 30 or more indicating a significant misinterpretation.

EARTH LORE
Skilled characters are familiar with the potential hazards posed by the earth when excavating tunnels, expanding caverns, shaping rock and so on. Such hazards include soil prone to liquefaction, weakened bedrock and hidden thermal vents. In addition, characters with this skill will recognise signs of unstable earthworks, solid bedrock and fault lines. They can also identify the likeliest location of precious gemstone deposits, veins of metal ore and lodes of the noble metals. The skill grants a +10 modifier to any **Int** test involving these tasks.

IMMUNITY TO FEAR
This skill results from a character – such as a Slayer – having faced fearsome and stressful situations repeatedly. As a result of this repeated exposure, the character gains a +10% modifier to all *fear* tests.

IMMUNITY TO TERROR
Characters who have repeatedly faced horrors beyond most people's nightmares may, in time, become hardened to such experiences. They gain a +10% modifier to all *fear* tests (this bonus is cumulative with that granted by the skill *immunity to fear*) and a +10% modifier to all *terror* tests.

OPERATE MACHINERY
This skill enables characters to operate, maintain, and repair complex machinery constructed by the Guild of Dwarf engineers. Tests to maintain the machine are treated as a *construct* test, to which characters with this skill receive a modifier of +20. *Construct* tests are also used to repair the machine, but this skill confers no bonuses – it just permits the skilled character to attempt the test.

The GM can impose modifiers to the test depending on the severity of the problem and the circumstances in which the repair is being carried out.

Although all Dwarf machines are steam powered, each requires a specific type of expertise. A character with this skill will know all aspects of *one* of the following:

- Gunboat
- Gyrocopter
- Nautilus submersible
- War balloon
- Warship (Dreadnought, Ironclad and Monitor class)

The skill must be purchased separately for each class of machine.

SCHOLARSHIP
This skill is unusual in that it is mainly used in the acquisition of other skills. A character with this skill is highly proficient in finding and assimilating information and can reach a higher level of expertise in intellectual matters than a character without it. In game terms, the skill works as follows:

A character with *scholarship* may take a knowledge skill (i.e. one which affects **Int** tests) a second time. Each time the skill is taken it must be paid for with Experience Points in the normal manner, but the skill may not be taken twice from the same career. The effects of the skill are cumulative. For example, if a character has *theology* skill twice and must take an **Int** test where *theology* would normally give a +10 modifier, then the character gains a +20 modifier instead.

A character with this skill also gains a +10 modifier to all **Int** or **I** tests when trying to gain information from written sources (e.g. searching a wizard's library for a vital document or the formula of a potion).

SKI
Characters with this skill have the ability to easily move on snow-covered, mountainous terrain using skis.



SPECIALIST WEAPON

Dwarf warriors whose task is to crew the various weapons and war machines in the Dwarf arsenal require the appropriate *specialist weapon* skills. These are listed under the Warrior basic career on p. 83.

Further Details

The **WFRP** book **Apocrypha 2** contains additional rules for adding background and detail to characters. If the GM is using these rules, the following amendments apply to Dwarf characters, to take into account the additional information presented in this volume.

FAMILY BACKGROUND

Family and clan are of great importance to the Dwarfs. Part of the reason for this is the fact that Dwarfs reproduce slowly, and few females are born in comparison with other races. These facts make a Dwarf's family background somewhat different from that given in **Apocrypha 2**. As the Dwarfs do not wish other races to know the truth about their shrinking population, they tend to exaggerate birth rates and family sizes when questioned; the rule in **Apocrypha 2** reflect what the Dwarfs *want* other races to believe, while the rules that follow are a more accurate reflection of the true situation!

Brothers and Sisters

Roll D4-2 rather than D4-1 for the number of siblings. Each sibling has a 25% chance of being female. Roll 2D20 for age difference, with an equal chance of a sibling being younger or older than the character. On a roll of 2, there is a 5% chance that a same-sex sibling is actually the character's twin; identical twins are rare in Dwarfs, and fraternal twins are all but unknown.

Parents

The following table can be used to determine if either parent is living. For older characters, modify the roll by adding 10% for each full 20 years over 120.

D100	
01-20	Both parents living
21-45	Father dead
46-60	Mother dead
61-00	Both parents dead

The age of surviving parents may be determined as follows:

Father: 60 + 2D10 years older than the oldest child
Mother: 30 + 2D10 years older than the oldest child

If both parents are dead, roll a D100. On a roll of 95-99, the character was an orphan, raised by relatives. On a roll of 00, the character was a foundling (see p. 79)

Spouses and Children

Use the following table to determine if a male Dwarf character over 60 has a family of his own. Female Dwarfs add 30 to their age in order to determine if they have a spouse and children. This system should be used for NPCs; Dwarfs who go adventuring rarely, if ever, have families.

To determine the age of the first child, refer to the rules on *Parents* above. Roll again to determine if there is a second child, and keep rolling until a roll fails. Use the rules under *Brothers and Sisters* above to determine the ages of additional children; they are always younger than their predecessor. The GM should feel free to rule on any apparent contradictions.

Age	Married?	Children (if married)
61-70	5%	2%
71-80	10%	5%
81-90	20%	10%
91-100	30%	15%
101-110	40%	20%
111-120	50%	25%
121-130	60%	30%
131-140	60%	35%
141-150	50%	30%
151-160	40%	25%
161-170	30%	20%
171-180	20%	15%
181-190	10%	10%
191-200	5%	5%

Roleplaying Dwarfs

Dwarfs are far more than short, stocky humans with long beards, a foul temper, and a nasty habit of guzzling beer and hoarding gold (neither of which is a bad thing on its own merits). Dwarfs are a complex people who have successfully balanced their hardy individualism with their reverence for their clan and ancestors. Simply put, players of Dwarf characters should be ever mindful that the actions of their character will reflect on their reputation as well as on their clan.

This is not to say that one Dwarf character is like any other. Dwarfs are individuals, and Dwarf characters can be as varied as the players who play them. Most player characters will be Expatriate Dwarfs who live among humans, most notably in the Empire. When such a character exhibits some "un-Dwarf-like" behaviour in the course of role-playing, one could thus attribute it to the influence of the dominant human culture. These "quirky" traits should be few in number, and should be kept fairly consistent so that the character is more "real" and less of a stereotype; the character should not be so erratic as to be perceived by fellow Dwarfs as odd and potentially Chaos-ridden.

Dwarfs are fiercely loyal to those who have performed a great service for them (like Sigmar, who saved Dwarf King Kurgan

Ironbeard from the Orcs). These Dwarf-friends can count on a Dwarf's allegiance for almost anything, short of a dishonourable act such as a betrayal. By the same token, anyone who betrays a Dwarf, or otherwise causes him harm, earns his undying enmity. The Dwarf player should maintain a list of those who are his friends (hopefully, this will include the character's fellow-adventurers) and his enemies, as well as the deeds that caused each individual's name to be recorded on either list. These lists will become, if you will, a personal Book of Remembrance and Book of Grudges.

Another common Dwarf trait is the strength of obligation when a Dwarf gives their word. This, coupled with the fact that they find oath-breakers particularly loathsome, means a Dwarf will give considerable thought before committing themselves to anything. Many Dwarfs come across as non-committal, since this lack of oath-giving gives them the freedom to determine whatever action they deem necessary to handle a given situation. Thus a player of a Dwarf character should avoid "giving their word" to see a deed done unless it involves very important matters of personal or clan honour. Once they pledge their honour, the player should note the exact action that prompted the oath and the details of what was sworn. This should become a point of reference when deciding whether they have made good on their word.

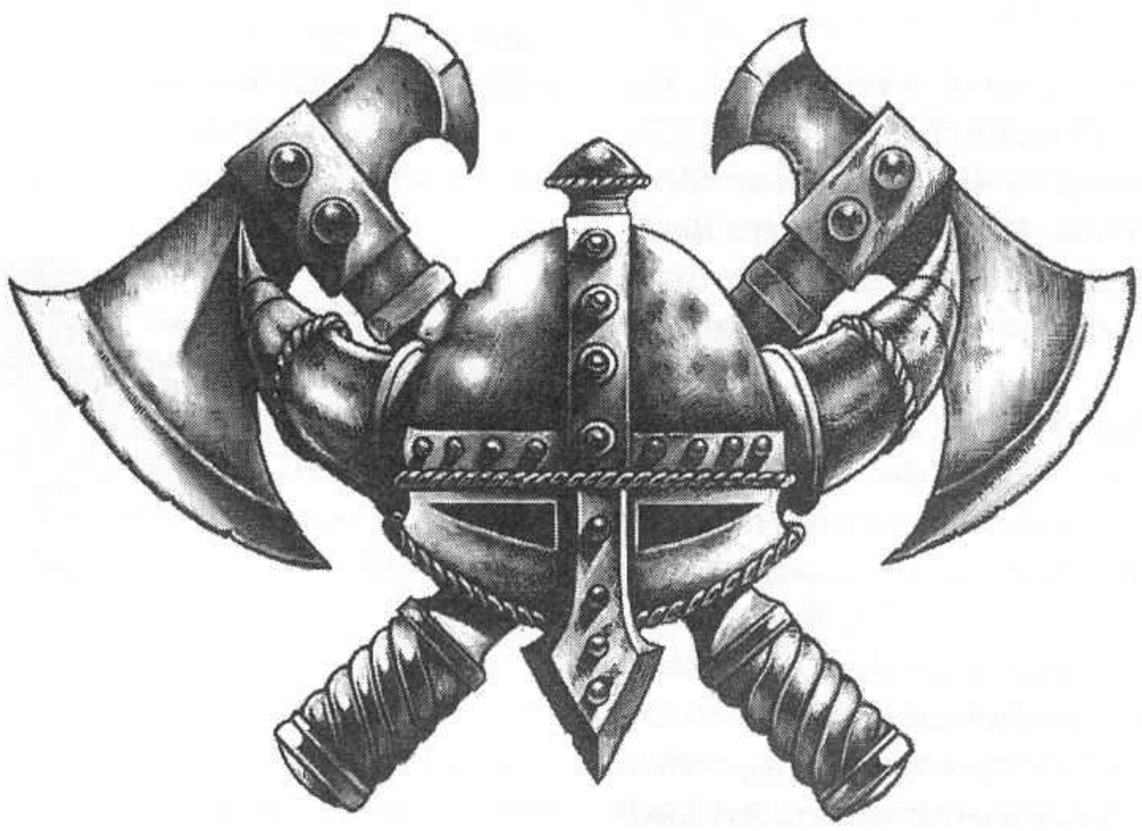
Reputation is another strong Dwarf characteristic. Ask a Dwarf what they have accomplished in life and they will (if they deign to do so) recite all their deeds, chapter and verse. This is done without boasting; in fact, boasting is seen to be the last resort of those whose accomplishments are of no consequence. The Dwarf player should jot down any noteworthy accomplishments which enhanced their own and their clan's reputation. Beating the town bully in a fight would not be considered a great deed to a Dwarf warrior, but saving their companions from a marauding Troll would. A Dwarf armourer would take great pride in crafting a suit of armour that so attracts the critical eye of a Dwarfking that he pays an inordinate sum just to possess it.

Dwarfs love to accumulate wealth, as a mark of prestige and a measure of success. This is not to suggest that a Dwarf is stingy, just frugal. When there is a choice between a luxury (such as a large private room at an inn) and a necessity (a bench in the common room to sleep on), the Dwarf character will always opt for the latter. It's less expensive, after all. Dwarfs generally put a sizeable amount of their earnings (or loot, in the case of adventurers) into a safe place. This could be a private underground vault, or one of the banking houses in Altdorf or Marienburg. No matter what they choose to do, Dwarfs are very good at remembering how much money they have saved.

Consistent with their frugality, Dwarfs are notoriously critical shoppers. Human merchants find them particularly irritating, because Dwarfs generally have an excellent eye for craftsmanship and will ceaselessly haggle the price down over any perceived flaws, no matter how minor. This annoying behaviour is offset by the merchant's knowledge that Dwarfs tend to have a lot more money to spend than their human counterparts. Most merchants have learned to save themselves time and effort by simply getting out their best quality pieces when a Dwarf starts making enquiries.

The importance of the clan should not be understated or underestimated. When confronted with adverse circumstances, all members of a clan close ranks with one another. This can either help or hinder a Dwarf character (and their companions). On one hand, Dwarfs can count on aid from their kinsmen in time of need. On the other hand, commitments to the clan can obligate a Dwarf to undertake a task they would otherwise avoid (like helping an adventuring kinsman who has run afoul of a powerful magistrate). GMs can exploit clan ties to add complication to adventures or lead into new adventures. Players of Dwarf characters should work closely with a GM to create their immediate family members as well as certain key individuals in their clan (such as Elders and a few other well accomplished, prominent members).

Given all this, the Dwarfs can be a very challenging race to play. However, the reward for the player will come from the opportunity to role-play a distinctive character to his fullest potential.



DWARFS OF RENOWN

THE HISTORY OF THE DWARFS IS FULL OF HEROIC characters and valorous deeds. This chapter presents a few of the most famous figures from Dwarf history.

Thorgrim Grudgebearer

High King of Karaz-a-Karak
Ex-Noble, ex-Miner, ex-Engineer, ex-Master Engineer, ex-Soldier, ex-Veteran, ex-Templar

Height: 4 ft 11 in
Weight: 160 lbs
Hair: White
Eyes: Blue-purple
Age: 292
Alignment: Neutral (Grungni)
Psychology: *Hatred* for Goblins, Orcs, Hobgoblins, Skaven, Dark Elves, Chaos, Undead, and Chaos Dwarfs. *Animosity* towards High Elves and Wood Elves.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	78	53	7*	6	15	66	3	63	85	61	82	77	46

Skills: Acute Hearing; Carpentry; Chemistry; Disarm; Dodge Blow; Drive Cart; Engineering; Etiquette; Gamble; Heraldry; History (Dwarf); Law (Dwarf); Lightning Reflexes*; Luck; Metallurgy; Mining; Orientation (underground); Public Speaking; Read/Write – Khazalid, Reikspiel; Scale Sheer Surface; Secret Language – Battle; Secret Signs – Dwarf Engineers' Guild, Dwarf Templar; Set Trap; Sixth Sense; Smithing; Speak Additional Language – Reikspiel; Specialist Weapon – Flail. Two-Handed Weapon; Spot Traps; Stoneworking; Street Fighter; Strike Mighty Blow; Strike to Injure; Strike to Stun; Very Strong*.

Possessions: Armour of Skaldour (4AP body/arms/legs, immune to all fire attacks including Dragon breath and Skaven warpfire throwers); Axe of Grimnir (+4 **S**, Wounds are doubled, ignores non-magical armour); Dragon Crown of Karaz (**Ld** +20, wearer and any comrades with whom he is grouped are immune to *fear* and *terror*); Great Book of Grudges.

The initial thrust of the Chaos Incursion of 2302 I.C. reached the gates of Karaz-a-Karak. Deep within the underground citadel, Thorgrim Grudgebearer heard the alarm as he sat by the side of his dying father, the High King. Thorgrim rose and called forth his warriors. "If it's a fight those fools want," Thorgrim thundered, "then by Grungni and all the Ancestors, it's a fight they'll get!" The hold's cannon tore into the Chaos horde, slaughtering them by the score. As they reeled from the onslaught, the army of Karaz-a-Karak poured forth from the main gate and destroyed the surviving minions of Chaos.

With the immediate threat to Karaz-a-Karak averted, Thorgrim sent an expeditionary force northward. It arrived at the city of Kislev mere days before a vast Chaos host took Praag and overwhelmed the Kislevite front line of defence. Thorgrim's troops bolstered the defence of Kislev, enabling the defenders to hold out until Magnus the Pious and his army arrived from the Empire. Together, the three allies turned the tide of the war, and the Chaos hordes were forced back to the north – although Praag was never recaptured.

Shortly after the war was won, Thorgrim succeeded his father as High King of Karaz Ankor. He vowed to undertake the settling of the ages-old affronts to the Dwarf race, as detailed in the Great Book of Grudges. While Thorgrim has removed many entries from the book, he has also added several new ones. The High King's devotion to exacting proper retribution for the great number of the grudges in the Book almost guarantees that Thorgrim's reign will continue for a great many years to come.

As noted on p. 27, gaining admittance into Karaz-a-Karak is very difficult for outsiders, including most Expatriate Dwarfs. Once in, however, visitors can expect to be summoned before the High King. Thorgrim does not let any potential source of intelligence slip past him, and personally questions visitors for news from the outside world. He is particularly interested in news of Imperial political machinations and events in Marienburg. Although the High King chides Director Arkat Fooger of Marienburg for having 'gone native' with the humans, he remains a personal friend and ally in the quest to regain the fallen Dwarfholds. Any who have entered the Dwarf capital with nefarious motives will be quickly uncovered by Thorgrim and given over to his trusty aides for further interrogation.



Ulther Stonehammer

Heir to the kingship of Karak Ungol
and Leader of the Dragon Company
Veteran, ex-Noble, ex-Miner, ex-Artisans' Apprentice, ex-Artisan (Carpenter, Gunsmith, Weaponsmith), ex-Soldier, ex-Tunnel Fighter

Height: 4 ft 10 in
Weight: 135 lbs
Hair: Light brown
Eyes: Pale grey
Age: 64
Alignment: Neutral (Grungni)
Psychology: *Hatred* for Chaos Dwarfs, Goblins, Orcs, and Hobgoblins.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	66	49	5	6	13	41	2	48	68	47	80	65	31

Skills: Carpentry; Chemistry; Disarm; Dodge Blow; Drive Cart; Etiquette; Gamble; Heraldry; History (Dwarf); Law (Dwarf); Luck; Orientation (underground); Read/Write – Khazalid, Reikspiel; Metallurgy; Mining; Public Speaking; Scale Sheer Surface; Secret Language – Battle; Sing; Smithing; Speak Additional Language – Reikspiel; Specialist Weapon – Firearms, Two-Handed Weapons; Street Fighter; Strike Mighty Blow; Strike to Injure; Strike to Stun.

Possessions: Sleeved mail shirt (1AP body/arms); helm (1AP head) with *Rune of Furnace*; Shield (1AP all over); axe with Runes of *Fury* and *Striking*, pair of pistols with powder and ammunition for 10 shots; crossbow and 20 bolts; 10 days' rations; two water-skins.

As he lay dying in Karaz-a-Karak, King Ulfar Stonehammer of Karak Ungor sent for his son, Prince Ulther, who was leading a punitive expedition in the mountains north of Karak Kadrin. Knowing that it was not the will of the Ancestors that he should live to see Karak Ungor freed from its 4,000-year occupation by the hated Orcs and Goblins, King Ulfar charged his son with the task of liberating their hold and slaughtering its occupiers to the last Snotling. King Ulfar laid one further demand on Prince Ulther: to slay any Chaos Dwarf who should cross his path. Ulfar viewed these abominations, and the Tainted Dwarfs from the northern World's Edge Mountains, as a stain upon the honour of the Dwarf race.

Taking a dragon-headed post from his father's deathbed as his standard, Prince Ulther accepted the obligations bestowed upon him. He refused to accept the title of King until he could be crowned like his ancestors in the Great Hall of Karak Ungor. King Ulfar passed on to join his Ancestors, secure in the knowledge that his son would carry on the task of liberation.

By Dwarf standards, Prince Ulther is young and impetious. He and his elite Dragon Company conduct a rather unorthodox campaign, hunting greenskins and Chaos Dwarfs



through the mountains using guerrilla tactics instead of the formal battlefield operations of most Dwarf forces. Attacking by surprise whenever they can, the Dragon Company's pistols and crossbows administer a devastating first attack, sowing panic and confusion in the enemy ranks. The Dragon Company then closes to finish the job with their axes.

Most encounters with Prince Ulther and his Dragon Company will occur in the mountainous regions north of Karak Kadrin, or the nearby Imperial and Kislevite foothills. Individuals wishing to aid Prince Ulther in his quest are more than welcome, especially if they are Dwarfs. Such individuals should be warned that Prince Ulther doesn't suffer slackers or braggarts, and risks his own life as much as those of his followers. Those who fail to pull their weight are usually abandoned in the mountains without provisions.

Harok Anvilfist

Ace gyrocopter engineer of Karaz-a-Karak
Pilot, ex-Artisan's Apprentice, ex-Engineer

Height: 4 ft 11 in
Weight: 155 lbs
Hair: Ash blond
Eyes: Blue
Age: 80
Alignment: Neutral (Morgrim)
Psychology: *Hatred* for Goblins, Orcs, and Hobgoblins.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	52	42	5	4	10	48	2	42	61	52	70	62	25

Skills: Air Lore; Carpentry; Dance; Drive Cart; Engineering; Metallurgy; Mining; Operate Machinery – Gyrocopter; Read/Write; Secret Signs – Dwarf Engineers' Guild; Set Trap; Smithing; Specialist Weapon – Bombs, Steam Cannon; Spot Traps.

Possessions: Axe, leather jack (0/1AP body/arms); leather hood (0/1AP head); goggles; scarf; Mootland cigars; gyrocopter; tool box with assorted tools; D10 bombs.

Harok typifies the swaggering engineer aviators of the Karaz-a-Karak and is reputed to be the best of the Dwarfholds' pilots. At times over the past 30 years, Harok has been given command of a gyrocopter squadron that is generally formed during a time of war.



Harok sometimes undertakes an airborne patrol of the approaches to Karaz-a-Karak, particularly on the route that leads from the Border Princes and the Empire beyond. He is usually the first to spot groups of individuals approaching the Dwarf kingdom's borders. Harok will do a few flybys – some of which might be rather daring, as if to impress the travellers with Dwarf prowess – to determine if the unidentified group is friendly or not. If satisfied that they present no danger, Harok will call down to the intruders and demand to know their names and business. Should he be fired upon or threatened in any way, Harok will toss down a bomb or two before heading towards one of the watchtowers to alert the garrison there of the forthcoming danger.

Despite an easygoing demeanour with those he knows, Harok is a hardened veteran of the ongoing Dwarf struggle against their various racial enemies. He is very direct in his dealings with others, and suspicious of anyone who is overly friendly. Harok is very confident (bordering on arrogance) about his abilities.

Borin Rognison

Expatriate Dwarf "Seeker of Knowledge"
Explorer, ex-Artisan's Apprentice, ex-Runesmith's Apprentice, ex-Runesmith, ex-Hunter, ex-Mountaineer

Height: 5 ft 0 in
Weight: 166 lbs
Hair: Jet black
Eyes: Medium brown
Age: 90
Alignment: Neutral (Thungni)
Psychology: *Hatred* for Goblins, Orcs, and Hobgoblins

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	64	42	4	6	14	33	2	46	70	62	79	71	45

Skills: Animal Care; Art; Carpentry; Cartography; Concealment Rural; Drive Cart; Engineering; Evaluate; Follow Trail; Game Hunting; Gem Cutting; Inscribe Runes (Level 1 – Weapon, Talismanic); Law; Linguistics; Magical Awareness; Magical Sense; Metallurgy; Mining; Orientation; Read/Write – Bretonnian, Khazalid, Reikspiel, Slavic, Tilean; Ride – Horse; Rune Litany; Rune Lore; Scale Sheer Surface; Secret Language – Ranger; Secret Signs – Mountaineer's, Woodsman's; Silent Move Rural; Ski; Smithing; Speak Additional Language – Bretonnian, Reikspiel, Slavic, Tilean; Specialist Weapon – Blunderbuss; Stoneworking; Super Numerate.

Magic Points: 13

Runes: Level 1 – *Cutting, Parrying, Restoration, Striking, Warning.*

Possessions: Mail shirt (1AP, body); shield (1AP all over); sword with runes of *Cutting* and *Striking*; crossbow and 20 bolts; horse and cart; medallion with *Rune of Warning*; runic anvil; smith tools; Dd3 mules; D6 maps; 2000 GC in cash and trade goods.

Borin grew up in the Metallschlacke district of Altdorf (part of the Dwarf quarter). He was apprenticed to his father after he demonstrated a high aptitude for Runic magic. Borin was taught that his gift would be coveted by unscrupulous humans and Elves. He also learned that one of the responsibilities of a runesmith was to do whatever is necessary to keep the knowledge of Runic magic from anyone other than another Dwarf runesmith. So, like many other Expatriate runesmiths, Borin posed as a blacksmith and weaponsmith to hide his true calling.

Borin continued the charade for many years. His life changed one day, when he ventured into the Library of Sigmar to learn more about the dawn of the Empire. As he read the ancient, dusty tomes, Borin discovered obscure references to ancient – and heretofore unknown – rune weapons, and other works of runecraft. He closed his forge, left his runic anvil with his father, and left Altdorf for the eastern frontier.

Borin travelled extensively in the mountains and forests of the Empire and Kislev, tracking down folk-tales and other clues to the whereabouts of runic artefacts. When he was satisfied with his research, he returned to Altdorf to collect the rest of his possessions and then, with cart and anvil, he left the Imperial capital for the last time.

Borin can be encountered in two ways. He might assemble a group of adventurers to accompany him on an expedition to some sparsely inhabited region or wilderness. He never reveals his true purpose to non-Dwarfs, presenting himself instead as a scholar associated with the University of Nuln – where he has indeed published several historical treatises in recent years. Borin prefers to hire adventurers of proven ability and discretion; he also pays well. Borin may also be encountered as he travels through the Old World wilderness, especially the World's Edge and Black Mountains.



'The Magnificent' Sven Hasselfriesan

Master Engineer (Wetback)
Ex-Engineer, ex-Shipmaster, ex-Pilot

Height: 4 ft 10 in
Weight: 171 lbs
Hair: Copper
Eyes: Blue
Age: 92
Alignment: Neutral (Morgrim)
Psychology: *Hatred* for Goblins, Orcs, and Hobgoblins

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	44	6*	7*	12	52	1	65	71	68	81	73	31

Skills: Acute Hearing; Air Lore; Astronomy; Boat Building; Carpentry (x2); Chemistry; Drive Cart; Engineering (x2); Metallurgy; Mining; Operate Machinery – Gun Boat, Gyrocopter, Nautilus, Warship; Orientation; Read/Write – Khazalid, Reikspiel; River Lore; Row; Scale Sheer Surface; Secret Signs – Dwarf Engineers' Guild; Set Trap; Smithing; Speak Additional Language – Reikspiel; Specialist Weapon – Bombs, Steam Cannon; Spot Traps; Stoneworking (x2); Very Strong*; Very Resilient*.

Possessions: Mail shirt (1AP body); helm (1AP head) with *Rune of the Furnace* (bearer is immune to heat and fire); shield (1AP all over); warhammer with runes of *Cleaving* and *Smiting*; tool box and tools.

Sven is as wild and anarchic a Dwarf as one is likely to find anywhere. He is also one of the most gifted and innovative engineers ever. In fact, Sven and Burlok Damminson, the current Engineers' Guildmaster of Karaz-a-Karak, worked together in their rebellious youth on all kinds of illicit innovations. Among their many collaborations were the warpfire distillery, the aerial wonder rocket, and the steam radiophone. This era of youthful exuberance was cut short when an experimental pressure vessel exploded. The guildhall was left in ruins, and Burlok's left arm was blown off. All of Sven's and Burlok's devices were destroyed soon after. The loss of his limb soured Burlok, turning him against such reckless creativity and making him an inflexible advocate of staying with time-tested devices. Sven took a different view. He saw the need for continued experimentation, with more stress on research and analysis.

Sven journeyed to Barak Varr, where he continued his radical experiments in relative peace. After years of development, Sven unveiled a new engine powered by alcohol vapour. He fitted the new engine onto a boat of his own design, the Voltsvagn, to demonstrate its capabilities. The Cragbrow clan was furious, as Sven's invention threatened their hold on Barak Varr surface ship designs. They alerted Karaz-a-Karak to Sven's continuing experiments, and the Engineers' Guild ordered his expulsion.

Sven took the Voltsvagn and left Barak Varr with a handful of followers. He landed in Marienburg, where he stayed for some time to modify his ship and add a few gadgets. During this time, Sven met Director Arkat Fooger, and the two immediately struck up a friendship and business arrangement. Fooger would obtain workshops and materials for Sven in exchange for exclusive rights to sell the renegade engineer's inventions.

On the proceeds of this arrangement, Sven decided to outfit an expedition to Lustria. He recruited the Norse Dwarf Berserker Juggo Jorikson to be his first mate and personal bodyguard. With Juggo's help, he assembled a crew of Norse humans and Dwarfs. Fooger underwrote much of the expedition's costs in exchange for a percentage of anything of value obtained by Sven and his crew. Years passed before "the Magnificent Sven" returned with a ship laden with treasure – demonstrating the shrewdness of Fooger, whose fortunes were bolstered by their success.

Sven is an adventurous Dwarf – traditionalists would brand him a dangerous anarchist – who travels far and wide whenever he is away from his many workshops. Characters could encounter him in almost any location and circumstances – except in a Dwarfhold. He may be assembling an expedition to some odd corner of the world, or moving to another location after blowing up yet another workshop. He could also be involved in a scenario where some reclusive inventor is inadvertently scaring the local inhabitants of a nearby village with weird lights at night and unusual sounds.

Karstin Largsdottir

Agent of Marienburg Director Arkat Fooger
Expatriate Dwarf Merchant, ex-Artisan's Apprentice, ex-Artisan (Jewelsmith), ex-Master Artisan (Jewelsmith), ex-Trader

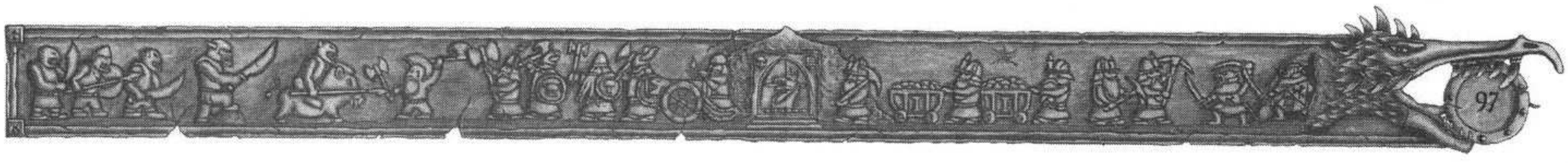
Height: 4 ft 6 in
Weight: 130 lbs
Hair: Ash blond
Eyes: Medium brown
Age: 77
Alignment: Neutral (Smednir)
Psychology: *Hatred* for Goblins, Orcs, and Hobgoblins

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	50	31	4	5	11	52	1	70	84	66	78	82	50

Skills: Acute Hearing; Art; Drive Cart; Etiquette; Evaluate; Gem Cutting (x2); Haggle; Law; Magical Sense; Metallurgy; Mining; Numismatics; Read/Write – Bretonnian, Khazalid, Reikspiel; Scroll Lore; Secret Language – Guilder, Dwarf Jewelsmith, Merchant; Secret Signs – Artisan; Silent Move Urban; Sixth Sense; Smithing; Speak Additional Language – Bretonnian, Reikspiel; Super Numerate.

Possessions: Sword with *Master Rune of Swiftness* and *Rune of Cleaving*; medallion with *Rune of Warning*; jewellers' tools; townhouse.

Like most Dwarfs, Karstin entered the family business by becoming her father's apprentice. Her skill and natural abil-



ity enabled her to quickly become a full-fledged member of the Jewellers' Guild. Her exquisite jewellery became the rage of Marienburg's high society, and was even compared to the work of the masters from the Dwarf Empire of Karaz Ankor. Naturally, others in the Guild, among them Dwarf artisans, grew jealous of Karstin and her rapidly growing fortune.

While certain members of the Jewellers' Guild began plotting against her, Director Arkat Fooger also took an interest in his clanswoman and second cousin. He saw in Karstin a very keen mind and a fierce determination to succeed. He also knew of the plot brewing within the Jewellers' Guild. Arkat needed to place talented and trustworthy individuals in critical positions to ensure his financial empire would survive the machinations of certain Marienburg Directors. As Clan Elder, Arkat summoned Karstin to his offices in Guilderveld to put forward a business proposal.

Karstin agreed to Arkat's conditions and began her training under his watchful eye – and the second Elder of the clan, Waltonius Goldbeard, took note of yet another rival. Karstin proved to be a quick learner, and soon found herself sailing up the Reik to Altdorf as the Fooger clan's representative in the Empire. Her first task was to open new offices in the Bankbezirk quarter of the city and establish contact with the Karaz Ankor embassy. (For more information on Fooger, see **Marienburg: Sold down the River**, pp. 87-88.)

Established or well-connected characters can encounter Karstin in the mercantile district of Reiksmarkt, just upriver from the docks, where she conducts most of her business. Karstin has found extending Fooger's insurance business a little rough going, with the Imperial merchants whose understanding of business needs and market conditions is somewhat less sophisticated than that of their Marienburg counterparts. Adventurers seeking employment may find themselves hired by Karstin to escort a merchant convoy, as protection against bandits and Goblins – or worse. Some characters may even be hired as Karstin's bodyguards, since the extension of Fooger's financial empire to the Empire is not without opposition. Some adversaries may be local, while others will be hired by those Marienburg Directors who would profit from Fooger's collapse.

Tarni Ironspike

Expatriate Dwarf
Witch Hunter, ex-Initiate, ex-Cleric

Height: 5 ft 0 in
Weight: 140 lbs
Hair: Medium brown
Eyes: Pale grey
Age: 64
Alignment: Neutral (Gazul)
Psychology: *Hatred* for Goblins, Orcs, Hobgoblins, and Undead

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	74	53	5	6	12	52	3	44	77	44	64	91	31

Skills: Acute Hearing; Arcane Language – Ancient Dwarf, Elemental Magick, Magick, Necromantic Magick; Cast Spells – Clerical 1, Clerical 2; Identify Undead; Immunity to Disease; Immunity to Poison; Inscribe Runes – Level 1, Level 2; Law – Dwarf; Luck; Marksmanship; Magical Sense; Meditate; Mining; Public Speaking; Read/Write – Khazalid, Reikspiel; Rune Lore; Scale Sheer Surface; Scroll Lore; Secret Language – Classical; Silent Move Rural; Silent Move Urban; Sixth Sense; Smithing; Speak Additional Language – Reikspiel; Specialist Weapon – Net, Lasso, Crossbow Pistol, Throwing Weapon; Strike Mighty Blow; Theology.

Magic Points: 18

Spells/Rituals: Battle 1: *Cure Light Injury, Immunity from Poison;* Divine 1: *Funeral Rite, Nameless Funeral;* Necromantic 1: *Destroy Undead, Zone of Life;* Battle 2: *Zone of Sanctuary;* Divine 2: *Exorcism, Retribution.*

Runes: Level 1: *Enemy Detection*, *Restoration*; Level 2: *Alarm, Locking*, *Opening*.

Possessions: Sleeved mail shirt with breastplate (2AP body, 1AP arms); sword with *Rune of Fire*; crossbow pistol and 10 bolts; 3 throwing knives; rope (10 yards).

Tarni grew up in the mixed Dwarf-human mining camp of Zinntasseberg on the southern end of the Habercrybs. When she was young, there was a cave-in in one of the mine shafts that trapped ten miners, several of them Dwarfs. Tarni joined in the effort to free them, but it took too long as the collapse was more extensive than was initially assumed. Snorri Gravehand, a travelling priest of Gazul, chanced to arrive in the camp, and began to administer rites to all who fell, Dwarf and human alike (since there was no priest of Mórr in the vicinity). Tarni assisted the priest with his efforts, and there found her calling.

Tarni accompanied Snorri Gravehand when he left the settlement. They travelled for several months until they came to the Dwarf settlement of Khazid Harkhat in the foothills of the Grey Mountains near the River Grissen. A gathering of Expatriate Priests was in progress, and Tarni became an initiate of Gazul. She continued in Snorri's company for several years more as they travelled throughout the Reikland, administering to the needs of Expatriates. Years later Tarni was elevated to priesthood, and parted company with Snorri.

Tarni was later given the area around the River Söll as her particular ward. Life was routine for at least a decade, until Tarni learned of Snorri's death. She hurried on to the Reiklander town of Ubersreik, where a number of Dwarfs had gathered to mourn Snorri's passing. When she arrived, Tarni learned that her esteemed mentor had been slain by a necromancer after stumbling upon his hidden lair. Although Snorri had battled furiously, in the end, the necromancer had proved too much for him. The foul sorcerer left Snorri's wrecked body where it fell, for he had been grievously wounded as well, and had retreated so that he could tend to his injuries. A group of human prospectors came across Snorri's corpse and bore him back for a proper burial. Snorri's



death devastated Tarni. In his memory, Tarni dedicated her life to the eradication of necromancers.

Tarni usually roams the less populated regions of the Empire, where her quarry are more likely to have hidden themselves and their loathsome labours. She can be encountered in a number of ways. One of the more dramatic might be to have Tarni suddenly appear on the scene when adventurers are under attack by Undead creatures. A variation could be having the characters arrive as a wounded Tarni has decided to make a "last stand" defence against a larger number of Undead. Another possibility would involve Tarni looking for hirelings to investigate rumoured necromantic activity in some remote part of the Empire, such as the eastern Stirland frontier near Sylvania – or perhaps Tarni has mistakenly killed a wizard who she thought was a necromancer and the characters will be hired to find and bring her back for trial.

Josef Bugman

Leader of Bugman's Rangers
Expatriate Dwarf Mercenary Captain, ex-Artisan's Apprentice, ex-Artisan (Brewer), ex-Master Artisan (Brewer), ex-Mercenary, ex-Mercenary Sergeant

Height: 4 ft 10 in
Weight: 145 lbs
Hair: Dark brown
Eyes: Medium brown
Age: 105
Alignment: Neutral (Valaya)
Psychology: Hatred for Goblins, Orcs, and Hobgoblins

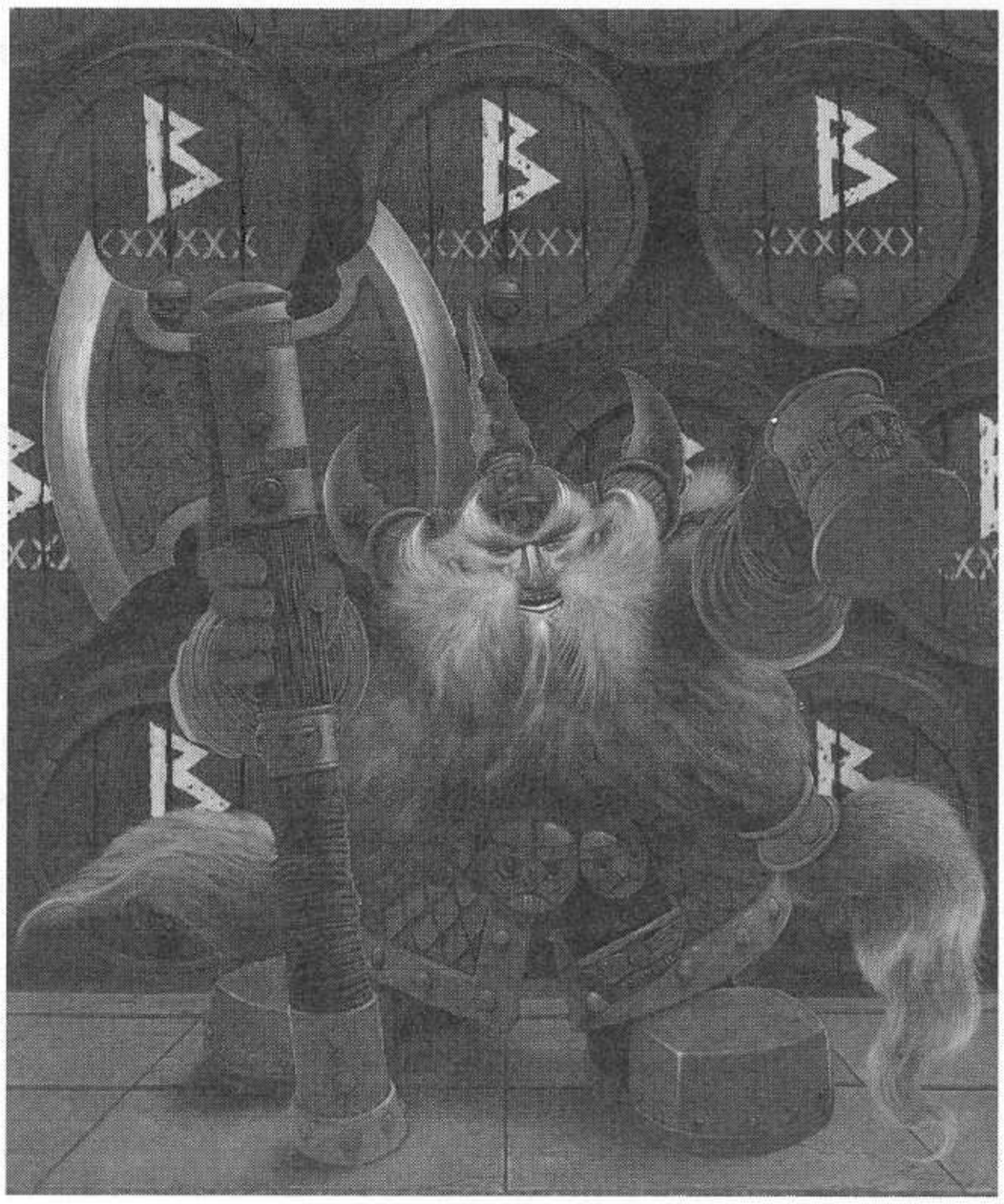
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	74	55	5	6*	13	52	3	63	85	61	84	81	40

Skills: Brewing (x2); Consume Alcohol; Disarm; Dodge Blow; Drive Cart; Gamble; Herb Lore; Identify Plants; Magical Sense; Metallurgy; Mining; Scroll Lore; Secret Language – Battle; Secret Language – Guilder (Brewer); Secret Signs – Artisan; Specialist Weapon – Two-Handed, Flail, Parrying Weapon; Street Fighter; Strike Mighty Blow; Strike to Injure; Strike to Stun; Very Resilient*.

Possessions: Sleeved mail shirt (1AP body/arms); helm (1AP head); double-handed axe with runes of *Cleaving* and *Fury*; crossbow and 20 bolts; Bugman's Enchanted Tankard (may restore 1D6 **Wounds** three times per day).

Bugman inherited the family business from his father Zamnil many years ago. Situated near the Imperial village of Wusterburg near the River Söll, Bugman's Brewery flourished thanks to Josef's exceptional brewing skills. Bugman's XXXXXX and Dark Bitter are served in the Imperial Court in Altdorf and the Hall of the High King at Karaz-a-Karak. Bugman's Dark Choice and King's Gold are also the ales of choice of Dwarf kings. Josef and his kin grew rich, then tragedy struck.

While Josef and a select escort delivered a shipment of ale to the Emperor, several Goblin tribes from the Black Mountains descended upon the brewery, overwhelming the Dwarf defenders after a short but brutal battle. Many of Bugman's kin were slain, and his brewery was burned to the ground.



Josef and his escort found the proud brewery in ruins. They gathered all their gear (and whatever ale they could salvage) before setting off to extract revenge. Although old, the trail was easy to follow – at least, until they reached the mountains. The Goblin tribes scattered, but it didn't matter to Josef. "We just chase down one tribe, kill 'em, then move on to the next," he muttered to himself. Their eyes glazed in anger, Bugman and his Rangers gripped their tankards tightly and continued their march of retribution.

Months turned into years as Bugman's killing spree became legend. Their choice of quarry expanded to include Orcs and Hobgoblins. Bugman's Rangers have been spotted near the ruined Karak Varn and Black Water. Recently, a Dwarf patrol from Zhufbar was ambushed by a force of Orcs and Goblins. All seemed bleak until Bugman and his Rangers (followed by their Beer Cart) suddenly appeared and charged the greenskins' rear. After a brief respite to drink a tankard or two of ale, Bugman's Rangers set off after the fleeing greenskins.

Bugman and his Rangers will usually be encountered in areas such as the Imperial forests and the mountain ranges surrounding the Empire. Bugman may also be encountered near his ruined brewery at Wusterburg. Although many believe that Bugman was forever ruined by the Goblin raid, the cunning Dwarf has numerous secret caches of weapons and ale casks hidden throughout this area. Bugman's foresight ensured that he can continue his unrelenting war for a number of years to come. Any character who unwittingly discovers one of Bugman's hidden stores will learn first hand what it means to come between a Dwarf and his ale.

KHAZALID & RUNIC SCRIPT

Drogni the Young sighed, and wiped his tired eyes. The candlelight was dim enough, but the flare as it fell on the burnished metal was blinding. He took up his tooth burin once more, and started scribing the next rune, the next step in the story of the fall of the watchtower of Snorri Longblade. His brow furrowed, his eyes screwed tight as he gently teased the tool across the shining surface, scraping thin curling wires from the mirror-flat surface, leaving the tiny channels that combined so mysteriously to capture the very meaning of the tale, the essence of the words. He wondered, idly, which great and wise Dwarfs of the future would return to this, his handiwork, to learn of what had passed – and he wondered if they would look reverentially upon it, and remark, "Ah! See how, although so young, he already shows hints of the great skill of his later years! Look, the fineness of the lines, the precision of the...."

A clout to the back of the head snapped him from his reverie. "Young fool!" Runemaster Snowbeard barked. "What nonsense is this? Can you not keep from your prideful dreams for one mere hour? I should shave you myself for this insult! You were to describe the noble Snorri as the slayer of many foul Trolls! What idiocy is this that confuses the rune of victory for the mark for offspring?!"

THE DWARF LANGUAGE IS CALLED KHAZALID. ALTHOUGH it has adopted words from other languages, Khazalid has remained remarkably pure compared to any other Old World language. In fact, Khazalid has had more impact on other languages than they have had on it; it has had a particularly strong impact on the languages of the Empire and Norsca. There are even Khazalid-influenced elements in both the debased Dark Tongue and uncouth Orc languages.

Among Dwarfs, Khazalid is spoken freely. It is rarely heard by any other race except for the war cries and curses emanating from the field of battle. The Dwarfs are so secretive about their language that no member of any other race can master more than a few words and phrases of Khazalid.

Most Dwarf words have several meanings. To understand the exact meaning of a Khazalid word, one must consider the context in which it is used. The way a word ends can also help determine its meaning. Words that end in "az" tend to be places or physical things. Words ending with "ak" are most often abstract concepts such as battle or endurance. Words which ending with "i" usually refer to a race, profession, or type of person. To complicate things, some runes may be used for two related words such as "dreng" (to slay) and "drengi" (Slayer).

There are other signifying suffixes that can change the meaning of a word. "-ar" is used to denote something that continues indefinitely over time, such as trade. "-en" signifies something that is currently going on, but not indefinitely, such as marching or carrying a heavy load. "-al" usually refers to a group or band of people or creatures, such as a herd of animals or warband of goblins. "-it" or "-git" has two purposes. It could be used to indicate something small or trivial, but is also used to indicate the present tense. "-ul" or "-kul" are common word endings, but may also be used to connote "the art of" or "the master of" the root word to which they are attached. (For example, "Grungkul" means the art of mining.) Lastly, "-ha" when used at the end of a word is much like an exclamation point. It is also understood as being similar to the Manling phrase "so there" or "so watch it", which is usually taken as fighting talk.

The Dwarf runic script is extremely ancient, dating back to the time of the Long Migration. Their distinctive angular form resulted from the hard materials (wood, metal, and stone) upon which the Dwarfs inscribed them with a knife or chisel. Even today, Dwarfs prefer to inscribe their books on long, thin scrolls of beaten metal (such as gold or copper) than on parchment. Occasionally leather is used when metal is scarce. The script includes a basic alphabet (called "Klinkarhun") and a large number of (almost) pictographic characters (otherwise known as "picture runes" or "Agrurhun"). Both kinds of runes can be found mixed together in Khazalid texts. Generally, a simple text – like a Dwarf contract – might be written in basic alphabetic runes. Ancient and secret texts tend to use a larger number of picture runes. The great sacred tomes of Karaz-a-Karak, the Book of Remembering and the Book of Grudges, are written on thousands of sheets of gold (or gold-copper alloy) beaten as thin as parchment.

It should be noted that Dwarfs do not have any runes for distinguishing between the sexes. This is primarily due to the fact that Dwarfs do not concern themselves with an individual's gender, but rather their abilities, skills and reputation. The sole exception to this is the rune denoting the King's consort; where it is necessary to identify a female Dwarf, this rune and word are used to do so, since they are inherently deferential and imply the bestowing of honour.

Khazalid texts are written and maintained by the Runescribe craftguild. Clan members of certain craftguilds also know how to read and write alphabetic rune texts and a number of the picture runes. Still, a great deal of daily life doesn't require writing at all. Many ordinary clan Dwarfs are functionally illiterate, although most can tell the difference be-



tween alphabetic and magical runes (and thus can identify runic artefacts). They can also recognise basic words such as a personal name or simple texts used in day to day trading.

A few Dwarfs have mastered more than the common picture runes. These few are conversant with the more intricate *aldrunr* picture runes that were used extensively during the time of the Golden Age. Known to human scholars as Arcane Dwarf, these picture runes were originally developed by loremasters in order to facilitate communication with their erstwhile High Elf allies and trading partners. They fell into disuse around the time of the War of Vengeance, and today Dwarfs use alphabetic runes to spell out the small number of Arcane Dwarf words still in frequent use. Those who have mastered the *aldrunr* are mostly runescribes, loremasters, senior clerics and runesmiths, but include a few Expatriate Dwarf wizards and alchemists. Some of these ancient runes represent words and symbols of power, although they are not magical themselves.

The Norse Dwarf dialect is slightly different form of Khazalid used by the Imperial and Expatriate Dwarfs. Nonetheless, any of the Dwarf kindred can be understood by another.

The following table offers a sample of Khazalid words and their known equivalents in the human tongue.

RUNE	KHAZALID	OLD WORLDER
	A	Of, with, within, to
	Ad	Did, done
	Af	They, you (plural)
	Agril	Silver metal
	Agrul	Stone carving; lines on the face of a very old Dwarf.
	Ai, I, Ap, Ip	Yes
	An	Will, shall, am going to, with purpose
	Anad	Will have done or shall have done
	Ang, Angaz	Ironwork, industrial work
	Ankor	Domain or realm
	Anu	Soon, very soon, any minute now!
	Arkhandrazkal	Art of inscribing runes on precious metal with a Troll's tooth
	Az	War axe, weapon
	Az-Dreugi	Great Axe
	Azgal	Treasure hoard
	Azkahr	Massive masonry
	Azril	Silvery colour
	Azul	Metal of any kind; dependable; a sturdy Dwarf.
	Bar, Barak	But, bear in mind, except for; a fortified gateway or door, tower, wall
	Barag	Cannon, siege machine, war machine
	Baraz	A bond or promise
	1. Bezek 2. Bezeki	1. Own, possess 2. Owner, possessor
	Bin	In, on, beside
	Boga	A candle that blows out unexpectedly plunging the tunnel into darkness.
	1. Bok 2. Boki	1. Banging one's head on the roof of a low tunnel; a characteristic scar on the forehead caused by banging one's head on the roof of a low tunnel. 2. Slang for Dwarf miners.
	Bolg	Large fat belly. Also a state of extreme wealth, age and contentment.
	Bran	Clever, alert, mentally sharp
	Brog	Bread, cake
	Bryn	Gold which shines strikingly in the sunlight. Anything that is shiny or brilliant, or brilliantly coloured or decorated.
	Chuf	Piece of very old cheese a Dwarf miner keeps under his hat for emergencies.
	Dal	Old, good
	Dammaz	Grievance, grudge, insult to be avenged.
	Dammaz Kron	The Book of Grudges
	Dar	A challenge or bet
	Dawi	Dwarfs
	Dawr	As good as something can get without it being proven over time and hard use.
	Deb	New, untried, raw
	Dharkhangron	Dark beneath the world (underground)
	Doh	Stupid, slow-witted, gullible
	Dok	Watch, observe, see; the eye
	Dongliz	The parts of a Dwarf's body that are impossible for him to scratch.
	Drakendrengi	Dragonslayer
	Drakk	Dragon, monster
	Drangthrong	Huge Dwarf army
	Drazh	Black, night
	Drek	Far, a great distance; great ambition or enterprise.
	1. Dreng 2. Drengi	1. Slay in combat. 2. Slayer, one of the the cult of Slayers



RUNE	KHAZALID	OLD WORLDER
	Drin	Road, highway
	Dron	Thunder
	Drongnel	Dragon stew with cave mushrooms marinated in strong ale.
	Drung	To defeat, vanquish, conquer, smash
	Duk	Low, narrow tunnel
	Dum	Doom or darkness; Chaos
	Durak	Hard
	Duraz	Stone or slab, rock
	Ek	He, she, it, you (singular)
	Ekrund	A stairway descending belowground.
	Elgi	Elves, unbearded
	Elgram	Weak, enfeeble, thin
	Elgraz	Construction that looks like it is about to collapse.
	Endrinkuli	Engineer (particularly a Dwarf engineer)
	Frongol	Mushrooms from back of a cave.
	Galaz	Gold of particular ornamental value.
	Gand	Find, discover
	Garaz	Fearless, rebellious, young
	Gazan	Plains, wasteland
	Gazul	Ancestor God and Protector of the Dead
	Ghal	Skull
	Gibal	Fragments of food enmeshed in a Dwarf's beard
	Ginit	Small stone which works its way into one's boot causing discomfort
	Girt	Broad tunnel with plenty of headroom.
	Git	The irregular verb 'to go' (present tense: git; past tense: get)
	Gnol	Old, reliable, proven, wise
	Gnollengrom	Respect due to a Dwarf who has a longer and more spectacular beard.
	Gor	Wild beast, beastmen
	Gorak	Great cunning, uncanny, magical
	Gorl	Gold which is especially soft and yellow; the colour yellow
	Gorm	Old, high, wise, powerful, bearded
	Gorog	Ale; high spirits; a drinking binge

RUNE	KHAZALID	OLD WORLDER
	Goruz	Horn, made of horns
	Got	March or travel quickly with purpose
	Grik	Pain in the neck caused by continually stooping in low tunnels
	1. Grim 2. Grimaz	1. Harsh, unyielding 2. Barren place; harsh; cruel
	Grimnir	Ancestor God of Dwarf Slayers and Warriors
	Grindal	Long flaxen plaits worn by maidens
	Grint	Waste rock left by mining excavations
	Grizal	Poor meat
	Grizdal	Ale which has been fermented for at least a century
	Grob	1. The colour green 2. Greenskins (Goblins and Orcs)
	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, tough, hard
	Gromdal	An ancient artefact
	Gromthi	Ancestor
	Grong	Anvil
	Grongol	Tomb vaults of ancestors
	Gronit	Irregular verb 'to do' (present tense: gronit; past tense: gird)
	Grontdrengi	Giant Slayer
	Gronti	Giants
	1. Grumbak 2.Grumbaki	1. Short measure of ale; grumble or trivial complaint 2. A grumbler or whiner
	Grund	Hammer
	Grung	A mine
	Grungnaz	Making or smithying
	Grungni	Ancestor God of Mining, Metalwork, and Stonework
	Grungron	A forge, metalwork
	Guz	To consume food or drink
	Har, Haraz	Fire, lava
	Hazkal	Ale brewed recently; a fiery young warrior.
	Hirn	Horn (instrument)



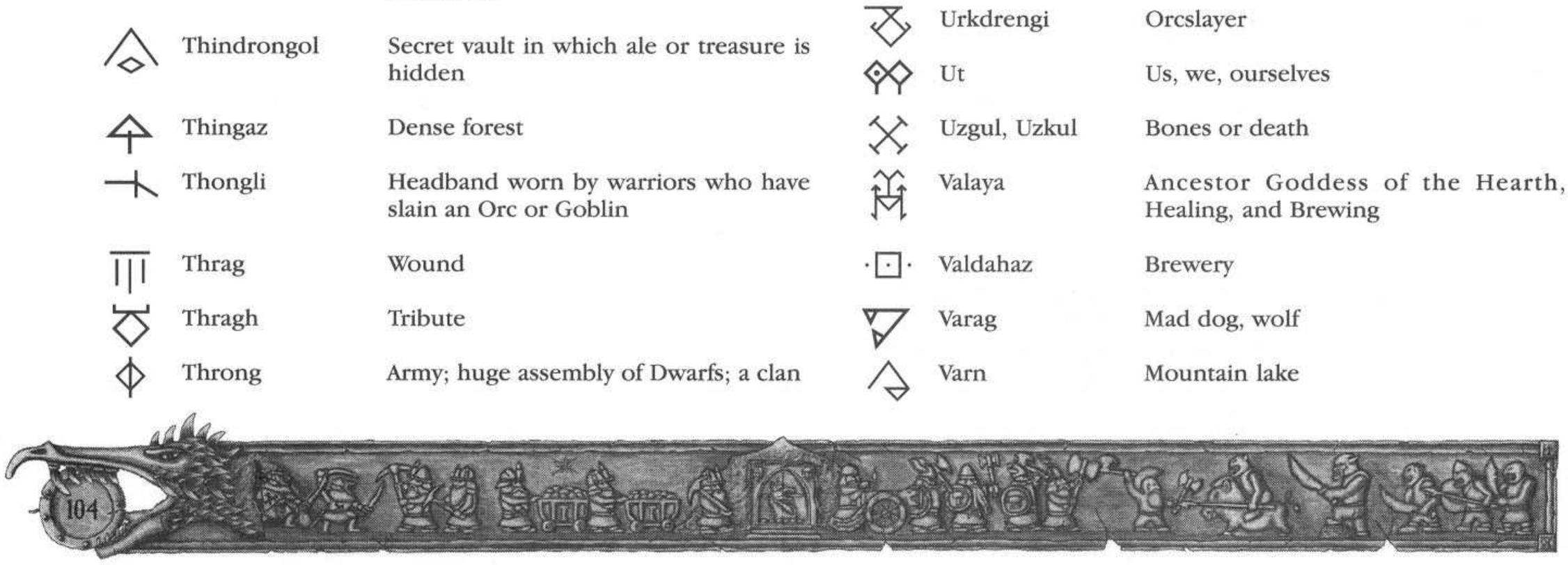
RUNE	KHAZALID	OLD WORLDER
	Hunk	Carry heavy rocks or other burden
	Huzhrung	Massive city wall
	Ik	Putting one's hand in something slimy and unpleasant in the darkness
	Irkul	Pillared vault hewn in rock
	Izor	Copper
	Izril	Jewels
	Kadrin	Mountain pass
	Karag	Volcano or barren mountain
	Karak	Mountain, stronghold
	Karaz	Strong, enduring, old
	Karugromthi	Living Ancestor
	Katalhüyk	End of a journey, arrival
	Kazad	Fortress, city
	Kazak	War or battle
	Khaz	An underground hall, palace halls
	Khazid	Town, village, settlement
	Khazukan Dawi	Hall-dwellers (literally 'Stay at the Hold' Dwarfs)
	Khrum	War drum
	Khulghur	The art of hunting and catching Trolls.
	Klad	Iron armour, iron plating
	Klinka	Chisel
	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
	Kron	Book, record or history
	Kruk	A seemingly promising vein of ore that gives out suddenly; an unexpected disappointment; a venture that comes to nothing
	Krunk	Underground rockfall; a disaster!
	1. Krut 2. Kruti	1. A discomforting disease contacted from mountain goats 2. One suffering from Krut; a goatherd; an insult
	Kuchungkuchung	Water pump, water wheel
	Kulgur	The art of cooking Troll
	Kuri	A meat stew boiled up by travelling Dwarfs from whatever ingredients are at hand (traditionally spiced with wild berries)

RUNE	KHAZALID	OLD WORLDER
	Langk	Length, long
	Lhune	Crescent, moonlight
	Lok	Highly embellished or intricate; praiseworthy
	Makaz	Weapon or tool
	Maraz	Splitter, cleaver
	Mhornar	Shadow
	Migdhal	Fortified outpost, keep, blockhouse, gatehouse
	Mingol	Tall watchtower built on lowland
	Mizpal	Volcanic glass
	Morgrim	Ancestor God of Engineers
	Muzkhgrum	Blast furnace slag
	Naggrund	An area of great upheaval, devastation, or industry; desolate area where dragons or Trolls live; ruin
	Nai, Na or Nuf	No
	Nar	Sunrise, east
	Nathgar	Leather embroidered with gold thread in runic or animal designs
	Nogarung	Drinking tankard made from the skull of a Troll
	Norn	Barren earth; an area with limited resources
	Nu	Now, at this time
	Ogri	Ogre
	Ok	Cunning or skilful; why, how
	Okri	Craftsman; a common personal name
	Ongrun	Mercenaries, allies
	Onk	Comradely accretion of dirt and grime on company of Dwarfs who have spent many days underground.
	Or	I, me, myself
	Ori	Work
	Orrud	Red cloud, volcanic plume
	Ragarin	Coarse and uncomfortable clothing made from the hide of a Troll.
	Rhun	Rune, word or power; magical mark; name
	Rhunki	Runesmith
	Rhyn	Redstone
	Rik	King or Lord



RUNE	KHAZALID	OLD WORLDER
	Rikkit	A small stone which falls on your head as you walk down a tunnel
	Ril	Gold ore which shines brightly in rock, shiny, polished, edged
	Rinn	A Lady Dwarf; king's consort
	Rorkaz	Informal shouting contest
	Ruf	A lager underground dome either natural or constructed
	Runk	A one-sided fight; a sound thrashing!
	Rutz	Slackness of bowels caused by drinking too much ale
	Ruvalk	River, flood
	Sar	May, could, might
	Skaud	Song; loud, booming sound
	Skarrenruf	The colour bright blue, the day-time sky
	1. Skaz 2. Skazi	1. Thievery 2. Thief
	Skof	A cold meal eaten underground
	1. Skrat 2. Skrati	1. To search for gold amongst rock debris or stream bed; scavenge; sparse living. 2. Poor prospector
	Skree	Loose rock on mountainside, rocky ground
	Skruff	A scrawny beard; an outrageous insult!
	Skrund	To hew rock with hammers and picks; to get stuck in.
	Skuf	A drunken brawl or skirmish
	Slotch	The sodden mix of water, mud and pulverised stone at the bottom of a mine
	Smednir	Ancestor God of Metalworking, Jewelsmithing, and Artisans
	Stok	To hit or strike
	Strol	Walk or travel leisurely
	Stromez	Stream
	1. Thag 2. Thagi	1. To slay by act of treachery 2. Murderous traitor
	Thindrongol	Secret vault in which ale or treasure is hidden
	Thingaz	Dense forest
	Thongli	Headband worn by warriors who have slain an Orc or Goblin
	Thrag	Wound
	Thragh	Tribute
	Throng	Army; huge assembly of Dwarfs; a clan

RUNE	KHAZALID	OLD WORLDER
	Throngrink	Clan Elder
	Thrund	A hand gun, gunpowder, explosion
	Thrung	Shieldwall
	Thrynaz	Rules, laws, code of honour
	Thryng	Shrine of ancestors, temple
	Thungni	Ancestor God of Runesmithing
	Tiwaz	Rest; catching one's breath after hard labour; inn or boarding house
	Trogg	A feast or heavy drinking bout
	Troll	Troll
	Trolldrengi	Trollslayer
	Tromm	Beard; respect due to age or experience
	Ufdi	A Dwarf who is overfond of preening and decorating his beard; a vain Dwarf; a Dwarf who cannot be trusted in a fight
	Um	Them, those, these
	Umanar	Approximately; also indecision
	Umgak	Shoddy, poorly made
	Umgi	Humans
	Un	And
	Unbaraki	An oathbreaker – there is nothing worse in Dwarf estimation
	1. Und 2. Undi	1. A watchpost carved into the mountain-side, keep, capture, keep out, hold down 2. Watcher, keeper, guard
	Ungdrin Ankor	Underway, the ancient underground roadway of the Dwarfs
	Ungor	Caverns and tunnels
	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, foul thing
	Urkdrengi	Orcslayer
	Ut	Us, we, ourselves
	Uzgul, Uzkul	Bones or death
	Valaya	Ancestor Goddess of the Hearth, Healing, and Brewing
	Valdahaz	Brewery
	Varag	Mad dog, wolf
	Varn	Mountain lake



RUNE	KHAZALID	OLD WORLDER
	Varr	Sea
	Varrkhulg	Chief of enemy tribes; an insult
	Vengryn	Vengeance, revenge, justice
	Vithang	Merchant, trader
	Vlag	Lonely, desolate
	Vongal	Raiding band of men
	Vorkhul	Migrating horde of Orcs and Goblins
	Vorn	Farm, farmland
	Vulkhrund	Cavernous hiding place
	Wan	A question mark. Used before a sentence or word to frame a question
	Wanaz	A disreputable Dwarf with an unkempt beard; an insult
	Wand	Magical rune staff
	Wanrag	Where
	Wanrak	When
	Wattock	An unsuccessful Dwarf prospector; a down-at-heel Dwarf; an insult
	Wazzok	One who has exchanged gold or a valuable for an item of no worth; a foolish, gullible Dwarf; an insult
	Werit	A Dwarf who has forgotten where he placed his tankard of ale; a state of befuddlement
	Wulthrung	Payment, obligation, reward, money
	Wutraz	Spear
	Wutroth	Wood from ancient mountain oak
	Wyr	White, snow, ice
	Yar	Sunset, west
	Zagaz	Remembering, saga, history
	1. Zak 2. Zaki	1. An isolated mountain hut 2. A crazed Dwarf who wanders in the mountains
	Zan	The colour red, blood
	Zaraz	Gift
	Zharr	Fire
	Zhuf	Waterfall or rapidly flowing river, mountain river
	Zilfin	Windswept, breezy
	Zon	Sun
	Zorn	Upland plateau or high meadow, mountainous land
	Zunthrum	Statues, monuments

KHAZALID LETTERS

	A or I
	Ak
	Az
	B
	D
	Dr or Tr
	E
	F or V
	G
	H
	K or Kha
	Kar
	L or Ul
	M
	N
	Ng
	O
	R
	T
	Th
	W or U
	Z or Zh

KHAZALID NUMBERS

	Ong	One
	Tuk	Two
	Dwe	Three
	Fut	Four
	Sak	Five
	Siz	Six
	Set	Seven
	Odro	Eight
	Nuk	Nine
	Don	Ten
	Kantuz	Hundred
	Milluz	Thousand



Appendix A: Timeline

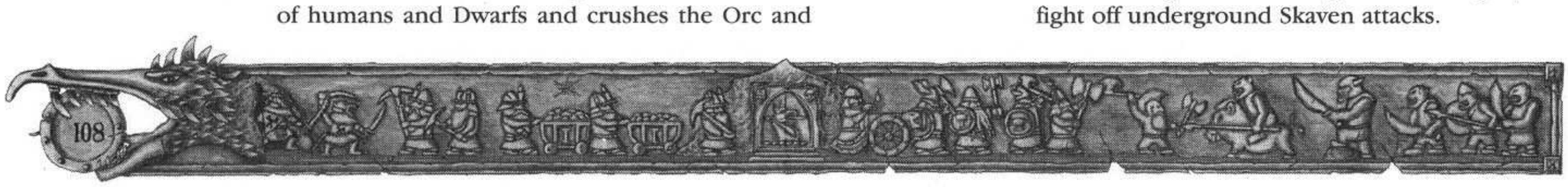
Note: The Imperial Dwarfs of Karaz Ankor use a calendar based upon the founding of Karaz-a-Karak as their capital.

Calendar Year		
Dwarf	Imperial	Event
-2000	-5000	Led by Grungni and the other Ancestor Gods, the Dwarfs begin their slow colonization of the World's Edge Mountains. Vala-Azrilungol (Karak Eight Peaks) founded.
-1650	-4650	Dwarf migration reaches the northern end of the World's Edge Mountains. Some clans turn westward into Norsca, while others settle in the Mountains of Mourn. Most return to the Dwarfholds. Karak Azul and Karak Izril (Karak Azgal) founded. Grungni slays Urmskaladrak (Dwarf name for Kalgalanos), the father of all Dragons.
-1550	-4550	Karaz-a-Karak founded by Valaya. Grungni constructs the Throne of Power. High Elves establish fortress of Sith Rionnasc'namishathir (Star-Gem of the Sea) at the mouth of the Reik.
-1500	-4500	The coming of Chaos. Dwarf kindred to the northwest and northeast cut off from the World's Edge Mountain Dwarfs. Dwarfs and High Elves meet for the first time and friendly relationship established.
-1420	-4420	Grimnir the Fearless disappears into the Chaos Wastes. With the defeat of Chaos, the Ancestor Gods Grungni and Valaya depart.
-1200	-4200	Establishment of Karak Drazh, Karak Kadrin, and Karak Varn in the World's Edge Mountains. Isolated Norse Dwarfs establish their stronghold of Kraka Drak. Human tribes migrating from across the sea begin to settle the southern coast of the Old World.
-1119	-4119	Dwarf and High Elf armies drive the last remnants of Chaos from Old World. Trade between both races flourish. Dwarfs establish many new strongholds (Karak Vlag, Karak Ungor, Zhufbar, and Barak Varr).
0	-3000	The Golden Age begins as the Dwarf Empire (Karaz Ankor) is founded and Karaz-a-Karak is established as its capital.
161	-2839	Pledge of friendship between Dwarfs and Elves. Dwarfs build the sea wall (now called Vloedmuur) around Sith Rionnasc'namishathir.
500	-2500	Alliance between Dwarfs and Elves allows taming of the Old World. Using the volcanic fire of Thunder Mountain (Karag Dron), Master Runesmith Kurgaz melts gromril to forge the Anvils of Doom.
995	-2005	The Great Betrayal mars relationship between Dwarfs and Elves. Elves are blamed for Dark Elf attacks on Dwarf settlements and interests.
1000	-2000	Human tribes arrive in the Old World.
1003	-1997	War of Vengeance begins.
1026	-1974	Snorri Halfhand, son of Dwarf High King Gotrek Starbreaker, slain by High Elf King Caledor II. The evil dragon Tyrennus attacks the forges of Thunder Mountain, and slays Kurgaz in a mighty battle. During the devastation, the dragon destroys the forges, and kills many runesmiths.
1032	-1968	Dwarfs defeat the Elves in the Battle of Oeragor in western Bretonnia.
1050	-1950	Looking for ore, a wandering Dwarf clan settle in the human city of Tylos, between what are now called the Irrana Mountains and the Tilean Sea.
1052	-1948	The Elf city of Athel Maraya on the northwest coast of Bretonnia is razed by the Dwarfs.
1120	-1880	Humans begin construction of their great temple in Tylos. Dwarfs are recruited as human gold helps offset the poor quality of ore in the nearby mountains. Work goes on continuously for the next 100 years. Battle of Black Gulf ends in Dwarf victory as triremes from Barak Varr outmanoeuvre the Elven fleet in the narrow waters near the Dwarfhold.
1220	-1780	Temple of Tylos is completed and warpstone starts to rain down on the city from Morrslieb. Within a year, the city is overrun by swarms of giant rats and disappears in the Blighted Marshes.
1440	-1560	Battle of Three Towers at the gate of Tor Alessi (now the Bretonnian port L'Anguille). Dwarfs defeat Elves in a cataclysmic battle. Phoenix King Caledor II slain by Dwarf King Gotrek Starbreaker, who takes the Phoenix Crown as compensation for Dark Elf attacks.
1491	-1509	Phoenix King Caradryel recalls High Elf armies from the Old World. Elf colonies see this as a betrayal.
1498	-1502	Sith Rionnasc'namishathir falls to the Dwarfs after long siege, and is razed to the ground.
1499	-1501	The War of Vengeance ends as High Elves withdraw from the Old World to battle resurgent Dark Elves. Dwarfs are victorious but decimated. Athel-Loren, the Wood Elf capital, is founded in Loren Forest.
1500	-1500	Volcanic activity and earthquakes destroy the Underway, isolating the Dwarfholds from one another. Dwarf armies return to Karaz Ankor. Goblin Wars begin as Karak Ungor falls.
1501	-1499	Karak Varn flooded and destroyed by Goblins and Skaven.
1502	-1498	Badlands overrun by greenskins. Dwarf mines of Ekrund in Dragonback Mountains fall to the Orcs. Galleys from Barak Varr control the Black Gulf and repel further Orc attacks. The watchtowers of Mad Dog Pass are all either abandoned or fall to Goblins.
1543	-1457	Mad Dog Pass and Gunbad fall to greenskins. Dwarfs from Dragonbacks settle in the Vaults.
1613	-1387	Silver Road Wars begin. After 20 years, the mines of Mount Silverspear fall to the Orcs.
1638	-1362	The Dwarfs abandon the mines and smaller settlements in the eastern World's Edge Mountains. Some clans from the fallen Dwarfholds settle in the Grey and Black Mountains; Karaz Ankor disowns them. Karak Izor founded in the Vaults.
1750	-1250	Troll Wars begin. South of Karaz-a-Karak, the settlements of Valhorn and Budrikhorn are destroyed by rampaging Trolls.

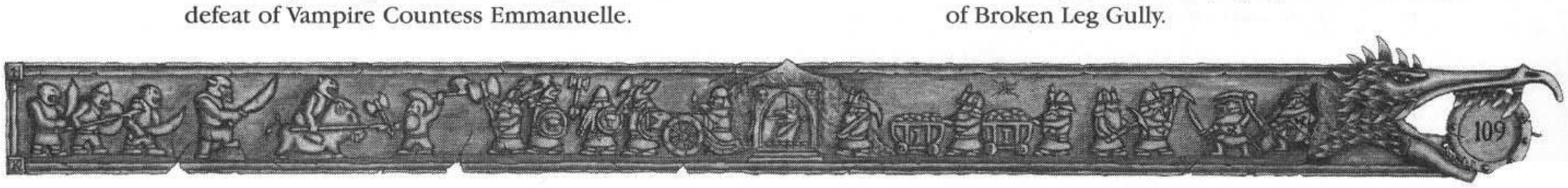




1755	-1245	Dwarfs regain control of area between Karak Kadrin and Mad Dog Pass. Attempts to recapture Mount Gunbad and Silverspear fail after initial successes.
1815	-1185	Runesmith Kadrin Redmane leads an expedition which retakes Karak Varn. Dwarfs mine the rich vein of gromril discovered by Redmane. Karak Hirn established in the Black Mountains.
1864	-1136	Redmane is ambushed and killed by Orcs. Orcs and Skaven force the Dwarfs out of Karak Varn. Karak Norn is established in the Grey Mountains above the Loren Forest.
2025	-975	Battle of a Thousand Woes. Dwarf attempt to recapture Red Eye Mountain (Karak Ungor) fails.
2250	-750	Orc attack on Karak Vlag fails, but Karak Azul is partially occupied by Goblins for 10 years.
2280	-720	Dragon Skaladrak Incarnadine awakened from ages-long slumber by ambitious Dwarf miners.
2299	-701	Miners stumble upon Skaven tunnels deep under Karak Eight Peaks.
2350	-650	Baragor, the first Slayer King, dedicates the great shrine of Grimnir in Karak Kadrin.
2487	-513	Karak Eight Peaks falls to greenskins and Skaven. King Lunn orders the tombs of the Kings of Old to be rune-sealed before the hold is abandoned.
2500	-500	Rise of human city-states in the area around the southern end of the Apuccini Mountains. Dwarfs of Barak Varr begin limited trading with humans.
2531	-469	Orcs destroy and abandon Karak Azgal. Karak Drazh falls to the Orcs and is renamed Black Crag. Except for Karak Azul, the lands between Mad Dog Pass and Fire Mountain are dominated by the Goblins. High King of Karaz-a-Karak offers the Dwarfs of the Black and Grey Mountains and the Vaults forgiveness if they return home. Some comply.
2580	-420	Karaz-a-Karak shaken by explosions as Dwarf engineers and alchemists discover gunpowder.
2620	-380	Small settlements and mines are overwhelmed by Orcs. Karaz-a-Karak attacked, but the Orcs are driven back. Cannons used for the first time. One year later, the greenskins are beaten back at the Battle of Black Water.
2750	-250	Dwarfs intensify trading with humans in lands that will become the Empire. Dwarfs encounter the Wood Elves of the Loren with disastrous results.
2766	-234	Imperial Dwarfs of Karaz Ankor re-establish cordial relationships with the Dwarfs of the Black and Grey Mountains and the Vaults. Human armies from the southern Old World defeat Orc tribes along the Badlands coast of the Black Gulf.
2985	-15	Dwarf King Kurgan Ironbeard captured by Orcs and saved by Sigmar, prince of the Unberogens. Kurgan repays Sigmar with the warhammer Ghal-maraz.
2999	-1	Battle of Black Fire Pass. Sigmar leads an alliance of humans and Dwarfs and crushes the Orc and Goblin army. Remaining Orcs and Goblins are driven back into the Dark Lands.
3000	0	Establishment of Sigmar's Empire. Trade blossoms between Dwarfs and humans. Some Dwarfs settle in Sigmar's Empire, becoming masons, carpenters, and smiths. Prosperity returns to the Dwarfholds.
3050	50	Sigmar abdicates and disappears in World's Edge Mountains.
3287	287	Miners discover the nest of the dragon Mordrak in the mountains south of Karak Azul.
3500	500	Intensive deforestation and cultivation in the Old World as humanity spreads.
3501	501	Emperor Sigismund II the Conqueror annexes the Wasteland. With his armies, the Dwarfs return to the old Elf colony of Sith Rionnasc'namishathir, now known as Marienburg.
3657	657	Thori Gundrikson discovers Gromril in caves west of Black Water. Dwarfs extract great quantities of ore over the years. Engineers in Zhufbar develop hydraulically powered heavy machinery and pumps to increase mining and smelting capacity.
3662	662	Discovery of the Lost Heartstone of Aldin Getgold in the Dragonback Mountains by Dorin Heldour and Katalin Kandoom.
3665	665	Mines near Black Water destroyed by Skaven. Gromril vein almost tapped out.
3684	684	Dorin and Katalin discover the Axe of Dail deep in the ruins of Karak Varn and return to High King Finn Sourscowl in Karaz-a-Karak.
3685	685	Dorin Heldour brings the skin of the dragon Fyrskar to the High King.
3742	742	Dorin and Katalin rescue Elmador and Oldor Finnson from the dungeons of Black Crag. Elmador later becomes the High King.
3892	892	Destined to become the greatest and most long-lived runesmith of his age, Kragg the Grimm forges his first rune under the eyes of his master Morek Furrowbrow.
4022	1022	Karaz-a-Karak engineers develop the steam engine. Escaping the King's forces, some of Bretonnia's nobility and their retinue carve out their own petty realms in the land called Border Princes. Trade established between these Bretonnians and the Dwarfs of Barak Varr.
4032	1032	Skalf Dragonslayer kills the dragon Graug the Terrible and claims the kingship of Karak Azgal. The Dwarfs make no attempt to recapture the hold, which is infested with Goblins, Skaven, and other foul creatures. Instead, Skalf and descendants establish a town in the valley below the old entrance.
4111	1111	Devastating outbreak of Black Plague begins in the Empire and spreads throughout the Old World over the next five years. The Dwarfs seal their Dwarfholds during the initial stages of the Plague, and fight off underground Skaven attacks.



4152	1152	Engineers and shipwrights of Barak Varr unveil their first steam-powered, armour-plated vessels (the Monitors). Inconclusive Electoral Council in the Empire starts the 200 year Age of Wars. The Dwarfs proclaim their neutrality.
4350	1350	A Dwarf army from Karak Norn is decimated by the Wood Elves of Loren in the Battle of Pine Crags.
4360	1360	Start of Imperial Civil War. All sides of conflict try to ally themselves with the Dwarfs. Remembering their oath to Sigmar, the High King reiterates Dwarf neutrality. Dwarfs refortify their holdings to preserve the disintegrating Empire from eastern invasions.
4420	1420	Lands around Karak Kadrin are tormented by the great dragon Skaladrak Incarnadine for the next fifty years. Dragon Slayer Throrin the Crazed eliminates the threat.
4547	1547	Age of Three Emperors begins in Sigmar's Empire. Nuln Emperor signs treaty of friendship with the Dwarfs. Still the Dwarfs refuse to be dragged into the Empire's troubles. Emperors in Talabheim and Middenheim pledge their friendship with the Dwarfs, neutralising Nuln's rapprochement.
4550	1550	Karaz-a-Karak's engineers and alchemists develop a naphtha-based flame cannon.
4681	1681	Night of the Restless Dead. For one night throughout the Known World the dead stir and walk the land, sowing terror and confusion. Entire villages and towns are overrun and destroyed before the night of terror ends. Dwarf strongholds put the flame cannons to good use against the undead.
4707	1707	The Orc Warlord Gorbad Ironclaw invades the Empire from Black Fire Pass and devastates the land. The Orc army disperses five years later after Ironclaw dies.
4812	1812	Led by the Cragbrow clan, the engineers and shipwrights of Barak Varr unveil the first steam vessels, the "Ironclads". Arquebuses are introduced into the Imperial Dwarf arsenal. Middenland forces lay siege to Middenheim and are repulsed with the aid of expatriate Dwarfs. Dwarfs seal Middenheim's Undercity.
4979	1979	Magritta of Nuln becomes last elected Empress for 400 years. "Wizard's War" begins in Middenheim and spreads throughout the Empire. Dwarf witch hunters join their human counterparts in hunting daemonologists and necromancers. Grand Theogonist of Sigmar refuses to acknowledge election of Magritta and Imperial system is effectively ended as central authority completely collapses for next 320 years.
4991	1991	Gunpowder and cannons find their way into Imperial arsenals.
5010	2010	Wars of Vampire Counts begin with devastation of Ostermark by Vlad von Carstein, first of the notorious Vampire Counts of Sylvania. Battle of Hunger Wood: Imperial and expatriate Dwarfs take part in the Night Siege of Castle Tempelhof and the defeat of Vampire Countess Emmanuelle.
5205	2205	Battle of Black Falls ends in rout of Goblin army by Dwarfs after High King Alrik and Goblin Warlord Gorkil Eye Gouger are slain. Imperial Dwarfs learn of the corruption of their eastern kin, now the Chaos Dwarfs. Karaz-a-Karak engineers develop the gyrocopter. Smaller, more manoeuvrable gunboats are introduced by Barak Varr engineers to patrol parts the Blood and Skull River basins which are inaccessible to the older and larger Monitor class ships.
5301	2301	Chaos forces descend upon Praag and northern Kislev. Karak Vlag disappears in the initial stages of the Chaos Incursion. Karaz-a-Karak is attacked, but holds out.
5302	2302	Praag falls. Dwarf troops join the Tsar's army within the city of Kislev and defend the besieged city. Together with an Imperial army led by Magnus the Pious, the Dwarfs are instrumental in lifting the siege and defeating Chaos.
303	2303	In the final battle of Grovod Wood, Imperial Dwarfs from Karaz Ankor are reunited with the Norse Dwarfs. The High King invites the Norse Dwarf Great King of Kraka Drak to join the Day of Remembrance festivities at Karaz-a-Karak.
5321	2321	Battle of Bloodwater Sound ends with Dwarf Ironclads from Barak Varr defeating a Skaven Fleet in the Black Gulf.
5350	2350	Heavily mutated Dwarfs are discovered in the northern World's Edge Mountains.
5420	2420	The Goblin Warlord Grom the Paunch defeats a Dwarf army in the Battle of Iron Gate. He then commences a four-year rampage throughout the Empire.
5462	2462	Engineers' Guildhall in Karaz-a-Karak is destroyed by the pressure vessel experiments of Burlok Damminson and Sven Hasslefriesan.
5473	2473	Belegar, a descendant of King Lunn, resettles parts of Karak Eight Peaks. The Dwarfhold remains in a permanent state of siege.
5488	2488	Engineer Mungrun Steelhammer of Barak Varr introduces the Nautilus submersible and clockwork torpedoes into the Dwarf navy.
5498	2498	Battle of the Jaws. Orc army is defeated at west end of Mad Dog Pass by Dwarfs. Ambushed at the East Gate of Karak Eight Peaks, the Dwarf army fights its way in despite many losses. Engineer Hengist Cragbrow of Barak Varr launches the large and powerful Dreadnought class of warship.
5500	2500	Incursions of Chaos grow increasingly active.
5503	2503	Orcs invade Karak Azul, loot the Dwarfhold and capture many of King Kazador's family. They leave his son, Kazrik, shaved and nailed to the throne as a final insult. Orcs escape with captives to Black Crag.
5510	2510	Led by King Ungrim Ironfist of Karak Kadrin, a Dwarf army defeats rampaging Orcs in the Battle of Broken Leg Gully.



Appendix B: A Dwarf Glossary

Agrildrin	The Silver Road, an ancient mountain pass which leads from the Border Princes to the former Dwarf mine of Mount Silverspear.
Aldrunr	The "Old Runes", a series of elaborate picture-runes used extensively during the Golden Age, but now mostly known only to the most learned Dwarfs. Known to human scholars as Arcane Dwarf runes.
Altrommi	A Full Beard; a Dwarf, normally between 70 and 120 years of age, who has been judged worthy to take apprentices.
Bagtal	A fine for committing a crime; it includes compensation to the victim and their clan.
Barazdeg	The Day of Promise, when a Dwarf couple becomes betrothed.
Bludgald	Literally "blood-debt". A blood-feud between clans.
Brodag	A festival of Grungni that falls on 33 Valdazet (Brauzeit). It is a traditional time for the judging of ale, and for singing and storytelling.
Daggron	Literally "day-crown", a simple crown of steel or gromril worn by Dwarfkings except on special occasions.
Dammaz Kron	The Book of Grudges, into which is entered every wrong done to the Dwarf race.
Dawongi	A Dwarf-friend; a member of another race to whom the Dwarfen race is indebted for some great kindness or service.
Frurndar	The Tainted, a Dwarf name for the Chaos Dwarfs.
Gangovr	A ceremony whereby a Dwarf changes craftguilds by being adopted into another clan.
Garaz (pl. Garazi)	A Dwarf who has not yet reached adulthood. See also *Knublstubi*.
Gazani	"Flatlanders", an Imperial Dwarf term for Expatriate Dwarfs.
Gnutrommi	A Young Clansman; a Dwarf, normally between 30 and 70 years of age, who has entered adulthood but not yet mastered his craft.
Gomril	The hardest metal in the Known World; only Dwarfs have the ability to work it.
Gormtrommi	A Great Beard; a Dwarf who has lived beyond the normal lifespan of 200 years.
Hadregald	An obligation owed on account of some great service or favour; a debt of honour.
Hoggron	Literally "high crown," an ornate crown worn by Dwarfkings at festivals, ceremonials and other formal occasions.
Langktrommi	A Long Beard; a Dwarf, normally between 120 and 150 years of age, who commands great respect, but is not yet a clan elder.
Kadar	A temple or holy place; commonly used as the first element of a placename, as in *Kadar-Gravning*.
Karak	A Dwarfhold; commonly the first element of a Dwarfhold's name, as in *Karak Azgal*.
Karaz Ankor	The Dwarfen empire, both geographically and as a concept. Used by Imperial Dwarfs (inaccurately) as a term for all Dwarfkind.
Karugromthi	A Living Ancestor; a Dwarf more than 400 years old. These are the most revered of all Dwarfs.
Knublsprube	An apprentice-piece, presented by a young Dwarf to demonstrate his knowledge of his craft and, therefore, his worthiness to enter formal adulthood.
Knublstubi	A Dwarf who has not yet reached adulthood. See also *Garaz*.
Kraka	A hold; the equivalent in the Norse Dwarf dialect to the Imperial Dwarf word *Karak* (q.v.).
Kumenouht	The ritual of entering adulthood.
Okstal	Literally "axe-payment". Compensation for injuries and deaths, paid when a feud is settled.
Okrinaduraz	A hard bluish-grey stone used by Norse Dwarf artisans.
Ruebatuki	A slightly contemptuous Imperial Dwarf term for Expatriate Dwarfs.
Singald	A service owed in recompense for a wrong or crime.
Throngrinki	A Dwarf Elder, normally between 150 and 200 years of age.
Umgdawi	"Manling Dwarfs", an Imperial Dwarf term for Expatriate Dwarfs.
Ungdrin Ankor	The Underway, a system of underground highways connecting the Dwarfholds of the World's Edge Mountains.
Zagazdeg	The Day of Remembrance, a festival honouring the ancestors. The date varies from one Dwarfhold to another; it is usually set on some significant date in the hold's history.

Words and Phrases

The Dwarfs have a number of common turns of phrase, that are often translated literally into Old Worlder or whatever foreign language they are speaking. These phrases often give insights into Dwarfen psychology and values:

Beard, to chew one's
: To grieve excessively or lapse into self-pity, as in *Stop chewing your beard, there's work to be done.*

Beard, to put ribbons in one's
: To take an unseemly amount of pride in one's appearance, to display vanity.

Beard, to put ribbons in another's
: To flatter or toady. *His gold comes from putting ribbons in the King's beard.*

Breed, he will
: The expression *he'll breed* is commonly used when a Dwarf is compelled to refrain from killing a greenskin. It is meant as a justification, indicating that the greenskin's descendants will be numerous enough to provide a more fitting number of deaths. Originated during the Goblin Wars.

Brewery, gone to save the
: Gone on a drinking binge. The expression derives from the celebrations that accompanied the expeditions to recover Bugman's Brewery.

Cave-in
: (1) Misfortune, as in the general curse *Cave-ins take the lot of them.*
(2) To give in to depression or despair, as in *Snorri caved right in when Brigga Thorinsdottir turned him down. He's not been right since.*

Goblins, fit for
: Of extremely poor quality.

Goblins, not fit for
: Of unimaginably poor quality; unusable.

Hammer, to hang up one's
: To die, especially peacefully.

Overhang
: A beer belly.

Rock, return to the
: To be buried; the complete formal phrase is *To return to the rock that gave one birth.*

Shave, to
: (1) To subject to a decisive defeat or humiliation, as in *We shaved those greenskins.*
(2) To do one's worst, as in *Shave me if I lie!*

Spanners
: One's tools, and by implication, oneself, as in *Shift your spanners!* — "Get out of the way!" Originally used only by engineers, but has fallen into general use.

Stone and Steel
: The elements from which Dwarfs were born, according to tradition. Now used as metaphors for the Dwarfen virtues of endurance and determination. *By stone and steel!* Is a common exclamation.



Appendix C: Gazetteer of the Dwarf Realms (2510 I.C)

Legend: Settlement Size: DH= Dwarfhold (any size) T= Town (1,000 - 10,000) ST= Small Town (100 - 1,000) V= Village (1-100) F= Fort (any size) M= Mine (any size)

Note: Population figures for the Dwarfholds are based upon the number of able bodies that can fight if the need arises. This includes females, but excludes any Dwarf under 15 years of age.

GAZETTEER OF KARAZ ANKOR

Settlement Name	Size	Ruler	Est. Pop	Wealth	Source	Trade Constants Selling/Buying	Garrison/Watch	Notes
KARAZ-A-KARAK	DH	High King Thorgrim Grudgebearer	90,000	5	Trade, metalworking, gems, jewellery, weaponsmithing, ore	18000/9.0	4,500a/1,125b	Capital of Karaz Ankor and seat of the High King. Its Golden Age population was over 350,000.
Kazad Urkbavak	F	High King Thorgrim Grudgebearer	500	1	Government, ore	200/0.1	300a/–	Fortress on west end of the Silver Road.
BARAK VARR	DH	King Zamnil Grundisson	30,000	5	Trade, metalworking, merchant escort	6000/3.0	1,500a/375b	Only Dwarf seaport in Old World. Dwarf naval base. Its Golden Age population was 95,000.
GUNBAD	M		0					Once largest gold mine; population 12,000. Only source of Brightstone. Fell to Orcs, now abandoned.
KARAK AZGAL	DH		0					Its Golden Age population was 250,000. Fell to Orcs and Skaven. Dragon once ruled, but was killed. Ruins unclaimed.
Kazad Migdhal	T	King Kargun Skalfson	1,500	2	Toll from treasure hunters, trade	600/0.3	500b/50b	Outside main entrance to Karak Azgal.
KARAK AZUL	DH	King Kazador Thunderhorn	40,000	5	Trade, metalworking, weapons, ore	8000/4.0	2,000a/500b	Only Southern Dwarfhold to resist Orc and Goblin invasion. Its Golden Age population was 275,000.
KARAK DRAZH	DH		0					Fell to Orcs and Goblins. Now called Black Crag. Third largest hold during the Golden Age with a population of 300,000.
KARAK EIGHT PEAKS	DH	King Belegar Ironhammer	3,000	3	Toll from treasure hunters, metal figurines, trade	1800/0.9	100a, 900b/50b	Only small portion of original hold recently recovered from Orcs and Goblins. Largest Southern Holds with a population of 320,000.
KARAK KADRIN	DH	King Ungrim Ironfist	35,000	5	Trade, stoneworking, metalworking, gems, ore	7000/3.5	1,750a/450b	Slayer Dwarfhold, guards the western end of Peak Pass. Its Golden Age population was 280,000.
KARAK UNGOR	DH		0					Deepest Dwarfhold with a former population of 220,000. Fell to Night Goblins. Now known as Red Eye Mountain.
KARAK VARN	DH		0					Located on the shores of Black Water. Its Golden Age population was 180,000. Fell to Skaven and Orcs. Ruins known as Crag Mere.
KARAK VLAG	DH		0					Northernmost original Dwarfhold. Its Golden Age population was 150,000. Disappeared during the Great War against Chaos with 20,000 Dwarfs.
SILVERSPEAR	M		0					Fell to Orcs. Once largest silver mine with 10,000 Dwarf miners.
ZHUFBAR	DH	King Morgrim Ironforge	12,000	4	Trade, mining machinery, metalworking, ore, gems	1920/1.0	600a/150b	Industrial centre for mining equipment. Built for a population of 110,000.

GAZETTEER OF THE BLACK MOUNTAINS

KARAK HIRN	DH	King Alrik Ranulfsson	15,000	5	Trade, gems, ore, weapons, metalworking	3000/1.5	750a/150b	Largest Dwarfhold in the Black Mountains.
Khazid Svarkungor	V	King Alrik Ranulfsson	82	3	Jewellery, ore	49/0	–/8c	
Grung Rakadem	M	King Alrik Ranulfsson	36	2	Silver, gemstones	14/0	–/–	
Khazid Grentaz	V	King Alrik Ranulfsson	96	2	Ore	38/0	–/9c	
KARAK ANGAZBAR	DH	King Duregar Sharpblade	3,000	3	Trade, ore, metalworking	360/0.2	150a/40b	
Grung Tepskaf	M	King Duregar Sharpblade	40	2	Ore	16/0	–	

Migdhal Vongalbavak	F	King Duregar Sharpblade	250	3	Government	150/0.1	200b/–	Located at the eastern entrance to Black Fire Pass.

Settlement Name	Size	Ruler	Est. Pop	Wealth	Source	Trade Constants Selling/Buying	Garrison/Watch	Notes
KARAK GANTUK	DH	King Skag Hammerfist	2,500	3	Ore, metalworking	300/0.2	125a/30b	
Khazid Hafak	V	King Skag Hammerfist	78	3	Ore	47/0	–/10c	

GAZETTEER OF THE GREY MOUNTAINS

KARAK NORN	DH	King Brokk Ironpick	5,000	2	Trade, gems, ore, metalworking	400/0.2	1000b/200b	Largest Dwarfhold in the Grey Mountains.
Khazid Grimaz	V	King Brokk Ironpick	63	1	Metalworking	13/0	–/10c	
Grung Gandaz	M	King Brokk Ironpick	45	1	Ore	9/0	–/12c	
KARAK ZIFLIN	DH	King Rorek Granitehand	2,000	2	Trade, ore, metalworking		400b/80b	
Grung Ardzufak	M	King Rorek Granitehand	22	1	Ore	4/0	–/5c	
Kazad Elgazund	F	King Rorek Granitehand	200	2	Government	80/0	175b/–	Overlooks the Montdidier Pass from the north.

GAZETTEER OF THE VAULTS

KARAK IZOR	DH	King Kazran Grimbrow	20,000	5	Trade, gems, ore, weapons, metalworking	4000/2.0	4000a/800b	Largest Dwarfhold in the Vaults.
Grung Skree	M	King Kazran Grimbrow	20	3	Copper, lead, ore	12/0	–/4b	
Khazid Wyrvarn	ST	King Kazran Grimbrow	230	3	Trade, metalworking, weapons	138/0.1	40a/10b	
Khazid Nekewukaz	V	King Kazran Grimbrow	75	2	Metalworking	30/0	10b/10c	
Grung Agriletaz	M	King Kazran Grimbrow	80	2	Gems, ore	32/0	–/12b	
Khazid Algikarag	V	King Kazran Grimbrow	92	3	Metalworking, jewellery	55/0	10b/12c	
Grung Byrn	M	King Kazran Grimbrow	52	2	Silver, ore	21/0	–/8c	
Hochstadt	ST	Council	180	2	Agriculture, livestock	72/0	–/10c	Human town.
KARAK EKSFILAZ	DH	King Hergar Steelclad	5,000	3	Trade, ore, metalworking	600/0.3	1000b/200c	
Grung Mizpal	M	King Hergar Steelclad	57	2	Ore	23/0	–/8c	
Kazad Frukund	F	King Hergar Steelclad	230	2	Government	92/0	200b/–	Westernmost Dwarf outpost in the eastern Irrana Mountains.
KARAK KAFERKAMMAZ	DH	King Skalf Redbeard	2,500	3	Trade, ore, metalworking	300/0.2	500b/100c	Highest Dwarfhold in the Vaults.
Grung Wyruvalk	M	King Skalf Redbeard	60	3	Ore, silver	36/0	–/12c	
Mont Glace	ST	Council	120	2	Agriculture	48/0	–/8c	Human town located near Montdidier Pass.
KARAK GROM	DH	King Garil Thunderclap	3,200	3	Trade, ore, metalworking	384/0.2	640b/120c	
Khazid Urbaz	V	King Garil Thunderclap	90	2	Ore, metalworking	36/0	10b/6c	
Kazad Sedazund	F	King Garil Thunderclap	150	2	Government	60/0	120b/–	Southernmost Dwarf outpost in the northern Apuccini Mountains.
Domatburg	ST	Council	210	2	Agriculture, livestock	84/0	–/10c	Largest human town in the Vaults.

GAZETTEER OF NORSCA

KRAKA DRAK	DH	Great King Thorgard Cromson	15,000	4	Trade, amber, silver, sapphire, metalworking, ore	2400/1.2	3000a/600b	Largest Norse Dwarf settlement.
Sjoktraken	ST	Great King Thorgard Cromson	950	3	Trade, amber	570/0.3	80b/15b	Only Dwarf seaport in Norsca.
Khazid Ravik	V	Great King Thorgard Cromson	84	3	Metalworking, gems	50/0	10b/8c	
Grung Kuldungor	M	Great King Thorgard Cromson	47	2	Silver, ore	19/0	–/10c	
KRAKA DORDEN	DH	King Logamir Ulfarson	8,000	4	Trade, metalworking, ore, fur	1280/0.6	1600a/300b	North-west of Karka Drak.
Khazid Fneldurk	V	King Logamir Ulfarson	88	3	Fur, ore	53/0	10b/8c	
Grung Trakekarag	M	King Logamir Ulfarson	54	2	Ore, quartz	22/0	–/8c	
Grung Dobekzhuf	M	King Logamir Ulfarson	112	2	Ore, copper	45/0	–/15c	
KRAKA ORNSMOTEK	DH	King Tyr Forsetison	5,000	4	Trade, gold, obsidian, diamonds	800/0.4	1000a/200b	Northernmost of the Norse Dwarf holds;most fortified.
Khazid Skovekarag	V	King Tyr Forsetison	74	2	Metalworking	30/0	8b/8c	
Kazad Dumund	F	King Tyr Forsetison	150	2	Metalworking	60/0	120a/–	
Kazad Grontunt	F	King Tyr Forsetison	250	2	Metalworking	100/0.1	210a/–	
Grung Diratduraz	M	King Tyr Forsetison	62	2	Obsidian	25/0	8b/8c	
KRAKA RAVNVAKE	DH	King Haarkon Vikramson	5,000	4	Trade, silver, ore, okrinaduraz	800/0.4	1000a/200b	Located south-west of Kraka Drak.
Khazid Bordkarag	V	King Haarkon Vikramson	95	2	Metalworking	38/0	12b/10c	
Grung Stekbrud	M	King Haarkon Vikramson	41	2	Silver, ore	16/0	–/6c	

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