/\ /\ /_Karaz Ankor Jump_/\ /\ /\
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Warhammer Fantasy: Dwarfs

V1.0, by Disposable_Face

Welcome to Mallus. Long ago, the dwarven Ancestor Gods were born within the heart of the first mountain (or perhaps created by the magic of wisdom of the Old Ones). Grungni, Grimnir, and Valaya led and taught the rest of their people. For centuries, the Karaz Ankor, the Eternal Realm, ruled from the mountain hold of Karaz-a-Karak, the Everpeak, was safe and prosperous, unbothered by the occasional raids by demons or greenskins. Their gods walked among them, and protected them, their holds were invincible, and the underway stretched across the continent, allowing dwarfs to flourish from the icy mountains in the north to the desert holds in the south.

Grungni taught the dwarfs how to mine every metal that could be found in the earth and shape it to fit their needs, from humble copper to unmatched gromril. Valaya taught the dwarfs how to shelter themselves from the magic of the world, how to brew, and the importance of home. Grimnir taught the dwarfs how to be mighty in battle, to cut down all foes that threaten them. Thungi discovered and shared the power of runes. Morgrim designed intricate and power mechanisms. Smednir discovered the intricacies of working ores into metal and alloy. And Gazul taught the dwarfs how to care for their dead.

Unfortunately, the Old Ones made a mistake, and their polar webway gates shattered, letting the warp into the material world. The dwarfs of the Karaz Ankor were besieged by armies of demons, beastmen, sorcerers, and mutants large enough to threaten even their vaunted fortress cities. But Grimnir took up his axe and fought his way north, making his way to the warp rifts so that he may stem the flow of Chaos into the world.

For a time, there was peace. The dwarfs discovered and befriended the elves. Then the elves made a mistake, unable to handle the succession of kingship even with divine intervention, and Malekith's actions led to war between the dawi and elgi.

Then the Lizardmen, following their creator's example, made a mistake and shook the entire world, nearly destroying the Underway, cutting the dwarfholds apart and letting skaven into the heart's of their power, sparking new wars in the tunnels below the Old World.

Thousands of years passed, with the might of the mountain-folk slowly ground down in the face of thousands of invasions and betrayals. The descent was arrested somewhat by the actions of one of the younger races, humanity, and their emperor-turned-god, Sigmar, but the Karaz Ankor is a shadow of what it once was. Many holds are empty of dwarfs, overrun by goblins, skaven, or other foes. The elves, in their arrogance, have forgotten the power that drove them from the Old World. The humans are a fickle ally at the best of times, and the encroachment of chaos on this world grows ever stronger.

This is the world you enter: a member of a people who are slowly dying under the weight of the world. But there is life in the Dawi, and for the thousand slights and injustices they have suffered, there will yet be a reckoning.

You will be staying in this world for at least ten years. To help you survive and thrive, enjoy these **1000 Choice Points** to spend on the options listed below.

Origins:

The Dwarfholds of the Old World are fundamentally patriarchal, partly because of the low birth rates of dwarfs and partly due to the fact that approximately one in five infants born are female. Dwarven women are expected to be married and have children, with their status tied inexorably to that of their husbands. As such, you may choose to freely be male for this jump, if you were not male in a previous jump. Be default, your starting age is **30+4d10**.

Drop-in (Ranger) - You begin this jump with no new memories and no history on Mallus. Whatever hold ends up being your starting location, you will find that you can obtain a place as a Ranger simply by walking up to the gates and asking for one, or you can vanish into the wilderness to make your own way, free of any legal or cultural obligations.

Miner - The most basic dwarven profession. Perhaps you mine for iron, gold, or some other metal. Perhaps you mine to dig out new space for your hold. Perhaps you mine to clear blockages in the underway. Perhaps you undermine the stability of enemy walls. Regardless, you are a miner, and you make your home beneath the earth.

Priest - Rather than the physical, you work with the spiritual, and you may choose a single Ancestor God to focus your devotion upon. Priests can serve on the battlefield, in the courts, as cultural institutions, or as community figures, depending on the king, hold, or ancestor god they serve.

Smith - While not the most basic dwarven profession, this is the most traditional. Whether carving stone as a mason, shaping iron into armor as a blacksmith, gold into jewelry as a goldsmith, or the winds into runes as a runesmith, a smith makes most of the many goods that are required for his hold to function. You may choose your specialty as a smith, though be aware that not all specialties are held equally high in all holds.

Engineer - A (relatively) new profession for a (relatively) new time. The greatest engineers, rather than trying to recapture the glories of the past, try to develop new wonders for the modern era, as slow as the process may be. It is the engineers who service the guns, canons, flame-throwers, and gyrocopters that make the dwarfs so feared on the battlefield, who build and maintain the fortifications that protect the dwarfholds, and who maintain the holds themselves. You may pick the focus of your career as an Engineer, though not all specialties will be equally well served in all holds.

Slayer - You are one of the truest followers of Grimnir. Whether you suffered some loss and have dedicated yourself to revenge or you shamed yourself so greatly that there was no way you could recover your honor, you travelled to the Slayer Peak, shaved your beard, and grew a mohawk. Now, you travel across the world seeking ever greater battles to earn your redemption by dying to slay a foe of the Dawi.

Starting Time

You begin this Jump on Mallus at any year of your choosing between 6827 and 7035, by the reckoning of the Karaz Ankor (2304 - 2512 by the Imperial Calendar). This corresponds to the beginning of the Age of Reckoning with the coronation of High King Thorgrim Grudgebearer and ends a decade before the Storm of Chaos or End Times, depending on your timeline.

Starting Location

Roll **1d8** to determine your starting location and which Dwarfhold you hold citizenship in, or pay **50 CP** to choose freely.

1. **Karaz-a-Karak** - Also known as Everpeak, Karaz-a-Karak is the capital of the Karaz Ankor as well as its largest and most populous city. This hold, located to the east of the Border Provinces along the Silver Road, is the home of the Great Book of Grudges and the greatest airfield in the Old World, with which the Everpeak projects force across the many paths through the World's Edge Mountains. It is the center of Dawi Culture, a bastion of Dawi Traditionalism, and the true power of the World's Edge Mountains, regardless of what the grobi in the Black Crag may think. **Smiths** may choose this hold as their starting location for free.

2. **Barak Varr** - The Gate to the Sea, this hold, located in Blood Valley, at the tip of the Black Gulf, lies just south of the Border Provinces and just north of the Badlands. The center of Dawi naval power, many an ironclad vessel calls Barak Varr its home port. Access to the sea and control of rivers that flow down from the World's Edge Mountains, as well as its proximity to Karaz-a-Karak make this city a powerful trade-hub, despite the constant threat of attacks by Greenskins from the south. **Rangers** may choose this hold as their starting location for free.

3. **Karak Hirn** - The Hornhold. Famed for its rich deposits of iron, this city, located in the Black Mountains, sits along the border between Reikland, Tilea, and the Border Provinces. A minor hold during the Golden Age, it grew in importance, domestically and internationally, after the Age of Woe. While the occasional greenskin invasion of the Empire will attack this hold as it moves north, it is still one of the safer dwarf-holds. Unfortunately, Karak Hirn is not connected to the Underway, necessitating that all trade with the city must be via above-ground roads through the mountains. The lack of a connection to the Underway, relative young age as a hold, combined with easy trade with various manling powers has made the Hornhold's culture relatively radical, by Dawi standards. **Engineers** may choose this hold as their starting location for free.

4. **Karak Izor** - The Copper Hold. Located in the Vaults between Tilea and the Border Provinces, Karak Izor is a hold surrounded by ice-cut valleys and frozen glaciers, but an inhospitable environs above ground contrasts with some of the largest mines in the Old World, the result of thousands of years of digging for copper, tin, and iron. The fractious nature of above-ground power in Tilea and the Border Provinces, paired with the treacherous and isolated ground, has resulted in more than one Dwarven Clan establishing "valley kingdoms" above and around Karak Izor, to temporarily rebuild

strength after an ancestral hold is lost to enemy forces. However, though it may be peaceful aboveground, this is also the hold closest to the Skavenblight, and as such, there is a constant threat of thaggoraki attack in the Underway. **Miners** may choose this hold as a starting location for free.

5. **Karak Kadrin** - The Hold of the Mountain Pass. Also known as the Slayer Keep, this hold is located in the northern World's Edge Mountains, east of Ostermark and north-east of Sylvania. Home of the Great Slayer Shrine, this city is the center of worship of Grimnir, and every dwarf who takes the slayer oath makes their way here to shave their beard. It is a city of sadness and regrets, where dwarves wait to die. But despite this, the hold itself is fairly safe, barring occasional harassment on the roads to and from the keep by undead monstrosities from Sylvania or goblins from elsewhere in the mountains, attacks that the Slayers who defend Peak Pass are too happy to fight. Even the kings of Karak Kadrin are bound by the Slayer Oath, desperate to earn redemption without betraying their obligations to the dawi of Karak Kadrin. **Slayers** may choose this hold as a starting location for free.

6. **Karak Azul** - Iron Peak. Located far to the south of the World's Edge Mountains, this hold was cut off from the rest of the Karaz Ankor when Karak Eight Peaks fell to Skaven and Goblin invaders, centuries before the Empire was established by Sigmar. Situated on a massive plateau overlooking roads and valleys that connect the Badlands and the Plain of Bones, this highly defensible city has held out against many invasions from many different foes since it was cut off from the rest of the Karaz Ankor. They have fought off greenskins from the west, Clan Mors from the south, Clan Eshin from the east, and even undead spewing forth from Nagashizzar, to the south-east. But despite the isolation and the occasional attacks, Karak Azul stands strong and morale remains high, striking back at its unruly neighbors and giving as good as it gets.

7. **Kraka Drak** - Dragon hold. This keep, though cut off from the Karaz Ankor later than Karak Azul, is in a significantly more dangerous position. Located in the northern Gianthome Mountains, not far from the Frozen Sea, Kraka Drak was cut off during the Great War against Chaos, when the Chaos Wastes expanded south to Praag. Coming from the south, Clan Moulder is happy to test the flesh monstrosities grown in the Hellpit against its defenses. Norsican reavers from the west and Kurgan tribes from the oblast to the south-west are all too happy to prove their strength against the dwarfhold. And the greatest threat, demons and mutants from the chaos wastes to the south and east, will ever seek to devour the untainted souls which shelter within Kraka Drak. Who knows how long this city will hold against the many forms of Chaos, obvious and insidious, that come to grind them to dust. **Priests** may choose this hold as a starting location for free.

8. **Free Choice** - You may choose any dwarfhold in the Old World currently held by dwarves as your starting location, save for Zharr-Naggrund, and you may additionally choose to to be a citizen of any dwarfhold or clan in the Old World.

Perks

General Perks:

Dawi of the Karaz Ankor (-0 CP) You are a dwarf of the Eternal Realm, with all that entails. You can live for thousands of years without dying of old age. Your hair is more durable, to the point that you can, over several hundred years, grow a beard longer than you are tall. Your hands are incredibly dextrous, your mind is disciplined and quick, and your will is strengthened to be like stone. You also understand Khazalid and gain knowledge of both dwarven customs and the basic civic requirements of a dawr of the Karaz Ankor.

Made of Stone (-0/400 CP) As dawi, you are paradoxically both resistant and vulnerable to magic. All magic that would affect your body or soul directly instead has no effect, save for the most powerful magics or magics you deliberately subject yourself to, which instead cause your body to slowly turn to stone. This perk is free for this jump, but by spending **400 CP**, you may keep this perk in future settings, upgrade this perk to apply to all supernatural powers, and only resist supernatural effects you wish to resist. The strength required to overpower your resistance grows both with your age and with the strength of your soul.

Grumble Grumble (100 CP) Anyone who knows anything about Dawi will know they grumble constantly; they grumble about their allies, they grumble about their subordinates, they grumble about their enemies, they grumble about the weather. They grumble in good times and in bad, in sickness and in health, for richer or poorer. And despite the grumbling, despite the decline of the ages, despite the foes at their door, things are never quite as bad as they seem. You can now grumble in that special way that shows concern rather than irritation: the grumbling that proves you care. As a bonus, you can now properly interpret the cause of all complaints you hear: sincere complaints, political posturing, mis-stated concerns, you can distinguish them all with ease.

Long Beard (400 CP) You are now a Longbeard. Your beard is long enough that you can fashion it into a belt without cutting it or affecting your posture. Likewise, any hair on your body is now more durable in combat. Attacks deliberately meant to damage your hair will affect it as normal, but your hair will avoid becoming collateral damage, hindering your motion, or even getting caught on things and people around you. Additionally, your age increases by 470 years and certain abilities obtained here increase in power.

Ranger

Walk in the Sun (-100 CP) Dawi of the Karaz Ankor do not spend much time aboveground if they can avoid it, save for the Rangers. You have many skills necessary to survive in the wilds of Mallus for extended periods of time without support: hunting, tracking, surviving the elements, maintaining your equipment, identifying the many dangers both mundane and esoteric. Any issues such as agoraphobia, claustrophobia, or acrophobia have no hold on you. Your eyes can see clearly for miles, and your accuracy with a rifle or crossbow matches your vision.

Stealth (-200 CP) Unlike the typical dwarf, you are capable of exercising stealth. You can move without leaving a trace of your passing in biomes terranean and subterranean and avoid the notice of all but the most alert sentries.

Dwarf With a Tan (-400 CP) Rangers come in two groups: outcasts desperate to earn a place in a hold, or outcasts who don't *quite* fit in with the expectations of the Karaz Ankor. The second group will wander above ground from hold to hold, serving as they please and moving on if they wish. Like these Rangers, so long as you are not involved in some criminal or political complications, you know how to cut ties with a city or nation and move on for a clean start somewhere else without being distrusted or mistreated by your old home or your new home.

So Long as Grobi Die Screaming (-600 CP) Dwarven Warriors frown upon many methods or weapons of war: swords, sorcery, assassination, sabotage, poison, guerilla tactics, and more. You know better. So long as you are circumspect with your superiors and discrete in execution, you face no political blowback for less-than-honourable tactics and strategies. Which is fortunate, as you are a master of poisoning and assassinating enemies, sabotaging their works, and luring entire armies to pointless deaths as they chase phantoms across impossible terrain. Most importantly, you are a master of using these tactics in strategically relevant ways.

Longbeard: Not only are you a master of using these tactics in strategically relevant ways, but in politically and logistically relevant ways as well. You can easily find who to assassinate to break a WAAAAGH into a dozen feuding tribes, which Skaven to poison to start a civil war, which roads to collapse to destroy an enemy's supply train, and which nobles to bribe to keep foreign wars from coming to the Ankors doors. Of all dwarfs in the Karaz Ankor, you have learned when to fight your enemies and when to let your enemies fight themselves.

Miner

Know You Are Stone (100 CP) As a dawr who was born in the earth, lived in the earth, and mined in the earth, you have a supernatural sense of the nature and quality of nearby stone. You can tunnel through any earth or stone with maximum efficiency with any tools you have available, know how to set up tunnels to be stable, and you automatically know the quality of any soil or stone you see, knowing how well it can be used for various purposes, such as how rich soil is for farming, what ores can be found in certain rocks, or how well suited a specific stone is for construction or sculpting.

Underground Navigation (200 CP) is highly mathematical, and difficult to explain intuitively. It combines three dimensions of movement with fixed gravity, a subtractive approach to space (with potentially variable mediums), and a connection to open ground. You never get lost when navigating tunnels, can easily map out any tunnels you have explored in a way that is understandable to others who lack your familiarity, and have no problems interpreting maps or instructions left by others.

Tunnel Fighting (400 CP) Fighting in the dark is one thing. Fighting in the dark in confined spaces in another. Fighting in the dark in confined spaces when your enemies can potentially

flank you or bypass you by digging new paths around or above you is a third. You are a master of tunnel fighting at all levels. You are a master of fighting in tunnels as an individual, a master of the tactics of leading groups to fight in tunnels, and a master of tunnel strategy capable of defending a fixed position against tunneling enemies or assaulting enemy strongholds and armies by tunneling.

Not the Ore We Need Right Now (600 CP) Whenever you, personally, mine for a stone or metal ore, you can convert the ores in the dirt into a mundane ore of your choice, so long as you are familiar with the properties of the ore or stone that is already present in your mineshaft and the ore or stone you wish was there. Should you convert existent materials into significantly rarer or stronger materials, this conversion drains stamina or fuel more quickly than mining with a pick or a drill, though the increase in stamina cost or fuel cost is mitigated as the starting material becomes rare, i.e. mining gold from a vein of tin is easier than mining silver from a vein of copper.

Longbeard: You may, at immense personal cost, convert mundane metals and stone into supernatural materials you are very familiar with, such as Gromril.

Priest

Inheritance of Grungni (-100 CP) Should you meditate or pray in the presence of working craftsmen, their skill shall increase noticeably for as long as you continue. Apprentices will approach Journeymen, Journeymen will approach masters, and the greatest masters of their crafts may approach the lost wonders of the Dawi Golden Age. This blessing has a greater effect on skills and trades that you, yourself, are skilled in, and it grows as you grow older or your soul grows stronger.

Barazul (-200 CP) Every Dawi who becomes a Slayer represents a loss to the Karaz Ankor and a failure of the community as a whole, which is why it is important that no dwarf take the slayer oath if there is a reasonable alternative to preserving their honor. Enter the Barazul. These dawi are somewhere between Priests of Grimnir and Loremasters, but in practice they work as a combination of therapists and lawyers to ascertain if a Slayer candidate could potentially maintain their honor in any way other than becoming a Slayer and strive to convince the candidate to avoid taking the Slayer Oath. You gain the skills as a lawyer and counselor necessary to help keep others from falling into grief or escalating conflicts beyond good sense. You are especially skilled in providing aid to those who do not want, or feel they don't deserve, help.

Inheritance of Gazul (-400 CP) There is much that wanders Mallus that is not of the physical world, demons and undead of a hundred different flavors. By this blessing, you are now adept in destroying these beings and laying them to rest. Your physical blows will land on ethereal beings just as easily as they would on mortal enemies, and when you destroy the physical manifestation of an undead or demonic foe, their physical form will *remain* destroyed.

Inheritance of Valaya (-600 CP) No magic below the level of a concentrated effort by a major god will be enough to overcome your resistance to magic, and your resistance covers more subtle and mundane issues such as poison, disease, pain, or fatigue. You are ridiculously difficult to kill, even if it seems the whole world exists to grind the Dawi down.

Longbeard: You can share this blessing with another person, and you can choose to pass this blessing down to your descendants.

Smith

Dawr (-100 CP) You have the skills of an experienced Dawi Journeyman blacksmith, mason, sculptor, goldsmith, and jeweler, a level of competency in these fields far beyond an umgi grandmaster.

Artisanal Gear for the Artisan (-200 CP) Your skill in any combat or craft grows if you use tools that you, personally, have crafted, with the increase in skill growing depending on the quality of the equipment you have produced and the amount of time and effort spent on the equipment.

Dammaz Elgi (-400 CP) The immaterial world can affect the material world, and so too can the material world affect the immaterial. You are familiar with the basic principles of how certain materials and certain structures can affect the immaterium, and as the principles that would allow you to make completely mundane objects that can shape, strengthen, or hinder the winds of magic. Currently your experience in doing so is minimal, but with time and effort, you could recreate, or even improve upon the waystone network that channels all magic into the Great Vortex.

Rhunki (-600 CP) You have been initiated into the arts of Dwarven Runesmiths, and are capable of crafting equipment empowered by a single rune, and have the skill and knowledge to scribe all non-chaos Dawi runes that exist in the modern age other than Master Runes. Kragg the Grim would consider you a worthy successor, and with time, practice, or a good teacher, you could learn to expand your knowledge even further beyond this, beyond the skill of any Runesmith who yet lives after the Age of Woes. Add 200 years to your age.

Longbeard: Knowledge of the Master Runes (though using them might get you in trouble politically), knowledge of the base principles to re-derive the full knowledge of runes from the Golden Age.

Engineer

Endrinkuli (-100 CP) have knowledge of the construction of gunpowder, guns, and vehicles of the Karaz Ankor, as well as the skills of a typical dwarven journeyman engineer. Your hands gain a literally inhuman level of precision and economy of motion.

Good Not Good Enough (-200 CP) Everything you make is always made to the best of your abilities, regardless of fatigue, injury, or personal feeling, save for works you deliberately wish to be imperfect. Your creations are still subject to material limitations.

Larger than Limitations (-400 CP) You can scale up your designs infinitely without issue, and you are skilled at engineering macroscopic effects of an environment via structures such as dams, dykes, canals, lightning rods, and more.

Eternal Empire (-600 CP) Things you build or oversee the construction of do not suffer decay or require maintenance and are far more durable than they should be.

Longbeard: Not content with dams, canals, or lightning rods to shape the mundane world, you can now design, engineer, and oversee the construction of structures to affect large scale phenomenon of supernatural origin as well as mundane, provided you understand the fundamentals of the phenomenon in question. Who knows, with the help of a few runesmiths or wizards, some time, and the wealth of the Ankor, you might be able to build a second Maelstrom.

Slayer

Drengi (-100 CP) As a Slayer, you are free from all societal expectations and all assumptions of propriety, so long as you work towards your ultimate purpose in society. A Slayer's ultimate purpose is to seek a worthy doom, though perhaps you fit somewhere else in the Ankor.

<Monster> Slayer (-200 CP) As a slayer, you suffer from chronic competence. Your skill with an axe is such that you can quickly slay all but the greatest monsters of this world, though you gain no skill in protecting yourself that would ensure you survive slaying such foes.

A fight that matters (-400 CP) You can instinctively find the fights that will serve your goals. Why fight a Dragon who will nap for the next hundred years when you can find the Skaven assassin who is about to murder your king?

A Worthy Doom (-600 CP) So long as you are actively and consciously working as a soldier or combatant for a faction or a cause, luck and fate will conspire to keep you safe against all threats, save those you face in active combat. Additionally, your ability to harm a foe grows when facing enemies stronger than yourself as all supernatural defenses seem to fail or weaken in your presence.

Longbeard: Once per jump, you may choose any worthy enemy, fight them, ensure a mutual death that achieves some great goal for you or your people, and be resurrected without consequence.

Items

Josef Bugman's Best (-200 CP) This barrel, filled with the finest ale ever produced by any dwarf, will somehow never run dry. Josef Bugman no longer brews ale, instead chasing revenge against the goblins who destroyed his home, which makes this brew rarer and more valuable with every day. One day, the Karaz Ankor will have to go without this irreplaceable ale, but you never will.

Small Plastic Figurines (-50 CP) These unassembled, small, plastic figures, complete with adhesive and paint to complete them, depict many archetypes of warriors and war-machines of the Karaz Ankor, as well as several famous figures, such as Kragg the Grim and Josef Bugman. But from the craftsmanship of the plastic, many a longbeard would consider them to be toys made *by* children, *for* children.

Umgak Trade Goods (-50 CP) Several boxes of artisanal goods made from metal, wood, glass, and clay. Among the finest works of their creators, the fact that these were crafted by *manlings* rather than dawi means that they can, at best, be sold to humans for some small amount of coin rather than used by dawi.

Beard Grooming Kit (-50 CP) A kit carrying beard polish, an intricate gromril comb, small bows, hair-ties, and everything you would need to ensure your beard is healthy and lustrous. This kit magically updates its contents should you find yourself with new biological beard-based hygiene needs, regardless of whether your beard should be made of hair, tentacles, nerve-fibers, or whatever atrocious umgak beards you should find yourself wearing in the future.

Drop-in (Ranger)

Survival Kit (-100 CP) All the equipment needed to survive in the wild mountainous, hilly, and forested terrain avoid and around the various dwarf holds in the Worlds Edge Mountains, including an axe suited for combat and durable, comfortable leather armor.

An Adequate Rifle (-200 CP) By the standards of a Dwarf Longbeard. This rifle is as accurate as physically possible, durable enough to be used as a warhammer, and can be shot even if filled with sand or covered in mud without jamming or losing accuracy. It requires no maintenance except when severely damaged, and is even resistant to most magic. Comes with a replenishing supply of ammunition. Should you prefer, you may instead receive a crossbow. It is similarly accurate, though it trades some range for the benefits of indirect fire.

Maps (-400 CP)
You have a set of detailed maps that show the topography and settlements of the World's Edge Mountains, broken down into regional sections, including every hidden goat path and river crossing that a scout could use to move unseen and every minor ork village or beastman warband on a raid. These maps include the underways, where they connect to the surface, and

they update to include cave-ins, landslides, and other changes to the terrain. Should you spend a day exploring an area, a new map will find itself added to this collection.

A Hero's Armaments (-600 CP) This pack is filled with a set of powders and substances necessary to mix a small variety of explosives, incendiaries, and poisons (strong enough to deal with greenskin creature, skaven creations, and stronger beastment), enough to disrupt armies when used in the right place and at the right time.

Miner

Mining Equipment (-100 CP) A pickaxe that has been passed down from father to son for generations over thousands of years and is strong enough to cut through any mundane stone or metal found on Mallus with ease, paired with a flameless lantern, a thousand feet of incredibly study rope, and a rucksack capable of holding any amount of weight that physically fits in the bag.

Mineral Survey (-200 CP) This map contains a detailed mineral survey of a three dimensional space of land a hundred miles across, centered around your starting hold. It can be updated to show a different space of land by being carried around the borders of a new area of land smaller than or equal to a cube with one hundred mile sides

Mine (-400 CP) This mine is placed in a location near your starting location (or on some property you own) and is unquestioningly recognized as your property by your allies and overlooked by your enemies. While it can only be mined by hand, this mine contains veins for every metal found natively in this setting except Warpstone, and expands to add novel, naturally occurring metals in future settings. This mine never experiences a tunnel collapse, flood or similar safety feature.

Ironbreaker Armor (-600 CP) Normal Ironbreaker Armor is a suit of heavy gromril plate armor, capable of protecting the wearer from most mundane attacks, cave-ins, and land-slides without injury. Mundane weapons will deform before they breach this armor. This suit in particular bears a unique set of runes, granting similar protections to all supernatural phenomena. Both its mundane durability and supernatural defense scale with the power of the wearer's soul, and the armor resizes to always perfectly fit its wearer.

Priest

Warhammer (-100 CP) A masterwork dwarven warhammer, forged of the finest steel, with a grip that perfectly fits any user. This weapon is ideal for fighting against heavily armored foes and war-machines, requires little-to-no maintenance, and will probably outlive you.

Symbol of Grungni (-200 CP) This small symbol of Grungi can be worn on a necklace or bracelet. Should you take a handful of stone dust and speak an incantation while wearing this symbol,it will allow you to pass through stone as though it were air for several minutes. It limits

your movement speed to a walking pace, but should you still be in stone when the effect expires, you will be safely ejected to the nearest empty space that is large enough to hold you.

Office (-400 CP) Not a physical office, but an official position as a mid-ranking priest of an Ancestor God of your choice. Priests are esteemed and valuable members of the community, and being recognized as a member of the priesthood grants you a great deal of soft power and influence in your hold. In future jumps, you receive some similar post of cultural or religious significance with all associated benefits.

Dammaz Kron (-600 CP) The Great Book of Grudges, or *a* book of grudges, anyway. This book automatically records the ways in which you've been wronged by others, complete with the circumstances and perpetrators of malicious action, as well as lists methods by which you could pursue gaining recompense for those wrongs, ranging from a public apology to weregild to heart's blood. Resolved grudges are stricken from the book, but no matter how many unpaid debts fill its pages, there always seems to be room for more.

Smith

Forge (-100 CP) A small dwarven forge, with all equipment necessary to convert ore into metal and forge weapons, armor, and tools, and a steady supply of iron, copper, and tin with which to work.

Reagents (-200 CP) Runecrafting is a time consuming and expensive art, not just because of the sheer amount of skill and precision required to inscribe runes, but also because of the incredibly specific reagents required for crafting the more powerful runes. This bag can, three times a day, produce any specifically required reagents for any single rune you are capable of properly crafting, save for unique or exceptionally rare ingredients, magically potent ingredients.

Gromril (-400 CP) Starmetal is the most prized substance of the Karaz Ankor. If properly worked, it can produce the finest armor in the work, and the metal holds runes in a way that iron, bronze, or steel simply cannot match. This replenishing supply of gromril ingots will provide you with enough of the metal to produce a full set of Ironbreaker Armor, complete with warhammer and shield, once every year.

Anvil of Doom (-600 CP) The most potent runic weapons of the entire Karaz Ankor, these knowledge of how to recreate these anvils was lost when a dragon attacked Thunder Mountain and killed the Runesmith who held that irreplaceable knowledge. These anvils, made of solid Gromril and covered with runes indecipherable to modern Runesmiths (including the lost Rune of Sorcery), are carried into battle on mounted platforms, and bind the winds of magic to serve the Dawi. They can bolster other dwarfs mentally or physically, or even call down massive strikes of divine fire and lightning upon the enemy. Who knows what knowledge can be gleaned from one of these altars. It would take a Runesmith greater than Kragg the Grim to decipher the runes and learn how to remake or improve this great and terrible weapon.

Engineer

Bag of Tools (-100 CP) While Engineering *is* a tactile and mental skill, it is not something to be done purely by hand. This bag includes all of the standard tools a Dawi engineer would be expected to use during his career.

Supply Train (-200 CP) Other than tools, an engineer needs parts, fuel, ammunition, and other materials to perform his work. Wherever you find yourself, you shall somehow always receive enough parts and materials necessary for a particularly skilled dwarven engineer to continue working without delay, geared towards whatever work you find yourself doing.

Workshop (-400 CP) Not all projects are small enough to be constructed by hand, and not all projects are simple enough that they can be completed in the field. This workshop contains a set of heavier machinery, large workspaces, and a steady supply of basic materials with which to work on various projects. The space is large enough to handle the construction of anything smaller than a Dwarven Gyrobomber.

Custom Gyrobomber (-600 CP) This fully furnished, self-maintaining gyrobomber contains the finest technology of the Karaz Ankor. It can fly for hundreds of miles without refueling, is unaffected by inclement weather, outpace a dragon in the air, and carries enough ordinance to burn hundreds of grobi to death without rearming. More importantly, any customizations or additions you should make to the Gyrobomber will be overlooked by Dwarven Traditionalists so long as the alterations are not based on warpstone, non-runic magic, or other obviously chaotic sources.

Slayer

Booze (-100 CP) This cask of ale, is not quite as high quality as Bugman's best. It is a brew meant for guzzling rather than sipping. The unique combination of high potency, poor taste, and a surprisingly light hangover all combine to result in a brew with an incredible effect. If drunk by someone in poor mental health (including obsessions, depression, anxiety, certain dysfunctions, and even, ironically, addiction), then their condition will not degrade for a week, regardless of what happens in that week. Should the drink this booze, then even the most chronically depressed slayers will find the will to keep going rather than turning to suicide.

Coordinator (-200 CP) Slayers leave their homes and families. They abandon their previous trades, and, with a few exceptions, they keep no possessions or wealth other than their weapons. As such, some would think it difficult for Slayers to make their way from one fight to the next. However, there are dawi who do not take the oath but support Grimnir's sacrifice in what ways they can. This small, informal npc organization serves two purposes. They are incredibly skilled in tracking down battles and specific enemy champions and in developing ad-hoc transportation options for you to reach those battles in a remarkably quick time frame. You might end up sleeping in the coal closet of a monitor, sitting in the back of a merchant

caravan, or even riding down a river in a barrel, but you'll somehow always be able to get to a major battle in time, prepared, rested, and ready.

Grimnir's Tattoos (-400 CP) Your body is now covered with tattoos dedicated to Grimnir. These tattoos provide protection against hostile magic and missile attacks, and are meant to allow slayers close to axe-swinging distance with foes without falling to spellfire or a volley of arrows.While the provide no protection against foes once they are in melee range, they are comparable to masterwork ironbreaker armor against distant foes. However, the tattoos provide no protection while knowingly fleeing an enemy. In future jumps, these tattoos only become visible while deflecting an attack.

Axe of Grimnir (-600 CP) This two handed war-axe increases the physical strength of the bearer, cuts through most magical defenses, strikes harder against larger enemies and demonic foes, and increases in power with the strength of the soul of the wielder. In the hands of a god, it can even bring true death to demons and gods of equal or weaker strength.

Companions

Beardling Apprentice (-100 CP) A dawr taking his first steps into adulthood, barely 30 years old, with a somewhat clearer vision of the world than most of his race. With a sense of adventure just shy of becoming a ranger, wisdom to recognize the slow death his people face, and flexibility born of youth, and some minor familiarity with all skills, crafts, and trades of the Karaz Ankor (not even on the level expected of a full apprentice), he hopes that by learning from you, and perhaps following you beyond the lands of Mallus, he might learn or grow enough to reverse the slow decline of the eternal realm.

Manling Bard (-200 CP, -100 CP if taken with The Worst Slayer) One night in a tavern on a road somewhere, you had a drinking buddy. Felix is the black sheep of an imperial mercantile family. Expelled from university (where he studied poetry) he was rescued from death during the Window Tax Riots by the slayer Gotrek Gurnisson and swore an oath to witness and record the doom of Gotrek. He will convince Gotrek to follow you during this jump, and should Gotrek still live before you leave, he will still be willing to follow you on your chain once assured he can return at the same moment he leaves, ensuring that he will not violate his blood-oath by doing so.

Dämmerlichtreiter (-500 CP) An Umgi Master Mhornokri, Matilde Weber is a young, recently elevated Magister who serves the Grey College, and is looking for work after she was released from her previous position as the spymaster of Stirland. She is a talented shadow mage, skilled with a greatsword, master of the Elephant school of stealth, the temperament of an independent and affectionate cat. Her past is shrouded in mystery, and what you do know about her is troubling in a way few thing can be (a wizard wearing a witch-hunter's hat with a barely concealed disdain for Sigmar would trouble may people, both human and dwarf, for many different reasons, as would the fact that, after a battle, her clothes will often be torn but her flesh never seems marred) But as she is in need of new work, she has decided to follow you during your time here. Though her loyalties are somewhat suspect, so long as you don't attempt to get

her to work against the Empire, I'm sure she'll be happy to follow you even beyond the limits of Mallus.

The Worst Slayer (-300 CP, -200 CP if taken with Manling Bard) A Slayer desperate for his doom, Gotrek Gurnisson is a dwarf ever searching for greater enemies. To receive absolution for his crimes, he must die in battle fighting a foe of the Karaz Ankor, but his skill as a fighter is such that he has defeated a Bloodthirster, and to *allow* a lesser foe to kill him is anathema to the Slayer Oath. He is a moody figure, even by dwarven standards, and possesses an unerring sense of direction, prodigious love of ale and general distrust of non-dwarves that is typical of his people's culture. Jump-chan has offered him a deal. Should he follow you on your chain and die fighting one of your enemies, rather than be resurrected like a normal companion would, his soul will be delivered to Gazul's care, and Jump-chan will arrange for the destruction of enemies of the Karaz Ankor proportional to the worth of his doom.

The Grim (-600 CP) Kragg the Grim is the greatest living Runelord who yet survives in the Age of Reckoning. Despite being old enough to remember the Golden Age, he has never found a dwarf worthy of passing on how knowledge, and thus he spends his time caring for the remaining Anvils of Power and occasionally going into battle, displaying his skill by using his walking stick to deal strikes equal to any cannonball. A truly legendary grumbler, but his meandering rambling about the good old days will still leak enough information to inspire most runelords to new heights. Should you impress him with your skills, he might decide to follow you on your chain, either to learn more about the multiverse, to teach you what he knows, or to simply boast of the excellence of the Karaz Ankor and the Dawi beyond the limits of Mallus.

Gift Giver (-1000 CP) Long before you began this jump, when Kraka Drakk was first settled, the first Runelord of the new northern hold was Snorri Klausson of Clan Winterhearth, who earned the title 'Gift Giver' when he, to settle an oath made as part of a drunken bet, made enough individual toys for every child in his hold twice over (his original hold, not the new and barely settled Krakka Drak) in less time than a friend's smithy could produce an axe. A powerful and skilled Runelord, educated during the Golden Age, with a particular familiarity for the more esoteric aspects of Runelore, and with the knowledge necessary to develop new runes (though doing so is a slow process). Snorri was sucked into a temporal anomaly during an expedition to reclaim Karag Dum some decades after Grimnir's Sacrifice, an anomaly which spat him out near you at the beginning of this jump. Sensing the power in you, and recognizing that he is no longer in his own world, he is willing to follow you, or even take you as an apprentice in runecraft, the Golden Age Runecraft that was esoteric even when the Ancestor Gods walked the earth. Though be aware that an apprenticeship is a 120 year commitment, with a journeyman period and period of early mastery education both taking a similar amount of time except in cases of true prodigies. And while the gift giver is a maverick in his approach to the art, he will expect our education to be your main focus for as long as your apprenticeship lasts.

Drawbacks

What was GW thinking? (+0) Mallus is a world of possibility, and the meddling of gods or chance or editors has resulted in this world spawning multiple timelines. At your discretion, you

may choose to spend your jump in either the End Times timeline, the War of the Vortex timeline, or Storm of Chaos timeline (the proper one, the one where Grimgor Ironhide bodies Archaon the Everchosen).

Longevity (+0) Ten years isn't long enough for a dawr to take a piss. Instead of a ten years, you may choose to extend your stay for as long as you wish before continuing your chain.

We'll drink and drink and drink and drink and then we'll drink some more (+100 CP) You have a strong fondness for ale. By umgi terms, you'd be considered a high-functioning alcoholic. But while you can succumb to drunkenness, a dawi liver will not suffer long term damage from your habit.

Grumble (+100 CP) You are now somewhat more irritable, and will grumble in an off-putting way that shares your irritation with those around you

Babyface (+100 CP) Your beard now grows at half the rate of a normal dwarfs beard. Other dwarfs are likely to assume you are younger and less experienced than you actually are until such time as you prove them wrong, and it will be harder for you to get married.

So until our tears are dried (+200 CP) The Karaz Ankor may be the Eternal Realm, but it is likewise a realm in eternal decline. Whether you realized that the weight of age is slowly crushing your people to powder, or you suffered from some personal loss, you suffer from chronic depression. Though not completely debilitating, and it is possible to mitigate the effects, this trouble will remain with you in some form for your entire stay in the Karaz Ankor.

Holdless (+200 CP) Regardless of your origin and starting location rolls, you are now either a dwarf without a clan, or a member of a clan that has been driven from its ancestral hold by skaven or greenskins. You might ply above-ground trade routes as a merchant, settle in an Imperial city, live in a valley-kingdom, or be accepted as a temporary resident in a more fortunate dwarf-hold, but you will be poorer, less secure, and considered less "proper" during your time here, even if you should reclaim your ancestral hold.

Grudgebearer (+200 CP) You are the subject of a Grudge of a dwarven clan that stands as a peer to your own. Should you be clanless, this Grudge comes from a valley-kingdom. While not severe to the point of violence, they will oppose you politically and economically wherever they can. Dishonorable behavior on your part could see this grudge escalate, but a sacrifice of money or power that genuinely affects you could see this grudge resolved peacefully.

But you do hear drums (+200 CP) You have been touched by the Ancestor Gods. Occasionally, when you are witness to behavior that is abhorrent to them, you will find yourself overcome with the sound of drums, drums in the deep. A voice that is not mortal will speak through you, you will see the mask of mortality stripped from the world for a brief moment, and when it has passed, you will cough up dust as grey as bedrock stone. Your presence will

unsettle dwarves, humans, and elves alike, and on any battlefield against the servants of Chaos, you will find yourself targeted as though you were the general of your forces.

Stubborn as a Rock (+200 CP) You are ridiculously stubborn, especially when it comes to slights, both real and perceived. You are prone to turning grudges into Grudges, you never forget any insult or inconsiderate action by another, and you are constitutionally incapable of letting *anything* go, regardless of how much it may cost you.

Seek Your Doom (+300 CP) Whether or not you are actually a slayer, you will live the life of one now, as a member of a mercenary company. You are barred from using any armor, defensive items, or powers that grant you a supernatural defense stronger than a peak Dawi body. As a member of Aleena's Bittersteel's Bastards, you will be ferried from one battle to another to fight the strongest enemies of the Karaz Ankor and the forces of Order, in search of your doom and to enrich your captain. You cannot leave the company, refuse to fight, or otherwise avoid the battles you are sent to.

At First I was Afraid (+300 CP) You no longer benefit from a Dawr's resistance to magic, but you retain the Dawi's weakness to those ethereal winds. Active magic effects or particularly plentiful sources of magic will see you slowly turn to stone. Be thankful that properly made and functioning magical items (meaning dwarven runic items) do not slowly petrify you as well. Any other abilities or items that would bestow or improve resistance to magic will not work for you.

Traditionalist (+300 CP) The Ancestor Gods taught the Dawi how to adapt from the World that Was to the World that Is, and you have decided that the appropriate lesson to learn from them is that you need adapt no further. You are a staunch traditionalist. Any tool, weapon, device, craft, method, or idea younger than you are is too young to be relied upon. When given the choice of fighting in battle wearing weapons and armor of umgi or elgi origin or fighting naked and bare-handed, you will choose bare-handed. Anything that is the result of non-dwarf hands or magic is suspicious, though your own skills and abilities, of course, are not subject to this suspicion. The best relationship you could develop with a non-dwarf is "not actively trying to kill them, currently." And the only things worth learning are things that come from the Golden Age of the Dawi.

Radical (+300 CP) The Ancestor Gods taught the Dawi how to adapt from the World that Was to the World that Is, and while the majority of dwarfs have agreed that they need adapt no further, you are not one of them. Dwarven culture, dwarven traditions, and dwarven conservatism grate on you. When given a chance to try something new, barring an obvious reason not to try it, you will prefer new ideas and new options over the old. Moreover, you are recognized as a radical by other dwarfs. Expect your career to go nowhere, to be denied authority, and to have your opinion routinely disregarded. Should you somehow manage to obtain some form of political or economic authority, expect other dawi to heavily scrutinize you in search of some evidence of treason. Any changes you try to implement on a personal or macroscopic level will be scrutinized and opposed to the highest levels of the Karaz Ankor,

whether you act in the Dwarfholds, the Empire, the Border Provinces, Tilea, or even leave the Old World entirely.

The Silence of Stone (+300 CP) As far as the Karaz Ankor is concerned, you are *not dawi*. Should you set foot in a dwarf-hold, or even meet a dwarf on the road, they will do everything in their power to kill you. Should you find shelter with the enemies of the Karaz Ankor, they will dedicate their full military might to recovering and killing you. Should you find shelter with their *allies*, the Dawi will use their economic and diplomatic influence to see you captured and sent to them for execution. Regardless of where you go, slayers and rangers will track you down and attempt to kill you.

Umgak (+400 CP, Half points if taken with Traditional) Any powers, items, sciences, and trade-skills that originate from out of this jump are barred to you, save for those that originate from the Karaz Ankor in previous jumps to Mallus. As are any magics, weapons, or knowledge that originate from the umgi, elgi, grobbi, thagorraki, or lizardman nations. For your time here, you will be relying on dwarven faith, dwarven steel, and dwarven gunpowder. You don't know what you were thinking, relying on such untrustworthy things in previous jumps.

Fire Dwarfs (+500 CP) Regardless of your starting location, you now begin in Zharr-Naggrund, as a slave to a Dawi-Zharr overseer, and they are *not* kind to the brethren who abandoned them. Your powers and warehouse are barred to you until you manage to escape your master and leave the walls of the city of flames. Should you manage to survive ten years as one of the most abused slaves in Dawi-Zharr without escaping, you will be able to leave the jump as normal.

Scenarios

Cloak of Beards - During the Golden Age of the Karaz Ankor, shortly after Malekith failed to walk through the Flame of Asuryan on his second walk through the flame, the Drucchi began to raid dawi caravans across the old world., leadinding to violence between the dawi and the elgi colonists in the old world. When High King Gotrek Starbreaker heard of the violence between dwarves and their long-time allies, he called his thanes to end the bloodshed and sent an Ambassador to the court of the Phoenix King to demand an explanation and wergild for the deaths of his people.

Rather than explain or open a dialogue, Phoenix King Caledor II refused to see the ambassador, and sent a missive saying that if the High King wanted something from the elves, he could come to the phoenix court and plead for it. The High King, in his patience and out of respect for the long alliance between Dwarf and Elf, sent a second Ambassador. This Ambassador was set upon by treacherous elgi, his beard shorn, and sent home in disgrace, finally rousing the Karaz Ankor to war.

The War ultimately ended four centuries later, at the Battle of Three Towers, when King Gotrek Starbreaker killed Phoenix King Caledor II on the field of battle,

taking the Phoenix Crown and the silver helms of the many fallen elf soldiers as wergild for the insult Ulthuan had dealt the Karaz Ankor even as most of the elven colonists of the Old World returned to Ulthuan, fleeing the victorious and unquestionable might of the Dawi. The Silver helms were melted down and paid out to the families of dwarfs who fell in the fighting, and what remained was cast into a powerful artifact: the Silver Horn of Vengeance.

However, the beard of the second ambassador was not recovered. The perfidious elgi wove it into a cloak: the Cloak of Beards. The cloak was kept by the descendents of the elfs who fought with Caledor, as a reminder of their hatred for the dawi, and whenever Ulthuan did battle with the Ankor, the keepers of the cloak would seek to add more beards to the cloak's length, until the spiritual weight of the cloak was enough that it subverts the works of dawi by simply existing: even runes cease to function in its presence.

Your task is to reclaim the Cloak of Beards from Ulthuan and see it burned in Karak Kadrin at the Great Slayer Shrine of Grimnir, without dishonouring the loss of the dawi that allowed its creation. You can invade the shores of Ulthuan, should you please, and seize the cloak by force. You can steal it. You can even take advantage of fractious elgi politics to arrange for the cloak to find its way to you. But you cannot plead for it, or even directly ask to trade for the cloak, for to do so would be to betray your dignity as a dawr. Should you accomplish your task of reclaiming the Cloak of Beards and successfully burn it in Karak Kadrin, you will receive as your reward two items of great power.

First, the Crown of Caledor II, a beautiful piece of artistry, crafted from gold and gems from each of the ten kingdoms on Ulthuan. This crown serves as a symbol of office, and should you or your agent wear this crown as they deliver a missive or perform other diplomatic work, they will always be accepted and heard, their message will be received, and they will not be molested on their dispatch or return. Others may not agree, submit, or obey, but your ambassador shall not be turned away at the gate or disgraced for doing their duty.

Second, the Silver Horn of Vengeance. This horn, if blown after a victorious battle or after vengeance has been dealt out or some great slight repaid, then none who bore witness will ever forget the weight of your grudge. Your reputation for repaying loss in kind will never be underestimated, and all will know not to cross you for something as silly as petty pride.

Reconquer Karak Eight Peaks - Vala-Azril-Ungol, the Queen of the Silver Depths, Karak Eight Peaks, or the City of Pillars, is a dwarfhold located along the silk road through the southern World's Edge Mountains. At its height, Vala-Azril-Ungol was one of the grandest and wealthiest holds in the Karaz Ungol, rivaling even the Everpeak, as

befitting a queen. It's fame came from its size and the wealth produced both by its immense and rich silver mines and its position on the silk road.

The Hold itself consists of 8 mountains forming a ring around the Caldera, which contains the Citadel. Each peak is a fortress-city unto itself, connected to the others by a vast network of tunnels centered around the under-Citadel. A force that holds and can man *all* of the Queen could stand against invasion or siege for centuries from above ground, which is why it is a shame that after holding out against greenskin attack from aboveground for two hundred years, Clan Angrund was surprised by an underground invasion by Skaven forces. The resulting losses led to the greenskins successfully breaching the defenses and Clan Angrund fleeing their home, cutting off the Silk Road and isolating Karak Azul from the rest of the Karaz Ankor.

The upper levels of the Karak are now home to the Crooked Moon greenskin tribe, while the lower levels belong to Clan Mors. Collapsed tunnels and the shoddy fortifications constructed by grobbi and thagoraki led to either an uneasy peace or a slow and stable war between the two disorderly powers that would claim the Karak as their home, neither able to drive the other from their home. Thus, the queen remains divided to this day.

Clan Angrund survived, homeless but alive. Some of the survivors established a valley kingdom in the Vaults, others drifted as merchants or craftsmen in umgi lands, and some made homes in other holds. But Clan Angrund never abandoned hope of reclaiming their home, and several kings launched expeditions to reclaim their home. Each failed.

By taking this scenario, regardless of your starting location, you begin in the year 2418 IC (two years before King Belegar would have launched his own attempt to reclaim his ancestral home) as a Thane of Clan Angrund. Rather than leading the attack personally, King Belegar has ordered you to reclaim Karak Eight Peaks. You will have two years to prepare your forces, gather allies, establish your supply trains, and write your will before you set out in 2420, just as Belegar would have. When you reach the City of Pillars, you will find the Crooked Moon tribe united under Warboss Skarsnik, the most devious goblin to have ever lived and a master of warfare in the dark tunnels he calls his home, and Clan Mors led by Queek Headtaker, an insane skaven who manages to be more disciplined, brave, focused, and dangerous than any of his peers. Both are skilled commanders with immense armies, and both are familiar with the ground on which you will do battle. And neither has any intention of leaving their home while they or any of their soldiers still live.

You must kill both Skarsnik and Queek, destroy the local branches of the Crooked Moon tribe and Clan Mors, reclaim the entirety of Vala-Azril-Ungol, and hold it against any retaliatory attacks from other Skaven or Greenskin groups in the area for the remainder of your jump. Fortunately, should you manage to successfully take the queen, the rest of Clan Angrund will return to their home, providing you with

reinforcements and logistical support for your army, as well as aid in rebuilding the damaged defenses of the hold.

Your reward, should you complete this task, will be the Karak itself and its dwarven residents. It will follow you in future jumps, locating itself in some appropriate mountain range accessible to you, populated by people who are your loyal allies, but not your subordinates. They will provide you a home, a tithe of wealth, and a steady source of silver from their mines, as well as small amounts of other supernatural metals from whatever universe the Karak finds itself in, equivalent to Gromril from Mallus, but they will not serve you. Additionally, the Karak bears numerous Waystones, which will continue to gather and channel immense amounts of magical energy. The residents have no real use for it, and so you can freely use the power of the waystones for your own uses, so long as doing so does not endanger the karak.

Bonus Scenario (Requires Dämmerlichtreiter as a Companion): should you purchase the services of Matilde Weber as a companion in this document, then instead of a Thane, you are the King of Clan Angrund, replacing Belegar. You will still have two years to prepare for your expedition, though you will have the clout of a King to leverage instead of the influence of a Thane, but you will find that the political situation in the Empire is somewhat more tenuous, and so the Empire is far less able to send any official support on your expedition, busy as they are purging Sylvania after the fall of Castle Drakenhof and with the Sigmarites and Ulricans on the brink of civil war as a result of recent diplomatic overtures from the wood elves. And relationships between the Karaz Ankor and Empire are complicated by Barak Varr's plans to build canals connecting Lake Cragmere to the rivers of Sylvania and the threat that poses to Marienberg and Ulthuan's economic interests.

But if you think the Empire's situation sounds crazy, what you will find in the City of Pillars is even more of a mess. Rather than just the Crooked Moon Tribe and Clan Mors, you will find quite a few more foes have arrived shortly before you did, each with their own plans. The number of enemies you will face has grown by more than an order of magnitude, and represents a much greater range of threats, but they are not united against you, and clever action on your part can see this turned to your advantage. It is a shame that, traditionally, Dawi are not masters of this kind of intrigue laden warfare.

The Broken Toof Tribe also makes its home in Karak Eight Peaks now. And the many orcs of the tribe are far too happy to flood the Caldera if it looks like there is a fight to be had. The Red Fang greenskins who make their home in nearby Karak Drazh are quite happy to raid and harass any force that makes its way through the mountains towards or away from Karak Eight Peaks, and should you leave your rear unguarded, they will be all too happy to take advantage. The Cult of Only Gork is preparing some pseudo-deific ritual of unknown purpose that they will begin shortly after you arrive.

Clan Mors has been declared a traitor clan by the Council of Thirteen, as a result of the actions of Clan Pestilens elsewhere. As a result, Clan Skyre's mechanical

monstrosities and Clan Eshin's assassins have both separately arrived in the City of Pillars to purge Clan Mors and take the city for themselves.

The mountain Kvynn-Wyr is filled with a truly ridiculous number of trolls, always looking for more to eat. There is an Emperor Dragon sleeping near the peak of Karag Ziflin. And you will hear whispers of an army of giant spiders hunting in the tunnels beneath the Citadel.

The threats at home have prompted Clan Mors to recall all of their forces, bolstering their numbers immensely, and the fighting in the air has resulted in Crooked Moon numbers to swell similarly as new goblins grow from the soil of the Caldera.

Overall, you will face hundreds of thousands of foes of various types. And to make matters even more troublesome, WAAAAAGH Birdmuncha, an army of more than a million orks, one particularly skilled in fighting flying enemies and on mountainous terrain, will march on Karak Eight Peaks about a year after you arrive. But, should you destroy or turn away the WAAAAAGH and hold Vala-Azril-Ungol for the rest of your jump, you will receive the following:

Rather than an allied Karak, Vala-Azril-Ungol, Clan Angrund, and any other friendly residents of the karak will follow you in future jumps as *you* Karak. Your rule as King of Vala-Azril-Ungol and all dawi and dawongr who reside in its halls will be officially recognized by all. Any additions or improvements made to the Karak will be brought along. Any magical superweapons or waystone projects installed after your conquest of the Queen remain and continue to function in future jumps. The mines will still produce a steady source of silver from their mines, as well as small amounts of other supernatural metals from whatever universe the Karak finds itself in, equivalent to Gromril from Mallus. And, as a bonus, you will receive **500 CP** to spend on this document as you please.

Dammaz:

You have been tasked with settling a major grudge of the Dammaz Kron, a grudge that can only be settled with heart's blood. You will not be allowed to leave Mallus until you have settled every grudge you choose to take here.

- **Malekith** - Leader of the drucchi, Malekith's followers were the ones whose raiding led to the War of the Beard, and whose actions soured relations between Dawi and Elgi. He has survived for millenia, despite the best efforts of his enemies and followers to kill him. He rarely leaves Naggarond, except when leading an army, and even when fighting alone he is a swordsman with few equals, and an immensely skilled sorcerer. Indeed, he is *still* recognized as the rightful king of all elgi by their gods, and so fate will nudge events in an attempt to keep him alive.

Your soldiers will face the many horrors of the druuchi, but should you slay the witch king, they will never be troubled by lesser fears. Indeed, all who follow you in battle will find themselves immune to any enemy's attempt to induce fear, terror, or panic, whether the enemy uses a display of force, psychological warfare, or supernatural effects. Additionally, from the Witch King's Corpse, you can take the Armour of Midnight, a rune-forged set of gromril plate that the elfs certainly didn't make for themselves. As thanks for your work, the Runelords of the Karaz Ankor will purge the armor of the sorcerer's taint and adjust it somewhat so that it will fit your stature. The newly renamed Armour of the Dawn, in addition to protection granted by Gromril, will grant the wearer immunity to all magic, mortal and divine.

- **Grimgor Ironhide** - The greatest Black Orc Warboss to ever live, Grimgor is dangerous because he has what many other orcs lack: discipline and intelligence. In the search of a good scrap, he led his boys, Da Immortulz, out of the Badlands and raided his ways up through the World's Edge Mountains from the Black Krag to Karak Kadrin, defeating or driving back every dwarven army he faced in the field but never destroying a dwarf-hold, perhaps knowing that to do so would mean one less hold sending armies after him. After winter drove him back when the slayers of Karak Kadrin could not, he eventually settled in the abandoned hold of Karak Ungor. Now, during the summer, he goes to war with the dawi of the World's Edge Mountains or the men of Kislev, while in the Winter, he retreats underground to do battle with Skaven and the surrounding Night Goblins.

  Despite, or perhaps because of, his status as a brutal and demanding warboss driving his boys to fight with more cohesion than usual greenskin rabble, Grimgor Ironhide is a uniquely dangerous foe in close-combat. His epithet of "Ironhide" is no exaggeration, and most blows will fail to injure him at all. Should you manage to slay this beast, you and those who follow you into battle will find themselves capable of striking in such a way as to nullify the enemies' armor and physical durability, even when using weapons not suited for fighting armed and durable opponents.
- **Throt the Unclean** - The most skilled of Clan Moulder's Master Mutators, Throt the Unclean is one of the most powerful and influential Skaven of the Hellpit. His influence and experience with mutating and empower various subjects has been honed on nearly every species and race on Mallus, and he has turned his skill on his own body as well. His body is corpulent, thick fat protecting him from lesser attacks and allowing him to heal from injuries faster than a normal skaven, he has a third fully-functional arm, and his left eye has been replaced with a prosthetic of pure warpstone, pouring it's taint directly into his brain. His Black Hunger has grown to the point that he needs to eat near constantly, more than

four times his body weight daily, simply to remain functional. When he isn't in his laboratory creating new monstrosities, he leads Clan Moulder on raids to capture new slaves and subjects with his army of rat-orges and flesh monstrosities. Many Dawi and Umgi have been dragged back to the Hellpit by his raids. The lucky are devoured immediately.

Should you manage to slay him in battle, rescuing his most recent batch of slaves, many fortunate dawi will swear allegiance to your banner in gratitude. You may spend an additional **10 AP** in the Army Builder Section to increase the size of your personal guard. Additionally, having grown experienced in combat across the swamps and wet-tunnels that surround the Hellpit, you will find that no army you join will have its pace slowed by broken terrain, and mundane disease will never seem to spread among its ranks.

- **Astrogoth Ironhand** - The traitorous dwarfs of Zharr-Naggrund do not have a single leader. But if they did, it would be Astrogoth Ironhand, the oldest and most powerful of the Sorcerer Prophets of Hashut. His age and use of magic are so great that his legs have long since turned to stone, and even his hands and arms have started to calcify. To maintain his mobility, he has grafted machinery to his legs and arms. While the full forces of the Fire Dwarfs do not answer to him, he rarely leaves the safety Zharr-Naggrund, and his personal forces contain the heavily armored dwarven soldiers of the Chaos Dwarves, numerous slave soldiers formed from captures orcs and ogres, and the blasphemous fire-power of the finest daemon-engines produced in the Tower of Fire and Desolation.

  Should you manage to slay him, you will discover much of value among his possessions, once you sort out what has been tainted irrevocably. From his body, you can learn to construct an untainted form of power-ed exo-skeleton, capable of enduring immense strain, boosting the power of the wearer three-fold, and being simple and durable enough to construct in large numbers by skilled metal-workers and engineers. And, among his greatest treasures, you will find an Anvil of Doom that has survived being dissected for study. Should you wish, a competent runesmith could repair this Anvil and return it to service, but a truly great runesmith could learn much from an Anvil in this state: perhaps even the process by which these anvils were first created.

- **Isabella von Carstein** - The wife of Vlad von Carstein, and one of the oldest and most powerful vampires in Sylvania. Every thirst for the blood of the living, Isabella and other vampires of the Carstein Bloodline constantly hunt for new victims. Whether their thirst is sated by a blood-tithe from the residents of Sylvania, humans captured on raids of the Empire, or dwarfs captured from raids on the nearby hold of Zhufbar. A powerful necromancer, Isabella is served by

vast armies of zombies, skeletons, ghouls, and Grave Guard, as well as monstrous bats and hounds.

Should you destroy her corporeal form, her skull taken to be kept under guard to prevent her regeneration, the surge of magic that explodes from her dying form will change you, granting you a powerful form of regeneration. Any physical injury that does not immediately kill you is one you will heal from in a matter of days. In battle, you will be tireless, with lesser wounds healing before you quit the field and greater wounds barely hampering you as you crush your foes. This will not make you unkillable, but only truly mighty foes will pose any risk to you.

- **Kholek Suneater** - A Shaggoth, one of the firstborn of Krakanrok the Black. This Dragon-Ogre Champion of the Ruinous Powers has roamed the earth since time immemorial, granted immortality for his service. His hammer, Starcrusher, broke the walls of Kislev when Asavar Kul led his armies south in what would become known as Great War against Chaos. His armies ravaged the north, and he played a part in the fall of Karag Dum, the greatest of the northern dwarfholds.

  Should you manage to fight your way through his army of Dragon-Ogres and slay Kholek despite the dark magic that empowers him and the storm that even follows in his wake, you will be able to take Starcrusher from his corpse. The hammer, purged of taint by the Ancestor gods, will strike with the power of a divine lightning bolt, being particularly effective against tainted and demonic foes of all types. Moreover, for your part in destroying such a powerful champion of chaos and the purification of such a powerful weapon, your presence will become Anathema to chaos, exposing its manipulations and weakening its servants. Your mere visage will cause immense pain to demons of all types, such have the Ancestor gods favored you.

Vengrynn:

Dwarfs do not adapt new tools without a clear and present need, which is why they do not use swords. When Grimnir took up weapons in defense of Grungi and Valaya, he used the tools he already had: axes for cutting wood and hammers for shaping metal turned to cutting down and crushing his enemies, rather than learning to make and wield an entirely new weapon.

Thus, with perfectly suitable axes and hammers, dwarfs had no need to make or use swords for themselves. However, there are two exceptions to this informal rule. The second comes from Alaric the Mad, who created the legendary runefangs gifted to the tribal leaders who were united by Sigmar, and apprentice dwarfs have since crafted swords for use by umgi.

But the first is Gazul's blade, *Zharrvengrynn* (Flaming Vengeance)*,* a runic sword created specifically and solely to kill the enemies of the Dawi. With the sword, it is said Gazul cut away some of the Aethyr, burning out the corruption within, and formed the Underdark, the dwarven afterlife, where all honorable dwarfs live on with their ancestors. You will have a similar task.

Inspired by Gazul to great purpose, you will need to become or recruit a master runesmith and priest of Gazul to forge your vengeance: a sword which, via faith and runes and the blessing of Gazul, you will fill with divine black flame, capable of burning both the physical and the spiritual to feed itself. Though you have the blessing of an Ancestor god in this, do not expect the forging to be a simple process. It will be a long, difficult, and *demanding* process, mentally, physically, and spiritually.

Once the blade has been forged, you will take up the blade and receive visions from Gazul, guiding you to four greater demons in this world, each a past and future threat to the Dawi, each surrounded by its cult and daemonic entourage, each desecrating the corpses of honorable ancestors, and one representing each of the major chaos gods. You will track down these demons, and, using your vengeance, burn away their essence until nothing remains, bringing true death to each abomination, and inter the dwarven corpses with proper rites, allowing their souls to rest in the Underdark.

Should you succeed in this task, your vengeance will Gazul will grant you a vision, teaching you how to use his rune to imbue weapons and armor with divine fire strengthened by your soul, capable of burning the physical and spiritual just as his own fire does.

Bonus Scenario (Requires Dämmerlichtreiter as a Companion and Reconquer Karak Eight Peaks Bonus as a scenario): Rather than forging a sword with Gazul's fire and hunting down four greater demons yourself, instead sixteen greater demons, four from each god, their cults (each numerous enough to conquer a modest imperial city without sorcery or daemonic aid), and their legions (each consisting of a dizzying array of lesser demons) will, instead, target Karak Eight Peaks shortly after you defeat WAAAAAGH Birdmuncha. Fortunately, you need not rely on a sword to slay them.

At some point after reclaiming all eight peaks and the Citadel of Karak Eight Peaks, you must repair any damage to the Waystones that direct the Winds of Magic through the surrounding mountains. Then, with the aid of Magister Matilde Weber, whatever connections to the Imperial Colleges of Magic she can pull up, and whatever priests of Gazul and Runelords you have at your disposal as the King of Clan Angrund, you will oversee the construction of a new wonder of the Karaz Ankor: The Eye of Gazul.

At its base, the Eye of Gazul is an enchanted mountain, meant to gather magical power from the surrounding waystones or pre-prepared magical batteries, to cast the Ulgu spell "Burning Shadows" through the shadow of the mountain itself, burning away

anything that rests within the shadow. However, rather than mundane flame, your Runelords and priests will use runes to rework the magical effect to produce the divine fire of Gazul: a flame that burns deeper than mundane fire and *cannot* harm the Dawi of the Karaz Ankor. Further upgrades to this mighty work are possible, and security measures are advised, especially with chaos on the way. For example: perhaps you (or someone you bring onto the project) will find ways to bend light around the mountain shape into the Eye of Gazul, allowing it to cast its shadow on cloudy days or at night, in any direction you please.

The Eye of Gazul will be your primary weapon against the demonic hordes that will attack your new home, but it will not be enough on its own. You will need to lead the people of your hold against an army of chaos unsurpassed save by one led by an Everchosen, and hold the land, tunnels, and skies against the many demons that crawl upon the ground or fly through the air (untouched by shadows), as well as their subtle attempts at corruption or infiltration of your home. But should you succeed, you will be known as a legend across the Karak Ankor.

As a reward, the Eye of Gazul will be enhanced, allowing it to continue to function properly in any future jump that Vala-Azril-Ungol should follow you to, regardless of the presence of the Winds of Magic or Gazul. Additionally, rather than grant you the knowledge of how to use his rune to imbue weapons with divine fire, Gazul shall grant you a vision teaching you how to form divine fire of your own. While it will not be as potent as his own flames (unless your soul should grow powerful enough to match a god), you also will learn how to substitute this flame into magic or magical technology that relies upon or creates flames, magical or mundane, resulting in magic and weapons with far greater power and the ability to selectively ignore any being or item you wish to leave untouched by your flame. With practice, you can even learn how to cooperatively substitute your own divine flame into magic cast or developed by other people, even if you are incapable of casting the relevant spell (such as the Ulgu spell *Burning Shadows*) alone.

Army Builder

It would be unreasonable to expect a lone dwarf to fight an army on their own. Though there have been heroes with the strength necessary to do so, they are few and far inbetween. As such, to help you achieve your scenario, you will receive a personal guard, a small army of dwarfs dedicated to your cause. You may spend **30 Army Points** on the options below to construct your personal guard. The guard itself will handle its own logistical issues, and follow you into battle where-ever you may go.

Officers

These options are lone dwarfs of great and unique skills. You receive one Officer free to serve as your second in command.

Thane (2 AP) - A Master of Axe and Hammer, a Thane is a dwarf dedicated to combat, one equally at home fighting alone or leading an army. Armed with heirloom weapons and armor, a Thane can serve in any role necessary for the proper and effective functioning of an army as needed.

Runelord (2 AP) - A Master Runelord who has dedicated his life to the more practical application of his art. His arms and armor bear runes that can bolster other dwarfs in combat in various ways, and his armor makes him very hard to kill. For an additional **4 AP**, your Runelord also comes with his own Anvil of Doom

Dragon Slayer (2 AP) - One of the few Slayers who survives slaying the truly great foes of the Karaz Ankor, while they are not great leaders of armies, and care little for their own safety, the pure skill with which a Dragon Slayer wields a great-axe serves as an inspiration to other dawi in your service and a dire threat to even the mightiest of foes you face.

Master Engineer (2 AP) - An Engineer who has chosen to ride into combat rather than remain home and simply produce or maintain machinery. He is useful in a variety of different ways, especially in related to the construction or demolition of fortifications of various types. In combat, he is content to remain in the rear of battle and pick off enemy champions and officers with his rifle, although you can purchase a **Gyrocoptor** or **Gyrobomber** to serve as his personal ride for half-price.

Infantry

Miners (1 AP) - The dawi equivalent of militia troops, these dwarfs are lightly armed and armored by dwarven standards. Each unit of 75 miners is equipped with chainmail and heavy two-handed pickaxes, just as effective at cutting through heavily armored foes as they are at cutting through stone. While they can hold the line against the enemy and are as disciplined as any dwarf, their true skills come from their ability to dig tunnels and undermine enemy defenses. For an additional **1 AP**, you can provide a supply of Blasting Charges to lob upon enemy formations before joining battle. The explosives are often enough to completely rout the less disciplined forces of Skaven or Greenskins.

Quarrelers (2 AP) - While most dawi use axes or hammers in battle, these dwarfs prefer crossbows. Each unit of Quarrelers contains 60 dawi ready to rain vengeance on their foes. They wear a combination of leather and chain armor that leave them resistant to return fire as they pepper the enemy with crossbow bolts. And should the enemy close, even Quarrelers are capable of pulling out their axes and cutting down the enemy by hand just as well as most umgi swordsmen. Should you be worried about more heavily armored or armed foes closing the distance with these quarrelers, then for an additional **1 AP**, you may replace their hand-axes with great-axes suited for dealing with greater foes

Warriors (2 AP) - The bulk of a dwarven army consists of these warriors. Each unit of 75 dwarfs comes bearing hand-axes, shields, and heavy armoy. As most races and monsters that walk this world are larger than a dwarf, these dwarfs have learned to meet a charge from a larger opponent, whether they be man or monster, and hold their ground. Should you feel that hand-axes are insufficient for your needs, for an additional **1 AP**, you can replace a unit of Dwarf Warriors armaments with two-handed greataxes well suited for larger or armored opponents.

Rangers (2 AP) These scouts eschew the heavy armor typical of most dwarfs in favor of leather, stealth, and speed. Capable of moving through any terrain at a quick pace without betraying their presence, many an enemy army has had their artillery or supply train destroyed without warning bya unit of Rangers. Each units consists of 60 dwarfs wielding crossbows, but should you be concerned about either armored enemies, you can exchange their crossbows for throwing-axes for an additional **1 AP**

Longbeards (3 AP) - Dwarf Warriors who had survived war long enough to become Longbeards, these dwarfs are similar to their younger counterparts. They, too, come in units of 75 dwarfs, wear heavy armor, wield hand-axes and shields (albeit with greater

skill than a normal dwarf warrior), and can face down a charge of enemy cavalry or monsters without a second thought, but Longbeards have lived through enough carnage that they are no longer vulnerable to fear or terror on the battlefield, and their persistent grumbling is a comfort to other nearby dwarfs, bolstering morale even in these dark times. Should you feel that hand-axes are insufficient for your needs, for an additional **1 AP**, you can replace a unit of Longbeards armaments with two-handed greataxes well suited for larger or armored opponents.

Thunderers (3 AP) - Each unit of Thunderers consists of 60 dwarfs, wielding typical dwarven armor, shields, and handguns. Boasting accuracy far greater than umgi handgunners, their weapons can make short work of even the most heavily armored foes. Additionally, despite their primary status as gunners, they, like all dwarfs, are fully capable of holding their own in close-quarters should the enemy attempt to engage them in melee combat.

Hammerers (4 AP) - If Dwarf Warriors and Longbeards are an anvil, then these dwarfs are the Hammer. Wearing Gromril armor of the most basic variety (so much as “basic” can apply to anything made of Gromril), each unit of Hammerers consists of 75 dwarfs wading into the fray with massive, two-handed warhammers capable of pulping flesh, breaking bone, and striking through even the finest armor. They do not hold the line, because they prefer to crush the enemy rather than wait for the enemy to come to them.

Slayers (3 AP) - These units of dwarfs seeking their doom are formed of 60 slayers, each tested against mundane enemies, but not against greater foes such as trolls, daemons, or giants. They wear no armor, and an axe in each hand. On their shaven chins and mohawks, they have sworn to seek their doom, and as such they will never break or flee from battle.

Giant Slayers (5 AP) - These slayers bear no armor, and come in units of 60. They are unbreakable, and skilled, having spent years seeking doom to no avail, having learned how to effectively fight even the largest monsters that walk this world. As they search for greater foes than mere grobi or thagorakki, they wield axes as great as the enemies they expect to face: two-handed great axes. Should they sense their doom coming, their final strike will hit home with power far beyond what a mortal body should be capable of.

Ironbreakers (6 AP) - The finest soldiers in the Karaz Ankor, wearing the finest Gromril armor. A unit of 75 Ironbreakers will hold against any charge, whether by infantry, cavalry, monster, or machine. They carry several axes into battle, and can throw them with incredible accuracy to strike down foes before they enter arms length, at which point they are met with shield and axe and dwarven fury.

Irondrakes (6 AP) - The finest soldiers in the Karaz Ankor, wearing the finest Gromril armor. Rather the wielding axe and shield, a unit of 75 Irondrakes carries flame-throwers capable of burning a swathe of destruction through an army of infantry, but doing little against heavily armored foes or metal war-machines. For an additional **2 AP**, you can exchange their flame-throwers for Trollhammer Torpedoes: a slow-firing missile weapon ideal for destroying monstrous enemies, war-machines, and heavy armored foes.

Warmachines and Artillery

Bolt Thrower (2 AP) - A tried and true war machine that has been used by dwarfs since the Ancestor Gods still walked this world. Essentially a scaled up crossbow, a unit of bolt throwers consists of three siege engines and the expert crew needed to use them effectively. They can throw a bolt the size of a dwarf with incredible accuracy hundreds of yards and still reliably pierce the thickest armor or grievously wound great beasts. Neither the machines nor the crew will be hindered by rain, snow, darkness, or the chaos of battle.

Grudge Thrower (2 AP) - Another ancient dwarf design, the Grudge Thrower exists for all the Dawi's indirect fire needs, launching heavy stones with surprising accuracy in long arcs. Each unit of three catapults is capable of destroying infantry both armored and unarmored. Neither the machines nor the crew will be hindered by rain, snow, darkness, or the chaos of battle.

Cannon (3 AP) - A newer weapon, by dwarf standards, these cannons come in groups of three, with crew, are not to be confused with umgak cannons so common in the manling empire. They have incredible accuracy and range. While they fire somewhat slower than Grudge Throwers, these canons are more accurate and have a higher shot-speed, making their fire harder to dodge. While they are less effective against crowds of enemies, the higher muzzle speed and greater accuracy makes them ideal for attacking singular, heavily armored targets.

Organ Gun (3 AP) - Simplistically, an Organ Gun is four shrunken cannons welded together, resembling a pipe-organ on its side. The decreased size means that individual shots are slower than proper cannon shot, and with shorter range, but this gun still outranges any infantry portable weapon common on mallus. With a much higher rate of fire than an ordinary cannon, a unit of three organ guns can cut down hundreds of enemies on foot before they manage to close the distance, regardless of armor. Only the strongest enemies or the most numerous could hope to ignore or overcome these siege engines.

Flame Cannon (4 AP) - The newest and perhaps the deadliest seige engine produces by the Engineering Guild, these complicated collections of pipes, pumps, and pressurized gases spew flame hundreds of yards, making quick work of unarmored foes and leaving trails of fire that can shape a battlefield to your advantage. A unit of three flame cannons, though incredibly destructive if used properly, are more specialized in use than other siege engines. They are unsuited for heavily armored foes, have significantly shorter range than even organ guns, and are more temperamental than gunpowder weapons (dwarven standards accounted for). But in the right moment, there's nothing quite like the smell of burnt rat.

Gyrocoptor (2 AP) - Ingenious machines, held aloft by spinning rotors powered by a light-weight steam engine, gyrocopters were originally meant to carry supplies over impassable terrain, though they serve quite well as scouts, harassment units, and air superiority units. Faster than dwarfs on foot and carrying enough armor to take a beating, each Gyrocoptor carries three bombs to drop on enemies and a steam gun, weaponizing exhaust of its engine in a short-range, but potent, weapon that can disrupt enemy infantry by blowing soldiers away with clouds of scalding hot steam. Though larger foes can hold their ground in the steam, their bulk only makes them more vulnerable to being cooked alive. However, should you be unsatisfied with steam as a weapon, for an additional **2 AP**, you may exchange a gyrocopter's steam gun with a **Brimstone Gun**, a weapon that shoots condensed hellfire. Though it cannot disrupt clouds of infantry as well as a steam gun, it is far more adept at burning armored enemies and great beasts.

Gryobomber (8 AP) - Significantly larger and more durable than a Gyrocopter, a Gyrobomber is a machine meant to carry a payload into combat, traditionally a set of eleven high-yield bombs, each with a much higher payload than those carried by a gyrocopter. Moreover, each Gyrocopter has a nose-mounted clatterygun to add to the battle once its ordinance has been expended. Unlike a gyrocopter's steam gun, a gyrobomber's clatterygun can be fired on the move, either when strafing or chasing enemies across the battlefield. This war machine is ideal for disrupting large enemy formations, as only the most durable infantry can survive its ordinance, though they are somewhat slower and more vulnerable to other flying units than gyrocopters, and unsuited for longer battles regardless. But they are still incredibly powerful machines in the right hands.

All Things End

Congratulations on surviving your time as a member of the Karaz Ankor. Perhaps you were here for 10 years, perhaps you were here for a thousand, and perhaps you only remained until your tasks were complete. But now, all drawbacks and restrictions placed on you by your choices in this document are removed and you have a choice.

Grumble On - You don't need any of those new-fangled worlds. You'll be ending your chain and staying here for the rest of your life (or at least staying until you can leave Mallus by other means)

Reclaim your Ancestral Hold - You're done with your chain, but your time here has taught you the importance of Legacy, of Obligation, of Home, and so you will be returning to your original world with all of your powers and possessions, there to stay until you die or choose to leave it by other means.

Seeking something, but not your Doom - Another day, another leap into the infinite multiverse. You will leave this world continuing along the chain that brought you here, exploring in the hopes of finding somewhere to call home or to unlock your Spark.

Notes:

Yes, the **Mine** item has veins for Gromril

On Timelines: taking **Dämmerlichtreiter** as a companion and the Bonus scenario to reclaim Karak 8 Peaks puts you in Matilde Weber's timeline rather than a canon timeline.

While you may pick a Runelord as your free officer, you must still pay to have him wield an Anvil of Doom