

## WARHAMMER FANTASY ROLEPLAY

### DESIGN TEAM

Jay Little with Daniel Lovat Clark, Michael Hurley, and Tim Uren

### LEAD DESIGNER

Daniel Lovat Clark

### WRITING AND DEVELOPMENT

Dave Allen, Robbie Cameron, Daniel Lovat Clark, Dara Mac Donnacha, Joseph Ewens, Chris Gerber, Dylan Owen, and Ross Watson

### EDITING

Benjamin Sperduto

### GRAPHIC DESIGN

Chris Beck

### LAYOUT

Daniel Lovat Clark and Chris Gerber

### COVER ART

Daarken

### INTERIOR & COMPONENT ART

Even Mehl Amundsen, Ryan Barger, Yoann Boissonnet, Frank Walls, the Games Workshop art archives, and the artists of the Warhammer: Invasion LCG

### MANAGING ART DIRECTOR

Andrew Navaro

### ART DIRECTION

Kyle Hough and Zoë Robinson

## PRODUCTION MANAGEMENT

Eric Knight

### PRODUCER

Chris Gerber

### EXECUTIVE GAME DESIGNER

Corey Konieczka

### EXECUTIVE PRODUCER

Michael Hurley

### PUBLISHER

Christian T. Petersen

### LICENSING & DEVELOPMENT COORDINATOR

Deb Beck

## GAMES WORKSHOP

### LICENSING MANAGER

Owen Rees

### HEAD OF LICENSING

Andy Jones

### HEAD OF INTELLECTUAL PROPERTY

Alan Merrett

### PLAYTESTING & ADDITIONAL ASSISTANCE

Joel Bethell, Robbie Cameron, Mike David, Dan DeFigio, Richard A. Edwards, Derek Van De Graaf, Matt Grimm, Kyle Hough, Lee Jones, Anthony Marris, Gareth Moore, Charlie Pate, Ian Robinson, Adam Sadler, Brady Sadler, Ralph Seller, Mark Warren, David Woods



FANTASY  
FLIGHT  
GAMES

Fantasy Flight Games  
1975 West County  
Road B2  
Roseville, MN 55113  
USA

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording or otherwise without the prior permission of the publishers.

Warhammer Fantasy Roleplay © Games Workshop Limited 1986, 2005, 2009. Warhammer Fantasy Roleplay: Black Fire Pass © Games Workshop Limited 2011. Games Workshop, Warhammer, Warhammer Fantasy Roleplay, Black Fire Pass, the foregoing marks' respective logos and all associated marks, logos, places, names, creatures, races and race insignia/devices/logos/symbols, vehicles, locations, weapons, units and unit insignia, characters, products and illustrations from the Warhammer World and Warhammer Fantasy Roleplay game setting are either ®, TM and/or © Games Workshop Ltd 1986-2011, variably registered in the UK and other countries around the world. This edition published under license to Fantasy Flight Publishing Inc. Fantasy Flight Games and the FFG logo are trademarks of Fantasy Flight Publishing, Inc. All Rights Reserved to their respective owners.

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

For more information about the Warhammer Fantasy Roleplay line, free downloads, answers to rule queries, or just to pass on greetings, visit us online at

[www.FantasyFlightGames.com](http://www.FantasyFlightGames.com)



# BOOK OF GRUDGES

## A GUIDE TO DWARFS & THE EVERLASTING REALM

### TABLE OF CONTENTS

#### CHAPTER ONE: DWARF HISTORY

Early History	4
The Coming of Chaos	4
A Meeting of Two Peoples	5
The Road to Conflict	5
The War of Vengeance	5
The Goblin Wars	6
Assault From Below	6
The Fall of the Karaks	6
Exodus	6
The Dawn of Man	6
Sigmar and the King	6
Black Fire Pass	7
War Against Chaos	7
Assault From the North	7
An Oath of Friendship	7
Current Day	7

#### CHAPTER TWO: THE EVERLASTING REALM

The Mighty Karaks	8
The Deeps	9
Dwarf Clans	9
The Royal Clan	10
Clan Hierarchy	10
The Guilds	11
Wealth & Resources	13
The Throng	13
Honouring the Ancestors	14

#### CHAPTER THREE: KARAK AZGARAZ

The Annals of Azgaraz	16
Geography	17
Economy	17
Allies & Rivals	17
Enemies	18
Waaagh! Washnack	18
The Poisoned Skull Tribe	18
Skaven	18
Blood Keep	19

Thuringar's Hold	19
The Ancestors' Gate	19
Surface Features	19
The Mountaintop	20
The Middle Deeps	20
The Royal Deep	21
Heroes' Deep	21
The Vaults	22
The Underdeep	22

#### CHAPTER FOUR: GRUDGES OF KARAK AZGARAZ

The Presumptive Goblins of the Yellow Foot	23
Of the Great Poisoning	24
The Beast Below	25
The Arrogance of the Elves of Athel Loren	26
The Tiresome Noblemen of Bretonnia	27
Fall of King Zaladrin; Rise of King Thuringar	28

#### CHAPTER FIVE: DWARF ENGINEERING

Engineering	31
New Skill - Dwarf Engineering	31
Anatomy of an Invention	32
Inventions	33
Beyond Inventions	35

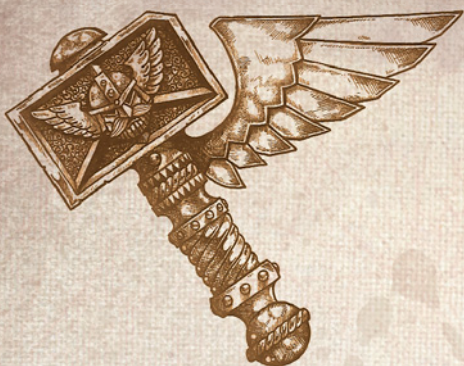
#### CHAPTER SIX: RUNESMITHING

The Nature of Runes	36
Learning and Using Runes	36
Learning a New Rune	36
Striking a Rune	37
Anatomy of a Rune Card	37
Magic Runes	38
The Rules of Runecraft	39
Crafting and Smithing	41
Costs and Requirements	41
The Masterwork	42
Repairing What's Broken	43

#### APPENDIX: KHAZALID LEXICON

44





## CORE PRODUCT

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

## NEW RULES

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

### DWARF ENGINEERING RULES

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

### RUNESMITHING RULES

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

## USING THE MATERIALS INCLUDED WITH BLACK FIRE PASS

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

### NEW CARDS

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

### CREATURE CARDS

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

### PUNCHBOARD

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

## INVENTION CARDS

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



## INVENTION MODIFICATION TOKENS

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



## RUNE CARDS

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



## SET ICON

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







## CHAPTER ONE DWARF HISTORY

### EARLY HISTORY

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

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

### THE COMING OF CHAOS

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

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



## A MEETING OF TWO PEOPLES

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

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

## GRIMNIR'S QUEST

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

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

## THE ROAD TO CONFLICT

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

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

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

## THE WAR OF VENGEANCE

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

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

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

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

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

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





## THE FALL OF THE KARAKS

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

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

## EXODUS

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

## THE DAWN OF MAN

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

## SIGMAR AND THE KING

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

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

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



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

## THE GOBLIN WARS

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

## ASSAULT FROM BELOW

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

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

