



Karak Hirn: Heart of the Hornberg

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Author's Notes

Shortly after the release of the WFRP Dwarf book, *Dwarfs: Stone & Steel*, I wrote for Hogshead Publishing, I received comments regarding the lack of a proper description of a Dwarfhold in the text. My original assumption when I wrote the book was that the Dwarfs were secretive and not very likely to let any non-Dwarf, including Imperial emissaries within a Dwarfhold. As time went on (with a little shove by several close friends), I began to re-think this hardened position, especially given the gaming possibilities that could arise from having some Humans live in the Dwarf realms as subjects of the local Dwarfking. From this shift in viewpoint, I wrote the article on the Dawikoni (as these Humans are called), which appeared in *Warpstone* issue 19.

That article seemed to be a fair start, but it wasn't enough. In thinking on the subject, I did depict a portion of Karak Eight Peaks in the Dwarf book and three abandoned Dwarf settlements have been "officially" covered – Kadar Khalizad in *Empire in Flames*, Kadar Gravning in *Doomstones 2: Dwarf Wars*, and Karak Zulvor in *Apocrypha 2: Charts of Darkness* – with descriptions and maps. I

had felt that those examples should be enough for GMs to revise their own Holds.

With Hogshead closing down (at least until the company was sold), I decided to provide more material to *Warpstone* with the hope of helping keep WFRP alive until there was further active support. Thus, I decided to detail one of the larger Dwarfholds closest to the Empire and outside the Worlds Edge Mountains. The holds mentioned above are all smaller and none really provides a sense of how massively built the principal Dwarfholds were.

In my view, every Dwarfhold has a unique layout, even though many of them share similar elements. GMs could simply use some of the various halls and chambers described herein, as well as any elements from the smaller settlements mentioned above, and tweak these to create any of the other Dwarfholds as they see fit.

A note for any reviewer who wishes to take me to task for it, the description below includes some of the same information found in *Dwarfs: Stone and Steel*, pages 34-36. I did so with the intent to make this work as complete as possible.

Karak Hirn

With a population of 15,000, Karak Hirn, or "Hornhold" is the largest and wealthiest of the Black Mountain Dwarfholds. Rich veins of iron, tin, copper, gold and silver are found deep under Karak Hirn as are deposits of sapphires, emeralds, tourmalines, topazes,

garnets, aquamarines, and quartz of various colours.

Founded in -1185 of the Imperial calendar, Karak Hirn does not rival the Dwarfholds of the World's Edge Mountains in terms of

wealth or power, even though it is closer and more accessible to the markets of the southern Empire and Tilea (by way of the northern Border Princes). This position makes Karak Hirn ideal as a trading centre for Dwarf work from the older holds to the east. In fact, there is a route through the Black Mountains favoured by merchants from Karaz-a-Karak which enables them to avoid the more dangerous routes through the Border Princes.

History

Many elements of the history of Karak Hirn is shared are other Dwarfholds in the mountains outside the Worlds Edge.

The Dwarf Schism

In response to the founding of Karak Izor (-1362 I.C.), High King Morgrim Blackbeard of Karaz Ankor angrily declared that the Dwarf clans preferring to establish new holds in the western mountains instead of returning to defend the Dwarf Empire were traitors to the race. He entered all clan names in his personal Book of Grudges. In return, the leaders of the clans in the Black and Grey Mountains, as well as the Vaults, returned the contemptuous gesture. It was their collective belief that the Dwarfs as a race would remain vulnerable if they did not establish new strongholds outside the Worlds Edge Mountains.

With communications rent asunder for 1,000 years, Karak Hirn and the other Black Mountain Dwarfholds carved out relationships with one another as well as the Dwarf settlements in the nearby mountain ranges. Populations expanded and the settlements thrived far from the war in the east. Occasionally, small armies of greenskins made their way from the

Badlands northward through the land that would later be called the Border Princes. The armies of Karak Hirn defeated a number of these rampaging forces to retain control of the mountain passes.

One consequence of the Dwarf effort against the greenskins was to keep the land north of the Black Mountains relatively clear of their foe, thereby allowing Humanity time to firmly establish itself in this wild land.

Trade with the Tribes

Human tribes had been migrating to the north for millennia before the Dwarfs dispersed into the western mountains from the Worlds Edge Mountains under pressure from Orcs and Goblins. Initially, trade between Dwarfs and the Humans was infrequent and restricted to lesser goods, particularly to maintain the Dwarfs' technological edge in weaponry. The war with the greenskins and the fall of the Worlds Edge Dwarfholds changed the Dwarfs' calculations.

With trade falling off with Karaz Ankor due to the schism, Karak Hirn deepened their economic relationship with the Human tribes to the north. This effort was copied by the other nearby Dwarfholds and competition between the Karaks grew. The rivalry between the Holds resulted in a number of skirmishes between the various clans.

The clashes among Dwarf traders threatened to damage relations among the western Dwarfholds. King Zamnil Duraksson of Karak Hirn and his counterparts from Karak Izor and Karak Norn agreed to carve out trading zones in the low-lying areas adjacent to their realms. Karak Hirn secured the monopoly with the Humans living between

the River Sonne in the west to the Obernwald Forest in the east.

Rise of Sigmar

After the fall of the southern Karaz Ankor Dwarfholds, High King Kazgar Eniksson of Karaz-a-Karak and the Dwarfholds of the western mountains – including Karak Hirn – reconciled their differences and established an alliance against the seemingly countless numbers of greenskins. Karaz Ankor has been hard pressed in the fighting and needed help in stabilising the situation in the Worlds Edge Mountains.

A leader arose among the Human tribes also warring against the greenskins. The great Unberogen warrior Sigmar rescued High King Kurgan Ironbeard from Orc captivity and unified the tribes north of the Black Mountains. Many warriors joined Sigmar's banner and King Dorant "Orcbane" Kraegsson gathered an expeditionary force of Dwarfs and Humans from the Black Mountain Dwarf kingdoms.

In the Battle of Dracherückgrat Kamm, King Dorant's forces cleared Sigmar's right flank of Orcs, allowing the main allied Dwarf and Human armies led by Sigmar to smash the main greenskin in the Battle of Black Fire Pass. The crushing of the greenskins ushered a millennium of peace and prosperity for Karak Hirn and the Empire founded by Sigmar.

Hohenbach Treachery

The rule of the Drak Wald Emperors of the Hohenbach dynasty proved disastrous to Dwarf and Imperial alike. The expatriate Dwarfs were persecuted in the 11th century by Emperor Ludwig I for imagined crimes against the Imperial State (there is some evidence that a Dwarf assassin failed to

dispatch the increasingly mad Emperor). Bound by oaths all Dwarf-kings gave to Sigmar in the aftermath of the Battle of Black Fire Pass to protect the Empire from invasion, the Dwarfholds could not wage war against Emperor Ludwig. Instead, Karak Hirn and other Dwarfholds bordering the Empire provided money to the local Imperial nobility to accept and protect Dwarf refugees from the western Empire.

Ludwig's vile campaign against the Dwarfs was limited to the areas where he held power and influence (Drak Wald, Reikland, and parts of Stirland). Many nobles – particularly Middenheim and the lands south of Nuln – openly defied Ludwig's erratic edicts.

The Hohenbach dynasty crashed early in the 12th century, marked to the downfall of the Golden Age of the Empire and the spread of the deadly and devastating Black Plague. The population of the Empire plummeted while the effects on the Dwarf population in the border regions were minimal in comparison.

The Shattered Neighbour

In an odd twist of fate, the deadly effects of the Black Plague also overwhelmed the population of Humanity's enemies – from the rampaging greenskins to the vile Skaven. Even the population of depraved Beastmen and other fell creatures of Chaos were ravaged by the pestilence.

The population and prosperity of Karak Hirn flourished during the following centuries of recovery. In contrast, the fragmented Empire continued to be engulfed in its self-inflicted internal wars, heedless of the growing population of its enemies.

Though unknown to Imperial historians, Karak Hirn and other Dwarfholds fought countless engagements with invading greenskins and clearing operations against hidden lairs of Skaven. In some cases, the Dwarfs were not able to hold all large armies at bay and a few were able to penetrate into the Empire. Dwarf expeditionary forces were mobilised to provide assistance to the neighbouring provincial armies. A formidable army of Karak Hirn regulars were one of the reasons the Orc Warlord Gorfang turned his horde northward after the Battle of Pfeildorf in the early 18th century.

Karak Hirn Today

The reunification of the Empire under Magnus the Pious and the victory in the Great War against Chaos brought Sigmar's Empire to a height of power it had not seen since the collapse of its Golden Age. The timing could not have been more fortuitous for Karak Hirn.

For some time, the Black Mountains as well as the Vaults and Border Princes suffered from periodic invasions by the Orcish tribes

known as the Bloodaxe Alliance. Over 100 years ago, the latest Bloodaxe attack marched up the Yetzin Valley on the southern reaches of the Winters Teeth Pass. The army of Karak Hirn engaged the Bloodaxe Alliance in a series of running battles as the Orcs made their way eastward. The army of Karak Hirn was later joined by other forces, some from the other Black Mountain Dwarfholds and the rest from the various realms in the Border Princes. After a month, the allied Dwarf and Human army annihilated the Bloodaxe Alliance in the Battle of Edsel Ford on the Black River.

Since that time, Karak Hirn has been relatively peaceful. Patrols and small regiments continue to patrol the Dwarf Kingdom's borders seeking out roving bands of Orcs, Skaven, and other beasties. Dangers continue to lurk in deep ravines and dark recesses of the Black Mountains. Thus, the rulers of Karak Hirn remain steadfast in their vigil.

Population Density of the Karaks

The halls in the Dwarfholds of the Worlds Edge Mountains are huge, echoing past glories when they were filled with Dwarfs. After millennia of war, those Karaks still in the hands of the Dwarfs are shadows of their former glory. The population are a fraction of what they were at the height of the Dwarf golden age nearly 4000 years ago.

In contrast, the Dwarfholds in the Vaults, Black, and Grey Mountains are quite a bit smaller. These were built for a population that in time did not suffer from disastrous wars of extermination. In fact, their position surrounded by what became Human realms provided these Dwarfholds with a more defensible frontier than what was in the Worlds Edge Mountains.

The Dwarfs outside the Worlds Edge Mountains also took the lessons from their fallen former homes, made sure that they did not overextend their mines, sealed off those that were tapped out, and maintained patrols looking for any sign of breaches. The population of these Dwarfholds have grown over time and their halls are full.

The Dwarfhold

Like most Dwarfholds, Karak Hirn has a surface section and a larger underground one. It is rare for an outsider to behold the Citadel (*Obtkarak*) of Karak Hirn as they typically approach the Dwarfhold from another direction (see below). The Citadel is an enormous structure cut from the heart of the mountain when the Dwarfs reshaped the gentler slope of the eastern face into a steeper grade. The imposing construct stands sixty feet tall. Massive, twenty-foot tall oak doors – reinforced by thick metallic bands – are easily closed by winches from within to ensure the safety of the hold from surface attacks. The walls of the Citadel itself are twenty feet thick at its base and its foundation lies deep below the surface.

A thirty-foot high inner curtain wall surrounds the Citadel. Large Thunder Cannons (**ES** 10, **T** 8, **W** 30, **Range** 128/256/1,200 yards, **Rate of Fire**: 5 rounds to load, 1 round to fire) can be found along the top of the fifty-foot tall towers guarding the entrance to the inner bailey in the unlikely event that any assaulting force can breach the thick outer curtain walls and find their way up the hill to the inner walls. Other emplacements for these massive cannons are located at the corner towers. Atop of the Citadel is the launch pad for the Hold's few gyrocopters (in fact, most of the gyrocopters found at Karak Hirn belong to the Brotherhood of Memory, an order whose members the King allows to lodge in a small corner of the Engineers' Guildhall at Karak Hirn). In poor weather, these creations of the Engineers' Guild are moved to shelters built in the cliff-side above the Citadel.

The Citadel complex overlooks the four and a half mile long outer curtain wall, even though that wall is thirty feet in height and

fifteen feet thick at its base. In fact, the slope to the Citadel is such that anyone at the gate to the inner bailey can easily see over the fifty foot high towers that protect the outer wall's main gate. Two Field Cannons (**ES** 10, **T** 7, **W** 20, **Range** 64/128/600 yards, **Rate of Fire**: 3 rounds to load, 1 round to fire) sit atop the towers in order to prevent any enemy force from attacking the main gates before the drawbridge can be closed. The drawbridge spans the ravine cut by the River Hornberg. Weirs south of the Dwarfhold can be opened to provide a flash flood in the event that an attacking enemy tries to ford the river. Communication can be achieved by a signal fire atop the southern and western watchtowers near the top of Horn Mountain or a blast of the famous Horn of Hirn (see below).

A small village, Farmer Village (*Khazid Vorni*) is situated between the inner and outer curtain walls, south of the Citadel. The population of the settlement consists of Dwarfs from the Farmers and Herders craftguild as well as Dawikoni descendants of the Humans who found refuge here over 3000 years in the past. The village has its own craftguild kinhall where the residents – Dwarf and Human – eat, drink, and conduct village business. Parts of the outer bailey – particularly to the north-east of the village – are set aside as a pasture for the herds of mountain cattle and goats when they are not in the higher alpine pastures outside the fortifications (usually from late spring through late summer). The areas near the bottom of the cliffs in the outer bailey are used as fields to raise a strain of wheat, barley and hops that grow in mountainous conditions, as well as small orchards of fruit trees.

Brotherhood of Memory

The Brotherhood of Memory (*Doomstones: Heart of Chaos*, page 45-46) is an ancient order whose main task was to ensure the Crystals of Power did not come together. Whether the events of the Doomstones campaign are played out in the GM's world, Wacref the Rememberer remains as Master of the Order. Before and during Doomstones, Wacref is fanatical in the quest of his order to destroy anyone trying to bring the Crystals of Power together. After the completion of Doomstones (and presumably the destruction of the Crystals), Wacref is a Dwarf without purpose and his Order is looking for a new direction.

The Rulers of Karak Hirn

King Alrik Ranulfsson

As befitting his position as ruler of Karak Hirn, King Alrik Ranulfsson is the most influential and powerful of the Black Mountain Dwarfkings. He maintains close relationships with his peers in the hopes of building a confederation similar to King Kazran Grimbow of Karak Izor in the Vaults. To his regret, King Alrik doesn't have the wherewithal to undertake the ambitious project to build underground highways connecting Karak Hirn to the neighbouring Dwarfholds.

King Alrik has placed the responsibility of the maintenance of the mountain roads in his realm on the Engineers' Guild. This charge hasn't sat well with the engineers, but the King isn't terribly keen on the "newer" innovations, such as gyrocopters and flame cannons. Still, King Alrik did place several clans of the Warrior craftguild at the engineers' disposal to assist in the upkeep of the road system.

As suggested above, King Alrik is a strong traditionalist, which is a polite way of saying that he is even more obdurate than most Dwarfs outside the rulers of the Karaz Ankor Dwarfholds. In fact, there is a view that King Alrik may be as unyielding as High King Thorgrim Grudgebearer of Karaz-a-Karak. Both maintain their own

massive Book of Grudges and are determined to see every wrong righted, even those insults that each believe the other has directed towards their respective person.

Queen Winnifer Flaxenhair

Like many Dwarfkings, Alrik utilises a council of his kin to assist him in ruling the Dwarfhold. Chief among his advisors is Queen Winnifer Flaxenhair who maintains a calming influence on his Council. It is through her efforts that the relationship with the demanding High King has remained as cordial as it has. Queen Winnifer actually receives the High King's messages from his emissaries before her husband has a chance to take offence to any perceived slight by the ruler of Karaz Ankor. The Queen is well aware of the schism that has plagued relations with the old Dwarf Empire over the past three millennia.

Prince Earak Alriksson

Prince Earak Alriksson is more his mother's son than the King's. He is his father's chief diplomat and is usually the one who first takes the measure of any ambassador sent to his father. King Alrik is generally condescending towards what he considers the lesser races, such as Humans and Halflings, and very cool towards the few Elves who he has encountered. In contrast, Prince Earak finds Humans good company

and strongly believes in maintaining good relations the Empire. The Prince knows that the history between the Dwarfs and the Elves has been contentious since the days of Phoenix King Caledor II, but he recognises that the Dwarfs and Wood Elves need to maintain communications in the likely event that the Chaos Wastes expands again. Prince Earak uses trusted Human couriers to convey his encoded correspondence to Athel Loren.

Warmaster Ghunnar Ranulfsson

King Alrik's younger brother, Warmaster Ghunnar Ranulfsson, is the grizzled Marshal of Karak Hirn, the commander of the Dwarfhold's defences and highest ranking general of its army after the Dwarfking. It is his task to ensure the security of the Dwarfhold against any who would seek to do it harm. The Warmaster doesn't approve of Prince Earak's diplomacy where the Elves are concerned, but he isn't about to let such a view cause a rift within the clan.

Prince Muldrim Theodarsson

The military might of Karak Hirn rarely ventures beyond the mountains surrounding its borders as the defence of the Dwarfhold is of primary importance. Should any other Black Mountain hold or neighbouring Human allies have need of assistance, Karak Hirn can send forth an expeditionary force led by Prince Muldrim Theodarsson, brother of the Queen, to do battle. Prince Muldrim is a conservative commander who rarely deviates from the accepted military doctrine of the Dwarfs, including the ancient use of pikes in the flatlands that once – in the War of Vengeance – negated Elven superiority in mounted troops and archery.

King's Council

There are other members of the Kings' council that are not members of the Noble clans. These advisors are elders from several of the other craftguilds as well as the leading priests of the Dwarfhold. They largely fall into three rather simplified camps which can be described as "traditionalists", "pragmatists", and "inclusionists" (i.e. those who look for outside alliances).

High Priest Drennak Gloraksson

The venerable High Priest of the cult of Grungni was also on the council of King Ranulf Murkensson, the current King's father. High Priest Drennak knows that his time is short as he can feel his strength starting to fade. Drennak has been the steadfast voice of the Council, generally advocating the need for long deliberation on various solutions before actually undertaking any course of action. A number of the Council believe that the ancient High Priest hopes that whatever vexing problem exists will resolve itself through sheer inertia. These members are pleased that High Priest Drennak is accompanied at Council by his hand-picked and much younger (about 100 years of age) successor – Priest Norgrim.

High Priestess Loera Raefeksdottir

High Priestess Loera of the cult of Valaya views all issues before the Council in terms of the interest of the Dwarfhold. She is uncertain of the leanings of Prince Earak, believing that relying on alliances with non-Dwarfs could lead to difficulties. On the other hand, Loera is concerned about reports of Chaos creatures in the Yetzin Valley (along Winters Teeth Pass on the far side of the mountains near the Border Princes) and

whether such things portend a threat to Karak Hirn.

Rune Lord Horek Kragsson

Rune Lord Horek is one of the oldest members of the Council, approaching his 450th year. He is even more of a traditionalist than King Alrik, and, unlike High Priest Drennak, still going strong. The Rune Lord believes that the King should continue to rely upon the Dwarfs of the Hold and the other Dwarf kingdoms for mutual protection. In his view, other races are simply markets for Dwarf goods.

Loresmaster Fundak Mukansson

Loresmaster Fundak is older than the Rune Lord by several decades and specialises in Imperial history from the century before Sigmar to the present. The Loresmaster is predominantly focussed on the various wars fought within Sigmar's Empire. Fundak embraces the concept of maintaining relations – even alliances – with Elves and Humans. The Loresmaster knows there are too many enemies for the Dwarfs to stand alone, especially if the Chaos Wastes surge in the far north and the Great Enemy invades in large numbers.

Brewmaster Gunness Drafsson

Brewmaster Gunness is the newest member of the Council, having replaced Brewmaster Henkiel 20 years ago. He has merchant's blood in his veins and prefers good relationships as a means to ensure open trade with the neighbouring realms – Dwarf and Human. Gunness is not quite sure about formal ties to the Elf lands over the Grey Mountains or the settlement of Sith Fascoluinne located somewhere near the Yetzin Valley. He considers Elves a strange folk with a history of treachery (as evident

in the antecedents of the War of Vengeance) and disregard for those they consider lesser races.

Engineer Guildmaster Arnek Paliksson

Guildmaster Arnek still resents that King Alrik gave the Brotherhood of Memory the Guild's gyrocopters in his drive to reduce the Hold's reliance on non-gunpowder technological weapons. The Guildmaster does not allow this to influence his advice as a member of the King's Council as to do so would dishonour his office and craftguild. He looks forward to the time when the reason for the Brotherhood's existence comes to an end and he can recover the gyrocopters, even if the engineers are still forbidden to fly their machines. Until then, Arnek believes that military might alone cannot guarantee Karak Hirn's security and alliances of some sort are needed.

Feast Days

The major feast days of Karak Hirn are the same as those common to all other Dwarfholds and settlements.

Grungni's major holy days are 33 Durgzet (Pflugzeit), 33 Fornskrak (Vorgeheim), 33 Valdazet (Brauzzeit), and 33 Fornhekes (Vorhexen). These days are marked by major festivities where the clans of all craftguilds gather together to praise the chief Ancestor God. Elders of the clans tell stories of Grungni when he once walked among them at the time before and up to the coming of Chaos into the world. Lesser festivity days are held every ten days between the major dates.

Festivities to honour the Ancestor Goddess Valaya are held on Materfran (Mitterfruhl) and Materhazt (Mittherbst), the Spring and

Autumn Equinoxes. These particular dates are, respectively, chosen to mark the planting and harvesting of crops, respectively, essential in the production of ale. Like major festivities to Grungni, lots of food and drink are consumed by Dwarfs and the Humans living among them.

Celebrations to honour Grimmir, Ancestor God of Warriors, only take place before battle and after victory. If the battle ends in defeat, the Dwarfs sing a funeral dirge to honour the fallen and Gazul, Ancestor God of the Underearth and Death.

Hekesdeg (Hexenstag) is a feast day to venerate Smednir, Ancestor God of Metalworking and Shaper of Ore, and marking the completion of old work and the beginning of the new. A similar day exists for Morgrim, Ancestor God of Engineers,

which falls on Zhomerstikul (Sonnstille), the Summer Solstice.

Wyrstikul (Monstille) is a feast day without connection to any of the Ancestor Gods. It simply marks the shortest day of the year as it is the Winter Solstice, when the land is closest to being covered in a similar darkness to that which the Dwarfs live in within their Hold.

The Day of Remembrance (*Zagazdeg*) also involves Karak Hirn and nearby settlements. All the clans gather in the Hall of Clans to feast and share stories detailing the deeds of their clan ancestors, grudges satisfied, and other important news. For the kingdom of Karak Hirn, the Day of Remembrance falls on 25 Verzet (Jahrdrung), the date in -1185 I.C. in which the Dwarfhold was founded.



Dwarf Calendar

The following is mostly excerpted from **D:SaS**, page 24.

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

The Dwarf calendar counts its years from the establishment of Karaz-a-Karak as capital of the Dwarf Empire of Karaz Ankor. The Imperial calendar marks its first year with the crowning of Sigmar Heldenhammer as Emperor. The difference between the two is 3,000 years. Thus, the founding of Karak Hirn was in the year 1815 of the Dwarf calendar.

The Dwarf calendar names and their Imperial counterparts are as follows:

MONTHS AND SPECIAL DAYS						
Nbr of Days	Imperial	Dwarf		Nbr of Days	Imperial	Dwarf
	Hexenstag	Hekesdeg			Geheimnistag	Skraksdeg
32	Nachexen	Adderhekes		32	Nachgeheim	Adderskrak
33	Jahrdrung	Verzet		33	Erntezeit	Egrizet
	Mitterfruhl	Materfran			Mittherbst	Materhazt
33	Pflugzeit	Durgzet		33	Brauzeit	Valdazet
33	Sigmarzeit	Kazakzet		33	Kaldezeit	Kulkelzet
33	Sommerzeit	Zhomerzet		33	Ulriczeit	Wyrzet
	Sonnstille	Zhomerstikul			Monstille	Wyrstikul
33	Vorgeheim	Fornskrak		33	Vorhexen	Fornhekes

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

The Horn of Hirn

The Mountain

Karak Hirn is named for the unique natural phenomenon that occurs when winds blowing in a certain direction pass through an especially large cavern which creates a sound like a mighty warhorn. Its blast can

be heard up to fifteen miles away when conditions are ideal.

The Dwarfs of Karak Hirn have exploited this natural phenomenon by constructing sound chambers and doors used to control the pitch and duration of the sound. Among its many functions, the Horn of Hirn can be

used for signalling, raising the alarm, or frightening away simple creatures such as Trolls. The Dwarfs have even devised a means to sound the Horn on windless days. This is accomplished by lighting a huge fire in a particular chamber, which then draws air through the appropriate chambers.

The cavern and Dwarf-made chambers are located high on the mountain above the Dwarfhold. It is only accessible by a long stairway (more than 1000 steps) that ascends the cliff-face from the Citadel below. The top of the mountain is covered by relatively short, gnarly trees, roughly ten feet in height, and twisted by the winds that gust through the area. These trees are a unique species found only in this region of the Black Mountains. The Dwarfs call these trees *Nakarak Bharan* (literally “Granite Nuts”) after the hardy and tough nut that grows on them. Thrice the size of walnuts, these nuts are bitter when eaten raw. The Dwarfs crush the nuts and use them in the baking of bread, brewing of ale, and in stews.

Four watchtowers are situated on the mountain top, giving sentries a spectacular view of the surrounding areas. Each tower has a clear quartz with a Rune of Farseeing, which enables the sentries to see distant objects up to one mile away as if they were considerably closer. The towers are fifteen feet in height and the tops have braziers for signal fires. Given the windy conditions, these are used only in times of (relatively) calm weather. Most of the time, the Horn of Hirn is used to communicate with any who are outside the protective walls of the Dwarfhold. The Dwarfs do this by using shutters they have constructed within the caves to channel the airflow to create different pitches of sound.

Medicinal Property of the Granite Nut Tree



In addition to the nutritious nuts it produces, the Dwarf herbalists of the Black Mountains have learned the Granite Nut Tree has a medicinal use.

The leaves of the Granite Nut Tree can be brewed into a bitter tea which cuts through any headache and sinus condition to free up the recipient’s breathing. A side benefit also eliminates the effects of drunkenness. A drunk character imbibing this drink within half an hour of reaching their current state of inebriation may halve the penalties applied to their characteristics as well as the time for these penalties to be applied.

Availability: Common. Summer.

Price: 5/- and 1 GC

Application: Brew

Preparation: 1 week

Dosage: 1 day

Skills: None

Tests: None

Effects: Reduces the penalties resulting from drunkenness and the recovery time by half if recipient imbibes the brew within an hour of being intoxicated.

Circular staircases descend from the inside of the watchtowers to the Hold below. In the likely event that an enemy captures a tower, the door leading to the stairs can be

bolted from underneath. As the sentries retreat, they set the various traps that the security-conscious (paranoid) Engineers constructed to slow down any advance. Another, heavier door is found at the bottom of the staircase which is locked from the Holdside.

Entering the Kingdom of Karak Hirn

There are several ways to approach Karak Hirn. Most travellers (merchants and mercenaries) make their way through the Wissenlander village of Wusterburg on the River Söll. From there, they cross the Söll and follow the River Hornberg through the Sudenlander village of Kroppenleben near the foothills of the Black Mountains, where they can replenish their supplies. When the travellers are ready, there is a small road which climbs up the mountains. It's called Icy Wind Pass (*Kadrin Wyrzilfin*). Like all roads in the mountains, Icy Wind Pass is little more than a narrow, hard-packed path that snakes its way between the peaks. Parts of the road near the fords of rivers and streams are metallated to ensure passage in inclement weather.

At one point on the trek, another path joins from the south. This is the end of Hidden Vale Pass (*Kadrin Zathragan*) which crosses the Black Mountains and passes to the headwaters of the Lodestone River. From there, the course follows the river to Mortensholm (and eventually Khypris and Tilea). Few travel this route as it is more dangerous nearer the Border Princes than its northern part due to bandit and Goblin activity.

East of Karak Hirn, the Mountain Road (*Karadrin*) joins the Hidden Vale Pass a few miles before it intersects with Icy Wind

Pass. This is the road that Dwarf merchants from Karaz-a-Karak and the larger Black Mountains Dwarfholds – Karak Angazhar and Karak Gantuk – travel to reach Karak Hirn.

West of Karak Hirn is Blackwood Pass (*Kadrin Drazhwutnaz*) which intersects Icy Wind Pass high in the mountains. Blackwood Pass connects the Dwarfhold to the Wissenlander settlements of Schrambeck and Sonnefurt.

Stone markers appear at each intersection of these major roads, informing travellers of the name of the road and its direction from the crossroads. Gibbets are found at these crossroads upon which hang the corpses of bandits and others caught nearby. These visible signs of execution serve as a warning to those dishonourable individuals who seek their fortune at the expense of others.

Each road into the Dwarf kingdom is guarded by a stronghold at its borders. For those travelling upon the Icy Wind Pass, the fortress of Kazad Ruvalkund stands high on the mountainside overlooking the road in both directions and guarding the border of the Dwarf kingdom. A stone wall descends from the stronghold to a tower on the road across the ford. Arrow slits on the wall indicate a passage within the wall that connects the two structures to one another.

As travellers approach, two guards emerge from the tower, one of whom has a crossbow and provides cover for the other. A third guard remains in the tower ready to sound the alarm if there is trouble.

A runescribe is also posted to the tower since the Dwarfking of Karak Hirn requires all who enter his kingdom to register their names, place of origin, and business. The runescribe duly etches the information in a

book with thin copper sheets to ensure durability of the record. Twice a month, register books are retrieved from the strongholds and new ones delivered.

The runescribe also prepares a writ of passage for the visitors as a group with the same information they have provided. He advises visitors that they are expected to present the writ upon request to any Dwarf patrol on the roads as well as submit to any search the captain of the unit deems necessary. If the visitors do not agree to these terms, the runescribe takes back the writ and their entrance denied.

Other fortresses are Kazad Dron overlooking Hidden Vale Road, Kazad Hraban protection the border on Blackwood Pass and Kazad Zorn high in the mountains along Mountain Road.

Travel on the various mountain routes is rather hazardous through this border area, with bandits threatening travellers at the lower elevations, while Goblins and worse prowl elsewhere. Most merchants hire a number of guards to escort them through the mountains. Travellers are advised to hire with the utmost care as it isn't uncommon for hired men-at-arms to be in cahoots with the bandits.

Beyond the junction of the Icy Wind and Hidden Vale Passes, the frequency of marauding bands is greatly reduced as the area is patrolled by subjects of the Dwarfking. A character with experience in the wilds – particularly those with the *Follow Trail* skill – can discern the many small, unmarked trails that branch off from the main path. A number of these tracks lead to the smaller Dwarf (and some Human) settlements which are scattered throughout the mountains while others guide the unwary to concealed traps of some sort.

One of the paths, known only to the local Dwarfs and Dawikoni as Tarien Road, leads to Karak Hirn's main gate. Vigilant and hidden scouts watch this path, covering tracks and ensuring that none are allowed to proceed along this road without leave of the King.

Visitors from elsewhere must negotiate the rest of Icy Wind Pass to gain entrance to the Dwarfhold. Two large pillars mark the end of the pass and the beginning of the Quarter Mile Bridge (*Dradrin Zorn*), which crosses the gorge that separates the path and the Merchant Halls of Karak Hirn in a single span. Thick defensive walls with arrow-slits rise twelve feet above the crossing to protect travellers from the bone-chilling winds. In the event of an attack, crossbowmen from

Dwarf Merchants

There is no actual craftguild that covers the Dwarf merchants. Simply put, Dwarf merchants are those members of their respective craftguild with the aptitude to sell or trade the wares of their craftguild to parties from outside the Dwarfhold for goods or provisions. For example, a merchant of the Jewelsmith craftguild has the trust of his and the other clans to deal their creations in a fair exchange.

Some Dwarf merchants are willing to journey to other Dwarfholds in order to facilitate trade. When it comes to dealing with Humans, Dwarf merchants prefer to trade within the confines of the Dwarfhold, allowing the merchants from the Human realms to take all the risks.

Some members of the noble clans undertake the task of merchants for the entire Dwarfhold. The senior noble merchant holds the title of *Karakverdagi Urbar* (Marshal of Trade).

the hold make their way down narrow passages within the walls and subject any attackers to a murderous crossfire. Hidden bolt throwers positioned above the entrance of the hold can provide supporting fire along the bridge at the same time. Should attackers persist in their endeavour, one section of the bridge is rigged to hinge down, cutting the hold off from the pass and dropping attackers 600 feet onto jagged rocks.

Villages and Mining Camps

A number of villages and mining camps dot the mountainous Kingdom of Karak Hirn. Many of these have mixed populations of Dwarfs and Humans.

Black Mountain Villages

Villages in the kingdom are few and typically consist of farmers and herders, mostly Human. Terrace farming is the favoured technique as it brings more land under the plough and is usually built on the southern faces of mountains within sight of the settlement. Highly developed irrigation methods are also used to channel water from run-off or mountain streams to these fields as well as to the villages. The farmers prefer to grow grain used in the production of ale and bread. Some fruit trees or vegetables are grown at the higher terraces.

The villages themselves are built on high ground so as to provide protection from any roadside attack. These communities are further protected by stone walls, usually 10-12 feet in height, with a single gate leading to the road below. A watchtower stands next to the gate with either a bell or horn to sound an alarm in case of danger. If the walls are not enough to protect the inhabitants, the villagers can access escape

Dawikoni

Dawikoni (**Warpstone #19**, pages 12-16) is the name given to the Human population of the Dwarf kingdoms. Many are descended from those who immigrated to the mountain realms for a variety of reasons many generations before. Many Dawikoni in the Black Mountains are descended from the ancient Schweben tribe in the time before Sigmar. Still others have ancestors who fled from the various internal wars in the Empire, particularly during the Age of Wars (mid-12th to mid-16th centuries of the Imperial calendar).

Many of the Dawikoni are farmers and herders. Though a number live within the grounds of the surface portion of Karak Hirn, most live in the nearby Dwarf villages and mining camps. In time of war, Dawikoni take up arms and fight alongside Dwarfs, chiefly as archers and sometimes as irregular infantry armed with shield and spear.

The Dawikoni honour the ancient gods of the Empire: Taal, Ulric, Rhya, and Mórr. Their priests continue to follow the ancient forms of rites and rituals, which are rarely used in the Empire.

tunnels from inside the village hall. The escape tunnels lead higher up the mountains.

Like their Imperial counterpart, Black Mountain villages are led by a headman. This individual – Dwarf or Human – is generally elected by all adult members of the community. The election takes place every two years in an assembly where each candidate has a family member or friend speak on their behalf (candidates are not allowed to present their own case).

Mining Camps

Mining camps are the more common settlements outside the Dwarfhold. Most of those living near the mines are Dwarfs, many of whom are descended from those fleeing the 11th century persecution of Dwarfs in the Empire.

Unlike villages, mining camps are fairly open to the environment with low stone walls (about four feet in height, just enough to position crossbows and gunners) surrounding the camp. The walls are meant to slow down raiding parties of bandits and worse enabling the inhabitants to stand and fight if the number of foe is small or flee into the mines to escape a larger force. Similar to those in villages, the escape tunnels ascend the dark inside of the mountain so as to give the defenders higher ground.

Some food is grown at the mining settlements, but most comes from the villages or through trade with travelling merchants – both Dwarf and Imperial. Each mining camp has a quartermaster whose role it is to get the community the best deal possible by offering raw ore or partially smelted metals in trade.

Lurking Dangers

Though the Dwarfs consider their kingdom safer than the adjoining Human lands of the Empire and Border Princes, there are still considerable dangers for those travelling in the Black Mountains.

Bandits

It is a rarity for Dwarfs to take to banditry within Dwarf kingdoms given that such an act would be considered dishonourable and results in any Dwarf undertaking such an

occupation to be disowned by his clan. Should a Dwarf bandit be successful in this chosen profession and gain notoriety, he can be sure that his clan will place a bounty on his head in an attempt to regain clan honour through the bandit's death.

For the above reason, among others, most bandits in the Black Mountains are Human. Such bandits usually operate along the pathways and roads just outside the borders of the Dwarf kingdom where they are less likely to run into patrols of Dwarf soldiers or scouts. Captured bandits are hung on the spot by Dwarfs, though some might be strung up barely alive in order to meet a more grisly fate at the hands of an Ogre or Troll.

Armed groups seeking employment in the Dwarf kingdom would be wise to travel openly and cooperate fully with Dwarf authorities in order to avoid being mistaken for bandits. Travelling papers can be obtained at border posts located at the fortresses guarding the main roads into the kingdom of Karak Hirn. One such fortress, Kazad Ruvalkbar, guards Icy Wind Pass where it crosses River Hornberg.

Demonologists and Necromancers

Like other ranges bordering the Empire, the Black Mountains attract renegade wizards escaping Imperial justice. Many of these fiends find shelter in the hidden caves that abound in the many valleys found throughout the mountain.

Demonologists and necromancers are likely to be on their own or with a servant or two to carry out mundane tasks. In some cases, the corrupted wizards may have an apprentice in their small entourage. Since demonologists and necromancers require slaves to use in their foul experiments or

sacrifice to whatever demon lord they ply for favours, many of them are forced to do business with slavers or bandits.

Dwarf justice is as unyielding as it is swift when it comes to offing such evil wizards. Captured demonologists and necromancers are summarily beheaded and their remains burned along with their foul paraphernalia and servants.

Giants

Giants are few and far between in the Black Mountains. Such monstrous creatures keep to the highest ridges and mountain peaks and avoid the smaller races such as Dwarfs and Humans. Giants are fairly dumb, but not so much as to not understand that their survival rate is higher if they stay in areas the other races avoid.

The Giants do come down from time to time in search of food and drink, sometimes raiding the smaller settlements or livestock in the alpine pastures. Because of the danger giants represent, fires are lit on the mountaintops spreading the alarm throughout the Dwarf kingdom whenever one is sighted.

Griffons

On the lower elevations, the top predators for travellers to be wary of are bears, mountain cats, wolves, and rock serpents (WERP1e, page 245). Griffons are the top predators along the ridges and higher elevations, preferring to pounce on their prey from the air or knock them off cliffs to their deaths.

Lizardmen (Saurus)

Deep in the heart of the mountains, even deeper than the Skaven warrens, lurk the

Lizardmen. Members of this subterranean race are rarely seen on the surface, but they represent a definite problem for groups journeying through the underground tunnels and chambers. Lizardmen sometimes emerge in the dead of the night seeking fresh meat. Travellers camping in the wild are particularly vulnerable.

Lizardmen are mortal enemies of the Skaven and war against the ratmen race constantly. Sometimes travellers come across the remains of the battles between the two races in the deep recesses of passageways, usually broken weapons since enemy dead or wounded are eaten by the victors and their own carried away (though, in a pinch, the victors might also eat their own dead and severely wounded).

Minions of Chaos

Beastmen are fairly rare in the Black Mountains, most of them come from the Twisted Lands in the Yetzin River valley in the uninhabited region where the Black Mountains meet the Vaults. Small bands of Beastmen stalk the edges of the kingdom of Karak Hirn hunting for food of any sort, including Orcs and Goblins. Mutants are extremely rare as many who do venture into the mountains try to join Beastmen bands and only wind up being eaten.

Ogres

Ogres are a fairly common threat in the mountains, though Dwarf patrols do what they can to keep the roads and trails clear of these marauders. Ogres generally travel in small family groups of four to eight. Small bachelor groups of two to four are less frequent and some of the larger males travel on their own.

Orcs and Goblins

Orc tribes range across the Black Mountains, many of which also include Goblins and Snotlings (the latter is an emergency food source). Raiding and foraging bands are a constant threat in the mountains to travellers and isolated settlements as well as to other creatures such as Skaven. From time to time, the Orc tribes merge into a larger fighting force that results in the armies from Karak Hirn and other Holds marching out to destroy the enemy.

Goblin tribes are rare in the mountainous regions, preferring the lowlands and foothills where they are less likely to come under the control of the hated Orcs. Tribes of so-called Night Goblins can be found in the tunnels and caves that run deep under the mountains where they battle Skaven and Lizardmen for supremacy (and to avoid being eaten). Raiding parties of Night Goblins can be a hazard for travellers camping in the wilderness for the night.

Skaven

Skaven are not as numerous in the Black Mountains as they are beneath the Imperial cities. The major reason is that they are near the bottom of the food chain where bipedals are concerned. Ogres, Trolls, Beastmen, Orcs, and Lizardmen all prey on the ratmen, as do rock serpents. Many of these races venture in force into the underground warrens to obtain a meal.

In turn, Skaven are not above raiding villages or travelling bands of Humans in search of food or slaves. After all, they still believe themselves to be the master race destined to overthrow the Humans and become masters of the world.

On the Issue of Slavery

As stated elsewhere, Dwarfs detest the idea of slavery and slavers, believing that there is no basis for treating any individual as if they were a mere commodity. Any slaver facing Dwarf justice is assured of execution.

On the other hand, Dwarfs have little problem with those who wind up as indentured servants as a result of defaulting on their debts. From a Dwarf point of view, meeting one's obligations to others, in particular to one's clan and craftguild is of utmost importance. Those who cannot repay incurred debt through coin or goods are expected to do so with service.

Slavers

Slavers occasionally appear in the lower elevations close to the Human lands looking for wayward people to capture and sell in the slave markets in the Border Princes or trade with other slavers. Many join forces with bandits in order to provide some muscle for the price of gaining most of any loot. If caught, slavers can expect the harsher punishment than that meted out by the Dwarfs to any captured bandit. Dwarfs detest slavery and will cut off the hands of any captured slaver before hanging the offender.

Trolls

Though not quite as common as Ogres, there is a fairly sizable population of Trolls in the Black Mountains. These predators are quite fearless and have animal cunning. There are many tales of Trolls who sense they are being hunted by Dwarfs or Humans and then double back on their trail to catch the hunters unawares. Few caught in this

manner ever survive an encounter with the Troll.

Trolls tend to be solitary hunters and are only found in family groups when it's a female Troll with her young.

Werewolves

Known as the Children of Ulric (*Ulricskinden*) or the Wolfen, eight clans of Werewolves have established settlements in a number of isolated valleys in the Black Mountains. These clans (or packs when in wolf form) migrated from the northern Empire shortly after the rule of Emperor Sigismund the Conqueror in the sixth century (Imperial calendar). The leaders of the Wolfen clans met and pledged their allegiance to King Eadric "the Just" in exchange for the right to settle in north-eastern regions near the borders of the kingdom.

The inhabitants of Karak Hirn and the surrounding settlements are aware of the werewolves' existence. Given the exchange of oaths, the Dwarfs and Dawikoni see the Wolfen as trading partners and allies. They understand and honour the werewolves' desire to keep their presence and nature from outsiders.

Each Wolfen clan has settled in its own valley, though all eight are close to one another to avoid in-breeding. They fiercely defend their territory against their enemies, who are pretty much the same as those the Dwarfs battle against. The Werewolves are also wary of discovery by travellers who might report their existence.

Outside their valleys, werewolves travel in wolf form enabling them to be elusive and move with speed.

Inside Karak Hirn

Most visitors to Karak Hirn never get to see more than the Merchants Hall (see below) at what is essentially the Dwarfhold's back door. Dignitaries from other Dwarfholds are certainly shown about the halls and other ambassadors are escorted whenever there is business with the Dwarfking or his Council.

Only in the rare cases are other outsiders afforded the opportunity to witness the grandeur of the underground halls of Karak Hirn. These special individuals are never given free rein of the Dwarfhold, accompanied by a personal Dwarf escort (minder) as well as a small contingent of guards to ensure protocols are obeyed. Any who violate the hospitality of Karak Hirn are

immediately expelled from the Dwarfhold and banished from the Kingdom.

A. The Inner Citadel

Main Hall

The Inner Citadel (*Ungkarak*) is essentially the main entrance to Karak Hirn. The huge twenty-foot high (each ten-foot wide) double doors are opened during daylight hours throughout much of the year, only being closed to ward off the harshest of winters and in case of siege. A unit of ten Iron Breakers guard the entrance while it is open.

Also known as the Great Kinhall, the Hall of the Inner Citadel (*Ungkarakhaz*) serves a number of purposes. Firstly, the Hall of the Inner Citadel is used as a marshalling area for the Dwarfhold's army. It is here that the High Priests of Grungni and Valaya give their blessings to the assembled. The elders of the Warrior clans also use the opportunity to exhort the troops to greatness by regaling them with the brave deeds of their ancestors. The Dwarfking follows by informing the assembled warriors of the grudges held against the enemies with whom they are off to battle.

Secondly, The Hall of the Inner Citadel is a gathering site for the clans during feast days such as the Day of Remembrance and all the holy days of Grungni (both major and minor) as well as the times when the Dwarfking wishes to address his subjects.

Large fire pits along the east wall are used to cook the food for the numerous feast days. With ale flowing freely, feast days are boisterous affairs, lasting the entire day so that all Dwarfs have some opportunity to partake in the festivities (the Warrior craftguild in particular needs to rotate its patrols and guards to ensure that security needs are always met). Feast days are the time when the Dwarfs in Karak Hirn socialise across the craftguilds, whether it be to eat, drink, exchange gossip, gamble, tell stories of ancestors, arm wrestle, engage in contests of skill, or other leisure activities. All craftguilds would be involved with the preparation and provisioning of feast days.

Assemblies called by a Dwarfking are rare events as there usually are changes in Dwarf society requiring proclamations. Such proceedings take place when war is being declared, which has not occurred since the War against the Bloodaxe Alliance.

Finally, the Hall of the Inner Citadel is the site for Karak Hirn's market, which takes place every ten days (the day before the Grungni Holy Days). Here, the folk of the Farmers Village and the interior of the Dwarfhold gather together to conduct business and exchange gossip. On many occasions, residents of nearby mining camps and villages make the journey to Karak Hirn in order to buy provisions and additional supplies.

Large pillars hold aloft the vaulted ceiling forty feet above the floor. Like much of Karak Hirn, the Inner Citadel is built for defence. A low stone wall is built across the hall beyond the entrance with an opening through which normal traffic passes. Should any enemy break into the Inner Citadel, they would face a withering fire from behind this defensive work and a protective shield wall at the opening. The Dwarfs learnt valuable lessons from the fall of Karak Ungor and Karak Varn and the entire interior is built to fight battles from enemies attacking from outside as well as beneath.

Smaller double doors (each fifteen feet high and five wide) leading into the rest of the underground Dwarfhold are situated across the Inner Citadel. These doors always

Kinhearth

In its broadest sense, the word "Kinhearth" refers to the social centre of the Dwarfhold as well as the defences protecting it. In Karak Hirn, the Kinhearth is considered everything in the interior of the Dwarfhold except the mines as well as the Merchant and Emissary Halls.

Within the Dwarfhold, the term "Kinhearth" takes a more definitive meaning. It is used by individual Dwarfs to refer to their clan's living quarters.

remain open except in times of siege. A smaller detachment of five Iron Breakers guard this entrance around the clock.

A rope and pulley symbol over the door in the northwest corner of the Inner Citadel leads to wide stairs which ascend to the Engineer Guildhall above.

Engineers Guildhall

The Engineers Guildhall covers the same floor space as the Inner Citadel. The vaulted ceiling is thirty feet in height. Vents leading from the other halls are cut into the stone walls so that air from the lower chambers can rise into this hall. Additional channels are built high on the eastern wall allowing the hot air from the furnaces and the other parts of the Dwarfhold to filter out of the Guildhall.

The clans in the Engineer craftguild live and work in this hall. Forges are located near the entrances to the mountainside above the Citadel to enable the engineers to reach the nearby Thunder cannons to repair or replace these instruments of war. The engineers have also created machinery that allow them to lower field cannons and mortars from their workshops to the front of the Citadel in order to move these quickly to the curtain walls.

What little innovation may have been allowed (after decades of research and development, of course) is severely restricted in accordance with the Dwarfking's directives. The emphasis of the Engineers' work is on centuries-old proven technology, such as cannon.

The entrances are also used to launch gyrocopters, though these are currently in the possession of the Brotherhood of Memory.

A large shrine in the centre of the northern wall is dedicated to the Ancestor God, Morgrim. Its altar is shaped into a stone thrower bearing his rune. A large iron door at the back of a shrine leads to the craftguild's crypt.

B. Under Pasture

The Hall of the Under Pasture is like a huge stable. Livestock from Khazid Vorni are driven into the Under Pasture when adverse weather conditions are expected, particularly during winter. Should the Dwarfhold find itself under siege, livestock would be moved into the Under Pasture.

The Hall of the Under Pasture is also used to house the mounts of those rare individuals who are given leave by the Dwarfking to approach Karak Hirn from the Tarien Road. In such cases, Dawikoni from the Farmer Village serves as grooms.

A number of narrow shafts have been cut at various angles into the roof to allow light from the morning sun into the chambers as well as an exchange of air. The last thing

Ventilation

Ventilation is a major concern in a Dwarfhold. The production of noxious gases caused by their industry could prove deadly if allowed to build.

The Dwarfs build small vents in the ceilings and high wall sections in their halls, creating a network that channels smoke and noxious gases out of the Dwarfhold to the outside. In addition, many of the large doors to the surface world are opened when the weather allows – anytime other than howling storms – facilitating the movement of air.

the Dwarfs want in the hall is a build-up of methane.

The hall also contains the Dwarfhold's granaries.

C. Hall of Kings

The vaulted ceiling of this magnificent hall stands fifty feet over the floor with its weight supported by gigantic pillars. Bas-reliefs depicting scenes from Karak Hirn's past, particularly the achievements of its first kings, have been carved along the walls and pillars.

The Hall of Kings is as much a display of the power of the Dwarfkings of Karak Hirn as it is the centre of the affairs of state. Three impressive bejewelled thrones made of the finest oak sit on the raised dais at the south end of the Hall. The central throne is largest where King Alrik Ranulfsson sits during audiences and state functions. To his right is the throne for Queen Winnifer Flaxenhair and that on his left for his heir, Prince Earak Alriksson.

Doors behind a screen in the back of the dais lead to the living quarters of the Noble clans and the Council Chambers beneath the Hall of Kings. Additional doors lead to the avenue connecting the Hall of the Inner Citadel to the Hall of Clans. These reinforced doors are not quite noticeable at first glance as they blend perfectly with the walls. They can be locked from within.

In the event of the defences being breached by an enemy (although none have come close), there are several secret doors within the living quarters that lead to a spiral staircase ascending to the mountain top.

D. Hall of Temples

The vaulted ceiling of the Hall of Temples stands fifty feet high. A number of shafts have been carved into the upper portion of the west wall allowing light from the morning sun to enter the hall. Quartz lenses at the opening of the shafts allow light to diffuse throughout the chamber. There are four enclosed structures built within the Hall of Temples.

The largest of these is the Temple of Grungni in the northeast corner of the hall. The interior of the grand temple is lavishly decorated and carved with bas-relief scenes from ancient Dwarfen myths, in particular the Long Migration from the south and

illumination within a Dwarfhold

Although all Dwarfs have *Night Vision*, they still need illumination in the dark world beneath the surface. Much of this light comes from candles, lamps, and torches.

In the great halls and main passageways, the Dwarfs affix a large crystal of clear quartz upon which a permanent Rune of Illumination is placed within the light fixture. The runic-inscribed quartz provides a light equal to that of a lantern and is positioned at a height of ten feet every twenty feet. The light lasts for five hours and can be renewed by a word from a passing Watchman (member of the Warrior craftguild).

Given the vastness of the halls, the lighting of the quartz cannot dispel the darkness near the upper reaches of the halls. Outsiders unused to living in Dwarfholds are always aware of the perpetual night feel to daylight hours within the stronghold.

battles against Chaos in the time of the Ancestor Gods. At the far end of the temple, statues of Grungni stand on either side of a dais, upon which stands a throne flanked by two lecterns. Stone pews are arranged in front of the dais.

High Priest Drennak Gloraksson is the long time leader of the cult of Grungni, but he realises that his end is fast approaching. He has already turned over most of his religious duties to his hand-picked successor, Priest Norgrim Marleksson, while still maintaining his advisor role to the King. It's only a matter of time before the High Priest seeks his counterpart in the cult of Gazul to prepare for his death.

The second temple located in the southeast corner is dedicated to Valaya. Statues of all Dwarf Ancestor Gods appear above the large double doors with Valaya in the middle, flanked by Grungni and Grimnir. Within the temple, statues of the Ancestor Goddess flank the altar at the far end where offerings are made. The statue on the left shows her peaceful aspect, unarmoured, with a healthy infant in one arm and a tankard of ale in the free hand. The other statue shows her in a mail coat and helmet with a shield held before her and her axe raised in a posture of defence. Frescoes on the interior walls depict scenes from Dwarf life.

High Priestess Loera Raefeksdottir of the cult of Valaya is one of the more influential people in Karak Hirn. She has led the cult for the past twenty years and often wanders around the Hall of Clans talking to whoever she comes across. There is no one else on the King's Council who understands the concerns of the common Dwarf more than High Priestess Loera

The third of the temples is placed in the northwest corner of the Hall of Temples and is dedicated to Grimnir. A statue of the Ancestor God holding two large axes stands behind the altar. The walls of the temple depict the deeds of Grimnir during the Long Migration, including his epic battle against the Dragon, Magnoathax.

High Priest Streg the One-Eye is a veteran of the War against the Bloodaxe Alliance. He lost his left eye in battle against the Orc champion, Krak Ironskull and his retinue. High Priest Streg is an ultra-conservative who believes that there are few problems that cannot be solved by force of arms. Should news of raiding reach his ears, High Priest Streg makes his way straight to High Priest Drennak Gloraksson in order to make the case for military action.

The smallest temple is positioned in the portion of the northern wall that covers the large double doors leading to the Hall of Tombs. The temple is dedicated to Gazul, Ancestor God of the Dead and Underearth. Ogre-sized statues of Gazul guard the entrance to the temple wherein a small altar stands in the centre so those honouring the dead can likewise honour Gazul. A large bier stands between the altar and the rear doors where the dead lie in state before being interred in the catacombs beyond.

E. Hall of Tombs

The Hall of Tombs currently extends downwards more than twenty levels. The first several levels are dedicated to the Kings and Queens of Karak Hirn while the rest hold the deceased members from the other noble clans as well as the priesthood. High Priest Morban Trariksson oversees the construction of new levels in the Hall of Tombs as well as the various crypts

throughout the hold, working with craftguilds such as the miners (tunnelling) and stonemasons (tomb construction and decoration). No one is allowed to enter the Hall of Tombs without an escort from a priest of Gazul.

The priests of Gazul spend a considerable time patrolling the catacombs and renewing the various runes used to protect the tombs. They also remain on the lookout for any signs of break-ins by tunnelling creatures like Night Goblins, Skaven, and Lizardmen. Each level has a gate that is usually magically locked by runic magic to contain such break-ins. Priests of Gazul know the password and are sworn to die without revealing it to anyone outside the cult.

F. Hall of Clans

The Hall of Clans (*Throngkhaz*) is the largest of the underground chambers in Karak Hirn. The vaulted ceiling of the Hall of Clans stands forty feet in height and the pillars are decorated with scenes of Dwarf life. Many of the scenes are applicable to the craftguild living in that quarter of the hall. The craftguilds located within the Hall of Clans are:

Armourers/ Weaponsmiths
Artisans
Brewers
Healers
Jewelsmiths
Metalsmiths
Miners
Stonemasons
Warriors

Each of the clans of the craftguilds (excluding those of the Engineers and Runescribes, the latter of which includes Runesmiths) live in a specific quarter within

the Hall. Like the people in the Imperial cities and towns, many Dwarf clans live above their workshops. Their hours of work are variable, particularly since the concept of day-time and night has little meaning within the Dwarfhold.

Dwarfs live in large buildings that provide homes for many families within the same clan. These Dwarf tenements are constructed in stone (ground floor) and wood (first floor), complete with roofs. All Dwarf apartment buildings have cellars where provisions and work materials are stored. Windows are simply openings since the Dwarfs have no need for glass or thin skins to protect the building's interior from adverse weather conditions. Shutters on the windows are used for privacy.

The workshops below the living quarters are well-lit with ten foot ceilings. These are areas where a clan labours together. Such a work environment enables clan elders and craft masters to walk about and inspect the work being done, as well as train novices in their craft.

In the centre their respective quarters, each craftguild has its own kinhall where all members of the clans can get together when not working and share a meal, exchange gossip, tell stories, or toast to one another's accomplishments. In a sense, the craftguild kinhall operates much like a local neighbourhood tavern in the Imperial cities. The kinhalls have ceilings ten feet in height and held aloft by decorative columns. Motifs particular to the craftguild (i.e. tools of the trade) are prominent in the decorations.

Dwarf clans pride themselves on the quality of their work. They also measure their wealth and success is through the magnificence of their craftguild kinhall.

Dwarfs are competitive about this effort and all clans are expected to contribute to the upkeep. The clans lavish their resources on fine decorations, carvings, etc. Another measure of the craftguild's success is the quality of victuals and variety of entertainments in their kinhall. The craftguild with the hall with the finest decoration and providing the most sumptuous meals usually has the greatest status.

Within the kinhall is a shrine dedicated to the ancestors of the craftguild. A small stairway adjoining this shrine leads to the craftguild's crypt where their ancestors and deceased members are interred. The founders of the craftguilds are entombed at the first level in order to give the clans easy access to honour their ancestors. Priests of

Gazul are involved with every burial and periodically replenish the protective runes of a craftguild's crypt.

Like other Dwarfholds, the streets within the Hall of Clans in Karak Hirn are largely laid out in a grid pattern. This arrangement allows for the quicker movement of warriors in case the Dwarfhold has been breached. Street names tend to reflect the clans residing on that stretch of road.

Scattered in the Hall of Clans are four doors that lead to stairs winding upward to the four towers built on top of the mountain. These stairs are mostly used by the Warrior craftguild to rotate the guards in the towers.

Water Needs

Water is a critical need in all Dwarfholds. In addition to being used in the brewing of ale, many of the craftguilds – such as armourers/weaponsmiths, artisans, engineers – require large quantities of water in their work. Water is also needed for the removal of waste, both bodily and industrial.

Dwarf Engineers create an elaborate mechanism for collecting water from various sources. A number of pools are built on top of the mountain to collect rain water with rock lined channels to direct the water to drains near the watchtowers to a series of cisterns accessible behind secret door along the descending stairways. Water from other runoffs, particularly near the sheer eastern face of the mountain, is also channelled to cisterns within the Engineer Guildhall.

In the course of building their halls, the Dwarfs found underground springs. These were also tapped to provide water and channelled to existing pools or newly-built reservoirs near the craftguilds requiring water for industrial use.

From the various cisterns and reservoirs, the Dwarf engineers built a series of stone conduits and metallic pipes to deliver the water to public fountains and dwellings within all the halls as well as the Under Pasture and mines.

Latrines and waste pits are built over underground rivers so that wastes can be washed out of the Dwarfhold. Some of these underground rivers are encased in stone and mortared culverts to keep these from flooding the lower mines. In some cases, the water of these rivers is used to power waterwheels or heated to power steam machinery.

G. Hall of Runesmiths

Rune Lord Horek Kragsson rules the Hall of Runesmiths as if it were his personal fiefdom. The craftguild of Runescribes, which includes the few Runesmiths of Karak Hirn, live and work in this Hall. The residential area is situated near the Hall's entrance as is the working area for most Runescribes. The thirty-foot ceiling is supported by columns void of decoration of any sort.

The workshops of the Runesmiths are in a protected chamber at the far side of the Hall where each can work on their individual studies and projects without putting others at risk. Most Runesmiths are rather secretive, even to the point of limiting their apprentice's ability to learn their craft beyond the lower rank runic magic.

A shrine dedicated to the ancestor god, Thungni, has been erected at the entrance of the Runesmiths work-halls.

A door on the north wall of the Hall leads to the crypt where the bodies of ancestors and deceased members of the craftguild are entombed.

H. Hall of Loremasters

The Hall of Loremasters is also known as the Library of Karak Hirn. When one passes through the large ornate ten-foot high double doors, one comes into the top of the eight levels within the library. The floor of the Hall rests about ninety feet below while the ceiling is twelve feet above the entryway. The centre of the Hall is an open atrium with a large spiral staircase built to connect the inside edges of each floor.

Shelves are built into the stone walls for the various tomes, with certain areas built for the storage of scrolls. Thin metallic sheets of copper are the preferred medium for the written word as they last much longer than paper or parchment. Such material makes the tomes and books much heavier than what one would find among Human libraries.

A desk is situated in the area where a Runescribe, Hegandor Rungnisson, ensures that all visitors sign a ledger to gain admittance. Though he aspires to be trained as a Loremaster, Hegandor is rather resentful that he has been assigned such an onerous task. The Dwarf comes across as more foul-tempered and impatient than others of his kind.

Loremaster Fundak Mukansson is the chief librarian and loremaster. When not attending the King's Council, Loremaster Fundak is normally found deep within the stacks, overseeing the work of other loremasters.

Each loremaster specialises in a specific area of study. Most are involved with specific periods of history in a given area, though some might be involved with botany, zoology, or some other scientific endeavour. A few loremasters are involved with religious study, particularly those of Humanity.

There is a large locked oaken door at the lowest level of the library. Known as the Master Loremaster's Sanctuary, the small chamber is the depository of foul and blasphemous lore that the Dwarfs have recovered from their millennia-old enemies. The walls of this secret library are lined with lead and iron. Admittance into this hidden

archive is severely limited to those strong of mind and body.

Deceased loremasters are entombed in many parts of the Library, usually behind the scrolls and books of the subjects in which they specialised. Only an iron placard with the decease's name, area of expertise, and years as a loremaster mark these burial places.

I. South Mines

The South Mines is one of two huge mines dug within Karak Hirn. These large excavations extend several hundred feet deep. Mule-powered and steam-powered lifts and cranes have been erected in the landing on the top to move miners and some metalsmiths (those involved with smelting) as well as provisions to the staging areas below. Ingots of ore, gemstones, and

Internal Tensions

Bound in millennia-long traditions, the Dwarfs experience less dissention within their society than other sentient races. Still, there are sources of internal tensions within a Dwarfhold.

Some Dwarfs born into a clan may find that they do not have the aptitude to undertake the various occupations of the craftguilds (see Appendix One). Many in this situation are identified early in their lives by the clan and referred to the Council of Elders. The skills of the youth are then evaluated to determine the best fit. The Council of Elders approach their counterparts in the craftguild that is deemed more appropriate to the skills of the individual in question to reach an agreement. Whatever is negotiated is then sent to Dwarfking for a perfunctory approval.

For those few Dwarfs who are disgruntled with their lot in life, there are few choices. The easiest choice is for the Dwarf to gather his possessions and make his way to the Human realms in the flatlands to seek their fortune. In this manner, they save themselves – and especially their clan – from any dishonour.

Others may react in frustration by committing crime ranging from petty thievery to murder. In such cases, the full weight of Dwarf justice falls upon the criminal, ranging from paying compensation for lesser crimes to exile or execution for more serious crimes.

Rebelling against the ruling clans is a rarity. The noble clans claim a more direct descent from the union of the Ancestor Gods Grungni and Valaya, so their position of power is generally unquestioned by Dwarfs of the other clans.

If there is anything with which a ruling Dwarfking should be concerned is with another member of the noble class who aspires to be king. Such an occurrence can come if there are military disasters in the field that then threatens the security of the Dwarfhold or the Dwarfking displays general incompetence when faced with contentious issues, such as the encroachment of Human mining concerns on the borderlands.

Usually these power struggles occur behind closed doors and settled by the majority in the noble clans. It is very rare that the contention breaks into open revolt involving the other clans, particularly those of the warrior craftguild.

precious metals are conveyed to the Hall of Clans where these are distributed to the other craftguilds.

Many members of the Miners craftguilds actually live within the mines since doing so saves going back and forth to the Hall of Clans. Those miners with family in the Hall of Clans do visit from time to time, particularly during the Day of Remembrance and the holy days dedicated to Grungni.

Tunnels radiate from the caverns at the lower levels. Played-out mine shafts are sealed with locked iron gates, reducing the need for Iron Breakers to patrol these tunnels for possible infiltration by the denizens of the deep darkness. Live tunnels have a series of iron grates that can be closed and locked quickly in case of break-in. Tunnel fighters (also known as Shieldbreakers) patrol these tunnels while the miners work.

The smelting of ore by the Metalsmith craftguild takes place in the centre of the mine allowing all the excess heat to dissipate above. The Engineer Guild maintains workshops in various levels of the mines as mining equipment is built and repaired on site. This arrangement greatly reduces the need to move heavy equipment from one end of the Dwarfhold to the other.

J. West Mines

The West Mines are larger than the South Mines, but are otherwise organised the same. A stone bridge spans the chasm, connecting the rest of the Dwarfhold to the area known as the Merchant Halls.



K. The Merchant Halls

Should all go well on the Blackwood or Icy Wind Pass, travellers and merchants crossing the Quarter Mile Bridge come to a pair of twenty-foot high bronze and iron doors. Throughout daylight hours – even during all but the most violently stormy weather – both doors are open. Newly arrived visitors must provide the sentries at the door with a wet of passage as well as their name, birthplace, occupation, father's name and station, names and deeds of any distinguished ancestor, and their business before being admitted into Karak Hirn's Merchant Halls (*Vithang Khazi*). Visitors who have not previously conducted business at the hold must submit to a search of their persons and their goods, which is conducted briskly and courteously. When the sentries are satisfied, the newcomers are allowed entry.

Passing through the double doors, one enters the main Merchant Hall. The hall is about 80 feet wide, and over 600 feet in length; its vaulted ceiling supported by artistically-crafted columns of granite some 40 feet high. Shafts are cut into the ceiling and walls at different angles in order to allow light from the outside to illuminate the Merchant Hall. Quartz mirrors are used to diffuse the light in order to brighten as much of the interior as possible.

The main hall is where most business is conducted. It is typically crowded with traders, merchants and artisans plying their trade and bargaining vigorously. Dwarfs like to bargain, even to excess. The trait is due primarily to the fact that Dwarfs prefer to barter goods rather than purchase them with coins. This preference doesn't mean that the Dwarfs won't accept coins in exchange for goods they produce. In fact, they accept any type of coin, no matter

where it's minted. There is a catch, however. Dwarf merchants place a value on a coin based upon its metallic content and not on the value given by the mint. When making a monetary transaction, Dwarf merchants will check each and every coin using scales and various weights to ensure that the aggregate value meets that which has been bargained. The prospective buyer should realise that this process will take time and the Dwarf merchant will not be rushed.

Trading generally concludes with the setting sun, but can easily continue into the night.

There are smaller adjoining halls which include lodgings and stables for visitors and their beasts of burden (including horses), warehouses for the temporary storage of goods, and taverns where business can be conducted over hearty servings of food and ale. Though the best of Dwarfen ale is not served in these areas, it is still very filling. Some of the taverns are actually run by Human barkeeps in conjunction with one of clans of the Brewers craftguild. Living quarters for these barkeeps and their families are located above the tavern's common room.

A large set of fortified, stone doors at the far end of the main Merchant Hall marks the entrance to the rest of Karak Hirn. These massive doors are guarded by a company of Iron Breakers, and only resident Dwarfs and Dawikoni may pass through them. Dignitaries – whether they are visiting nobles from other Dwarfholds or Imperial envoys from the Human lands – must wait in the Merchant Halls or Emissary Hall for the King or one of his delegated kin

Other outsiders may only enter Karak Hirn proper if they are summoned by or possess an invitation from the Dwarfking, a member of the noble clans, a high-ranking member

of the priesthood, a loremaster, or clan elder. Weapons, armour, or other personal items such as full bags are confiscated by the guards – the Dwarfs are keenly aware that escorted wizards can still be trouble. Individuals gaining admittance are not given free rein to wander about the interior of Karak Hirn. All such characters must be escorted by a resident Dwarf or armed guard.

1. Constabulary

The Merchant Halls of Karak Hirn have their own police force. The force of fifteen Dwarf constables is led by Gwalin Grizzled-Beard, a one-eyed veteran of the Bloodaxe War. Their charge is to maintain the peace within the Merchant Hall and arrest anyone suspected or accused of a crime.

There are twenty holding cells located below the constabulary where the accused are kept while they await their day at the courthouse. The cells barely hold two people, and the Dwarfs are known to cram twice that number into these enclosures. Luckily, the Dwarfs believe in the swift application of justice and trials usually take place within a few days. Visitors are not allowed unless vouched for by clan elders or the appropriate non-Dwarf ambassador.

The Constabulary also employs two members of Runescribes craftguild to investigate crimes where there are no apparent witnesses. Cranin Morgimsson and Grinna Feminsdottir have the authority to seal up the Merchant Halls should they wish to prevent any perpetrator from fleeing across the Quarter Mile Bridge to the wilderness beyond.

2. Stables and Caravansary

Visiting merchants and pedlars are allowed to store their wagons, goods, and mounts in the stable and caravansary for a daily price equivalent to one Imperial shilling for each wagon or horse. The area is guarded by the older members of the warrior craftguilds while the horses and mules are tended by Dawikoni who live on the other side of the Citadel.

The clans of Skagit (blacksmiths) and Walzrek (carpenters) from the Artisan craftguild have workshops within this hall to provide service for those who travel the mountain roads to Karak Hirn.

3. Branmuffin's Eatery

Descended from a fugitive from Imperial justice, Siggy Branmuffin is the current owner of Branmuffin's Eatery, a popular restaurant in the Merchant Hall. The prices at the Halfling's restaurant tend towards the high end with imported wine being the drink of choice. Siggy also has a deal with the Zwegen clan of the Brewer craftguild to serve several varieties of ale they brew.

In addition to the eatery, Siggy is carrying on the illicit family business of being the middle-man in the extensive smuggling network which crosses the Black Mountains connecting the Empire to the Border Princes. The one trade that Siggy refuses to get involved is with slavery. The Halfling knows that the Dwarfs have little concern about the smuggling of goods, but slave trafficking would not be tolerated.

Siggy's wife, Mina, and ten children are involved in the running of the eatery. His siblings have all scattered to other trading centres in the Border Princes and Empire

where they assist in the movement of contraband.

4. Inn of the Mountain Traveller

Like the other inns in the Merchant Hall, the Inn of the Mountain Traveller is owned by one of the clans of the Brewer craftguilds. Innkeeper Balmar of the Heltan clan runs a clean establishment and has hired two Imperial expatriates, Adelbert and Elisabeth Franck, to serve as barkeep and cook. The food is rather unremarkable, but the varieties of ale are quite good. Most rooms accommodate two people with a few holding as many as four.

The location of the Mountain Traveller near the stables makes it popular with visiting merchants and their escorts. The common room has a number of private booths to facilitate business – as well as shady – deals.

5. Courthouse

The Dwarfs of Karak Hirn are well aware that a number of Humans are not trustworthy, always seeking advantage over their fellows, either through legal or illegal means. To deal with the latter, three Dwarf magistrates from the Runescribe craftguild are always available to mete out justice to the incorrigible. Depending on the crime, punishment can range from a fine (payable to the victim of the crime) to execution.

Unlike Humans, Dwarfs do not make spectacles of criminal executions. The hanging of the convicted are performed in a private chamber beneath the Courthouse with a Dwarf selected from the Warrior craftguild acting as executioner. The body is then turned over to the resident priest of Mórr for disposal.

Dwarf Law

The following text is excerpted from **Dwarfs: Stone and Steel**, pages 23-24. Dwarf Law treats Expatriate Dwarfs the same as Dwarfs of the mountain kingdoms, for good or ill.

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

Given their clannish ways, capital crimes (murders without cause, rape, and treason) among Dwarfs are extremely rare. Any Dwarf accused of such a crime must appear before a tribunal of judges selected by the Dwarfhold's king (or Chief Elder of a Dwarf settlement). Under oath to Grungni and Valaya, the accused must present his case. Witnesses for and against the accused (including any victim) provide additional testimony. Deliberations among the judges are usually quick. Before pronouncing sentence, the judges give the accused one more opportunity to state their case. Those who confess to the crime they have committed may receive some small measure of leniency from the judges. Any found guilty are executed (either beheaded or hung). If leniency is granted, the convicted Dwarf is banished; he becomes legally nonexistent, with no right to the protection of the law; his word becomes worthless, and he is expelled from his craftguild. Banished Dwarfs may become Slayers, but few survive the vengeance of their victim's kinfolk long enough to atone for their crime.

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

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

6. Hall of Guilds

This administrative hall is run by the Dwarfs of the Artisan craftguild and leading Human residents of the Merchants Hall. The basic job is to regulate business rules within this

trading enclave as well as result any disputes that take place. Visitors are required to sign at the Hall of Guilds when they arrive and depart.

7. Ellassir's Books

Elassir is the only Elf residing at Karak Hirn. He is originally from the Loren Forest, but was such an oddity among the Wood Elves of the woodland realm for his like of Dwarfs that he was compelled to depart. Elassir wandered the southern Empire for years, actively engaging with whatever Dwarfs and Humans he encountered (to the discomfort of many). It was during this time that Elassir came into his love of books as he spent weeks in the Library of Verena in Nuln. He also found a patron in a man named Joerg Kreisler.

Elassir arrived to Karak Hirn several decades ago with a purse full of gold and a handful of books he had purchased during his wanderings and opened a bookshop. Shipments from Nuln periodically reach the eccentric Elf, enabling him to build his collection. Many of the books are fairly innocuous and cover a wide range of mundane subjects.

Elassir does not loan his books: one can either buy the book outright or read it in the shop. The Elf charges a small fee to anyone who wishes to use his books for research or investigation. Should a book be damaged in any way (e.g. torn or fold pages), the perpetrator will have to purchase the book. Elassir charges an exorbitant amount for a book, particularly as he so hates losing any of the collection.

Elassir is usually encountered behind a desk in his shop, reading one of his books while sipping the mulled wine he obtains from Bardin's Winery. He only retires in his upper floor bedroom for a few hours in the wee hours of the morning (Elassir has a very heightened sense of time).

There is a secret library under his shop. A locked oak door protects collected works

that would be considered controversial, and perhaps heretical, if their presence were revealed. A few confidantes know of the secret library.

8. Black Crevasse Tavern

The Black Crevasse is the only tavern actually jointly owned by one of the Brewer clans and a Human concern, the Auersperg merchant family of Wissenland. The Olamek clan does not run the tavern, preferring to hire the expatriate Imperials, Frederick Zweig and his family, to do so. Bartek Thengansson is a loremaster who studies Human behaviour and has found working as a barman in a tavern rather enlightening.

The food served at the Black Crevasse is quite good. The cook, Pierre Lafayette, is an expatriate Bretonnian who fled gambling debts in his native land before the men-at-arms of the Duke of Parravon could get their hands on him.

9. Grunna's Boarding House

Long-time resident Berta Gluck runs this establishment for the Zafran clan of the Brewer craftguild. Grunna's Boarding House is a place where those visiting Karak Hirn on a fairly long-term basis reside. The daily rates for a two room flat are cheaper than staying at one of the inns, but residents must pay one month lodging in advance.

The Boarding House provides its guests with a light morning breakfast of breads, a small sampling of cheese, dried fruits, and warm cider.

10. Bardin's Winery

The Zafran clan is known for its erratic and unDwarf-like tendency for experimentation

and expansion. To this end, Master Brewer Bardin has made trade arrangements through Human intermediaries with vineyards in Wissenland and the Border Princes to obtain a supply of wine soon after crush. Barrels of fermenting wine generally arrive before the onset of winter. Within the cellar, Bardin adds spices to bring it to a full-bodied flavour unique to Karak Hirn.

Bardin's mulled wine is served at the other taverns and inn as a high priced beverage. Ellassir is a steady customer and buys his own supply of wine. In addition, Bardin exports a limited number of his stock to Wissenburg and Nuln, where only the affluent have the money to buy such a luxury item.

11. Frau Blücher's Kitchen

Frau Blücher's is another popular restaurant in the Merchant Halls. Though owned by Helena Blücher, an Imperial expatriate, the cook is a Tilean expatriate from Remas named Silvio Paolini. Pasta dishes from Silvio's native land are his specialty, but he can easily cook the type of food with which Imperials are more acquainted.

Surprisingly for Human émigrés who call Karak Hirn home, neither Helena nor Silvio are fleeing from some sort of legal trouble in their homeland. Helena Blücher is a wealthy widow of a prominent merchant who unbeknownst to his young wife was caught engaging in an illicit liaison with a Slaaneshi cultist when killed by witch-hunters of Sigmar. Once cleared of any wrongdoing, the situation allowed Helena to be granted an immediate divorce with all of her late husband's wealth becoming hers. Helena left Nuln with her money to get away from the scorn and vicious rumours being spread by her in-laws. She arrived in Karak Hirn eight years ago.

Silvio's story is less exciting. The young cook was simply better than his mentor and threatened the older man's position within a wealthy household. Recognising the danger of staying with an increasingly deranged teacher, Silvio simply left. By-passing the area around Miragliano and its treacherous people (Remas and Miragliano are bitter rivals), Silvio travelled the southern portion of Wissenland being arriving at Karak Hirn four years ago and finding employment with Helena.

12. The Cavern

Located near Bardin's winery, the Cavern is owned by the Zafran clan and serves as a social gathering place for merchants and the ambassadors from foreign lands. The tavern is run by Marie-Teresa Langres, an expatriate Bretonnian from Quenelles, once a famous singer at the Duke's court. Maria-Teresa ran afoul of the Countess Yvette du Deffand, who accused of witchcraft and ensnaring the Count with sorcery. With the help of an associate who was later captured and executed as a traitor, Maria-Teresa fled from the carnal intentions of the Count and the murderous rage of his wife.

Wandering entertainers are welcome to perform at the Cavern after they have successfully auditioned. Marie-Teresa requires that the entertainer agree to a contract stipulating a 20% cut for the Cavern of whatever the entertainer earns from the audience. Marie-Teresa divides this amount with the Zafran clan.

Alberto DiMeola is the resident troubadour of the Cavern, appearing three times a week during the trading season before a generally sold out house. He generally departs before the winter storms close the roads from Karak Hirn, but returns in the late spring.

The food is good at the Cavern as the kitchen is run by Wolfram Puck, another of the expatriate Halflings from the Empire who have settled in Karak Hirn. Wine and ale are provided by the Zafran clan.

13. Golden Nugget

The Golden Nugget is an establishment that the Gambino family of Miragliano obtained several decades ago from the Bortak clan of the Brewer craftguild. Once an inn known simply as the Nugget, the Gambino family remade it into a gambling hall.

The Golden Nugget runs a number of games of chance – cards, dice and roulette wheel – where fortunes can be made or lost. In the case of lost fortunes, losers who default face a grim choice: arrest for failure to pay their debt, work for the Gambinos under unfavourable terms, or have a private chat with one of Scarface’s boys on the other side of the Quarter Mile Bridge. Those who face the last choice never return to Karak Hirn (or show up elsewhere for that matter).

The profitable gambling hall is run by Alfonse “Scarface” Gambino, a man wanted for murdering several members of a rival Genovese family. Alfonse’s three bodyguards also provide security for the gambling hall.

The Bortak clan has an exclusive contract with the Gambinos to provide ale to the Golden Nugget in exchange for a share of the profits. The meals available for purchase at the gambling hall are either Tilean or Imperial dishes.

14. Old World Oddities

The settlement of a number of Humans from neighbouring realms in the Merchant Halls, as well as the many visitors, has been a boon

to those Loremasters who study the various aspects of Humanity. Khantria Lankirsdottir is a relative young Loremaster (about 90 years old) who specialises in the study of the oddities of Human art. To facilitate her effort, Khantria runs this curios shop with an eye more towards collection than selling.

Khantria is part of a network of scholars, most of which are Humans, known as the Societas Antiquarii (Brotherhood of Antiquarians). These antiquarians are involved with uncovering and trading artefacts from past civilisations, particularly Nehekhara and other long-extinct Human realms along the Southern Sea. Much of this effort is considered illegal in the lands of the artefacts origin.

Visitors, particularly fellow members of the Brotherhood of Antiquarians, are welcome to browse around the Old World Oddities shop, so long as they do not touch anything without Khantria’s permission and supervision. The shop has a number of such warning signs in Khazalid as well as the various languages of the neighbouring Human kingdoms. Khantria can usually be found at a desk with one of her newly arrived items, a iron stylus, and an open book with thin sheets of copper upon which she inscribes her description of the artefact as well as any stories she has collected regarding its purpose.

A door with an intricate Dwarf locking mechanism behind Khantria’s desk leads to stairs that descend into her private collection. This assembly includes potentially dangerous relics with little understood powers. Only highly-regarded members of the Brotherhood of Antiquarians are allowed to examine these off-limit works of art.

15. Backdoor Inn

Owned and run by the Khurs clan of the Brewer craftguild, the Backdoor Inn is a favourite watering hole for many of the Dwarfs that travel to the market of the Merchant Halls from the Hall of Clans and other parts of Karak Hirn. The food at the inn is decidedly Dwarf cuisine, which uses various sharp-tasting spices to compliment the hearty Khurs brown bitter. Adomp Khurs is the main barkeep with his wife Grunni the inn's cook. Other members of the clan work at the inn.

Many Dwarf merchants visiting from other Dwarfholds choose to stay at the Backdoor Inn.

16. Hall of Shrines

This large hall contains shrines dedicated to all the gods openly worshipped in the Empire and Tilea. There are no shrines for Ranald, Écate, or Kháine as these cults are proscribed as is the worship of Chaos in any of its forms.

The hall is maintained by two resident Human priests: Frida Waldheim of the cult of Taal and Manfred Hittorf of the cult of Mórr. The interesting part of the Hall of Shrines is that no one shrine is dominant over any other. For example, that dedicated to Sigmar, patron deity of the Empire, is no larger than that of Panasia, Tilean goddess of poetry and the arts.

The shrine to Mórr is near the centre in the hall, marking the passage to the catacombs below. Most Humans who pass away while residing or visiting the Merchant Halls are usually transported to their hometown for burial after the proper rites are administered by the Priest of Mórr. The remains of those executed for a capital crime are taken into the mountains and buried in an unknown

and unmarked site. The rest of the deceased are interred in the catacombs with the aid of a priest of Gazul.

The Priestess of Taal is responsible for the observation of all holy days for all the cults.

L. Emissary Hall

Ambassadors assigned to Karak Hirn from the nearby realms reside in the large Emissary Hall (*Batskami Khaz*) for the duration of their stay. The hall is adjacent to the Merchant Halls with shafts cut into the eastern and northern walls in order to permit filtered light during daytime and allow for fresh air to enter the Hall. Few plants can grow in these conditions, so the Hall of Emissaries is fairly bereft of any vegetation.

Within the Hall are abodes carved from the bedrock, all the size of a small mansion. There are no walls separating the grounds from one abode to the next. From the Dwarf viewpoint, they are providing lodgings for these guests, not personal property. Quarters are also provided within these mansions for the guests' entourage and whatever servants they require. As the Dwarfs don't believe in the concept of servants, Human ambassadors bring their own.

In order to ensure the peace, especially if there is the rare visiting Elf, Watch patrols of Dwarfs and Dawikoni regularly walk the streets. If armed, the Watch usually carries a cudgel to better subdue any troublemakers. Anyone considering any mischief should be warned that harsh (when compared to that of the Empire) Dwarf law holds sway in the halls of Karak Hirn. Ambassadors are usually accorded some consideration for certain crimes due to their station (they are essentially allowed to speak on their own

behalf), but their entourage and servants are not. In most cases, the guilty party is escorted to the borders of the Dwarf realm with the clothes on their back, a dagger, and little else. They are warned to never set foot in the Dwarf realm again upon pain of death. Ambassadors found guilty of some transgression lose their credentials, but are otherwise able to depart with all their possessions intact.

17. Embassy of Karak Izor

Roanik Maloksson is the long-time ambassador to Karak Hirn having been in his post for eighty years. The large-girthed Dwarf has been given full access to the rest of the Dwarfhold, enabling him to meet the Council as needed.

18. Imperial Embassy

Baron Reiner von Bildhofen is a member of one of the larger and ancient Imperial noble families, a number of whom also work in the various Imperial ministries. Baron von Bildhofen has been in the post for five years, having replaced his father, Baron Frederich. Baron Reiner tends to spend more time carousing at the taverns and inns, particularly the Golden Nugget, than he does at the Dwarfking's court.

19. Embassy of Karak Gantuk

Karak Gantuk is a small Dwarfhold in the Black Mountains, east of Karak Hirn. Its ambassador, Martuz Hiztaksson, has been in his post for over twenty years. Like Baron Reiner, Martuz prefers visiting the taverns and inns than the Dwarfking's court.

20. Wissenland Embassy

Directed by Grand Countess Emmanuelle von Liebewitz of Nuln, Wissenland Baron Erich von Åms is charged to do whatever he can to secure Wissenland and Nuln the most advantageous trade arrangement possible. Baron Erich understands that to accomplish his task may require undermining the Imperial (Altdorf) position. The Wissenland ambassador maintains good relations with Prince Earak, even to the point of providing trusted couriers to carry messages from Prince Earak to the Elves of Athel Loren.

21. Mortensholm Embassy

This relatively poor mission represents the largest settlement in the northwest region of the Border Princes. Jarl Lars Ericsson has represented the interest of his brother, the self-styled Prince Gustaf Ericsson, for the last six years. Jarl Lars tries to meet with the Dwarfking's Council at least once a month, but has little to offer in exchange for more favourable trading terms. Of late, Jarl Lars has become a drinking companion to Baron Reiner.

22. Miragliano Embassy

The rotund Count Giuseppe di Cosimo is just happy to be out of Miragliano and away from the intrigue as well as troublesome and bloody Cacciabores dell' Ombra, the Assassins guild. He meets infrequently with Prince Earak ("an interesting fellow") and rarely with the Council ("no love of life in those dour Dwarfs"). Count Giuseppe spends a lot of time Frau Blücher's and the Golden Nugget as he enjoys Tilean fare, no matter if Miraglianese or Remean. He also enjoys spending time at Bardin's Winery and buying spiced wine for his own pantry.

Adventure Hooks

This section covers a few suggestions that illustrate the type of scenarios one can have in a Dwarfhold or the surrounding area.

Raid on an Orc Village

Whether they are subjects of the Dwarfking, hirelings of a Dwarf village or on a mission from the rulers of Human realms, the PCs are charge with a task of seeking out and raiding a village of the marauding Orcs. The journey in itself is perilous as the Orc settlement is beyond the borders of the Dwarf kingdom of Karak Hirn in the untamed wilderness. The map the PCs have only provides the general area where the Orc village can be found.

Once the PCs are able to locate the target, they can spot a place further up the mountain that would afford them a vantage point to survey the village in order to plan their attack. The village itself is arranged in a ring with a poorly constructed palisade and ditch protecting the fourteen structures within the walls. Twelve of these structures are round huts while there is two larger buildings in the centre, presumably that of the tribal warlord and shaman. There is also a watchtower by the lone gate.

As the PCs peer closer, they see that skins are stretched out drying near the larger buildings. The PCs may recognise these as the flayed skin of Humans and Dwarfs. Moreover, the PCs can spot some Orcish women cutting up the remains of what once was a Human captive and dumping it into a communal stew. Worse yet is that the Orcs appear to have guests (perhaps from one of the Border Princedoms, perhaps a rival to that which hired the PCs).

Time is not on the PCs' side and the Orcs have patrols in the area. The Human delegation looks like they will be staying the night and should be counted as the enemy since they may not want their mission to be exposed. If the PCs are going to have any success at all, they need to withdraw from the ledge before they are spotted, find a safe place to spend the approaching night, and attack at first light (Orcs are basically night creatures, generally sleeping from the hours before dawn until about noon).

What was once a seek-and-destroy mission might become one of capture and interrogation. In addition to – or instead of – attacking the Orc village, the PCs may decide that taking the head of the Human delegation captive in order to learn of the intent of his mission. The nature of the meeting with the Orcs could range from a temporary alliance against a common enemy to simply reaching on an agreement on the amount of bribe the Orcs require to redirect their attention elsewhere. Moreover, the capture of the envoy might be seen by the Orcs of evidence of any suspected duplicity, which means his life (and those of his suspected cohorts- the PCs) is now in greater danger from the greenskins.

No matter which way the raid turns, the PCs can count on fighting their way back to friendlier ground.

To Bait a Trap

Master Runesmith Dummont is nearing a breakthrough on a Master Rune he has spent nearly six decades developing. He determines that the missing ingredient is Lizardman's blood, though he doesn't yet know how much he will need.

The PCs could come into the Runesmith's service in any number of ways from paying off a debt to being hired to perform a dangerous task. Capturing a Lizardman alive and bringing it back to the Runesmith for experimentation certainly counts as being hazardous to one's health.

Seeking advice from a clan elder or experienced veteran of such hunts, the PCs learn that the best way to capture a Lizardman is to set a trap with a live Skaven or Night Goblin as bait. The trick is to first capture one of these foul creatures alive and escaping with the captive while beating off the beast's fellows. There are a number of locations deep in the mountains where Skaven or Night Goblins are known to frequent.

The trip to such a location is fraught with danger. Skaven and Night Goblin are wary of the Dwarfs and stay away from places where Ogres and Trolls wander. Moreover, Skaven and Night Goblins lay traps around their respective areas, generally to provide a warning of impending danger. Both races also deploy sentries. PCs on a quest to capture a Skaven or Night Goblin should consider finding and capturing a sentry.

Once this portion of the task is completed, the PCs must keep their captive alive long enough to take it to a deep cavern. Lizardmen usually live in the deeper recesses of the earth than Skaven or Night Goblins. The best situation for which the PCs could hope is that the bait will catch the attention of a foraging rather than a raiding party. Lizardman foraging parties usually comprise of about four to six individuals while a raiding party easily exceeds twice that number.

Assuming the PCs can kill or beat off all but one Lizardman (no doubt losing their bait in

the process), their ordeal isn't over even if they do succeed in returning with the captive Lizardman alive and in reasonably good health. The PCs are charged with keeping the Lizardman alive and slowly bleeding it until Master Runesmith Dummont can determine whether this is the missing ingredient for his Master Rune as well as the quantity needed. This effort could last a good while.

Tilean Games

Singer and actor Francesco Sinatra of Luccini is a man in the run. Having offended certain powerful families in Miragliano and igniting feuds between them with his lecherous and conniving ways, Francesco made his way to Karak Hirn a few months ago in the hope that the Assassins Guild will lose his trail. Francesco's is a forlorn hope as the entertainer's reputation for debauchery has made the trail all too easy for the Cacciabores dell' Ombra to follow.

A friend of Francesco's, Dino Martini, has recently arrived at Karak Hirn to warn the entertainer that the Cacciabores have learned of his whereabouts and contracted an Imperial named Pieter Larsson to kill him. Realising that he was trapped in the Dwarfhold, Francesco needed to hire protection. Dino offered to find people skilled in such work within the Merchants Hall and hire them to guard Francesco. The entertainer thanked his friend profusely.

Taking advantage of his friend, Dino visited every tavern and inn sampling every alcoholic beverages available, including swindling some of that brought by the merchants from the surrounding Human lands. In one of his less sober moments, Dino decides that the PCs would be the ideal guards for Francesco and hires them for a

decent amount (1 GC each per day). He advances them about five days of pay that Francesco provided.

This scenario has several possibilities. The first is that Dino is the actual assassin, having been compelled to off his friend by the Cacciabores in return for his acquittal in the murders of several young noble women during a masquerade party. In this scenario, Pieter Larsson is an innocent guard for a merchant that Dino met on the road. The merchant is slowly making his way to the Dwarfhold, allowing Dino to use the cover. The PCs were hired because Dino thought they could easily be duped into being at the wrong place at the right time.

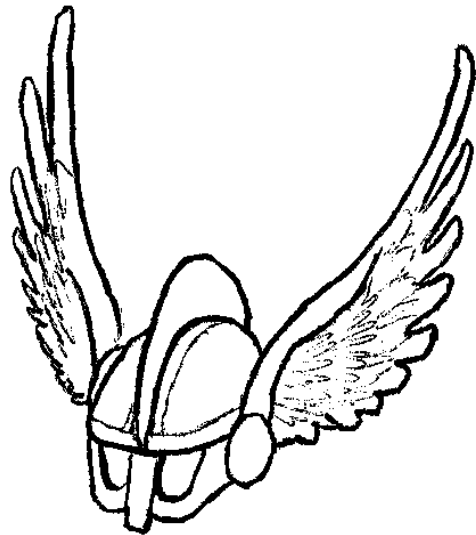
A second possibility is that Pieter is the actual assassin and Dino his accomplice. In this case, Pieter is still the distraction, which enables Dino to carry out the poisoning of Francesco while the PCs keep the Nordlander under surveillance. If Dino is unable to see his effort through, then Pieter takes matters in his own hands.

A third possibility could be that Dino was given incorrect information by the Cacciabores in order to distract him, Francesco, or any of the people who would be hired to protect the entertainer. The real assassin would be another guard – Samuel Davidsson – travelling with Pieter to Karak Hirn.

This scenario could be run as a humorous adventure, where the Tileans and the would-be assassin are played as bumbling, drunken caricatures. Or, it could be played as a very dark game where a friendship is betrayed by two individuals immersed in their own depravity and the cost of redemption lies in the death of one or both.

In any event, the PCs will get tangled in a murder that might implicate them as well. Given what Dwarf Law prescribes for those convicted of murder (execution), the PCs might have to make a run for it to save their own skins.

Of course, the PCs could turn the scenario on its head by going straight to the Constabulary to describe the whole sordid affair. While this approach could get them out of hot water with the Dwarfs, it might well set the PCs onto a path of confrontation with the Cacciabores dell' Ombra.



Appendix One-Kings of Karak Hirn

The Kings of Karak Hirn often rule for many decades. They are not as long-lived as the High Kings of Karaz-a-Karak (seat of the Dwarf Empire of Karaz Ankor) since the latter undertakes the burden of avenging the grudges for the entire Dwarfen race. All Karak Hirn Kings take their father's name as

their surname, so the current Dwarfking Alrik Ranulfsson is the son of Ranulf Murkenson. The following years of kingship are listed in accordance with the Imperial calendar for easier reference.

-1185 to -1103	Thrud	197 to 266	Dwalin	1345 to 1418	Trant
	“the Founder”	266 to 319	Odem	1418 to 1492	Pelgren
-1103 to -1037	Mandrek	319 to 408	Hagred	1492 to 1538	Groth
-1037 to - 920	Aldrun	408 to 473	Amizul	1538 to 1551	Rorek
- 920 to - 879	Thren	473 to 512	Olen	1551 to 1665	Norgrun
- 879 to - 805	Muldrim	512 to 602	Eadric	1665 to 1723	Varek
- 805 to - 733	Skeldor		"the Just"	1723 to 1776	Petreas
- 733 to - 688	Durak	602 to 648	Gwaen	1776 to 1805	Oderno
- 688 to - 612	Zamnil	648 to 702	Makeh	1805 to 1888	Ulther
- 612 to - 505	Ragnir	702 to 766	Thagrim	1888 to 1931	Grent
- 505 to - 474	Brak	766 to 814	Vantek	1931 to 1984	Garil
- 474 to - 402	Tulsok	814 to 879	Gundrum	1984 to 2044	Mendol
- 402 to - 351	Malik	879 to 925	Fakirk	2044 to 2112	Hunni
- 351 to - 298	Kaldren	925 to 969	Dagun	2112 to 2152	Kemdall
- 298 to - 225	Gwalen	969 to 1013	Harek	2152 to 2223	Mendri
- 225 to - 173	Darmon	1013 to 1067	Lugen	2223 to 2297	Grimm
- 173 to - 98	Buraek	1067 to 1072	Krem	2297 to 2301	Turlok*
- 98 to - 5	Kraeg		“the Ill-Luck”*		"the Slow"
- 5 to 85	Dorant	1072 to 1171	Snorri	2301 to 2368	Murken
	“Orcbane”	1171 to 1228	Drumin	2368 to 2432	Ranulf
85 to 121	Harok	1228 to 1269	Hadgren	2432 to present	Alrik
121 to 197	Trenam	1269 to 1345	Martek		

- Designates Kings who perished in war

Succession generally is from father to son. Should a Dwarfking have more than one son, then the noble clans convene to determine which son is the more qualified to succeed his father. In the event that a Dwarfking has no son or that the sole heir has perished, then the noble clans determine the most worthy successor from among their number.

Karak Hirn is unique among Dwarfholds in that there has been an unbroken succession since its founder reigned. Other Dwarfholds have experienced a number of contested successions, few of which led to internal strife.

Appendix Two-Craftguild Careers

With few exceptions, Dwarfs of the mountain realms are members of their mother's clan and craftguild. They can only take careers that fall into that craftguild, as

indicated in the following table – the normal career exits, as described in the main rulebook, are *not* available to them.

Imperial and Mountain Dwarf Craftguild Careers		
Craftguild	WFRP 1st Edition	WFRP 2nd Edition
Armourers and Weaponsmiths	<u>Basic:</u> Artisan's Apprentice <u>Advanced:</u> Artisan (Armourer, Gunsmith, Weaponsmith), Master Artisan* (Armourer, Gunsmith, Weaponsmith)	<u>Basic:</u> Tradesman <u>Advanced:</u> Artisan (Armourer, Gunsmith, Weaponsmith)
Artisans	<u>Basic:</u> Artisan's Apprentice, Trader <u>Advanced:</u> Artisan (Builder, Carpenter, Cartwright, Chandler, Cobbler, Cooper, Engrave, Glass Maker, Potter, Tailor, Tanner), Master Artisan* (Builder, Carpenter, Cartwright, Chandler, Cobbler, Cooper, Engraver, Glass Maker, Potter, Tailor, Tanner), Merchant	<u>Basic:</u> Burgher (Trader), Tradesman <u>Advanced:</u> Artisan (Builder, Carpenter, Cartwright, Chandler, Cobbler, Cooper, Engrave, Glass Maker, Potter, Tailor, Tanner), Merchant
Brewers	<u>Basic:</u> Artisan's Apprentice <u>Advanced:</u> Artisan (Brewer), Master Artisan* (Brewer)	<u>Basic:</u> Tradesman <u>Advanced:</u> Artisan (Brewer), Innkeeper
Engineers	<u>Basic:</u> Alchemist's Apprentice, Artisan's Apprentice, Engineer <u>Advanced:</u> Alchemist, Artillerist Artisan (Shipwright-Barak Varr and Norsca only), Gunner, Master Engineer*, Pilot*, Sapper, Shipmaster* (Barak Varr only), Stoneshaper*	<u>Basic:</u> Tradesman <u>Advanced:</u> Artisan (Shipwright-Barak Varr and Norsca only), Engineer, Sapper, Shipmaster* (Barak Varr only), Stoneshaper*
Farmers and Herders	<u>Basic:</u> Farmer*, Herdsman, Hunter, Rat Catcher, Trapper <u>Advanced:</u> Mountaineer*, Scout	<u>Basic:</u> Hunter, Peasant (Farmer, Herdsman), Rat Catcher <u>Advanced:</u> Scout
Healers	<u>Basic:</u> Herbalist, Pharmacist, Physician's Student <u>Advanced:</u> Physician	<u>Basic:</u> Barber-Surgeon, Tradesman (Herbalist), <u>Advanced:</u> Physician

Imperial and Mountain Dwarf Craftguild Careers (continued)		
Craftguild	WFRP 1st Edition	WFRP 2nd Edition
Jewelersmiths	<u>Basic:</u> Artisan's Apprentice, Trader <u>Advanced:</u> Artisan (Jeweller), Master Artisan* (Jeweller), Merchant	<u>Basic:</u> Burgher (Trader), Tradesman <u>Advanced:</u> Artisan (Jeweller), Merchant
Metalsmiths	<u>Basic:</u> Artisan's Apprentice <u>Advanced:</u> Artisan (Blacksmith), Master Artisan* (Blacksmith)	<u>Basic:</u> Tradesman <u>Advanced:</u> Artisan (Blacksmith)
Miners	<u>Basic:</u> Miner*, Prospector <u>Advanced:</u> Lodefinder*	<u>Basic:</u> Miner
Runescribes	<u>Basic:</u> Runescribe*, Trader <u>Advanced:</u> Merchant, Scholar	<u>Basic:</u> (Rune)scribe, Trader <u>Advanced:</u> Merchant, Scholar
Runesmiths	<u>Basic:</u> Artisan's Apprentice (followed by Runesmith's Apprentice*), Runescribe* (those who were not selected to be Runesmiths) <u>Advanced:</u> Runesmith*, Master Runesmith*, Rune Lord*	<u>Basic:</u> Tradesman (followed by Apprentice Runesmith), (Rune)scribe <u>Advanced:</u> Journeyman Runesmith, Master Runesmith, Runelord
Stonemasons	<u>Basic:</u> Artisan's Apprentice <u>Advanced:</u> Artisan (Stonemason), Master Artisan* (Stonemason), Stoneshaper*	<u>Basic:</u> Tradesman <u>Advanced:</u> Artisan (Stonemason)
Warriors	<u>Basic:</u> Boatman (Barak Varr and Norsca only), Marine (Barak Varr and Norsca only), Mercenary, Pilot (Barak Varr and Norsca only), Roadwarden, Runner, Seaman (Barak Varr and Norsca only), Soldier, Tunnel Fighter, Watchman <u>Advanced:</u> Mercenary Sergeant/ Captain, Navigator* (Barak Varr and Norsca only), Sea Mate/Captain (Barak Varr and Norsca only), Templar, Veteran*, Witch Hunter	<u>Basic:</u> Boatman (Barak Varr and Norsca only), Marine (Barak Varr and Norsca only), Mercenary, Roadwarden, Runebearer, Seaman (Barak Varr and Norsca only), Shieldbreaker, Soldier, Watchman <u>Advanced:</u> Captain, Champion, Knight, Knight of the Inner Circle, Lawbringer (Karak Azgal only), Navigator* (Barak Varr and Norsca only), Mate (Barak Varr and Norsca only), Sea Captain (Barak Varr and Norsca only), Sergeant, Veteran, Witch Hunter

* denotes new career from **D:SaS**, pages 82-91

Appendix Three-Gazetteer of Karak Hirn (2515 I.C.)

LEGEND:

Settlement Size:

DH= Dwarfhold (any size)	V= Village (1-100)
T= Town (1,000 - 10,000)	F= Fort (any size)
ST= Small Town (100 - 1,000)	M= Mine (any size)

Note: Population figures for the Dwarfholds are based upon the number of able bodies that can fight if the need arises. This includes females, but excludes any Dwarf under 15 years of age.

Wealth: 1= Improvised, 5= Very Rich

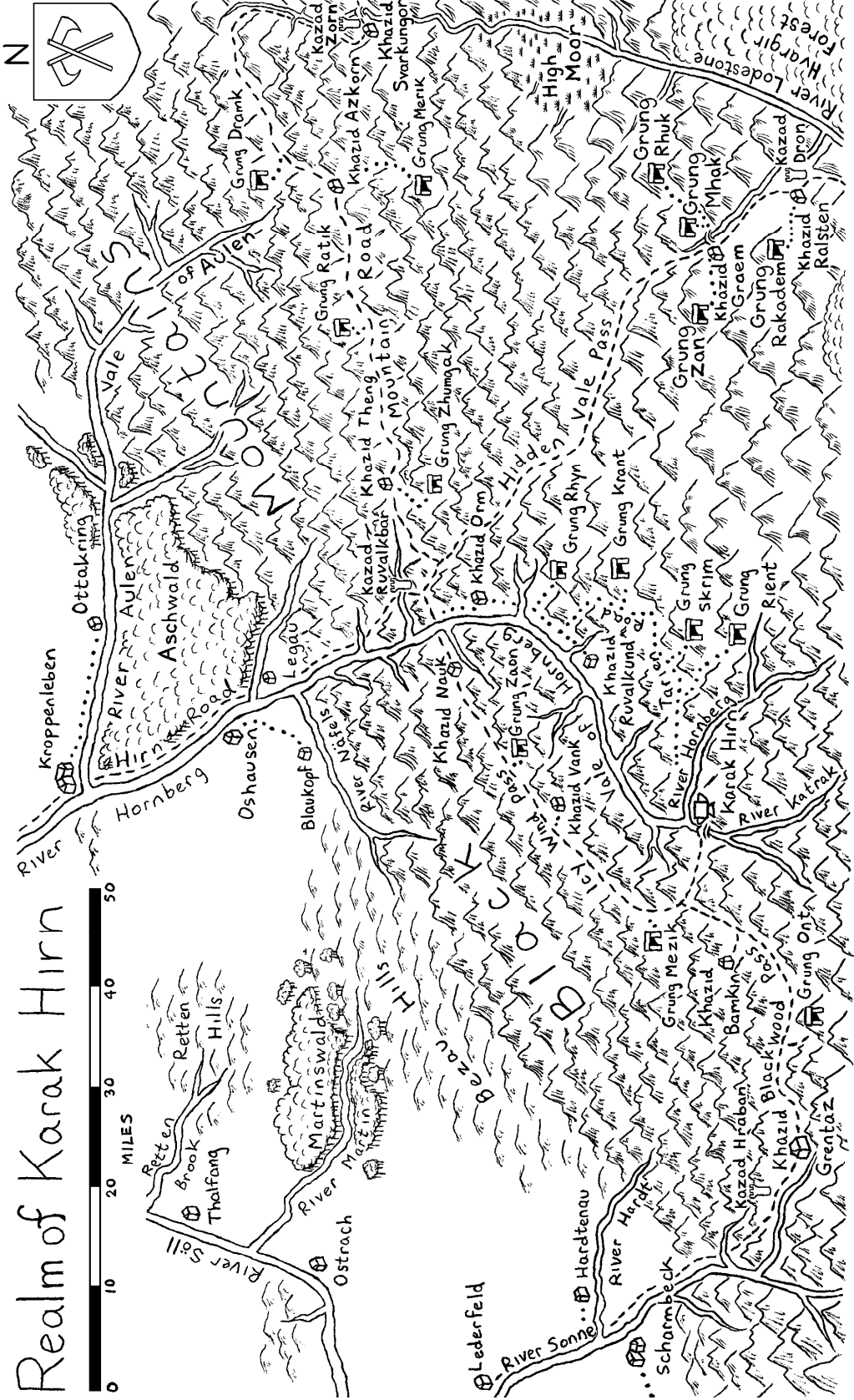
Trade Constants: Selling/Buying) - see the trading rules in *Death on the Reik*.

Garrison/Watch: Quality rated as Excellent (a), Average (b), or Poor (c).

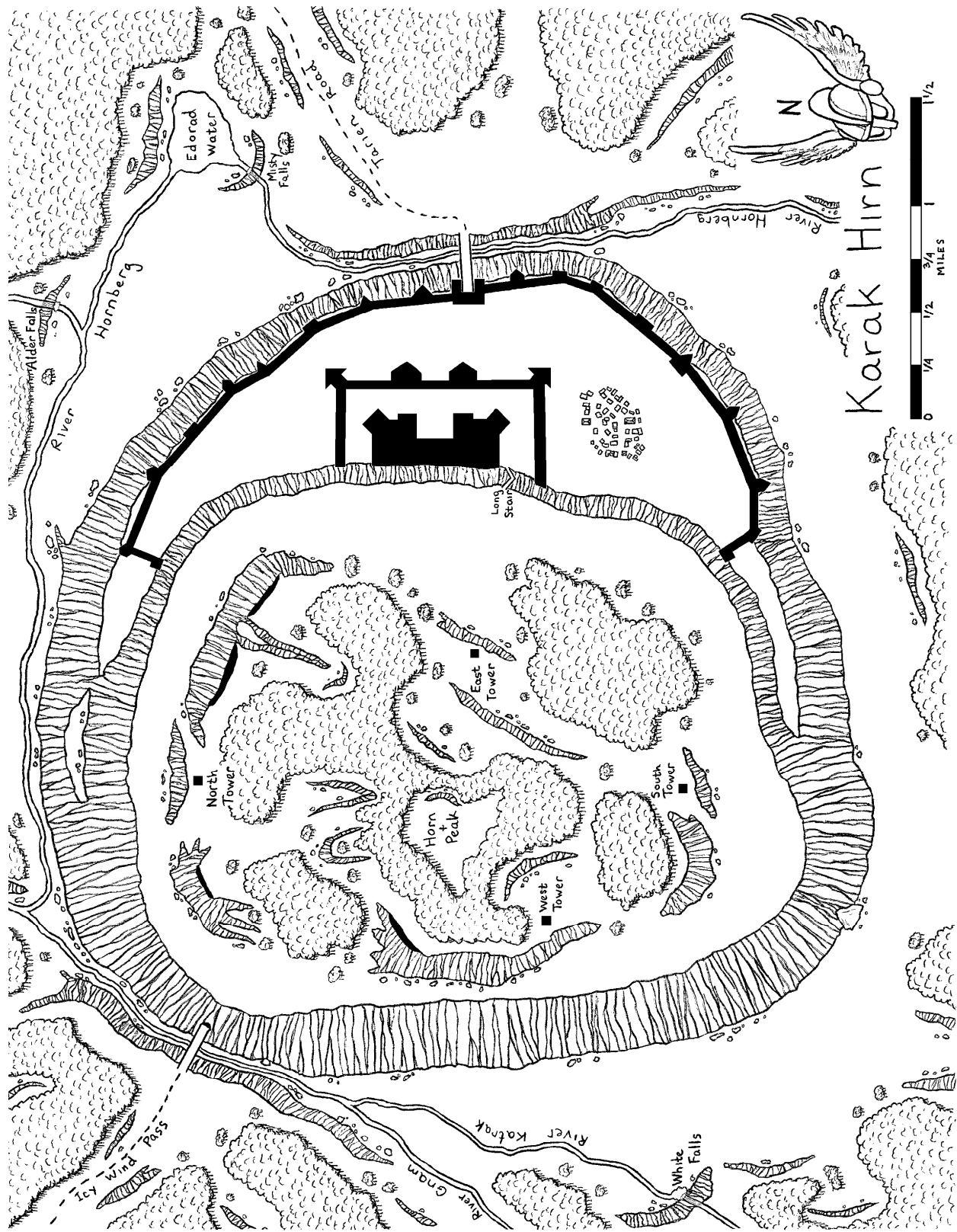
GAZETTEER OF THE DWARF KINGDOM OF KARAK HIRN							
Settlement Name	Size	Ruler	Pop	Wealth	Source	Garrison Watch	Notes
KARAK HIRN	DH	King Alrik Ranulfsson	15,000	5	Trade, Gems, Ore, Metalworking, Weapons	750a/150b	Largest Dwarfhold in the Black Mountains
Khazid Azkorn	V	King Ranulfsson	78	2	Smelting, Agriculture	-/8c	On Mountain Road
Khazid Bamkin	V	King Ranulfsson	34	1	Subsistence	-/4c	Near Blackwood Pass
Grung Dramk	M	King Ranulfsson	85	2	Gems, Ore, Precious Metals	-/16c	
Kazad Dron	F	King Ranulfsson	90	2	Government, Agriculture, Livestock	20a, 50b/-	Overlooking Hidden Vale Road near Khazid Rolsten
Khazid Graem	V	King Ranulfsson	86	2	Ore, Metalwork, Agriculture	-/9c	On Hidden Vale Road
Khazid Grentaz	V	King Ranulfsson	96	2	Ore, Metalwork, Agriculture	-/9c	On Blackwood Pass
Kazad Hraban	F	King Ranulfsson	50	2	Government	15a, 30b/-	Fortress located high on a mountainside overlooking entrance to Blackwood Pass.
Grung Krant	M	King Ranulfsson	56	2	Gems, Ore, Precious Metals	-/10c	
Grung Mhak	M	King Ranulfsson	52	2	Gems, Ore, Precious Metals	-/10c	
Grung Merik	M	King Ranulfsson	48	2	Gems, Ore, Precious Metals	-/10c	
Grung Mezik	M	King Ranulfsson	56	2	Gems, Ore, Precious Metals	-/12c	
Khazid Nauk	ST	King Ranulfsson	167	2	Goats, Agriculture	5b/18c	On Icy Wind Pass

GAZETTEER OF THE DWARF KINGDOM OF KARAK HIRN							
Settlement Name	Size	Ruler	Pop	Wealth	Source	Garrison Watch	Notes
Grung Ont	M	King Ranulfsson	65	2	Gems, Ore, Precious Metals	-/12c	
Khazid Orm	V	King Ranulfsson	74	2	Agriculture	-/8c	On Tarien Road
Grung Rakadem	M	King Ranulfsson	36	2	Gems, Ore, Precious Metals	-/8c	
Grung Ratik	M	King Ranulfsson	78	2	Gems, Ore, Precious Metals	-/15c	
Grung Rhuk	M	King Ranulfsson	46	2	Gems, Ore, Precious Metals	-/8c	
Grung Rhyn	M	King Ranulfsson	44	2	Gems, Ore, Precious Metals	-/8c	
Grung Rient	M	King Ranulfsson	82	2	Gems, Ore, Precious Metals	-/16c	
Khazid Ralsten	V	King Ranulfsson	72	2	Agriculture, Livestock	-/7c	On Hidden Vale Road
Kazad Ruvalkbar	F	King Ranulfsson	50	2	Government	10a, 30b/-	Overlooking the ford where Icy Wind Pass crosses River Hornberg near Khazid Nauk
Khazid Ruvalkund	V	King Ranulfsson	68	2	Smelting, Jewellery	-/7c	In the Vale of Hornberg
Grung Skirm	M	King Ranulfsson	85	2	Gems, Ore, Precious Metals	-/16c	
Khazid Svarkungor	V	King Ranulfsson	82	3	Jewellery, Ore	-/8c	On Mountain Road
Khazid Theng	V	King Ranulfsson	98	2	Agriculture, Livestock	-/10c	On Mountain Road
Khazid Vank	V	King Ranulfsson	76	2	Smelting, Agriculture	-/8c	Near Icy Wind Pass
Grung Zan	M	King Ranulfsson	64	2	Gems, Ore, Precious Metals	-/14c	
Grung Zaon	M	King Ranulfsson	68	2	Gems, Ore, Precious Metals	-/14c	
Grung Zhungak	M	King Ranulfsson	62	2	Gems, Ore, Precious Metals	-/12c	
Kazad Zorn	F	King Ranulfsson	50	2	Government	10a, 35b/-	Fortress on the Mountain Road near Khazid Svarkungor

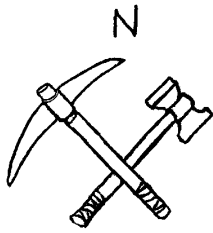
Map 1. Realm of Karak Hirn



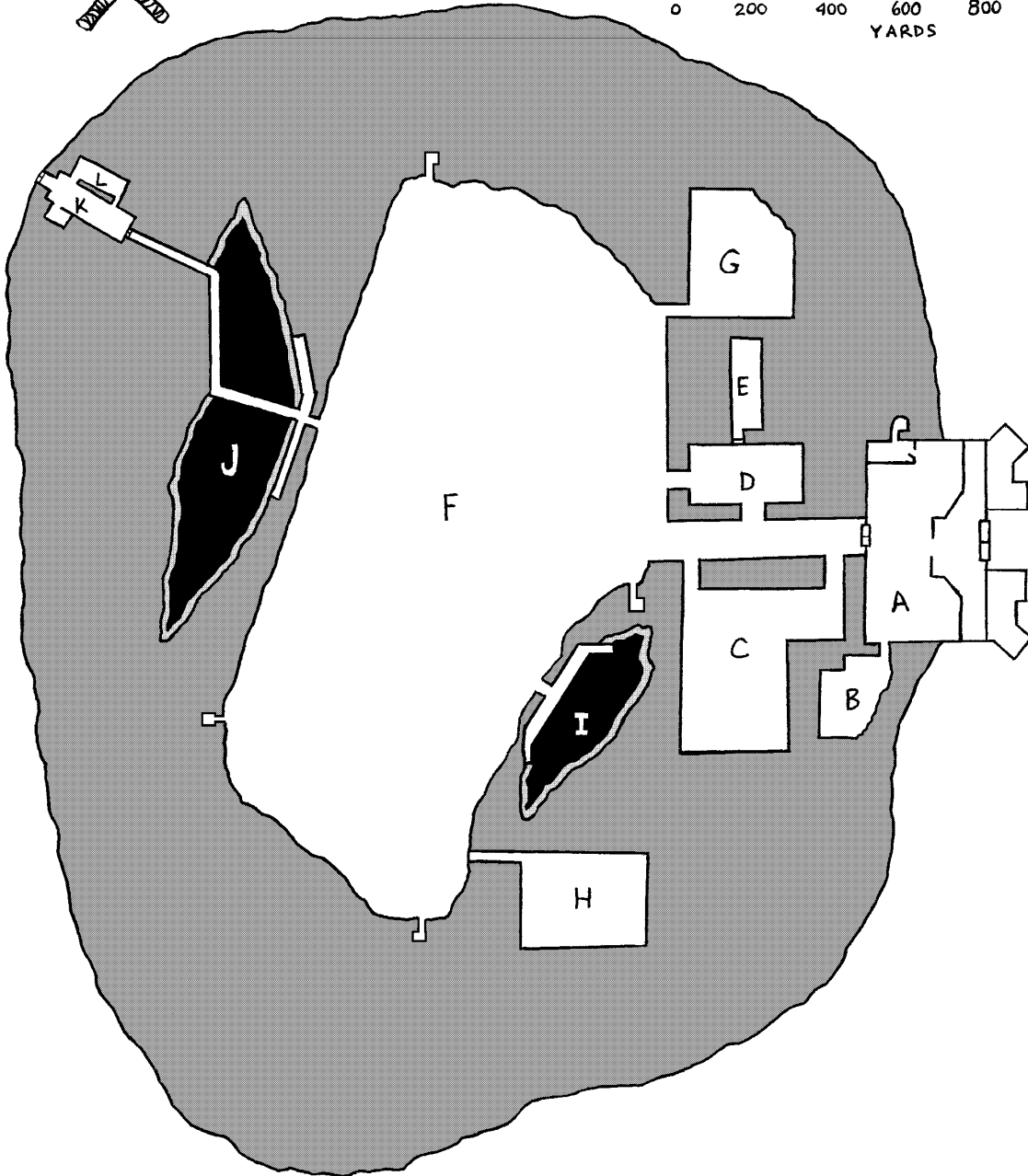
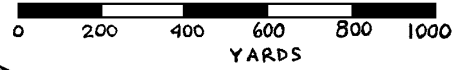
Map 2. Karak Hirn area



Map 3. Inside Karak Hirn



Inside Karak Hirn



Map 4. Merchant Halls

