

CHAOS DWARFS

From the Darkness

By Alfred Nuñez Jr.

Special Thanks to Graeme Davis, Timothy Eccles, John Foody, Martin Oliver, Anthony Ragan, and Ryan Wileman for their comments and suggestions.

The original plan in writing the WFRP1 Dwarf book for Hogshead Publishing was to include a small section detailing the Chaos Dwarfs. However, it at the final stages of editing the decision was made to pull the Chaos kindred out of the Dwarf book with the idea to include them in another book with the Dark Elves. Unfortunately, **Dwarfs: Stone and Steel** proved to be the last WFRP1.

I have now revised the background to make the Chaos Dwarfs a darker society than I had originally envisaged as well as revising it for WFRP2.

Overview

The information contained in this piece is generally for GMs as many of the inhabitants of the Old World know next to nothing about Chaos Dwarfs. The few who may have some idea of these degenerated beings live near the northern Worlds Edge Mountains in Kislev and Ostermark or have known someone who has travelled the Wheatlands.

In addition, the Imperial Dwarfs of Karaz Ankor are rather unlikely to speak of these abominations to anyone outside their clans and holds, not even to Expatriate Dwarfs, given their shame and hatred that some of their race has fallen into Chaos. Such Dwarfs can be categorised in to two broad groups. The oldest of these groups, and ironically, the more genetically stable, is descended from the Dwarf clans that migrated to The Dark Lands over 7,000 years ago. Sometimes called "Dark Dwarfs", it is this group to which the name "Chaos Dwarfs" most commonly refers. The Dwarfs of the Worlds Edge Mountains refer to these with much disdain as "Tuskers."

The Chaos Dwarfs refer to themselves as the "Dhark-Zharrandri", which loosely translates as "The Fiery Masters of Darkness". This air of superiority reflects how the Chaos Dwarfs view their role in the world. Essentially, the Chaos Dwarfs see themselves as a race whose destiny includes mastery of all known races and riches of the earth. They care nothing about the pains they inflict upon lesser races or the earth's bounty.

The reality of the situation is far different. Existing for millennia in the toxic wastes with which they poison their lands has had more of a substantial impact on the Chaos Dwarfs than they

realise. The polluted lands have affected their birth rate as well the increasing unacceptable mutations. Their numbers are depleting more rapidly than any of their leaders care to acknowledge. More than any other race, the Chaos Dwarfs are just one catastrophe away from extinction. The question is how much of the world's misery will increase before such a day comes to pass.

The second type of Chaos Dwarf is more recent, and their origins are the subject of much speculation. Simply known as "the Tainted," these mutants have been found in the northern World's Edge Mountains since the Chaos Incursion of 200 years ago. In contrast to the Dark Land variety, the numbers of the Tainted seem to be growing in conjunction with the threat of Chaos to the world. The "Tainted" seem to be oblivious to any kinship they might have once shared with other Dwarfs, even the Dark Land Chaos Dwarfs.

To the casual observer or would-be victim, the differences between the two mutated races are hardly significant. Both are utterly evil and deadly.

A GM should exploit the lack of common knowledge about the Chaos Dwarfs to its fullest. Wild rumour should reach their Players' ears well before their characters encounter any Chaos Dwarf. It is also recommended that the GM use Chaos Dwarfs sparingly. This should maintain an unknown and menacing quality to these corrupted races.

Chaos Dwarfs should be introduced in situations where their intelligence and arrogance can be best put to use. They should normally be encountered in sufficient numbers and cunning to render them a major threat to the Player Characters'. Ambushes and other such traps are a common tactic used by Chaos Dwarfs.

Tainted Dwarfs are more bestial in nature with a high level of animal cunning. They might be more likely to stalk their prey for a considerable distance before attacking. The Tainted are less likely to desire slaves, so they tend to fight with more deadly intent.

*****Sidebar*****

Sidebar: Dangers of the Dark Lands

"Yes, I have been to the Dark Lands... at least the western fringe of that Sigmar-forsaken land. I was part of an... expedition to locate some ancient Dwarf mines where our employer, Herr Schmidt, hoped to find precious gems and other treasures. and thought we had a reasonable chance of succeeding.

"We were about twelve strong when we set out. Our first obstacle was getting the Dwarfs' permission to pass through their lands. The stubborn little gits extract a promise for our employer to return any Dwarf artefacts we came across. Schmidt made the promise, but had no intent to fulfil his end. He figured that we could a way pass the Dwarfs on our return. It turned out that it was the least of our problems.

“At any rate, there was some trouble, but nothing we couldn’t handle or skirt around. We eventually made our way to what looked like an old Dwarf colony in the eastern foothills or the Worlds Edge Mountains.

“All went well for the first week or so and then disaster. Seems that the stunties who let us pass didn’t really trust our employer. They sent a rather cruel looking bunch with some crazy hats after us. They surprised us one night and we fought for our lives. Schmidt tried to speak with them, but they refused to talk in anything but their harsh tongue.

“We fought hard, but their number was greater. Fritz was killed outright as were Otto and Bruno. The Dwarfs seemed to be more interested in taking prisoners as they were using clubs to beat us down. Reiner and I realised that we didn’t have a chance and made a run for it.

“I don’t know what happened to the others, but poor Reiner caught a Goblin arrow in the back during our sixth day in the mountains. I just ran at that point and eventually made it here half-starved. Now I just drink to forget.”

Confessions of a broken man in an inn in the Border Princes town of Akendorf.

*****End Sidebar*****

History

Before the Fall

Before the coming of Chaos, the region now known as the Dark Lands was a well-watered and fertile region between the World's Edge Mountains and the Mountains of Mourn. Nomadic tribes of Orcs, Goblins, and Hobgoblins roamed the land.

The Eastern Dwarf Clans (as they were then called) migrated from the World's Edge Mountains to the western slopes of the Mountains of Mourn. After initial confrontations, the Dwarfs developed trading arrangements with the Goblins. Pretty baubles and well-crafted stone tools served as barter for foodstuffs from the primitive Goblins. In time, even the Hobgoblins learned the benefit of trading with the Dwarfs.

The Coming of Chaos

When the Warp gates collapsed, the messengers from Grungni never made it to the Mountains of Mourn to warn their eastern brethren. In all probability, either Orcs or Hobgoblins waylaid them. However, the Eastern Clans could not ignore the black clouds rolling from the north. The Dwarfking of the Eastern Clans ordered his kinsmen to retreat into the mines and seal the doors behind them. The earth would protect them from the swirling winds and mysterious falling dust until the danger had passed.

Deep in the safety of the earth, the Dwarfs could still hear the howling winds and the crackling of powerful thunderbolts. In time the sounds of the storm faded but when they tried to open their sealed gates they found themselves trapped. The surface lands were altered, and their way to the upper world was now barred.

The Corruption

For hundreds of years, the Dwarfs of the Eastern Clans were trapped underground. No matter where they tunnelled, impenetrable rock prevented them from reaching the surface. But the Dwarfs were determined, and they decided to tunnel deeper to find a way around the rock that entrapped them. To survive, the Dwarfs learned to subsist on the strange fungi that grew in the dark caverns.

The Dwarfs eventually tunnelled into a magnificent underground gallery with walls of obsidian. At one end they found a huge sealed door made of brass and darkened iron, with arcane writings inscribed upon it. Grimdalf the Grey, a Rune Lord of great renown, laboured for many years to translate the glyphs and glean some knowledge of what lay beyond the door, while his brethren continued searching for a path that would lead them to the surface. Eventually, he succeeded; it was the last thing he ever did. A mighty blast tore Grimdalf apart, reverberating throughout the underground tunnels – as did the roar of some terrible creature.

Then the killings began as Dwarfs were butchered and devoured. Even after the Dwarfs escaped the earth's darkness, the killings continued. Some Dwarfs survived to tell tales of a gigantic creature in the darkness. With their late Dwarfking one of the first to fall, the remaining clan leaders approached the creature and learn its intent.

The creature told them that its name was Hashut, Father of Darkness, and that great power would be theirs if they worshipped him alone. Otherwise, their line would come to an end and their achievements would be forgotten.

When the delegation returned with Hashut's proposal, a heated debate arose. Some were inclined to accept Hashut, pointing out that the Ancestor Gods abandoned the Eastern Clans to the onslaught of Chaos. Others believed that forsaking the Ancestor Gods was the first step to damnation. Fighting broke out and Hashut infused the favourably inclined clan elders with sorcerous power, and they quickly won the skirmish. In celebration of their success, the victors sacrificed many of their rivals. Others were given over to Hashut for his pleasure. The Father of Darkness shaped some of these Dwarfs into the beasts that serve him: the Great Taurus, the Lammasu and the Bull Centaurs. He rewarded the victorious clan elders with powerful sorcerous abilities and they became the first of the Sorcerer-Priests.

The Gathering of Darkness

While Hashut was shaping his new servants, the remaining Runesmiths led some of their kin in revolt against the Sorcerer-Priests. The battle raged for months, but the Sorcerer-Priests were too strong. The forces of the Runesmiths were broken and enslaved; most sacrificed to Hashut after several days of ritual torture. As part of the ritual, the Sorcerer-Priests and their corrupt

followers ate the burnt flesh of the prisoners. The “Orgy of Triumph” damned the Eastern Clans. Their lower canine teeth mutated into tusks, which the Chaos Dwarfs welcomed as a sign of Hashut’s favour. Those who most pleased the Chaos deity were further rewarded with cloven hoofs and horns.

The Chaos Dwarfs looked over the once fertile land and noted a change in the greenskins. Orcs had become the dominant force in the Dark Lands. The less aggressive Hobgoblins now lived on the fringes of the Orc-dominated wasteland. However, all the greenskin tribes continued to use primitive weapons of stone and wood. The Chaos Dwarfs traded metal weapons and armour to the weaker tribes, strengthening them and creating allies against the rest of the Dark Lands' inhabitants.

While the Chaos Dwarf backed Orcs and Hobgoblins fought their more primitive cousins for domination of the Dark Lands, the Chaos Dwarf Sorcerer-Priests oversaw the construction of Mingol Zharr-Naggrund in the Plain of Zharrduk. The mighty ziggurat fortress of dark iron and black obsidian was built over the site where the Sorcerer-Priests defeated the Runesmiths. The Temple of Hashut was placed at the pinnacle of the stronghold.

The Hidden War

The Chaos Dwarfs sank countless shafts beneath the city of Zharr-Naggrund. However, the Sorcerer-Priests realised that their remaining clansmen were too few to mine effectively. The Chaos Dwarfs enslaved a multitude of Orcs, Goblins, Hobgoblins, and Human steppe nomads to work the mines, sacrificing the weak and injured to Hashut. The basis of Chaos Dwarf society was now complete.

Eventually, the depredations of the Chaos Dwarfs forced two massive migrations. The nomadic Human tribes of the Steppes were the first to move westward through the high passes of the World's Edge Mountains, and into the forested lands of the northern Old World. The second - and perhaps more significantly - migration consisted of the Orcs and Goblins swarming across the World's Edge Mountains into the Dwarf Empire of Karaz Ankor.

The greenskin tribes of the Dark Lands had suffered dramatically from a combination of disasters. In addition to Chaos Dwarf slaving, earthquakes and volcanic eruptions tore the Dark Lands apart. They were equipped with armour and weapons manufactured by the Chaos Dwarf smiths, or crude copies made by greenskin artisans. However, these sturdy instruments of war bore no resemblance to the items that the Chaos Dwarfs forged for themselves. So the Imperial Dwarfs of Karaz Ankor remained ignorant of the Chaos Dwarfs’ existence; the Chaos Dwarfs, on the other hand, were already plotting the downfall of their western kin.

The Orc and Goblin migration caused considerable damage to the realm of Karaz Ankor, but it was the second wave, influenced in part by the Chaos Dwarfs from afar, that overran the Imperial Dwarf settlements in the eastern World's Edge Mountains. The Imperial Dwarfs no longer presented the remotest threat to their corrupt brethren.

In addition, the wars in the World Edge Mountains brought a new source of slaves to the mines of the Chaos Dwarfs: Skaven. The Ratmen had emerged from the depths of the mountains to plague the Orcs and Goblins as they did the Imperial Dwarfs. The greenskins were eager to capitalize on this new source of trade with the Chaos Dwarfs, and many Skaven found themselves led to their doom in the mines of Zharr-Naggrund.

Rebellion

With their holdings in the Mountains of Mourn and the Plain of Zharrduk secured, the Chaos Dwarfs set about defiling the earth of its bounty. Huge pits were dug to store the black, sticky tar that percolated up from the ground. Great slag-heaps and huge mounds of coal dotted the landscape, fouling the earth and water with the poisons that seeped from them. Smoke and ash from furnaces and active volcanoes filled the air with clouds of choking, toxic vapours. Within a few generations, the Chaos Dwarfs so polluted their land that nothing could grow in the dim light and the choking air, apart from a few straggly black thorns.

Still, the Sorcerer-Priests wanted more. Fights among the squabbling greenskin slaves - and the occasional full-scale slave revolt - caused inexcusable delays to production. In their frustration, the Sorcerer-Priests instituted a breeding programme to develop a race of stronger and less quarrelsome Orcs. Within one hundred years, they had produced the Black Orcs: a larger, stronger, and more disciplined. The Black Orcs were also more cunning and dangerous than their wilder forebears - a fact that was to lead to near disaster.

Within fifty years, the Black Orcs led their Orc and Goblin brethren in a huge revolt. Even the Hobgoblins, who had enjoyed a comparatively privileged position as overseers, joined in the slaughter of their Chaos Dwarf masters. Battle raged throughout the mines, and boiled up into the lower tier of Zharr-Naggrund itself. While thousands of greenskins were slaughtered by the Sorcerer-Priests and their followers, their numbers were too many - and the Chaos Dwarfs too few - for the tide of the revolt to be stemmed. Just as all seemed lost, however, the Hobgoblins switched sides, hoping to regain the favour of their masters. The Chaos Dwarfs struck with renewed vigour and their dark powers broke the rebellion. The altars of Hashut smoked with countless sacrifices, and the surviving greenskins.

Restoration

The Chaos Dwarfs and their Hobgoblin allies set about rebuilding after the near-disaster. In time, the Chaos Dwarfs started expanding their borders southward. Gorgoth became the Chaos Dwarfs' furthest outpost, proving to be particularly rich in minerals and ore. But the Sorcerer-Priests realised that their race was spread too thin to protect their borderlands.

For centuries, fiercely independent nomadic Hobgoblin tribes lived in the Steppes just north and east of the Mountains of Mourn. Still, the Chaos Dwarfs needed allies after the rebellion so they entered into an alliance. This arrangement essentially made, what would become the Hobgoblin Hegemony, a buffer state from the Chaos Dwarf perspective.

Moreover, the Chaos Dwarfs reached treaty agreement with the neighbouring Ogre Kingdoms. An annual tribute of spent and deceased slaves are passed to the large humanoids in order to satisfy their varied diets as well as weapons in return for non-aggression and newly-captured slaves.

With this new era of stability established, the Chaos Dwarfs continued to expand. But two fateful events prevented them from achieving their dream of further conquests. A little over a thousand years after Sigmar's reign: the Black Plague that had devastated the Empire found its way into the Dark Lands, spreading to the Chaos Dwarfs. It took several centuries for the Chaos Dwarf population to recover – though low birth-rates prevented the population from reaching its former level – when another calamity struck.

Large numbers of slaves had died in the mines beneath Zharr-Naggrund in the millennia of its existence, and the Chaos Dwarfs let the corpses rot where they fell. Their indifference was nearly their undoing. On the night known "the Night of the Restless Dead" by Imperial historians, the dead rose up and attacked the living across the Known World. The Chaos Dwarfs and their allies were nearly overwhelmed. As in the earlier Black Orc rebellion, the Chaos Dwarfs were driven back to the upper tiers of Zharr-Naggrund, with the loss of many lives. Only the intervention of the Sorcerer-Priests and the coming of dawn saved the Chaos Dwarfs from obliteration.

From this experience, the bodies of slaves are either tossed into lava pits or pools of highly toxic wastes. Some are even dismembered and sent to the Ogre Kingdoms as foodstuff (rancid meat being considered a delicacy among the monstrosities).

Blood from the North

The next disaster to strike the Chaos Dwarfs was not a complete surprise. The waters of the River Ruin began to run low, and it was no longer able to cool the huge Chaos Dwarf forges to power the steam-driven engines. Troops sent to scout the headwaters did not return, and the Sorcerer-Priests read disturbing portents in the entrails of sacrificed slaves.

Then the River Ruin ran blood-red, and the Sorcerer-Priests knew that Hashut's immortal enemy, Khorne the Blood-God, had sent an army against them.

As Praag fell in the west, a vast Khornate army besieged Zharr-Naggrund. Battles raged across the Plain of Zharrduk as Chaos Dwarfs from other mines and factories came to the aid of the obsidian ziggurat. The Chaos Dwarfs unleashed their fearsome war machines upon the Blood God's ravaging horde. The slaughter continued for two years, with neither weather nor weariness lessening its desperate intensity. Then, abruptly, the borders of the Chaos Wastes retreated to the north, and the Khornate army weakened. In one final surge, the Chaos Dwarfs were able to break the siege and obliterate their foe. Victory was once again theirs – but at a terrible price, for the Chaos Dwarf race was decimated.

Meanwhile, in the northern World's Edge Mountains, another drama unfolded. The Chaos Incursion engulfed the Dwarfhold of Karak Vlag; when the Chaos hordes finally retreated, there was no sign of the ancient stronghold. But in the years that followed, heavily-mutated Dwarfs

were seen throughout the surrounding area. Known as the “Tainted,” these Chaos Dwarfs did not follow Hashut nor was there a common thread that typified their Chaos gifts. Some followed Khorne, Tzeentch, and Nurgle while others followed Chaos Undivided, and scant handfuls even followed the lesser-known Renegade Gods.

The Tainted are usually encountered within a Chaos Warband of their patron deity. Others band together in a type of simplified clan structure, which has more in common with Beastmen herds than the Dwarf society of Karaz Ankor. The few known villages and mines of the Tainted are usually found deep in the northern World's Edge Mountains. From there they mount raids on Human villages in the foothills in search of food - Human or livestock.

Storm of Chaos

In recent years, the Sorcerer-Priests detected ominous signs in the entrails of sacrificial victims as well as the increase in activities of the wild Human tribes of the Steppes. These portents indicated that changes were in the offing, none of which boded well for the Chaos Dwarfs and they grew too careless. The Sorcerer-Priests felt the winds of Chaos blowing ever stronger from the north and realised that the Northern Wastes would soon expand southward as it did over 200 years before.

The Chaos Undivided Champion Archaon sent an emissary to negotiate an exchange of hundreds of slaves with promises of thousands more to the Chaos Dwarfs to purchase some of their most potent war machines and crews for the war in the West. Seeing a chance to survive the struggle unscathed, the Sorcerer-Priests were willing to sacrifice a few of their number in the hope that Archaon would keep his Khornate allies in check. They also knew that no matter the outcome, the victors would be in no better shape than the defeated to extract any vengeance on the Chaos Dwarfs.

The Chaos Dwarf Empire Today

Although the decline of their population has lessened since the Chaos Incursion of 2302 I.C., the Chaos Dwarfs are still fewer in number than at any time. Despite the fact that they are a dying race, the power of their Sorcerer-Priests and the prowess of their warriors ensure the dominance of the Chaos Dwarfs throughout most of the Dark Lands. Still, there is some speculation among the few who know of their existence that they may well become extinct in the next several hundred years.

The Chaos Dwarf demand for slaves remains insatiable, though they are wary of any new slave rebellions. A repeat of the revolt on the scale of the one led by the Black Orcs would surely cripple, if not end, the Chaos Dwarfs and their Empire. Though brutally suppressed, a recent uprising in Uzkulak exemplifies the danger to the Chaos Dwarfs' way of life.

Chaos Dwarf slaving bands have recently expanded their operations to include the Worlds Edge Mountains and the western foothills. In many cases, the Chaos Dwarfs employ a number of agents to lure the unwary into forced servitude. Additionally, the Chaos Dwarfs have cemented a trade arrangement with the Hobgoblin-Khan whereby the masters of the Dark Lands would

supply the Steppe Hobgoblins with higher quality arms and armour to stave off the encroachment of the Dolgan tribes and the remnants of other wild Human tribes roaming the Steppes in exchange for the slaves captured from the Wheatland colonies and caravans on the Silk Road.

Knowing the Chaos Dwarf preference for Human and Dwarf slaves, the Steppe Hobgoblins extracted a heavy price for the Chaos Dwarfs and use their gains to foster an active slave trade with slavers in Cathay and the wilder parts of Kislev. Strangers to any of these regions may find themselves set upon by the inhabitants and traded to the Steppe Hobgoblins.

The trade arrangement between the Chaos Dwarfs and Steppe Hobgoblins has pinched the flow of goods to the less reliable Orcs and Goblins of the Worlds Edge Mountains. If not for the decimation of the Orc horde that followed Grimgor Ironhide into the Empire, the greenskins might well turn their attention to their erstwhile trading partners.

The aftermath of Storm of Chaos may yet prove to be disastrous for the Chaos Dwarfs. Although the remnants of the wild Human tribes and greenskins no longer pose a short term threat, the devastation of the Wheatlands, Kislev, and northern Empire by the Chaos forces have greatly reduced the slave traffic. This not only threatens the Chaos Dwarfs' industry, but it also creates tension in the area. The neighbouring Ogres still expect their tribute of weapons as well as meat even though they may not be able to reciprocate with supplies of new slaves. The ravenous behemoths may decide that dining on the Chaos Dwarfs is a more appealing alternative to starvation.

DARK LAND DWARFS

Betrayers of the Ancestor Gods

Player Characters in the western Empire have little chances of learning about the Chaos Dwarfs of the Dark Lands. Their chances improve marginally towards the eastern provinces of the Empire and Kislev near the end of the various mountain passes. PCs spending time in the wreckage of the Farside colonies (see GW's **Something Rotten in Kislev** and **A Pass too Farside** by Tim Eccles) will have a fair chance of learning about the Masters of the Dark Lands – especially if they find themselves captured by a slaving party.

Chaos Dwarf Society

Unlike the Old World Dwarfs, the Chaos Dwarf clan is defined by its ranking Sorcerer-Priest and the level of political power that this individual achieves. Clan members are bound to one another by blood and common ancestry. Each Chaos Dwarf clan is the extended family of its reigning Sorcerer-Priest, who rules with an iron fist. He also has absolute rule over his part of the Dark Lands Empire, with all the forges, workshops, mines, and slaves therein. Each clan's council is filled with the most fervent and vicious supporters of the ruling Sorcerer-Priest. Its primary role

is to ensure that his dictates are carried out to the letter. They are seldom given the authority to debate important matters.

The blood-bond makes Chaos Dwarf clans especially loyal. Family obligations are taken very seriously, even if such obligations are generations old. Any wrong done to a Chaos Dwarf is considered a wrong done to the entire clan. Thus any Chaos Dwarf may be selected by the Sorcerer-Priest to redeem the clan's honour – by whatever means appropriate.

Chaos Dwarf clans are not aligned by craftguild. In Chaos Dwarf society, each clan functions as a separate entity unto itself. In addition to the ruling Sorcerer-Priest, their subordinate Sorcerer-Priests and the subservient Council, there are a number of other layers in the hierarchy of Chaos Dwarf society. The next tier of the cult hierarchy includes artisans, weaponsmiths, and military leaders. Lesser status clan members are the warriors, slave masters, and various apprentices. At the bottom are the slaves.

Many Chaos Dwarfs carry the name of their clan's ruling Sorcerer-Priest as part of their surname. The surname changes when a new Sorcerer-Priest takes over the clan. Dwarf males remain members of the clan into which they are born; only Chaos Dwarf women can leave their clan, and then only when this suits the purpose of the Sorcerer-Priests. The importance of Chaos Dwarf women centres on their ability to produce offspring and they may be used by the Sorcerer-Priest as a reward to a particularly loyal clansman, or as a means of cementing an alliance with another clan's Sorcerer-Priest.

*****Sidebar*****

Sidebar: Diplomatic Appeal

“The problem with you Imperials is that you take this concept of Chaos far too seriously. You claim that “beastmen” plague your forests, “ratmen” burrow beneath your cities, and that there are Dwarfs who have succumbed to the corrupting influence from the far north. Such foolishness. A Dwarf would be as likely to abandon their traditions and gold as they are to find elegance and sophistication

“The only real threat to your lands and ours is the green-skinned horde which invades from the east and lay waste to all before them. Even our best was only able to put a dent into their numbers during the gallant Errantry Wars in the Border Princes. Thus, I put to you that the threat that you must focus your effort is that of the Orcs and their lesser kin, the Goblins.”

A plea from a Bretonnian ambassador before his disappearance while touring the eastern borders of the Ostermark.

***** End Sidebar*****

Social Values

The Chaos Dwarfs respect age and knowledge like the Old World Dwarfs, but they do so when these attributes are coupled with power and evidence of Hashut's blessing. The latter takes the form of mutations involving horns and hoofs.

Although Chaos Dwarfs lust for material objects, it is in the number of slaves that measures their wealth. Slaves are used as commodities in a similar manner that other races use coins. From a Chaos Dwarf point of view, the well-being of a slave is only as important as its use. This view is consistent with the little regard that Chaos Dwarfs have towards other, inferior races. After all, these races are only fit for enslavement.

In a sense, the typical Chaos Dwarf is treated marginally better than a slave by their clan elders, especially those considered weak or unsuited for higher service to the clan. To survive in their own society, an individual Chaos Dwarf must quickly learn to be as ruthless as their superiors. They also must learn how to manoeuvre through the whims of the clan leaders. It is not uncommon for a Chaos Dwarf to become a sacrifice to Hashut if he failed to carry out the commands of the ruling Sorcerer-Priest.

Chaos Dwarfs have a special contempt for the Old World Dwarfs. It is these western traitors and their Ancestor Gods who abandoned the Chaos Dwarfs to their fate. The savagery of the two races when they meet in combat matches that of any Old World Dwarf-Orc conflict. Still, the Old World Dwarfs have value to their corrupted kin as high quality and hardworking slaves.

***** Sidebar *****

Sidebar: Mad Hatters

One of the more consistent questions about the Chaos Dwarfs when they were introduced in 5th edition Warhammer Battle has been "why the big hats?" With the release of Storm of Chaos, it seemed that the big hats were gone. On the other hand, it could be that the Chaos Dwarfs accompanying Archaon's forces were forbidden to wear these by their Elders.

For the sake of discussion, this portion assumes that most of the fragmentary reports on Chaos Dwarfs have commented on the significance of the tall hats.

Among the few who study the matter of the Chaos Dwarfs' headgear, there are several theories. One of the more popular and simpler has it that the Chaos Dwarfs deem that the tall hats, coupled with the thick beard and large tusks, makes them more threatening to their enemies. Others have concluded that there must be something more behind it as the tall hats are more comical than threatening.

A few adhere to the view that the large hats have a more religious aspect to them. These scholars have come to view the hats as an aspect, like the mutations and apparel, which serves Hashut's purpose of moving the Chaos Dwarf mindset and traditions away from their former brethren in

the Worlds Edge Mountains. This is further exemplified by the more elaborate hats worn by the Sorcerer-Priests, the oldest warriors and even the Bull Centaurs. This view seems to be confirmed, in part, by the incomplete Dwarf records that somehow managed to make its way out of Karaz Ankor.

One outrageous theory is that the hats actually hide another mutation shared by a number of Chaos Dwarfs: a conically-shaped head. Evidence has not supported this view but its adherents claim that the evidence has not yet been collected.

***** End Sidebar *****

Stages of Life

Chaos Dwarfs normally age at the same rate as Old World Dwarfs. The primary difference is how each race marks significant events in an individual's life.

Unlike their erstwhile western brethren, not all newborns are immediately accepted into the society. All newborn Chaos Dwarfs are placed before the altar of Hashut by the Sorcerer-Priests in a ceremony called the Ordeal of Fire. If the newborn survives the intense heat of the altar's fires, it is deemed fit to live. In addition, the fate of newborns depends strongly upon their mutation. Newborn Chaos Dwarfs are born with small tusks breaking through their gums. Some may show further signs of Hashut's favour by small bumps of their heads denoting horns or a hardening of the feet portending a change to hooves.

The relative stability of the Chaos Dwarfs' mutations is actually a façade. There are an increasing number being born with mutations other than those culturally accepted. Such "impure" offspring are immediately killed by being placed very near, if not actually in, the Fire of Hashut.

Chaos Dwarfs are considered adults and full clan members when they reach their 30th year. Before then, they spend years learning their role in the clan as determined by the ruling Sorcerer-Priest and their craft. Upon reaching adulthood, a Chaos Dwarf is expected to provide an offering to their clan's Sorcerer-Priest and the deity Hashut. The type of offering is traditional to the race: it should involve either the sacrifice of a bodily part, such as part of a finger, or a slave. Once the offer is completed, the Chaos Dwarf meets the Sorcerer-Priest to learn of his chosen role and begin his rigorous training.

Over the next ten years, adult Chaos Dwarf males are watched closely by the Sorcerer-Priests for any signs of magical ability. Those who exhibit some aptitude undergo the Ritual of Fiery Magic (*Hargorakanhk*). The nature of this rite varies from individual to individual, and is determined by the wisdom of the Sorcerer-Priests. As a result, it remains a mystery; all that is known is that those who are unworthy in the eyes of Hashut do not return. Those who survive are initiated into the mysteries of the cult, and become apprentices to their clan's reigning Sorcerer-Priest.

Should he survive to the age of 150, a Chaos Dwarf becomes an Elder. All Elders become part of the Clan Council, led by the clan's oldest, non-ruling Sorcerer-Priest. The Council is rarely

empowered to make decisions, except on matters of no interest to the ruling Sorcerer-Priest. In fact, the Council's role is to execute whatever commands they receive from their Master.

Chaos Dwarf women are treated as chattels, and are almost always the property of their clan's reigning Sorcerer-Priest. Upon maturity, most maidens are wedded to someone of the Sorcerer-Priests' choosing. At times, the husband-to-be is someone with whom the Sorcerer-Priest is forming an alliance. On other occasions, a bride may be awarded to a loyal clansman. Most of the time, however, the Chaos Dwarf maiden finds herself in the harem of the Sorcerer-Priest, who may also be her father.

Like Old World Dwarfs, the average Chaos Dwarf generally lives for approximately 200 years. There are few notable exceptions to this limit, mostly Sorcerer-Priests. There is no upper limit to the years of life that Sorcerer-Priests can achieve before the corrupting power of their sorcery turns them to stone. The great Astraoth, High Priest of Hashut, was the most powerful Sorcerer-Priest for a thousand years. Now in his 3200th year, however, Astragoth's legs have petrified and his hands have also started to calcify. It is only a matter of time – perhaps mere decades – before the rest of him solidifies.

Death Rituals

Like his Old World counterparts, a Chaos Dwarf knows when his time is approaching. The clan's reigning Sorcerer-Priest orders an escort to lead his dying clansman to the Temple of Hashut, where the Chaos Dwarf is prepared for departure. At the appointed hour, the Sorcerer-Priest commends the soul of the dying kinsman to Hashut's burning embrace. Once the ceremony is completed, the still-living Chaos Dwarf is then dropped into a river of lava hundreds of feet below the surface of the land.

Chaos Dwarfs who perish in battle are usually burned on the field in a huge funeral pyre. Only the bodies of Sorcerer-Priests are returned for proper burial.

The passing of any reigning Sorcerer-Priest starts a recognised process of succession which is both contentious and deadly. It is not a certainty that the oldest will succeed and inherits his predecessor's harem, apprentices, and wealth. The succession is a struggle where the strongest prevail and his rivals obliterated. The fact that their numbers are declining makes little difference to the Sorcerer-Priests' naked ambitions.

*****Sidebar*****

Sidebar: Curse of Grungni

For the Sorcerer-Priests who do not die in battle, the price of their sorcerous power eventually takes its toll. The Sorcerer-Priest knows that the decline of his power manifests itself when his feet begin to turn to stone. The growing transmutation will then move up his legs to the torso. At this stage, the Sorcerer-Priest depends upon his clansmen to move him about. The next stage of mineralisation appears in the Sorcerer-Priest's hands, and then his arms. The change is complete when his head and shoulders become immobile, leaving only his eyes and brain untouched. The

transformation may last for a hundred years or so. The living statue of the Sorcerer-Priest is placed alongside others of his kind from the past, guarding the highways radiating from Zharr-Naggrund with their malevolent, resentful gaze.

The few Dwarf Loremasters who have learned of this process refer to the transformation as the “Curse of Grungni.” It is generally cited as proof of the corrupting power of Sorcerous Magic. The scholarly Karaz Ankor Dwarfs believe that Expatriate Dwarf wizards could easily suffer the same fate if they had the ability to live as long as Chaos Dwarf sorcerer-priests.

*****End Sidebar*****

Anatomy

Like the Dwarfs of the Old World, the physique of Chaos Dwarfs is ideally suited for life in the underground caverns and cave systems where they spend a considerable part of their lives. They have the short, densely muscled limbs; thick, heavy bones; and compact, powerful torsos.

One of the distinguishing features of male Chaos Dwarfs is their dark, thick beard. Chaos Dwarfs curl their beards into exotic styles, believed to mimic that of their patron deity, Hashut. Such styles also draw attention to one of the clearest signs of the influence of Chaos upon these foul beings: their tusks. Some Chaos Dwarfs, mostly Sorcerers, also develop bull-like features such as cloven hoofs and curved horns.

Like the Old World Dwarfs, Chaos Dwarf women do not have beards. They do have very long hair, which they curl and braid in a manner similar to their menfolk’s beards. Chaos Dwarf women occasionally sport the same mutations as their menfolk.

Diet

The diet of Chaos Dwarfs is similar to that of the Old World Dwarfs in that it consists of meat and fungi gathered from underground caverns. Given the Chaos Dwarfs’ fondness of fire, most of the meat will be overcooked, sometimes to the point of incineration.

The desolation of the Dark Lands limits the amount of grain, fruits, and vegetables available to the Chaos Dwarfs. The small amount they acquire comes in the form of tribute from their Hobgoblin allies to the north and east. Other sources of food include the Orc and Goblin villages that the Chaos Dwarfs and their allies raid in search of slaves.

The vast majority of the grain that the Chaos Dwarfs obtain is used in brewing ale and baking bread. In the deeper caverns, slave farmers raise several varieties of mushrooms. These fungi are primarily used as seasonings for meats and beer, but can form a staple diet in times of crisis.

Chaos Dwarfs are skilled hunters and trappers, readily exploiting the small amount of game to be found in the Dark Lands. Chaos Dwarf hunting parties range far afield after any prey, and are able to find meat and fur in the mountain valleys that ring their domain. Chaos Dwarfs are not too particular about their quarry and have been known to hunt slaves for sport. In lean times,

slaves (including Old World Dwarfs) may be cooked and eaten. Even in times of plenty, slaves are often on the menu at the major feasts of Hashut.

The term “fire water,” often applied to alcoholic drinks of dubious quality, is almost literally true of Chaos Dwarf beer. Even the vile product of Orc and Goblin brewers is more drinkable. As noted above, such grain as the Chaos Dwarfs can obtain is often old and rotten, and the water they use for brewing is fouled by their factories and mines. However, the Chaos Dwarfs care little about such niceties such as taste. To them, ale is a sustenance and a means of making their polluted water supply slightly less toxic; it is not an art to be perfected. Slaves are given watered beer with their meagre rations, one of the many reasons for their short life expectancy.

Law and Punishment

Each ruling Sorcerer-Priest also occupies the role of the High Priest of Hashut for his clan. The most powerful of these is the ruler of Zharr-Naggrund. The will of each determines the respective laws of his clan, and what violation brings swift and certain punishment. There is absolutely no appeal.

There are very few capital crimes among Chaos Dwarfs. Treason - which covers disagreeing with the ruling Sorcerer-Priest in word or deed - is the most common capital charge. Murder without cause of another Chaos Dwarf is also a capital crime, but since almost any cause is considered to justify the act, convictions are rare. In fact, very little violence takes place between Chaos Dwarfs. Anger and frustration can be easily taken out on the many hapless slaves. Killing or injuring the slave of another is considered a crime against property, and is dealt with by a payment of compensation, almost always in kind. Any Chaos Dwarf accused of a capital crime must appear and present his case under oath before the ruling Sorcerer-Priest. The Sorcerer-Priest may, at his discretion, allow witnesses for and against the accused (including any victim). Judgments are usually quick, and anyone found guilty is immediately sacrificed to Hashut.

Each clan’s ruling Sorcerer-Priest also judges lesser crimes, such as theft, killing of slaves and other crimes against property, oath-breaking and slander. Punishment varies with the severity of the crime, ranging from fines and compensation in most cases to banishment in the most severe. It is the very rare case where the Sorcerer-Priest's judgement is not accepted as this is held as a sign of weakness, which is often followed by a struggle for power. In such circumstances, a violent feud erupts and blood is spilled. These blood feuds are very destructive and lead to a struggle of power among the Sorcerer-Priests of the clan. Once the new ruling Sorcerer-Priest rises to replace the weak (and most likely dead) predecessor, a number of those involved in the feud are sacrificed to Hashut. Not surprisingly, this arrangement keeps feuding to a minimum.

Slaves

Chaos Dwarf society is wholly dependent upon slaves. The average life expectancy of a slave ranges from six to eight years, although Dwarfs may last twice as long. The labour is hard, and their treatment is harsher still. Some slaves, mostly female, may find themselves placed in the private chambers of one of the upper echelon of Chaos Dwarf society where they are forced to perform a wide range of demanding tasks by their abusive masters.

Bands of Chaos Dwarfs constantly scour the Dark Lands, the Mountains of Mourn, and the eastern World's Edge Mountains in search of slaves. Other bands trade weapons and armour to Orcs and Goblins in return for slaves and food. Chaos Dwarfs also trade with their Hobgoblin allies and neighbouring Ogres for slaves from among the steppe nomads and the peoples of Imperial Cathay. In addition, the Chaos Dwarfs employ members of other races, chiefly Humans, to act as their agents, procuring slaves by whatever means necessary for gold.

Many slaves work, and die, in the workshops, forges, and mines of Zharr-Naggrund and Gorgoth. Others struggle in the poisoned Plain of Zharrduk. Those who survive are likely to meet a yet more terrible fate on the altar of Hashut or in a vat of molten metal. It is not surprising, then, that many slaves take their own lives when given the opportunity.

Language

The Chaos Dwarf language is recognisable as a Khazalid dialect, even though they speak it with a harsher accent. Most speak no other language, although the Sorcerer-Priests are known to be conversant in the Dark Tongue and in some of the Human tongues. They also use the ancient Dwarf runic script, inscribing their books on long, thin scrolls of beaten metal in the manner of their Imperial kin. Most Chaos Dwarfs are illiterate. Only the most educated can read and write the alphabetic runic script or the more common pictograph script.

For more information on Khazalid, see the WFRP1e sourcebook Dwarfs: Stone and Steel, pages 100-105.

Relations with Chaos

Chaos Dwarfs have a curious view of followers of the other Chaos gods. They at once fear their destructive power and look upon them with contempt.

Chaos Dwarfs view the Tainted (described below) as little more than mindless tools of the other Chaos Powers. They are considered almost as good in the role of slaves as the Old World Dwarfs, even though they aren't quite as skilled as their former brethren

The servants of the Four Lords of Chaos are too troublesome to be slaves but more than acceptable sacrifices to Hashut. However, Khornates are generally sacrificed on the spot of capture and their remains burnt.

The Dark Realms

Once they had committed themselves to the worship of Hashut, the Chaos Dwarfs needed to establish a realm in which they could build an Empire. The nomadic Orcs, Hobgoblins, and Goblins presented little opposition, and the Human tribes across the Mountains of Mourn were of

little consequence (the Ogres had not yet migrated in any significant number to the eastern mountains).

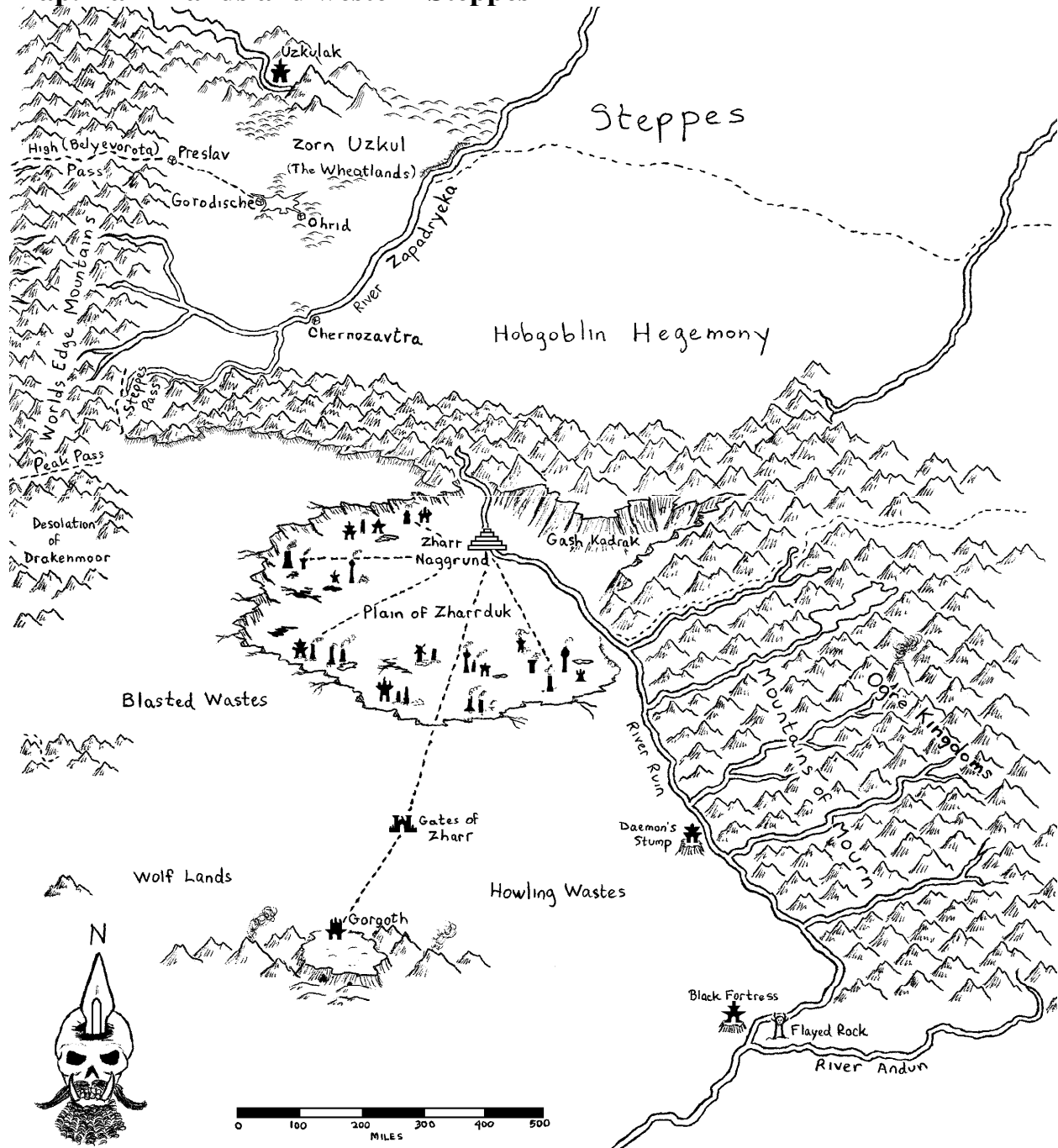
Filled with the volcanic power of Hashut, the first and mightiest Sorcerer-Priests raised the Tower of Zharr-Naggrund from the earth, using their power to shape the black obsidian and dark iron. The city was divided the city among their clans, with each Sorcerer-Priest ruling with absolute power over the clan of his birth.

In time, rivalries among some of the ruling Sorcerer-Priests caused their clans to frequently come to blows. Increasing pressure from such rivalries cause the weaker clans to built other settlements, such as Gorgoth and Uzkulak.

Even with the boundaries of their domains established, the clans continue to probe one another to uncover weakness to exploit. Many of the ruling Sorcerer-Priests of the lesser clans also plot for the day that they could march into Zharr-Naggrund as victors over the current ruling clans.

Over the millennia, the Chaos Dwarfs sunk thousands of mines into the earth around Zharr-Naggrund. They extracted coal and piled it high on the Plains of Zharrduk. They drilled for oil and tar, which they stored in open pits throughout the land. Eventually, the toxins from these sticky black lakes polluted the region, destroying most of its flora and fauna. The Chaos Dwarfs also quarried so much stone that much of the Plains of Zharrduk are now a series of gigantic open pits. Heavy clouds of acrid smoke mask the bleak, lifeless landscape under a perpetual gloom of twilight.

Map. Dark Lands and western Steppes



Zharr-Naggrund

The capital of the Chaos Dwarf Empire rises above the Plain of Zharrduk like a mountain of black obsidian and dark iron, dimly reflecting the lights of the many furnaces and forges. Zharr-Naggrund is built like a ziggurat, with each square-shaped step hundreds of feet high. Each step is surmounted by battlements cut to resemble the Chaos Dwarfs' lower tusks.

Four huge stone gateways, each barred by huge gates bound in the blackest iron, have been constructed on the four sides of the bottom step. From the East and West Gates, roads paved with slabs of gold and brass lead to other parts of the Dark Lands, and to the Mountains of Mourn. The River Ruin enters Zharr-Naggrund through the North Gate. Its cold waters cool the huge forges, power machinery, and flush away the refuse of industry and inhabitants. When it leaves through the south gate, the steaming, thick water is a poisonous mixture of acids and worse. Clouds of iridescent poisonous gas hang over the river.

Countless furnaces burn within Zharr-Naggrund making the heat in the lower levels is nearly unbearable. Massive crucibles pour molten metal into moulds to make parts for the machinery and weapons of destruction. The roaring of furnaces and grinding of machinery fill the air day and night. The air inside the massive ziggurat is foul, even though the worst of the fumes are channelled to the outside through shafts cut from the obsidian.

The succeeding step of the ziggurat houses an ascending level of Chaos Dwarf society. The third and fourth highest steps are the sanctuary of the Sorcerer-Priests, open only to members of their harems and their most trusted servants. The lower levels house the bulk of the clan's population.

The Hobgoblin overseers also reside in the lower levels, but closer to the workshops, forges and slave pens. This ensures that the Hobgoblins can respond quickly to any trouble. It also places them in the front lines in the event of a slave revolt, between the slaves and their Chaos Dwarf masters.

Huge doors, guarded by massive Bull Centaurs, bar entry to the uppermost tiers. A separate passageway, with heavily-guarded doors, bypasses these tiers and leads to the very top of Zharr-Naggrund, and the Great Temple of Hashut. The immense temple can accommodate the entire Chaos Dwarf population of Zharr-Naggrund.

Astragoth is the current High Priest of Hashut and ruler of the most powerful clan Zharrdrakk in Zharr-Naggrund. However, his days are numbered as creeping petrification has already taken Astragoth's legs, and his hands are beginning to lose their mobility. Waiting for the approaching day when he becomes the new High Priest, Ghorth the Cruel has assumed a number of Astragoth's ceremonial duties. Ghorth's formidable power has led to the instalment of one of his sons as Exalted Marshal of Zharr-Naggrund. Zhatan the Black is the cruellest and most bloodthirsty of the Chaos Dwarf generals.

The mines of Zharr-Naggrund honeycomb the land beneath and around the Obsidian City. Though heavily polluted, the Plains of Zharrduk are rich with mineral deposits, gemstones, and metal ores. Thousands of slaves labour in the the mines.

Although periodic slave revolts occur, the Chaos Dwarfs believe that the Hobgoblins are in largely control of their charges. In fact, parts of the deeper mines have become bastions for renegade slaves of every type. The Hobgoblins, afraid to incur the wrath of their masters, have not reported the worsening situation; instead, they have done their best to seal off these sections, and avoid them whenever possible. Occasional heavily-armed raiding parties venture in, with the aim of recapturing some of the renegade slaves.

Gorgoth

The Tower of Gorgoth perches on the northern edge of the Plateau of Zorn Mizpal in the southern Dark Lands. The region is a dark, gloomy place. The skies are filled with ash from the numerous active volcanoes. The plateau is rich in ore and gemstones, and riddled with Chaos Dwarf mines.

The second largest Chaos Dwarf settlement, Gorgoth is only a fraction of the size of Zharr-Naggrund. Its ruler, the Sorcerer-Priest Xeros. He recently succeeded his older brother, who was captured in a recent battle against Zharr-Naggrund and sacrificed. Xeros is responsible for ensuring a steady stream of tribute (mostly slaves) from the wild Orc and Goblin tribes of the Wolf Lands (*Varagazan*), as well as securing the south-western frontier of the Chaos Dwarf Empire.

Gorgoth is a huge factory. Enormous furnaces and numerous forges provide the only light in this dismal landscape. The area is almost as heavily polluted as that around Zharr-Naggrund itself. Hobgoblins are scarce in these parts, which places the burden of controlling the large slave population on Xeros' lesser kin. The Chaos Dwarfs have elevated certain favoured Humans to act as overseers in exchange for a slight improvement in their own living conditions.

Gorgoth comprises of a central spire of obsidian - about 150 feet tall - surrounded by four smaller towers of dark grey stone. The citadel's Temple to Hashut is at the top of the spire, near Xeros' chambers. The entire complex is surrounded by a massive fifty-foot wall, with a single gate opening to the world beyond. Bas-reliefs of Lammasus wearing the characteristic hats of the Chaos Dwarfs flank the gate. This is the last sight of the outside world the most captives ever see.

The Gates of Zharr

The Gates of Zharr are built on the highway (*Gorgothdrin*) midway between Zharr-Naggrund and Gorgoth. Their structure is simply a large archway flanked by several towers of black-grey basalt. The Gates mark the southern boundary of the Chaos Dwarf Empire proper. Beyond it lies the frontier, where the Chaos Dwarfs' control is continually contested by the wild Orc and Goblin tribes.

Most of the Chaos Dwarfs and Hobgoblins stationed at this outpost reside in underground chambers; only their superiors lodge above ground. General Dariek is the commander of the outpost, and is assisted by Montaz, the sorcerous liaison to Zharr-Naggrund. Patrols of Chaos Dwarfs and Hobgoblins sweep the Blasted Wastes (*Thrudgrimaz*) to the west and the highway to the south for raiding bands of greenskins, and for any other potential slaves.

The Gates of Zharr have no mines, forges or furnaces, and as a consequence the area is less polluted than any other Chaos Dwarf settlement. Still, this region of the Dark Lands is relatively uninhabitable for all but the most determined and thorny plants. Periodic windstorms blow clouds of dust and pollutants from the north, leaving the region desolate. Food and drink is

brought from the Chaos Dwarf capital, or obtained through trade with a few allied Orc and Goblin tribes.

Uzkulak

Known as the “Place of the Skull”, Uzkulak is the northernmost of the Chaos Dwarf settlements. Located far north of the Farside valleys of Kislev and the High (Belyevorota) Pass, just a few dozen leagues south of the Chaos Wastes. Sorcerer-Priest Zargon has been the Lord of Uzkulak for over a hundred years. In his hands lies the security of the northern gate to Zharr-Naggrund and the Chaos Dwarf Empire. Uzkulak is connected to the Plains of Zharrduk and the River Ruin by a Chaos Dwarf excavated tunnel system called “Skullfire Way” (*Ghalzharrdrin*).

Uzkulak was a small outpost until the Chaos Incursion of 2302 I.C. It was quickly overrun by the followers of Khorne, and its garrison slaughtered. The Blood God’s army breached the gate to the Skullfire Way, and made their way quickly to besiege Zharr-Naggrund. Years after Chaos retreated northward, the Chaos Dwarfs rebuilt Uzkulak as a stronghold to guard the northern approaches.

The fortress of Uzkulak is dominated by a single tower of granite, the top of which contains the residence of Zargon and the Temple of Hashut. Granite walls, 25 feet high and studded with gun emplacements, surround the tower. The garrison is several hundred strong; about two-thirds are Hobgoblins. Uzkulak is ever vigilant against the threat that the Blood God’s minions may return. Large, heavily-armed patrols of Chaos Dwarfs and Hobgoblins scout the surrounding area regularly. Any individuals caught wandering the land are captured as spies and mercilessly interrogated; very few survive the ministrations of the Chaos Dwarf torturers.

Through use of unknown sorcery and Hashut’s blessings, it is said that Sorcerer-Priest Zargon has bred a type of Minotaur from the Great Taurus and some of the captives from the marauding Steppe-dwelling human tribes. These creatures are very much like the Minotaurs in form and function with only a face like a Lammasu (see below) differentiating Zargon’s get from those creatures found in the Forest of Shadows. It is clear that Zargon plans to use his Minotaurs to enhance his army’s fighting strength.

The mines around Uzkulak are few. The region, called the Great Skull Land (*Zorn Uzkul*) is a vast, inhospitable, mineral-poor plateau where the cold air is thin and vegetation is scarce. The little vegetation that still exists has been mutated by the warp dust that occasionally blows in from the Wastes.

Twenty-five years ago, a slave revolt threatened to destroy the fortress and was violently put down after considerable losses. The warning was not lost upon the Chaos Dwarf masters and the shortage of slaves continues to this day.

The Daemon’s Stump

Downriver from Zharr-Naggrund, the Daemon’s Stump marks the southeast boundary of the Chaos Dwarf Empire. The lone tower sits atop the lonely rock outcrop from which it takes its

name. Across the polluted river lie the Mountains of Mourn, home to the hostile Orc and Goblin tribes and the Ogre Kingdoms. Foremost among the greenskins are the descendants of the Black Orc slaves that escaped Zharr-Naggrund over 2,500 years ago.

Sorcerer-Priest Mhartok surveys his domain from his chambers at the tower's pinnacle. Through his leadership and sorcerous abilities, Mhartok has maintained the peace (that is to say, he has not suffered any catastrophic losses) in the region for the past five hundred years. Mhartok is one of the more powerful of the Sorcerer-Priests, but must remain at his post. His older twin, Khomenu, is the clan elder and has demonstrated an uncanny ability to survive even though he is the less powerful of the two. Only Mhartok's deference towards his elder restrains him from doing anything to hasten Khomenu's demise. Still, his twin has acceded to Mhartok's demand to choose the clan females to populate his harem.

The citadel of Daemon's Stump is constructed from the black iron found in the foothills of the Mountains of Mourn. The Chaos Dwarfs use the same metal to forge their weapons and armour. Legions of slaves toil under Hobgoblin overseers in the rugged foothills. Most of these slaves are Humans, Dwarfs or Skaven and this limits any potential rebellion, as the only escape route is deeper into the Orc- and Ogre-infested mountains.

Black Fortress/ Flayed Rock

The Black Fortress lies south of the Daemon's Stump on the banks of the River Ruin. Like Gorgoth to the west, the Black Fortress marks the southern frontier. The obelisk across the river, called the Flayed Rock, delineates the extent of Chaos Dwarf influence and serves as a warning to possible intruders. The Fortress and Rock are both constructed of obsidian and basalt.

The River Ruin is marginally less polluted here than at any point since it passed through Zharr-Naggrund. Most of the heavier toxins have already seeped into the ground by this point. South of the Flayed Rock, the River Andun emerges from the east and mingles its clean water in with the polluted and sluggish River Ruin. This mixing dilutes the remaining poisons, and the lower River Ruin flows more freely to the sea.

The Black Fortress is the smallest of all Chaos Dwarf settlements. Few, if any, threats to the Chaos Dwarf Empire pass through this direction. This situation suits General Hussen. Sadistic even by Chaos Dwarf standards, he can safely pursue his pleasures, abusing lackeys and torturing everyone else. He has even reduced the clan's ranking Sorcerer-Priest Aruk to being little more than an advisor and lackey. With little support from other settlements and no Hobgoblins to manage, Hussen has taken to elevating the cruellest Humans from his slave bands to act as overseers - and even as officers in his army. Hussen has found these Humans to be especially driven to better their lot in life, even at the expense of the lives of their erstwhile fellows.

Other than providing supplies of obsidian and basalt, the mines at Black Fortress are rather marginal. The small amount of wealth they produce is just enough to keep the remote outpost viable and supplied. The surrounding land is so desolate that even the Orcs and Goblins from the nearby Mountains of Mourn shun it.

Chaos Dwarf Religion and Magic

The Sorcerer-Priests of Hashut have a strong foundation for their religious and political power. There are times when the Sorcerer-Priests come together in the Great Conclave of Zharr where important matters for the entire race are debated and decisions reached. Such gatherings are usually held in the Great Temple of Hashut atop Zharr-Naggrund. Violence and death are not rare occurrences at such meetings as some discussions get quite heated.

*****Sidebar*****

Sidebar: Dangerous Reading

“Outside of the Four Ruinous Powers, the Father of Flame and Darkness claims his own dominion. A once fertile land is laid waste by the industry of his own creations as he of the Flame seeks to grow his own power. Before the End of Time, the power of the Flaming Darkness must decide against whom to vie for survival.”

Passage from the second book of the Daemonomicon from the *Liber Malefic*, The Book of Chaos Foreseen, written by Marius Hollseher around 1322 I.C.

*****Sidebar Ends*****

The Cult of Hashut

The worship of Hashut is the sole religion of the Chaos Dwarfs. To the individual, religion means the sacrifice of slaves, participation in festivals, and war with a purpose. The Sorcerer-Priests place the worship of Hashut foremost in their lives. Hashut’s gift grants the Sorcerer-Priests immense power and a very long life, even though its final price is immortality as a stone statue lining the highways of Zharr-Naggrund. The ruling Sorcerer-Priest of each settlement is the High Priest of Hashut for his clan. Until he is physically unable to do so, the High Priest conducts all rituals of sacrifice to feed Hashut’s enormous hunger for souls.

Profiles for Sorcerer-Priest NPCs of the various levels of Sorcerer-Priests are described under the section titled “**Chaos Dwarf NPCs.**”

Sorcerer-Priests and Magic

Spellcasters normally pay a heavy price in their Casting Rolls if they wear armour while casting spells (WFRP2e page 144). Chaos Dwarf Sorcerer-Priests are unique in that their relatively high Casting Number requirement for casting spells remains constant whether they wear armour or not. This gift of Hashut is both a blessing and a curse. The spells of Hashut (described below) already incorporate this relatively high cost.

Because their sorcerous powers derive from their pact with Hashut, Chaos Dwarf Sorcerer-Priests do not need to roll on various “Tzeentch’s Curse” tables (WFRP, page 143 or RoS, pages 179-181) whenever they roll doubles, triples, or quadruples on their casting roll. They are still penalised with an Automatic Failure whenever they roll a 1 on all the dice in their casting roll (WFRP, page 142) and still gain an insanity point.

Hashut- Chaos God of Fire and Darkness

Hashut is a Lesser Chaos deity. The Bull God was once a Daemon Prince of Chaos Undivided (or so some scholars believe) who failed in an attempt to thwart the will of the Four Lords of Chaos. During the first IncurSION, the goals of the Four were believed to have been so distracted by the rebellious Hashut that they could not concentrate their forces to sweep away the Dwarfs and High Elves from the world. Hashut finally fled into the vastness beneath the surface of the Dark Lands. Khorne sent several Daemon Princes to battle the powerful rebel and the Bull God was finally entombed behind a massive door of brass and darkened iron. With a sweep of his mighty war-axe, Khorne sealed the land to imprison Hashut in his hiding place.

In the darkness and safety of the earth, Hashut’s wounds healed and his power grew. The rocks beneath his hoofs liquefied into the lava that spewed from volcanoes. Hashut knew that his new-found power would only last for a short time unless he found worshippers to fuel him with sacrifices and ritual. Hashut’s mind wandered until he found the trapped Dwarfs of the Eastern Clans. Finding one with power, but a weak mind, Hashut lured the doomed Rune Lord to the door and tempted him to unlock its secrets. The blast that opened the door claimed Hashut’s first sacrifice.

Many died before the most desperate of the survivors approached the Father of Darkness begging for a pact. In exchange for their obedience, Hashut granted the petitioning Dwarfs great power. These Dwarfs became the first Sorcerer-Priests of Hashut. After destroying the Runesmiths, the Sorcerer-Priests reshaped their brethren into a new Chaos-aligned race. Hashut visited mutations on these Dark Land Chaos Dwarfs to mark them as his own.

Hashut is generally depicted in his bull form with flame-red fur and black hooves. He has large curving horns and shoots flames out of his nostrils. At other times, Hashut takes on an amorphous black form with searing red eyes. He carries no weapon; Hashut depends solely upon brute strength.

Symbols

Hashut’s main symbol is a skull with its top removed and lightning bolts firing from it. At times these skulls may include the braided beards of the Chaos Dwarf males. The skull symbol adorns the tops of the Sorcerer-Priest’s banner poles, and serves as the device of their shields as well. Sorcerer-Priests of Hashut and apprentices generally wear flame-red tunics and ornate black armour. They also wear the tall, stylised hats typical of their race, though more elaborate.

Area of Worship

Hashut is worshipped by the Chaos Dwarfs throughout the Dark Lands.

Temperament

Hashut is a demanding god and does not suffer failure easily. He despises the weak and sickly.

Strictures

All Apprentices and Sorcerer-Priests of Hashut must abide by the following strictures:

- Labour towards the enslavement of all other races
- Exterminate all threats to Hashut and the Chaos Dwarf race
- Obliterate all servants of Khorne
- Extract all the riches of the earth to extend the power and influence of the Chaos Dwarf race.

Holy Sites

The largest temple to Hashut is located at the top of the Zharr-Naggrund ziggurat. The immense temple is the scene of festivities and sacrifices to the Father of Darkness. At its eastern end is a smaller ziggurat upon which stands the enormous statue of Hashut in his bull form. Fuelled by coal and the bodies of slaves, a furnace within causes the statue to grow red hot. A gilded, ogre-sized altar stands before the statue, with two sunken vats of molten metal flanking it. The temple walls depict battle scenes where the victorious Chaos Dwarfs march their captives to the mines.

Sacrificial slaves are usually dropped into one of the vats of molten metal. A few, mostly mighty warriors vanquished in battle, are held on the altar as they are ripped from sternum to waist and their hearts removed before their eyes. The presiding Sorcerer-Priest then “honours” the fallen foe by eating the still-beating heart. The carcass is dropped into a chute behind the statue of Hashut, which falls away to a river of lava thousands of feet below the surface.

Smaller temples can be found at the top of all the major Chaos Dwarf settlements in the Dark Lands. All are adjacent to dwellings of the resident Sorcerer-Priest. They are similar to the major temple, but on a smaller scale.

Sub-Cults

There are no sub-cults dedicated to Hashut.

Church Skills and Talents

There are no additional skills or talents required other than those listed for the Sorcerer-Priest Apprentice.

Prominent Figures

Though he is losing his body to petrification, Astraoth is the High Priest of Hashut and the most powerful Sorcerer-Priest in the Dark Lands. He rarely leaves the confines of Zharr-Naggrund, but still evokes fear in his minions. In truth, the recent activity from the Chaos Wastes has exacerbated Astraoth’s condition and his would-be successors are preparing themselves for a bloody civil war to determine which one would ascend to the position of High Priest.

Holy Days

Both Hekesdrazh (Hexensnacht) and Skraksdrazh (Geheimnisnacht) are holy days to Hashut. These days are marked with feasts, combat to the death between pit-fighting slaves, and many sacrifices.

Lore of Hashut

Magic Flame

Casting Number: 6

Casting Time: Half Action

Ingredient: Piece of Charcoal or wood chip (+1)

Description: Similar to the Hedgewizard Petty Spell of the same name (**WFRP2e**, page 147).

The Sorcerer-Priest brings forth a red-coloured flame in his open palm. The spell remains active until either the Sorcerer-Priest closes his hand or casts another spell. The flame can be used to light torches or set thatch aflame, but is too small to cause damage in combat.

Enveloping Darkness

Casting Number: 8

Casting Time: Full Action

Ingredients: Pinch of ash (+1)

Description: The Sorcerer-Priest can cover an area centred within 50 yards in complete and utter darkness. All light sources – even magical ones with a lesser casting number – within this 10 yard radius area (up to a height of 20 feet) are extinguished for 1D10 minutes. These light sources cannot function for the duration of the spell.

Magma Pool

Casting Number: 10

Casting Time: Full Action

Ingredients: Piece of obsidian (+1)

Description: The Sorcerer-Priest melts into molten lava and flows into the ground. He can travel in this manner for a maximum of 50 yards before oozing to the surface. There he reforms and solidifies. All his possessions are similarly transmuted, and reappear with him.

Bands of Ebony

Casting Number: 12

Casting Time: Full Action

Ingredients: A vial of black sludge from the River Ruin (+2)

Description: Through use of this spell, the Sorcerer-Priest causes black tentacles to erupt from the ground beneath any victims within 50 yards to try and bind them. The number of victims that can be so ensnared is one per **Mag** characteristic of the Sorcerer-Priest. The effects of the

spell lasts 1D10+4 minutes and its intent is to capture and enslave capable adversaries. The tentacles have the following characteristics:

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
60%	-	74%	54%	76%	-	-	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	20	7	5	7	-	-	-

Fist of Fire

Casting Number: 14

Casting Time: Full Action

Ingredients: A piece of flint (+1)

Description: This spell wraps the Sorcerer-Priest's hands with glowing bands of magical fire that snake out and envelope all opponents within 2 yards. A successful **WS**+10% test indicates that the opponent has been hit with a **SB** equal to the caster's **SB**+3. *Flammable* creatures suffer an additional 1D10 wounds. Toughness and armour reduce damage as normal and creatures that are subject to *fear* or *terror* of fire must make the appropriate psychological test. The spell lasts for 1D10 rounds

Flaming Hide

Casting Number: 14

Casting Time: Full Action

Ingredients: Fistful of charcoal (+1)

Description: The Sorcerer-Priest may cast this spell on themselves or any individual within a 10 yard range. The skin of the affected character begins to glow red-hot and flickers with sparks for 1D10+3 rounds. The flaming hide provides the character with 2 Armour Points all over (although these do not add to any existing armour points; only the greater value of this or the character's normal armour at each location should be used). Anyone attacking the character with the *Flaming Hide* suffers one automatic **SB**4 hit for each successful attack using a fist weapon, bite or claw. *Flammable* creatures suffer an additional D10 wounds. Toughness and armour reduce damage as normal and creatures that are *subject to fear* or *terror* of fire must make the appropriate psychological test.

Flames of Azgorh

Casting Number: 16

Casting Time: Full Action

Ingredients: Sulphurous rock (+1)

Description: This spell enables the Sorcerer-Priest to breathe out whirling tendrils of sorcerous flame. The flame lashes out at any opponent within a 15-yard long cone which begins at the Sorcerer-Priest and spreads to a width of 5 feet. Characters enveloped by the lashing flames take

one **SB4** hit and any flammable item is set aflame (see **WFRP2e**, page 136). Non-magical armour does not reduce the number of **W** a character receives from this spell. A victim of the *Flames of Azgorh* may attempt a dodge to avoid its full effects by making an **Ag** test. A successful test results in the victim receiving only half the indicated damage from the attack. *Flammable* creatures suffer an additional D10 wounds. Toughness and armour reduce damage as normal and creatures that are subject to *fear* or *terror* of fire must make the appropriate psychological test.

Shards of Obsidian

Casting Number: 20

Casting Time: Half Action

Ingredient: Sliver of obsidian (+1)

Description: The Sorcerer-Priest shoots shards of obsidian up to 50 yards, embedding in the first character or group in its path causing 1D10+2 hits at **SB3**. Shards of air is a *magic missile* attack.

Ash Cloud

Casting Number: 22

Casting Time: Full Action

Ingredients: Fistful of volcanic ash (+1)

Description: The Sorcerer-Priest summons up a cloud of hot volcanic ash within a 50 yard range, which appears around an intended victim or group of victims within a 5 yard radius). The ash cloud stings the eyes of the victim(s) and causes coughing and spluttering. Affected victims suffer a modifier of -20% to their **WS**, **BS**, and **Ag** characteristics. In addition, their **M** and **A** are halved (rounding fractions up) for 1D10 rounds. This spell is only effective against living targets, and has no effect on Undead or Daemons.

Doomroar

Casting Number: 22

Casting Time: Full Action

Ingredients: A bull's horn (+1)

Description: The Sorcerer-Priest's eyes blaze with power and his head transforms, taking on the aspect of the Bull-God, Hashut. Massive twisted horns sprout from his temples and large flared nostrils belch forth smoke and fire. The transformed Sorcerer-Priest lifts his bull-head and bellows forth a deafening roar. Those Chaos Dwarfs and allies hearing the roar are filled with courage, while enemies suffer a feeling of doom and dread. All enemies within 50 yards of the Sorcerer-Priest must take a *fear* test immediately. If they fail they flee from the Sorcerer-Priest. Chaos Dwarfs and other allies within range gain a +10% modifier to their **WS** for the next 1D5 rounds.

Lava Storm

Casting Number: 24

Casting Time: Full Action

Ingredients: Dust of a 50GC valued fire opal (+2)

Description: This spell enables the Sorcerer-Priest to fill the air in an area centred within 30 yards with balls of molten lava. The Lava Storm instantly causes 2D5 hits at **SB3** to any targets within the 5-yard radius area. *Flammable* creatures suffer an extra D10 Wounds. Toughness may reduce the wounds inflicted, but armour - including magical armour - does not. A victim of a lava storm may attempt a dodge to avoid its full effects by making an **Ag** test. A successful test results in the victim receiving only half damage from the attack. Creatures that are subject to *fear* or *terror* of fire must make the appropriate psychological test.

Shadow Bull of Hashut

Casting Number: 24

Casting Time: Full Action

Ingredients: Vial of tar (+1)

Description: The air around the Sorcerer-Priest grows hot, and a shadowy form begins to coalesce into a bull-shape next to him. With a deafening roar, the Shadow Bull charges forward, smashing everything in its way for 1D10+3 rounds. If “killed” or the spell ends, the Shadow Bull simply dissipates. The Bull is not controlled by the summoner.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
50%	-	44%	44%	40%	89%	89%	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	30	4	4	7	-	-	-

Skills: Perception

Talents: Daemonic Aura, Frightening, Keen Senses, Natural Weapons, Night Vision, Will of Iron

Armour: None

Armour Points: Head 0, Body 0, Arms 0, Legs 0

Weapons: Horns, Hooves

Slaughter Margin: Hard

Eruption

Casting Number: 30

Casting Time: Two full actions

Ingredients: Fistful of pumice rock (+1)

Description: The Sorcerer-Priest chants words of power and smashes his staff on the ground. There is a low rumbling for a moment, and then, at a point of his choosing, the ground erupts, spewing forth molten lava and clouds of hot ash. Any characters within 10 yards of the eruption must successfully pass an **Ag** test to leap aside and receive 1D5 hits at **SB5**. Any character failing the test receives 1D5 hits at **SB10** from the molten lava. Anything stationary (for example, buildings) caught within the area of eruption receives 6 **SB10** hits.

Sorcerer-Priest's Curse

Casting Number: 30

Casting Time: Two full actions

Ingredients: A fist-size chunk of quartz (+2)

Description: The Sorcerer-Priest motions towards an intended victim or group within 20 yards, and afflicts his targets with the curse of the Chaos Dwarf Sorcerer-Priests. Victims slowly turn to stone, from the feet upwards. To perform any action, the victim must first make a successful **S** test at the start of every round. If he succeeds, he can move that round with the following restrictions: **WS**, **BS**, **Ag** all -20%; **M** and **A** halved (round fractions up). If the test is failed, the victim may do nothing, as the encumbering bulk of his stony form proves too difficult to move (the victim is considered *prone*). The effect of this spell lasts 3D10+3 rounds, after which the stone reverts to normal flesh. Victims of this spell receive 2 **Insanity Points**.

*****Sidebar*****

Sidebar: Appearances Can Be Telling

Players Characters will usually encounter Chaos Dwarfs far from the latter's normal haunts.

Whether a warband or slaving party, Chaos Dwarfs will usually be armoured in red-coloured scale mail and armed with shield and hand weapon or double-handed weapons. Some may even carry blunderbusses, especially when travelling in open country.

Hunting parties of Chaos Dwarfs may also be stumbled upon in the eastern reaches of the Worlds Edge Mountains or the Steppes along the Mountains of Mourn. These Dwarfs are usually attired in padded leather of a greyish-brown colour to better stalk their prey. They are equipped with a hand weapon, crossbow, and a number of traps. Chaos Dwarf hunters forego their tall hats when on the hunt, perhaps the only instance when a Dark Land Chaos Dwarf can be seen without their characteristic attire. In some cases, one or two Bull Centaurs may accompany a hunting party.

Should characters be able to penetrate the defences of the Chaos Dwarf settlements, they would find some changes. Chaos Dwarf males, not wholly trusting one another, usually wear padded leather tunics with metallic braces on their forearms. Such braces are very decorative, but functional. They also are armed with hand weapons.

In contrast, Sorcerer-Priests know that attacks on their person from their clansmen are rare occurrences. Their only enemies with whom they need to concern themselves are other clans, especially rival Sorcerer-Priests, and the occasional slave riot. Normally accompanied by armed bodyguards, Sorcerer-Priests wear red robes and their personal device sewn in yellow on the

black trimmings. Sorcerer-Priests are generally armed with a ceremonial (and very sharp) dagger made of obsidian when they are in their domain.

*****Sidebar Ends*****

TAINTED DWARFS

Twisted and Corrupted by Chaos

Chance encounters with the Tainted will likely occur in the regions of the Worlds Edge Mountains and surrounding foothills from Ostermark northward. Bands of the mutated Dwarfs have been reported in the Forest of Shadows, despite the denial of many of the local authorities. PCs can learn about the danger of travelling in these parts from the native population, though many of these peasants know little more than the rumours spread by superstitious folk.

*****Sidebar*****

Sidebar: View from a Settler in the Wheatlands

“What? Yes, I’ve heard stories that Dwarfs in the Old World are a civilised folk, but I don’t believe any one of them. The ones we have hereabouts deserve to be killed. They’re from the mountains to the west and south and come in the dead of night to steal away livestock as well as men, women, and children. The only difference between the two is that the southern Dwarfs wear large hats and the western ones steal any metal they can find in addition to any victims. So, don’t tell me that we hung the wrong one: any of the cursed race will do. Bloody worse than Dolgans, if you ask me.”

*****Sidebar Ends*****

Tainted Dwarf Society

What little is known about the Tainted reveals them to be unlike any other Dwarf society. Age and wealth bestow no obvious status among their number. In fact, many Tainted do not reach the age of other Dwarfs. Those who lose their vitality and weaken are usually eliminated – an inevitable consequence of the brutality of their existence. Moreover, the Tainted notion of clan has a much narrower definition than found among the Old World Dwarfs. Tainted clans have closer familial relationships as they are not extended beyond the offspring of what would be considered their grandsire.

At the top of Tainted society is the strongest and most physically imposing mutated Dwarfs. The reputations of the various Chiefs are based on their respective success in leading their clan against one another, as well as against those they consider to be their prey - which includes all

creatures and races not subjected to that clan's particular views on Chaos. Beneath these Chiefs are the warriors, the smiths who arm them, and the occasional brewer (since some habits die hard). The Tainted smiths are solely dedicated to crafting exceptionally sharp, powerful weapons and very durable armour. No other craft is known to exist in their society.

Generally, the Tainted are dedicated to Chaos Undivided, Khorne, Nurgle, or Tzeentch. A few Tainted leave their clans to follow one or more of the Renegade Gods.

The Tainted who follow a specific Chaos deity frequently live among the tribes and/or warbands of that Power. These Tainted tend to be the more savage and less Dwarf-like than the ones that follow Chaos Undivided. There are no Tainted who follow Slaanesh; perhaps this has to do with the speculated link between the Elves and Slaanesh – or it may be that the Slaaneshi precept of unbridled indulgence, decadence, and depravity is foreign to any Dwarf, no matter how corrupt.

The majority of the Tainted follow Chaos Undivided, fighting for or against any of the Chaos Powers according to circumstance. These Clans usually live in their own settlements and maintain trading arrangements with the followers of the Four Lords of Chaos. Perhaps as a result of this, the Tainted have become the main source of weapons and armour for Beastmen, Mutants, Minotaurs, and Chaos Warriors. In exchange, the Tainted receive food (often in the form of captives), and also trade for metal and other materials captured in raids. Tainted followers of Chaos Undivided range from unorganised savage packs of killers to relatively structured groups of psychopaths battered into a tribal entity. These latter communities of Tainted are able to build and maintain the various war machines that are used by the various Chaos warbands, including their own.

Recent encounters indicate that the number of Tainted is growing and their range is expanding. They have been seen as far south as the fallen Dwarfhold of Karak Ungol, and as far west as the Forest of Shadows.

Stages of Life

The Tainted do not seem to mark time at all. Once young Tainted are strong enough to wield a weapon and do manual labour, they must rely on their own devices to find a master from whom to learn a trade. Their lifespan varies greatly, with most living less than a century. Only the toughest and most vicious live longer than this, and for such individuals, there seem to be few who die of natural causes, irrespective of their age. A number of these more resilient individuals follow the path of the Chaos Warrior.

Anatomy

The Tainted Dwarfs of the northern World's Edge Mountains usually maintain the same general body structure as the Dwarfs from whom they are descended, but they display a wide range of mutations, with no discernible pattern. In most cases, the Tainted retain the long beards of their former kin, although the cultural significance of the beard is seemingly lost on them.

Diet

Tainted Dwarf brewers use whatever grain they can find - either wild or from raiding isolated farmsteads - and other ingredients can only be guessed at. Few Old World scholars will not discount the possibility of the use of “animal matter” (loosely defined as body parts and, perhaps, waste). Tainted Dwarfs occasionally trade armour and weapons for food, but hunting and raiding provides the bulk of their diet. They mostly eat meat, and care little about its source. Tainted Dwarfs range far in search of food, and many a farmstead has been found uninhabited after sightings of Tainted Dwarfs in the vicinity.

Reproduction

The reproduction of the Tainted remains a mystery. It’s virtually impossible for anyone (apart, presumably, from another Tainted Dwarf) to determine the sex of some of these mutated Dwarfs. Still, these creatures of Chaos are able to multiply in some fashion, although young Tainted have only been seen in the rarest of circumstances.

There are also rumours that a small number of Old World Dwarfs – most likely of Expatriate origin – begin to develop mutations sometime during their life. Those that do not meet their end before they lose themselves to Chaos will usually make the dangerous journey to the lands of the Tainted. Most die along the way whether by accident, zealous Witch-Hunter, or hungry Beastman. The few that make it must fight their way into acceptance. These battles are generally fatal to one of the combatants. Should the newly Tainted prove victorious, then they take the place of the vanquished as a member of the clan. Whoever loses becomes the next meal.

Language

The Tainted mostly speak the Dark Tongue. Those few who know how to write tend to use the more rudimentary pictographic Dwarf runes. Very few individuals retain any knowledge of Khazalid and some of these might likely know Reikspiel or the Dwarfen dialect of Old Worlder.

*****Sidebar*****

Sidebar: Lessons for an Apprentice

“Come here, lad, and take a look at these etchings on the wall,” Loremaster Gramak said as he pointed them out to his young charge.

“Master, do you think it wise that we have left our escort in this Ancestor-forsaken place?”

“Thrent, my apprentice, you needn’t worry. Olan and Berek should be back momentarily from their patrol. We need some time to determine what information we should bring back to Karak Kadrin from this old outpost on Peak Pass. Now, what do you see?”

“It looks to be in the tongue of the thrice-cursed goblins. Something about the Masters of the Flaming Darkness. The rest is typical greenskin nonsense about so-and-so’s mother... Wait, there seems to be a sketch of sorts.”

“What do you make of it?”

“Looks to be a Dwarf, but something is wrong with the appearance. More like a shortened version of a minotaur, I should think.”

“Take a closer look, Thrent. What else do you see?”

“Bull’s head and a thick, unbraided beard. There’s also something that looks like a tail...”

“So, it isn’t a Tusker, but a Tainted.”

“What, Master Gramak?”

“It’s time, my apprentice, to learn about two of the darker aspects of our race. One is an ancient evil whose malevolence and ill deeds exceed their diminishing numbers, while the other is a newer, but fouler, presence whose numbers are ever increasing. We know far more of these twisted creatures than our allies in Sigmar’s Empire, and we do not share our information capriciously. Both dark races are a blight on our honour and, as such, ours alone to destroy. It is our doom.”

*****End Sidebar*****

Lands of the Tainted

Small settlements of the Tainted are scattered across the far northern ranges of the World's Edge Mountains. These “villages” tend to be a few shacks located near the mouth of the various cave openings that dot the region, housing the mostly adult male population. These “settled” Tainted only leave their villages to forage for food and metal scraps. Foraging parties may chance upon travellers from the Old World, whom they will attack without hesitation.

Industry and craft are limited. As followers of Chaos Undivided, the Tainted communities are the chief manufacturers of the weapons and armour used by the majority of the servants of Chaos, but apart from this their knowledge of manufacture or engineering is limited. The most powerful warrior of the village is considered its leader. Challenges are savage and, at times, fought to the death.

The Tainted dislike intruders from other places, including other Tainted bands. Some of these intruders include the warbands who follow other Chaos powers. Generally, these Chaos warbands come to trade for weapons and armour, and the transactions are completed relatively peacefully. At other times, however, Chaos warbands, especially those following Khorne,

rampage through the area. These battles are without quarter, and usually end with one side in full retreat or completely slaughtered.

Tainted Dwarf Religion and Magic

In contrast to the Dark Land Dwarfs, there are neither Priests nor Sorcerers among the Tainted population. Their skills are limited to the crafts of brewing (since fighting creates a mighty thirst) and war: warriors, armourers, or weaponsmiths. Only in rare circumstances will either Nurgle or Tzeentch grant sorcerous power to any of the Tainted who worship them, usually to those who become Champions of their respective Patron.

Religion in Tainted society is very primitive. Captives are often sacrificed to appease whichever form of Chaos that particular group of Tainted follow (Chaos Undivided, Khorne, Tzeentch, or Nurgle) – and also to provide sustenance. Tainted who follow Chaos Undivided worship in a manner similar to Ancestor worship as the “Great Blackness” (which is one reason why Tainted have been referred to as “Black Dwarfs”) or “Grandfather Void”. Such worship is loosely based on that described in **Dwarfs: Stone and Steel**, page 77. Those Tainted Dwarfs who worship one of the Great Powers follow whatever debased practices typical of that deity’s followers..

Chaos and Tainted Dwarf NPCs

The section is intended to provide GMs with standard profiles for the various Chaos and Tainted Dwarf NPCs that they want to use in their campaigns.

Chaos Dwarf characters generally have dark coloured eyes and hair. Their mutations – the lower tusks and occasional horns and hoofs – are fairly stable for reasons described in earlier sections. Chaos Dwarfs will generally be encountered in small groups some distance away from their Empire. Adventurous GMs might want to create a campaign scenario where the PCs must infiltrate a Chaos Dwarf stronghold and rescue an enslaved individual of some importance.

In contrast, Tainted Dwarfs are built like Old World Dwarfs with the same range of hair colour. The one constant is that all have red eyes, which mark their allegiance to Chaos, and one or more mutations.

Mutations

The mutations of the Tainted vary greatly from one individual to the next. Even those assumed to be blood-related do not necessarily share any common mutations (see Warpstone website for a mutations table).

NPC profiles

Artisan

(**WFRP2e, page 62**) Like Old World Dwarfs, many Chaos Dwarfs become highly skilled craftsmen, mostly as armourers and weaponsmiths. The artisans have their own version of the *Secret Language – Guild Tongue* skill.

Some Tainted Dwarfs make it pass the apprentice stage without further mutations. Those that do become highly skilled armourers and weaponsmiths.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41%	31%	41%	51%	41%	41%	41%	41%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	4	5	3	-	-	-

Skills: Common Knowledge (Chaos or Tainted Dwarf), Drive, Evaluate, Haggle, Perception, Secret Language (Guild Tongue), Speak Language (Khazalid or Dark Tongue), Speak Language ([Chaos Dwarf] Goblin Tongue or Grumbarth; [Tainted Dwarf] Kislevian or Reikspiel), Trade (Smith and any three)

Talents: Artistic, Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Stout-hearted, Sturdy

Trappings: Trade Tools (according to trade)

Berserker

(**WFRP2e, page 46**) The only thing that distinguishes these Tainted from the other psychopathic killers is that have the mutation Blood Rage, which manifests almost at the instance they see Blood drawn in combat. This mutation is in addition to any others that the Berserker may have.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
58%	31%	43%	51%	21%	29%	43%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	4	5	3	-	-	-

Skills: Common Knowledge (Tainted Dwarf), Consume Alcohol, Intimidate, Speak Language (Dark Tongue)

Talents: Frenzy, Grudge-born Fury, Menacing, Night Vision, Quick Draw, Resistance to Magic, Specialist Weapon Group (Two-Handed), Stout-hearted, Sturdy

Trappings: Mail Armour (3AP body), Great Weapon

Bodyguard

(**WFRP2e, page 33**) Chaos Dwarf leaders use bodyguards for the additional protection they provide and the status they represent. Bodyguards, in turn, benefit from the opportunity to prove their worth. Those who do so may be rewarded with a promotion to unit commander, the prestigious role of a Slaver, or torturer of slaves and captives. Chaos Dwarf bodyguards wear mail shirts when they serve their masters.

Like Chaos Dwarfs, Tainted leaders use bodyguards for the additional protection they provide and the status they represent.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
52%	31%	36%	46%	26%	31%	31%	21%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	3	4	3	-	-	-

Skills: Common Knowledge (Chaos or Tainted Dwarf), Dodge Blow, Heal, Intimidate, Perception, Speak Language (Khazalid or Dark Tongue), Trade (Smith)

Talents: Disarm or Quick Draw, Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Specialist Weapon Group (Parrying, Throwing), Stout-hearted, Street Fighting, Strike to Stun, Sturdy, Very Strong or Very Resilient

Trappings: Buckler, a pair of Throwing Axes (SB-2, R 8/-), Mail Shirt (3AP body)

Captain

(**WFRP2e, page 63**) This career title is a misnomer for Chaos Dwarfs. For all intents and purposes, these are commanders of the various armies under the overall command of the Elder Sorcerer-Priest. Favoured commanders are allowed to ride the Taurus (see the **Bestiary** section below for descriptions) in battle.

Among the Tainted, this career is simply called Warlord and may be the leader of a particular band.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
71%	51%	54%	64%	41%	46%	46%	46%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	19	4	6	3	-	-	-

Skills: Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (Chaos or Tainted Dwarf), Common Knowledge (Hobgoblin Hegemony), Common Knowledge (Empire, Karak Ankor, or Kislev), [Chaos Dwarf] Common Knowledge (Ogre Kingdoms), Dodge Blow, Gossip, [Chaos Dwarf] Perception, Read/Write (Khazalid), Secret Language-Battle, Speak Language (Khazalid or Dark Tongue), Speak Language ([Chaos Dwarf] Goblin Tongue or Grumbarth; [Tainted Dwarf] Khazalid, Kislevian, or Reikspiel), Trade (Smith)

Talents: Disarm or Quick Draw, Dwarfcraft, Grudge-born Fury, Lightning Parry, Night Vision, Resistance to Magic, Specialist Weapon Group (Flail), Specialist Weapon Group (Two-Handed), Stout-hearted, Sturdy

Trappings: Flail or Great Weapon or Hand Weapon and Shield, Full Mail Armour (3AP all over), unit of troops.

Champion

(WFRP2e, page 64) Few Chaos and Tainted Dwarf warriors are exceptional in their fighting prowess that they become known to other soldiers as great warriors. These individuals do not have the ability to command troops, but their proficiency allows them the first to wade into combat.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
86*%	71%	56%	66%	51%	31%	51%	21%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	20	5	6	3	-	-	-

Skills: Common Knowledge (Chaos or Tainted Dwarf), Dodge Blow, Evaluate, Intimidate, Perception, Speak Language (Khazalid or Dark Tongue), Trade (Smith)

Talents: Dwarfcraft, Fleet Footed or Lightning Reflexes, Grudge-born Fury, Lightning Parry, Master Gunner, Mighty Shot, Night Vision, Quick Draw, Rapid Reload, Resistance to Magic, Specialist Weapon Group (Flail), Specialist Weapon Group (Gunpowder), Specialist Weapon Group (Two-Handed), Stout-hearted, Sturdy, Warrior Born*

Trappings: Flail or Great Weapon or Hand Weapon and Shield, Firearm (SB 4, R 24/48, Reload 2 Full) or Crossbow (SB 4, R 30/60, Reload Full) with ammunition, Full Mail Armour (3AP all over)

Engineer

(WFRP2e, page 67) Like their erstwhile western cousins, a small number of the Chaos and Tainted Dwarfs follow the path of Engineer. Many of these work on the various war machines of their respective races as well as the gunpowder weapons used.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51%	46%	36%	46%	37%	54%	41%	21%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	16	3	4	3	-	-	-

Skills: Academic Knowledge (Engineering), Academic Knowledge (Science), Common Knowledge (Chaos or Tainted Dwarf), Drive, Perception, Read/Write, Speak Language (Khazalid or Dark Tongue) , Trade (Gunsmith), Trade (Smith)

Talents: Dwarfcraft, Grudge-born Fury, Master Gunner, Night Vision, Resistance to Magic, Specialist Weapon Group (Gunpowder), Stout-hearted, Sturdy

Trappings: Hand Weapon, Firearm (SB 4, R 24/48, Reload 2 Full) with ammunition, Leather Jack (1AP Body/Arms), Engineers' Kit, 6 Spikes

Hunter

(WFRP2e, page 41) Chaos Dwarf hunters range far afield, since their region was depleted of game long ago. Their role in providing meat for their people is very limited. Thus, the few chosen to be hunters are actually being tested for future advancement as scouts and slavers. Chaos Dwarf hunters use Crossbows and have their own versions of the *Secret Signs - Ranger* skill. These signs are based more on their own dialect of Khazalid and its pictographic runes, and will be incomprehensible to anyone who does not speak or read Khazalid.

Tainted hunters provide a large portion of their tribe's food supply. Game is still fairly plentiful in the northern Worlds Edge Mountains, including goats, sheep, deer, and the rarer Chaos creatures such as griffins, hippogriffs, and manticores. Hunting parties are known to descend into the lowlands during lean times.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41%	48%	31%	46%	31%	36%	31%	21%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	3	4	3	-	-	-

Skills: Common Knowledge (Chaos or Tainted Dwarf), Concealment, Follow Trail, Outdoor Survival, Perception, Search, Secret Language- Ranger Tongue (Chaos or Tainted Dwarf versions), Secret Signs- Ranger (Chaos or Tainted Dwarf versions), Silent Move or Set Trap, Speak Language (Khazalid or Dark Tongue), Trade (Smith)

Talents: Dwarfcraft, Grudge-born Fury, Hardy, Lightning Reflexes or Very Resilient, Marksman or Rover, Night Vision, Rapid Reload, Resistance to Magic, Stout-hearted, Sturdy

Trappings: Hand Weapon, Crossbow (SB 4, R 30/40, Reload Full) with ammunition, 2 Animal Traps, Antitoxin Kit

Interrogator

(WFRP2e, page 73) Chaos Dwarf interrogators are highly skilled at extracting information from spies, captive enemies, and rebellious slaves - and in causing a lingering, painful death. Like slavers, interrogators are highly esteemed by their people and indispensable to Sorcerer-Priests. Some interrogators even travel with slavers and their escorts to ensure that information can be extracted from the most uncooperative of prisoners.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
56%	31%	51%	51%	31%	41%	51%	36%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	16	5	5	3	-	-	-

Skills: Charm, Common Knowledge (Chaos Dwarf), Heal, Intimidate, Perception, Speak Language (Khazalid), Torture, Trade (Smith)

Talents: Dwarfcraft, Grudge-born Fury, Menacing, Night Vision, Resistance to Magic, Specialist Weapon Group (Entangling), Specialist Weapon Group (Flail), Stout-hearted, Sturdy

Trappings: 5 Knives, Flail, Whip, 3 sets of manacles

Jailer

(WFRP2e, page 42) Chaos Dwarf jailers are generally those who are given responsibility to keep slaves in line until they can be turned over to the overseers in the mining operations. Chaos Dwarf jailers tend to be more sadistic than their Human counterparts in the Empire, if that can be imagined.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41%	31%	31%	41%	21%	31%	31%	21%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	3	-	-	-

Skills: Command, Common Knowledge (Chaos Dwarf), Consume Alcohol, Dodge Blow, Heal, Intimidate, Perception, Search, Speak Language (Khazalid), Trade (Smith)

Talents: Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Disease, Resistance to Magic, Resistance to Poison, Specialist Weapon Group (Entangling), Stout-hearted, Sturdy, Wrestling

Trappings: Club, Whip, Jug of Chaos Dwarf ale, Manacles

Merchant

(WFRP2e, page 77) Few Chaos Dwarfs demonstrate the ability (and patience) to barter with the friendly tribes of Orcs and Goblins, as well as Hobgoblins and Ogres, for slaves and supplies. Some traders can be found accompanying slavers and their bands, while others have their own escort of soldiers.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51%	41%	36%	46%	31%	56%	51%	41%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	16	3	4	3	-	-	-

Skills: Charm, Common Knowledge (Chaos Dwarf), Common Knowledge (Goblin or Ogre), Common Knowledge (Hobgoblin), Drive, Evaluate, Gossip, Haggle, Read/Write, Secret Language (Guild Tongue), Speak Language (any two: Goblin Tongue, Grumbarth or Kislevian), Speak Language (Khazalid), Trade (Merchant), Trade (Smith)

Talents: Dealmaker, Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Stout-hearted, Sturdy, Super Numerate

Trappings: Trade Goods

Scout

(WFRP2e, page 83) Chaos and Tainted Dwarf scouts are few in number and are only used to reconnoitre areas where they may choose to set an ambush or some other trap, observe enemy movement, or search for prospective slaves. Like Old World Dwarfs, Chaos and Tainted Dwarf scouts travel on foot and do not use mounts. They also share the same Secret Language and Secret Signs as the hunters of their kind, from whose ranks most scouts are recruited.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
61%	51%	41%	51%	36%	51%	46%	21%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	18	4	5	3	-	-	-

Skills: Common Knowledge (Chaos or Tainted Dwarf), Common Knowledge (any two: [Chaos Dwarf] Dwarfs, Goblins, Hobgoblins, or Ogres; [Tainted Dwarf] Dwarfs, Empire, or Kislev), Concealment, Dodge Blow, Follow Trail, Navigation, Perception, Secret Language- Ranger Tongue (Chaos or Tainted Dwarf versions), Secret Signs- Ranger (Chaos or Tainted Dwarf versions), Silent Move, Speak Language (Khazalid or Dark Tongue), Speak Language (any two: [Chaos Dwarf] Goblin Tongue or Grumbarth; [Tainted Dwarf] Khazalid, Kislevian, or Reikspiel), Trade (Smith)

Talents: Dwarfcraft, Grudge-born Fury, Mighty Shot or Sure Shot, Night Vision, Orientation, Rapid Reload, Resistance to Magic, Stout-hearted, Sturdy

Trappings: Hand Weapon, Crossbow (SB 4, R 30/40, Reload Full) with ammunition, Mail Shirt (1AP body), 10 yards of rope.

Slaver

Chaos Dwarf slavers are just as heavily armed and armoured as foot soldiers. Unlike their Human counterparts, Chaos Dwarf slavers are held in high esteem by their people. This is due to the fact that the entire fabric of their society would collapse without a steady stream of fresh slaves. The most renowned and tenacious slavers travel far from the Dark Lands to secure higher quality slaves, such as Old World Dwarfs and Humans. The less skilled settle for the more numerous, but less desirable, greenskins. On some occasions, Skaven are taken from the western Dark Lands or the World's Edge Mountains. Slavers are also known to employ corrupt Humans as agents.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
56%	46%	41%	46%	36%	36%	46%	31%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	16	4	4	3	-	-	-

Skills: Charm, Common Knowledge (Chaos Dwarf), Common Knowledge (any two: Dwarfs, Empire, Goblins, Hobgoblins, Kislev or Ogres), Drive, Evaluate, Gossip, Perception, Read/Write Speak Language (Khazalid), Speak Language (any two: Dark Tongue, Goblin Tongue, Grumbarth, Kislevian, or Reikspiel), Trade (Slavery), Trade (Smith)

Talents: Coolheaded or Savvy, Dealmaker, Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Specialist Weapon Group (Entangling), Stout-hearted, Strike to Stun, Sturdy

Trappings: Hand weapon, Mail Shirt (3AP body), 3 pairs of manacles, 10 yards or rope, whip

Soldier

(**WERP2e, page 54**) Soldiers make up a large number of the Chaos Dwarf and Tainted populations.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51%	41%	31%	41%	31%	31%	36%	21%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	3	4	3	-	-	-

Skills: Common Knowledge (Chaos or Tainted Dwarf), Dodge Blow, Drive, Heal, Intimidate, Perception, Speak Language (Khazalid or Dark Tongue), Trade (Smith)

Talents: Disarm or Quick Draw, Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Sharpshooter or Strike Mighty Blow, Specialist Weapon Group (Gunpowder or Two-Handed), Stout-hearted, Strike to Injure or Rapid Reload. Strike to Stun or Mighty Shot, Sturdy

Trappings: Great Weapon or Hand Weapon and Shield, Firearm (SB 4, R 24/48, Reload 2 Full) or Crossbow (SB 4, R 30/60, Reload Full) or Bow (SB 3, R 24/48, Reload Half) with ammunition,, Mail Shirt (3AP body)

Sorcerer-Priest

Magical aptitude is very rare among Chaos Dwarfs, and the few who have this talent must endure the gruelling hardships that accompany years of apprenticeship. A relatively small number of apprentices successfully conclude their initiation into Hashut's priesthood. Many apprentices simply perish in their first years of service; others meet their end as a sacrifice to the Father of Darkness.

Sorcerer-Priests who accomplish a higher level of achievement have a greater chance of being marked as a favourite of Hashut. When a Sorcerer-Priest successfully completes their apprenticeship, he has a 25% chance of receiving a gift from Hashut. This chance increases to 50% when a Sorcerer-Priest becomes a Master and to 75% when becoming an Elder. The first gift has an equal chance of being a set of bull horns, or cloven hooves for feet. The second gift is whichever of the two hasn't already been granted. Assuming the Sorcerer-Priest is so "blessed," the third gift is always a bull's head (though the Chaos Dwarf's beard remains intact).

Sorcerer-Priest Apprentice

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
46%	36%	31%	46%	25%	44%	60%	31%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	3	1	-	-

Skills: Academic Knowledge (Magick), Channelling, Common Knowledge (Chaos Dwarf), Heal, Magical Sense, Perception, Read/Write (Khazalid), Search, Speak Arcane Language (Magick), Speak Language (Khazalid)

Talents: Aethyric Attunement or Fast Hands, Divine Lore (Hashut), Grudge-born Fury, Lightning Reflexes or Warrior Born, Night Vision, Public Speaking, Stout-hearted, Sturdy

Trappings: Hand Weapon, Religious Symbol, Robes

Sorcerer-Priest

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51%	41%	35%	51%	31%	54%	60%	36%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	16	3	5	3	2	-	-

Skills: Academic Knowledge (Astronomy or History), Academic Knowledge (Magick), Channelling, Command, Common Knowledge (Chaos Dwarf), Common Knowledge (Hobgoblin Hegemony or Ogre Kingdoms), Heal, Intimidate, Magical Sense, Perception, Read/Write (Khazalid), Search, Speak Arcane Language (Magick), Speak Language (Goblin Tongue or Grumbarth), Speak Language (Khazalid)

Talents: Aethyric Attunement, Divine Lore (Hashut), Fast Hands, Grudge-born Fury, Lightning Reflexes or Warrior Born, Meditation or Mighty Missile, Night Vision, Public Speaking, Stout-hearted, Sturdy

Trappings: Hand Weapon, Religious Symbol, Robes

Master Sorcerer-Priest

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
56%	46%	41%	51%	36%	64%	70%	41%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	17	4	5	3	3	-	-

Skills: Academic Knowledge (Astronomy), Academic Knowledge (History), Academic Knowledge (Magick), Academic Knowledge (Runes or Strategy/Tactics), Channelling, Command, Common Knowledge (Chaos Dwarf), Common Knowledge (Hobgoblin Hegemony), Common Knowledge (Karak Ankor, Kislev or Ogre Kingdoms), Heal, Intimidate, Magical Sense, Perception, Read/Write (Khazalid), Search, Speak Arcane Language (Magick), Speak

Language (Goblin Tongue), Speak Language (Grumbarth or Kislevian), Speak Language (Khazalid)

Talents: Aethyric Attunement, Divine Lore (Hashut), Fast Hands, Grudge-born Fury, Lightning Reflexes or Warrior Born, Master Orator, Meditation, Mighty Missile, Night Vision, Schemer, Seasoned Traveller, Stout-hearted, Strike to Injure or Strike to Stun, Sturdy

Trappings: Hand Weapon, Rod of Office, Religious Symbol, Robes, 2 Magic Items.

Elder Sorcerer-Priest

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
61%	51%	46%	56%	41%	69%	75%	46%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	18	4	5	3	4	-	-

Skills: Academic Knowledge (Astronomy), Academic Knowledge (History), Academic Knowledge (Magick), Academic Knowledge (Runes), Academic Knowledge (Strategy/Tactics), Channelling, Command, Common Knowledge (Chaos Dwarf), Common Knowledge (Hobgoblin Hegemony), Common Knowledge (Empire, Karak Ankor, or Kislev), Common Knowledge (Ogre Kingdoms), Heal, Intimidate, Magical Sense, Perception, Read/Write (Khazalid), Search, Speak Arcane Language (Magick), Speak Language (Goblin Tongue), Speak Language (Grumbarth), Speak Language (Khazalid), Speak Language (Kislevian or Reikspiel)

Talents: Aethyric Attunement, Divine Lore (Hashut), Fast Hands, Grudge-born Fury, Hardy, Lightning Reflexes, Master Orator, Meditation, Mighty Missile, Night Vision, Schemer, Seasoned Traveller, Stout-hearted, Strike to Injure or Strike to Stun, Sturdy, Warrior Born

Trappings for all Sorcerer-Priests careers: Flame-red tunic, full ornate black mail armour (3AP all over), tall stylised hat, hand weapon, bag of spell components, staff, back banner pole with symbol of Hashut

Trappings: Hand Weapon, Sceptre of Office, Religious Symbol, Robes, 3 Magic Items, Religious Relic.

Tradesman

(WFRP2e, page 57) The Chaos Dwarfs are superb artisans, especially with armour and weaponcraft. Their traditions are oral, much like the Old World Dwarfs, and they have an extensive apprenticeship. Their masters are the only ones who can determine whether apprentices have demonstrated the proper level of skill and craftsmanship required to be elevated to the rank of Artisan proper. Any who fail to progress at a reasonable rate are consigned to becoming overseers in the slave pit.

The Tainted Dwarfs only work with armour and weaponcraft, both of which they excel. Their traditions are also very much like the Old World Dwarfs.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41%	31%	36%	46%	31%	36%	41%	21%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	3	-	-	-

Skills: Common Knowledge (Chaos or Tainted Dwarf), Drive, Haggle, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Khazalid or Dark Tongue), Trade (Smith, and any two)

Talents: Dealmaker or Savvy, Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Stout-hearted, Sturdy

Trappings: Leather Jerkin (1AP Body)

Veteran

(**WERP2e, page 86**) Many of the Chaos and Tainted Dwarf soldiers eventually reach the apex of their existence by becoming veterans. This means that they continue to fight until death overtakes them.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
63%	53%	41%	51%	36%	31%	46%	21%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	18	4	5	3	-	-	-

Skills: Common Knowledge (Chaos or Tainted Dwarf), Consume Alcohol, Dodge Blow, Gossip, Intimidate, Perception, Secret Language (Battle Tongue), Speak Language (Khazalid or Dark Tongue), Trade (Smith)

Talents: Dwarfcraft, Grudge-born Fury, Mighty Shot or Strike Mighty Blow, Night Vision, Rapid Reload or Strike to Injure, Resistance to Magic, Specialist Weapon Group (Gunpowder), Specialist Weapon Group (Two-Handed), Stout-hearted, Sturdy, Very Resilient or Very Strong

Trappings: Great Weapon or Hand Weapon and Shield, Firearm (SB 4, R 24/48, Reload 2 Full) or Crossbow (SB 4, R 30/60, Reload Full) or Bow (SB 3, R 24/48, Reload Half) with ammunition, Full Mail Armour (3AP all over)

Watchmen

(**WFRP2e, page 59**) Chaos Dwarf watchmen have two basic functions. Some maintain a degree of order, discipline, and security in the areas where the slave population labour much as one would expect from a Watchman in human societies. Others patrol the roads of the Chaos Dwarf Empire as do (unmounted) Imperial Roadwardens looking for any signs of trouble (such as escaped slaves or hostile greenskins). Chaos Dwarf watchmen are armed like soldiers.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51%	36%	36%	41%	26%	41%	31%	26%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	3	-	-	-

Skills: Common Knowledge (Chaos Dwarf), Dodge Blow, Follow Trail, Intimidate, Perception, Search, Speak Language (Khazalid), Trade (Smith)

Talents: Coolheaded or Savvy, Disarm or Street Fighting, Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Stout-hearted, Strike Mighty Blow, Strike to Stun, Sturdy

Trappings: Mail Shirt (3AP body), Hand Weapon, Club

*****Sidebar*****

Sidebar: Slaver advance career

One of the curious omissions in the rulebook for **WFRP2e** is the Slaver career from first edition. No official explanation has been provided for this seemingly oversight. On the face of it, the omission seems rather odd given that Warhammer is a violent and dark world and slavery is one of the more persistent of the dark aspects of the human existence reaching from the far past into current day. Along with gory violence and Slaaneshi debaucheries, slavery and slavers fit in the Warhammer milieu.

Although outlawed in many parts of the Old World, slavery of one sort or another exists in every inhabited land. It is the lot for many thousands of people, whether it is under the pretext of indentured servitude, forced labour or agricultural bondage.

Slavers are the unscrupulous individuals who engage in the merciless slave trade, whether they do so for the wealthy Emirs of Araby, the wealthy landowners of Tilea and Estalia, the money-grubbing merchants of the Empire and Wasteland, murderous Chaos cultists, or the inhuman races (such as Chaos Dwarfs, Dark Elves, and Skaven). They may be involved in the actual enslavement of the too young or too poor, in trafficking the unfortunate merchandise from one location to another, or the sale of the slaves.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15%	+15%	+10%	+5%	+15%	+5%	+15%	+10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
-	+4	-	-	-	-	-	-

Skills: Charm, Common Knowledge (any three), Drive, Evaluate, Gossip, Perception, Read/Write, Ride, Speak Language (any two), Trade (Slavery)

Talents: Coolheaded or Savvy, Dealmaker, Specialist Weapon Group (Entangling) , Streetwise or Suave, Strike to Stun

Trappings: Hand Weapon, Horse and Cart, Horse with saddle and harness, 3 pairs of manacles, 10 yards or rope, whip

*****End Sidebar*****

***** Sidebar *****

Sidebar: Thymbrin Snakebeard

The existence of Chaos and Tainted Dwarfs is generally viewed as a myth by the general populace of the Old World. To the Dwarfs of Karaz Ankor and neighbouring Humans in the eastern Empire and Kislev, however, these foul races are all too real. There are a few individuals among these races who are known by name and evil reputation.

Before the Great War against Chaos, there was a rather unorthodox Dwarf Engineer from Karak Vlag named Thymbrin Goldenbeard. He had considerable talent, but was uncharacteristically impatient for a Dwarf. Thymbrin pushed his Guildmaster to the limits of the old Dwarf's tolerance and was exiled from the Dwarfhold in the early Spring of 2301 I.C. No one was sure where the Engineer went, but the point became moot when the Chaos Wastes erupted from the north and enveloped the northern World's Edge Mountains, including Karak Vlag.

Heavily mutated Dwarfs were first seen in the mountains near north-eastern Kislev fifty years later. They raided the outlying farms near Praag, destroying the buildings and carrying off the inhabitants, including any corpses. The raids increased as the years passed, and gradually more Tainted Dwarfs were encountered. As time progressed, rumours filtered back of an extremely talented weaponsmith named Thymbrin Snakebeard living among these mutants.

Thymbrin Snakebeard is credited with designing and manufacturing some of the most devastating war machines in the Chaos army arsenal, particularly for the armies of Khorne. Thymbrin is also responsible for breeding the powerful Boar Centaur, and is recognised with the creation of the Tainted Dwarf Mortar and Bazooka.

Thymbrin may be encountered with a band of raiding Tainted Dwarfs in Kislev or the north-eastern Empire. He will generally bring one of his innovative weapons with him – or possibly some other untested, yet outrageous, contraption (imaginative GMs may develop some weird contrivance with a fair chance of failure). The Tainted Dwarf inventor may also travel with Khornate warbands, along with others of his kind. Thymbrin's apprentices may be sent out with warbands to capture Humans, Elves, or Halflings for one of his breeding programs.

Thymbrin is a very unusual and powerful Tainted NPC. For those GMs who wish to use him in their campaign, either as a major villain or cameo, Thymbrin's stats are as follows:

Thymbrin Snakebeard

Artisan (Weaponsmith), ex-Tradesman, ex-Engineer

Height: 5 ft 1 in

Weight: 165 lbs.

Hair: White

Eyes: Red

Age: 330 years (estimated)

Alignment: Chaos (Chaos Undivided with some Khornate tendencies)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
75%*	46%	46%	54%	48%	57%	48%	31%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2*	17	4	5	3	-	-	-

Skills: Academic Knowledge (Engineering), Academic Knowledge (Science), Common Knowledge (Tainted Dwarf), Drive, Evaluate, Haggle, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Dark Tongue), Speak Language (Goblin Tongue, Khazalid, Kislevian, Reikspiel), Trade (Armourer), Trade (Carpenter), Trade (Gem Cutter), Trade (Gunsmith), Trade (Miner), Trade (Smith), Trade (Weaponsmith),

Talents: Artistic, Dwarfcraft, Grudge-born Fury, Master Gunner, Night Vision, Resistance to Magic, Specialist Weapon Group (Gunpowder), Specialist Weapon Group (Two-Handed), Stout-hearted, Sturdy

Trappings: Axe, Two-Handed Axe, Firearm (SB 4, R 24/48, Reload 2 Full) with ammunition, Trade Tools, Engineers' Kit, 6 Spikes

Chaos Attributes: Serpent in place of beard (A +1*, bite attack, 50% of bites are venomous), Irrational Hatred (Dwarfs, including Dark Land Chaos Dwarfs), Weapon Master (WS +20%*)

***** End Sidebar *****

BESTIARY

With the influence of Chaos permeating the land upon which they live, Chaos and Tainted Dwarfs associate with certain creatures warped by Chaos. Those listed below are the more commonly known beasts.

Boar Centaurs

Boar Centaurs are more recent creations. Some say that they are the gift of some Chaos god to the Tainted, although oftentimes it is the gifted Tainted Dwarf, Thymbrin Snakebeard, who is credited with breeding them into existence. In any event, Boar Centaurs function mostly as beasts of burden for the Tainted Dwarfs. They are also the “engine” that powers a number of the Tainted War Machines, notably the Juggernaut, Tenderiser, and Whirlwind.

Boar Centaurs can also be used as fast moving troops. In this role, they are usually armed with an axe and wear full body armour, including barding. In combat, Boar Centaurs get a *stomp* attack in addition to their weapon attack.

Though they prefer grunts, growls, and snares, the ill-tempered Boar Centaurs are able to speak the Dark Tongue and a few can even manage some words in Khazalid.

Boar Centaurs are smaller creatures with the upper torso of a Tainted Dwarf and the tusks and body of a boar. Their hair, beard, and fur tend to range from medium brown to black (unless they have a specific mutation that determines otherwise). Like Tainted Dwarfs, Boar Centaurs have red eyes.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45%	31%	41%	45%	30%	30%	36%	21%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	8	-	-	-

Skills: Common Knowledge (Chaos Dwarf), Follow Trail, Intimidate +10%, Perception, Speak Language (Dark Tongue)

Talents: Keen Senses, Natural Weapons, Night Vision, Specialist Weapon Group (Two-Handed), Stout-Hearted, Strike to Injure, Sturdy, Wrestling

Special Rules:

- *Armoured Torso:* Bull Centaurs usually wear armour on the head, arms, and torso.
- *Thick Skin:* The thick hides of Boar Centaurs reduces the value of any Critical Hits they suffer by 1.
- *Tusks:* The tusks of a charging Boar Centaur attacks as if they have an Impact Quality.

Armour: Sleeved Mail Shirt, Helmet

Armour Points: Head 3, Body 3, Arms 3, Legs 0

Weapons: Great Weapon, Hand Weapon

Slaughter Margin: Challenging

Bull Centaurs

Bull Centaurs were created by Hashut thousands of years in the past from some of the Dark Land Dwarfs he had corrupted. They are used mainly to guard the great statue of Hashut in the temple atop Zharr-Naggrund, as well as the temple entrance. Bull Centaurs are completely dedicated to the Father of Darkness, which makes them ideal for Sorcerer-Priests to entrust with complex and dangerous tasks.

Bull Centaurs are also rather arrogant as they see themselves as just a notch below the Sorcerer-Priests in terms of Hashut's favour. This causes some problems when dealing with the non-priestly elite of the Chaos Dwarf clans, whether in their "normal" setting of the Temple or in the field. Though few in number, Bull Centaurs fight alongside the Chaos Dwarf army whenever the need arises. Units of Bull Centaurs are led by the most powerful and intelligent of their own number, which could create some interesting problems for normal commanders. Some of the Bull Centaur leaders have actually led their units to actions contradictory to their orders.

When guarding the Temple precincts, Bull Centaurs are armed with double-handed axes. When preparing for war, these creatures don scale mail over their upper torso. (1AP torso.) In combat, Bull Centaurs get a *stomp* attack in addition to their weapon attack.

Bull centaurs speak the Chaos Dwarf dialect of Khazalid and a few may even know a smattering of other languages, usually the Goblin tongue. They are certainly not dumb beasts, though they may play that part initially when encountering non-Chaos Dwarf characters.

Physique: Bull Centaurs are large creatures with the upper torso and head of a Chaos Dwarf and the body of a bull. They wear the tall hats of the Chaos Dwarfs and braid their beards in the same style. Their bull-body is covered with flame-red fur, and their cloven hooves are black.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
45%	31%	41%	45%	30%	30%	36%	21%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	8	-	-	-

Skills: Common Knowledge (Chaos Dwarf), Intimidate +10%, Perception, Speak Language (Khazalid)

Talents: Night Vision, Specialist Weapon Group (Two-Handed), Stout-Hearted, Strike to Injure, Sturdy, Wrestling

Special Rules:

- *Armoured Torso:* Bull Centaurs usually wear armour on the head, arms, and torso.

Armour: Sleeved Mail Shirt, Helmet

Armour Points: Head 3, Body 3, Arms 3, Legs 0

Weapons: Great Weapon, Hand Weapon

Slaughter Margin: Challenging

Great Taurus

Sometimes called the Red Bull of Hashut, the Great Taurus is a terrifying creature of Chaos. Its whole body is wreathed in fire and smoke. Sparks fly from its hooves. The creature also breathes fire in great snorting bursts as dark smoke blows from its mouth. It is believed that Great Taurus were once Dark Land Dwarfs who were shaped by Hashut into his bull likeness. They are stabled in large pens beneath the Temple of Hashut, where they are fed on specially selected slaves. In general, they only emerge from Zharr-Naggrund when the most powerful Chaos Dwarfs mount them for battle.

Occasionally, Chaos Dwarfs let the Great Taurus out of Zharr-Naggrund to seek out prey. Led by the more intelligent Lammasus, they hunt any non-Chaos Dwarf creature in the Dark Lands. The only threat to these creatures of Chaos comes from Dragons and other large carnivores, such as Griffons and Manticores.

The Great Taurus is a huge monster with the body of a massive bull and dragon-like wings. Its hide glows red hot and flickers with sparks. Huge horns adorn the Great Taurus' head and its mouth is filled with sharp, pointed teeth.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
57%	-	63%	63%	70%	14%	66%	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
4	40	6	6	6 (9)	-	-	-

Skills: Perception +10%

Talents: Flier, Frightening, Natural Weapons, Night Vision, Strike Mighty Blow, Will of Iron

Special Rules:

- *Breathe Fire*: A Great Taurus can breathe fire as a full action. The fire breath is cone shaped: 24 yards long and 8 yards at its widest point. All targets within the area automatically receive 1D5 hits at **SB** 7 (flammable targets take additional D5 Wounds for each hit). Victims of the fire breath may take an **Ag** test to halve the damage.

Armour: Fiery Hide (1AP all over)

Armour Points: Head 1, Body 1, Arms 1, Legs 1

Weapons: Hooves, Horns, Teeth, Wings

Slaughter Margin: Very Hard

Lammasu

The Lammasu is believed to be a rare mutation of the Great Taurus. Its Chaos Dwarf ancestry is evident in its tusked head, thickly curled beard and considerable intelligence. The Lammasu is a magical creature that draws the power of Chaos about itself. When it exhales, the Lammasu covers itself with whirling clouds of dark sorcery. Only the most powerful Sorcerer-Priests can ride the Lammasu in battle.

The Lammasu has the body of a gigantic bull, powerful dragon-like wings, and a mace-tipped tail. It also has clawed front feet and curved horns. In addition, the Lammasu has the distorted face of a Chaos Dwarf, with a huge gaping mouth and large lower tusks. The typical coloration of a Lammasu ranges from sooty dark grey to black, and its beard and crest of hair vary from bright orange to flame red.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
57%	-	63%	73%	60%	29%	66%	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	40	6	7	6 (9)	-	-	-

Skills: Perception +10%

Talents: Flier, Frightening, Natural Weapons, Night Vision, Strike Mighty Blow, Will of Iron

Special Rules:

- *Whirling clouds*: The whirling tendrils of black sorcery that surrounds the Lammasu give it and its rider a 50% chance that the effects of any spell cast against it are nullified. Additionally, the threads of black sorcery foul the powers of any magic weapons used against it and its rider. Thus, the attacker receives a **WS** modifier of -20% when using such a weapon. Normal and divine weapons are not affected.

Armour: None

Armour Points: Head 0, Body 0, Arms 0, Legs 0

Weapons: Claws, Mace-Tailed Tail, Teeth, Wings

Slaughter Margin: Very Hard

*****Sidebar*****

Sidebar: Suggestion for GMs using Chaos Dwarf Beasts

With the exception of the Great Taurus, the beasts mentioned in the Bestiary section are fairly intelligent and use this attribute to their advantage.

A number of the beasts have learned that many of the two-legged creatures – including the followers of the Chaos Powers – react to the Centaurs as if they are no more intelligent than other four legged beasts. Only too late in the encounter will the two-legged creature learn of their mistakes. In contrast, the reaction of characters to a Lammasu would be much the same as they would react to a Griffon or other flying monstrosity.

GMs should try to play these creatures as if they combine animal cunning with Humanlike intelligence. Simple ruses that two-legged characters use against wolves, griffons, and the like simply would not work against these creatures. In a number of cases, these beast may feint less intelligence in order to draw their prey even nearer.

Another thing to keep in mind is that the Centaurs are rarely too far away from their respective type of Chaos Dwarf, whether the Tuskers or Tainted. Thus, encounters with these creatures, especially solitary ones, should be a rarity.

*****End Sidebar*****

ADVENTURE HOOKS

No Way Out

The Player Characters are hired to escort several wagons of provisions and other trade goods over the Worlds Edge Mountains from Praag to one of the Wheatland colonies. The season is late summer and the merchant financing the trip, Nikolai Chekov, is eager to get things moving quickly. Nikolai is anxious that the caravan makes it through High (Belyevorota) Pass before the early winter arrives in the mountains. The PCs are paid rather handsomely (100 Imperial Crowns each now and a similar amount upon their return) to see this task through.

Depending upon the size of the party, there will be a few more armed men hired to provide escort so that the total is twelve. There are also several tradesmen in the caravan, one of which is bringing his family as he hopes to establish a trading posts in one of the new Farside colonies. The family of Yuri Trovsky includes a young, pretty daughter of about 15 years (and eligible for marriage) among his six children. Irina knows the effect she has on the opposite sex and will flirt with the two male Player Characters with the highest **Fel**. The reason for this obvious GM device will soon become clear...

Before they set off on their journey, the PCs may want to ask about Nikolai's status as a merchant. If they expend enough effort, they will learn that Nikolai has a reputation as a habitual procrastinator. His trading missions are generally the last to be organised and often set out late. As such, his caravans tend to experience more misfortune than those of other merchants. Nikolai tries to compensate by hiring more able-bodied guards (usually three per wagon) to escort the traders than his competition.

In actuality, Nikolai's procrastination is a façade. He is a willing agent of the Dark Land Chaos Dwarfs and times his trading missions so that there would be less traffic on the pass and the chance of inclement weather provides cover for any trading mission that turns up missing. To further his ploy, Nikolai provides information to his slaving masters of one out of every five missions or so. Unfortunately for the PCs, this caravan is that one.

Among the other guards is one of Nikolai's own agents, Pyotr Malkovich, whose main task is to leave signs along the trail to alert the Chaos Dwarf slaving party to the presence of the caravan. This man should have an above average **Fel** and openly flirt with Irina as if attempting to woo her. This not only provides the male PCs some competition, but, more importantly, serves to make the guards treachery all the more heinous.

The Chaos Dwarfs will attack one night sometime after the caravan passes the summit of High Pass. When all looks bleak, a warband of Khornate Tainted should appear to complicate matters. Like any good Khornates, this warband will focus their attacks on the followers of Hashut, particularly any Sorcerer-Priests. Any wizards or clerics among the PCs might well try to get their comrades to try to flee with the remnants of the trading party. It won't be long before the Khornates realise their presence.

The PCs should have two conflicting priorities: to try to flee from these savages or try to eliminate whichever one succeeds in obliterating the other. Forming a temporary alliance with one side of mutated Dwarfs over the other is a bad idea. Neither kind of Dwarf can be trusted to honour their end of any deal.

Vicious GMs might even have Irina captured by one type of Chaos Dwarf or the other. Neither option is any better than the other. The Tainted might either sacrifice the young woman to the Blood God or just eat her, while the Dark Landers might well consign her to be a slave in their ruling Sorcerer-Priest's harem. In the latter case, the GM could steer the PCs into the lands of the Chaos Dwarfs in order to effect a rescue.

Blowing in the Wind

Ostlander Baron Wolf von Borkum is not a man who easily forgets any abuse to his hospitality. What made matters worse for the villain is that he also stole one of the Baron's horses – an over-aged mare with a brighter future as a draft horse no less – and fled deeper within the Forest of Shadows.

The Baron commissions the Player Characters to run the offensive man down and bring him back to face the Baron's justice. He describes the man as about average height and weight with a closely cropped beard in the style of an Imperial student of philosophy, though the man was clearly not as learned as he pretended to be. The man went by the name of Gareth Schwätzer and had a rather condescending look about him.

At first, the trail of the is rather easy to follow as the fleeing man made no attempt to conceal his tracks. Sometime after, other footprints from within the forbidding woods joined with that of Schwätzer. A character with the *Follow Trail* skill must pass an **Int** test to determine that the news tracks look to be Dwarfen (about 12 of them) with a large, even-toed hoofed creature accompanying them. At this stage, the PCs will likely consider the newer tracks as if they were either a coincidence (at best) or allies of the horse-thief (worse case).

The other footprints belong to a Tainted warband in the company of a Boar Centaur. They have spotted the ill-luck criminal and decided to follow the prey as they thought that Schwätzer and the horse would make fine additions to their menu. The GM should not let the players know anything more about the nature of the warband until the adventure unfolds a bit more. At some point, the warband separates from the trail Schwätzer has taken in two stages. The first breaks off to the right, while the second breaks off further down the trail on the left.

Some time should pass before the forest erupts with activity. In the distance, the PCs should see a number of birds suddenly taking to the sky and hear the crashing through vegetation. These are followed soon after by a Human cry and the screaming of a horse. Other, undistinguishable noises should follow, then end abruptly. The forest then becomes silent. In combination, these events should be all the PCs need to know something is amiss.

The PCs have two choices before them: continue forward to learn of the fate of Herr Schwätzer or retreat certain the bothersome man has met a cruel end. No matter which choice the PCs chose, one of the Tainted has caught their scent.

Should the PCs try to complete their mission, they will eventually come to a meadow where the bloody skin of Herr Schwätzer has been stretched across two saplings to dry in the wind. A sign drawn in blood on the skin's "back" provides a PC with the appropriate knowledge (*Daemon Lore*) to determine what patron the killers follow. Bloody remains of both man and horse are scattered throughout the clearing. It should be evident to the PCs that a good portion of the victims were eaten, though the amount depends upon how cautious the PCs were in their approach. Anyone with the *Follow Trail* skill has an opportunity to see that the killers had scattered.

In fact, the random departure of the Tainted was planned. Each will make their way to a point on the other side of the PCs where they will set an ambush. The Players will have to exercise great care with some ingenuity and luck to avoid becoming victims to the ambush.

PCs who decide to clear out without learning the fate of Herr Schwätzer may find themselves in a predicament should they not leave quickly. The Tainted “fellow” who caught their scent will lead some of the warband in an attempt to set up an ambush ahead of the PCs’ retreat. The rest of the warband will follow the Players’ track with the intent of trapping the PCs between the forces.

No matter how the Players resolve the situation, they will find themselves in a lot of trouble with Baron von Borkum unless they bring back proof of either Herr Schwätzer’s death or one of the bodies of the Tainted. Without such evidence, the Baron may just conclude that the PCs did not act in good faith and are attempting to swindle money from him. Wounds will be considered self-inflicted as a means to collaborate a false tale.

The Great Escape

This adventure hook will take a bit of development and set-up on the part of the GM to properly work. The attempt here is to create a type of Necromunda style adventure in Zharr Naggrund.

No matter how this is accomplished, the PCs have been captured by the Chaos Dwarfs and transported to the mines of the ziggurat. Given the resourcefulness and skills of the PCs, their trip from wherever they were captured has been spent in a drugged stupor. Chaos Dwarfs Slavers use such techniques on slaves considered to be potentially troublesome. This approach also serves to minimise any fatality to the Chaos Dwarfs themselves.

As mentioned above, sizable portions of the mines of Zharr Naggrund are hardly as controlled as the Hobgoblin overseers make them out to be to their masters. Members of the various slave races have carved out their own fiefdoms in the dark recesses where the Hobgoblins fear to tread. So long as the Chaos Dwarfs are oblivious to the situation, the Hobgoblins have allowed (with some elements of fear) the situation to continue – and fester.

As newcomers, the PCs will be considered threats to the established “order.” Each “gang” of slaves will do their best to isolate, humble, and break the will of the Players. The only way for the PCs to survive long enough to escape is to supplant one of the gang leaders and take over their domain. This adventure hooks calls for a style of play that includes backstabbing, lying, murder, and retribution. Basically, the type of adventure made for PCs who like to disrupt the proper order of things.

Even if the Players are the types to thrill to the challenge of destroying others to better their own lot, any success at becoming a leader in a gang of slaves should be considered an end to itself. Life for those at top of the slave pecking order is hardly one of ease and comfort.

Life in the mines is one of famine and near famine. The Hobgoblins are likely to leave enough grub-infested bread (a major source of protein) and stale, sometimes putrid, water to stave off

any serious rioting. Thus, if one has the strength to seize more than their fair share from their enemies and followers, they don't really benefit in any meaningful way. Of course, fresh meat is always available in the form of a weaker, and perhaps sickly, slave.

In any event, the GM should depict life in the bowels of the ziggurat as one of hardship, deprivation, disease, toxic poisoning, and constant danger of becoming a meal for those stronger than oneself. The PCs should be made to feel that the only option to their continued health and future is to escape their predicament.

One way to achieve such an end is to create such chaos (pun intended) that the Hobgoblin overseers are overwhelmed by the enormity of the task. Since direct rioting by one's "gangs" could lead to serious reprisals and a diminishing of much needed strength, cunning PCs should focus their efforts to compel other "gangs" to war against each other. Of course, leaders in the other slave races might be considering the same strategy, though through other devious tactics.

If successful in their endeavour, the timing of the PCs' escape should be made in the small window of opportunity when the anarchy is at its height and well before the Chaos Dwarfs can intervene with their devastating weapons. Once free of the confines of Zharr Naggrund, the PCs will face the danger of crossing the toxic wasteland with (most likely) no provisions of fresh food and water. GMs should make the PCs' lives miserable while they transverse the dangerous lands.

To make matters worse is that the Chaos Dwarfs will quickly dispatch hunter bands to capture the PCs. In time, bands of Orcs and other greenskins might join in the chase. There are bounties for returned slaves, if not a need for fresh meat. Attempt to reach safety – either in the Wheatlands to the north or the Worlds Edge Mountains to the west – is fraught with great danger to life and limb.

Appendix Mutations

The mutations of the Tainted vary greatly from one individual to the next. Even those assumed to be blood-related do not necessarily share any common mutations (see Warpstone website for a mutations table).

To determine the number of mutations for an individual Tainted Dwarf, roll a D10. If the result is a 1 through 5, then the Tainted character has one mutation. If the result is a 6 through 8, then they have two mutations. A result of 9 or 10 means that the Tainted has three mutations. Then roll the appropriate number of times on the mutation table below.

Mutation Table

D100	Mutation (Characteristic Effects)
01	Abnormally Thin (S -10%)
02	Additional Eye
03	Agility (Ag +20%)
04-14	Bestial Face [roll a D100]: 01-03 Ant (A +1, bite attack) 04-06 Ape 07-10 Bat (A +1, bite attack; <i>night vision</i>) 11-15 Bear 16-20 Boar (A +1, gore attack) 21-23 Bull (A +1, gore attack) 24-26 Deer (A +1, gore attack) 27-28 Dragon (A +1, bite attack; may Breathe Fire in place of bite attack, as described in WFRP p. 236, although the range is reduced to 12 yards, the Strength to 4 and the number of wounds caused to 1D6.) 29-31 Eagle (A +1, bite attack; <i>excellent vision</i>) 32-61 Goat (A +1, gore attack) 62-64 Rabbit 65-67 Rat (A +1, bite attack; <i>night vision</i>) 68-72 Raven (A +1, bite attack; <i>excellent vision</i>) 73-77 Snake (A +1, poisonous bite) 78-80 Spider (A +1, bite attack as Giant Spider) 81-85 Weasel (A +1, bite attack) 86-92 Wild Cat (A +1, bite attack; <i>night vision</i>) 93-00 Wolf (A +1, bite attack; <i>acute hearing</i>)
15-16	Beweaponed Extremities (1-3 blades, 4-6 maces; S +10%, Ag -10%)
17	Big Ears (<i>acute hearing</i>)
18-19	Bird's Feet (T +10%, A +2 for claw attacks if coupled with wings)
20	Black Skin (+20% to <i>concealment</i> when at night or in dark surroundings)
21	Blood Rage (<i>frenzy</i>)

D100	Mutation (Characteristic Effects)
22	Blood Substitution [roll a D10]: 1-4 Leeches or Maggots (T +10%; if wounded, opponent must make an I test to avoid stream of maggots or leeches. If failed suffer SB2 hit) 5-6 Acid (T +15%; if wounded, powerful acid sprays out of wound. Opponent takes SB3 hit) 7-8 Protoplasm (T +15%; translucent slime oozes from wounds If mutant killed, slime coalesces into an amoeba) 9 Molten Metal (T +20%; if wounded, molten metal jets from wounds and opponents take SB3 hit. Any flammable substances are also ignited. When killed, mutant explodes causing one SB4 hit on anyone within 10 yards) 10 Electricity (T +15%; if wounded by metal weapon, electricity in bloodstream causes one SB3 hit on opponent. This increases to a SB6 hit if opponent is wearing metal armour.)
23-24	Bulging Eyes
25	Carapace (3AP body)
26-28	Claws
29-30	Cloven Hoofs
31	Cowardice (<i>subject to fear</i> if outnumbered)
32	Crest
33	Crown of Eyes*
34	Eyestalks* (10% of all head hits will sever an eyestalk)
35	Fangs (A +1, bite attack)
36	Fast (M +3)
37	Feathered Hide
38	Featureless Face*
39	Flaming Skull Face*
40-41	Foul Odour (opponent's WS -10%)
42	Furry
43	Headless*
44	Hopper (M reduced to 2)
45	Horns (A +1, gore attack)
46	Hypnotic Gaze (Opponent rooted to spot unless WP test is passed)
47	Iron Hard Skin (5AP all over)

D100	Mutation (Characteristic Effects)
48	<p>Irrational Fear [roll D10 to determine the number of things to fear]</p> <p>1-6 1 7-9 2 10 3</p> <p>[roll D10 to determine extent of the mutant's fear]</p> <p>1-7 <i>fear</i> 8-10 <i>terror</i></p> <p>[roll D100 to determine object of the mutant's fear]</p> <p>01-30 GM's choice 31-37 Humans 38-45 Elves 46-52 Dwarfs (normal) 53-57 Anything larger than itself 58-68 Wizards 69-70 Goblins 71-72 Orcs 73-74 Ogres 75-76 Trolls 77-78 Chaos Warriors (if they belong to a warband of a particular patron Chaos deity, then they would <i>fear</i> those of other Chaos deities instead) 79-80 Skaven 81-82 Beastmen 83-84 Winged Creatures 85-94 Items/creatures of a particular colour (GM's choice) 95-96 Loud Noises 97-98 Reptiles 99-00 Insects</p>
49-50	<p>Irrational Hatred [roll D10 to determine the number of things to hate]</p> <p>1-6 1 7-9 2 10 3</p> <p>[to determine object of the mutant's <i>hatred</i> roll D100 and use the table above]</p>
51	Long Legs (M +1)
52	Long Neck (any critical hit to the head has a 25% chance of severing the neck)
53	Long Spines (Opponents in hand-to-hand combat must make an Ag test/round or take automatic SB1 hit)
54	Magic Immune (automatically pass any WP test against spells cast against it. Magic weapons are treated as non-magical against it)
55-56	Magic Resistant (WP +20%)

D100	Mutation (Characteristic Effects)
57	Mane of Hair
58	Manic Fighter (never breaks from combat)
59	Marksman (BS +20%)
60-61	Moronic (Int -20%, subject to <i>stupidity</i> **)
62-63	Multiple Arms (A +1 per arm, T +10% for every two arms)
64	No Neck
65	One Eye (BS x ½)
66	Pin Head (Int -20%, subject to <i>stupidity</i> **)
67	Pointed Head (Int -10%)
68-69	Prehensile Tail (A +1)
70	Razor Sharp Claws (A +1, S +20%)
71	Rearranged Face*
72	Resilient (retake failed T test once)
73	Rotting Flesh*
74-75	Scaly Skin (T +10%)
76	Scorpion Tail (A +1, poisonous attack)
77	Short Legs (M x ½)
78	Skull Face*
79	Spits Acid (up to 10 yards, BS to hit, SB3 hit)
80	Strong (S +30%)
81-82	Suckers on Hands and Feet (<i>scale sheer surface</i>)
83-84	Tentacles*
85	Transparent Skin*
86-90	Unusual skin (or fur) colour
91-92	Warclub Tail (A +1, S +10% for tail attack)
93-94	Warty Skin (T +10%)
95	Weapon Master (WS +20%)
96-98	Wings* (1-5 small, 6-8 medium, 9-10 large; if large or medium, fly as Swooper)
99-00	GM creates their own

* denotes mutations which cause *fear*. If three or more of these mutations are present, the creature causes *terror*.

** requires character to successful pass an **Int** test whenever engaged in an activity in order to remain focus on that activity. Failure means that the character has lost all interest in the activity it has engaged in and would be inclined (if not defending itself) to either sit with a dazed look in its eyes or wander off muttering to itself.