

# Warhammer Dwarf Runes List

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**Daemonslayer** William King 2003-07-01

*Wrath & Ruin* J.L. O'Faolain 2013-12-13 Superhero Push and his team have battled many problems in Shove Point. Now they face an alien invasion, but there's friction in the group.

*Grudge Bearer* Gav Thorpe 2005 After his father dies a coward's death on the battlefield, the new dwarf king is forced to fight to restore the honor of his family, in a Warhammer novel. Original.

**The Great Betrayal** Nick Kyme 2013-11-19 The war between dwarfs and elves that shaped the Warhammer world begins. Thousands of years before the rise of men, the dwarfs and elves are stalwart allies and enjoy an era of unrivalled peace and prosperity. But when dwarf trading caravans are attacked and their merchants slain, the elves are accused of betrayal. Quick to condemn the people of Ulthuan as traitors, the mountain lords nevertheless try to prevent conflict, but the elves' arrogance undoes any chance of reconciliation and war is inevitable. At the city of Tor Alessi a vast army stands against the dwarfs. Here Snorri Halfhand, son of the High King of the dwarfs, will meet his destiny against the elven King Caledor as the first blow is struck in a conflict that could bring about the fall of two great civilisations.

**The Crystal Shard** R.A. Salvatore 2009-06-23 Drizzt Do'Urden has settled in the windswept towns of Icewind Dale. There, he encounters a young barbarian named Wulfgar, captured in a raid and made the ward of a grizzled dwarf name Bruenor. With Drizzt's help, Wulfgar will grow from a feral child to a man with the heart of a dwarf, the instincts of a savage, and the soul of a hero. But it will take even more than that to defeat the demonic power of Crenshinibon, the fabled Crystal Shard.

*Headtaker* David Guymer 2013 Warlord Queek Headtaker is unlike other skaven, a fearless warrior, a general who leads from the front and the grim victor of many great battles. When King Kazador begins to gather an army at Karak Azul it falls to Queek to lead a surprise attack on the hold, but even one as cunning as he cannot resist the chance to face such a renowned hero of the dwarfs in single combat.

**Explorer's Guide to Wildemount (D&D Campaign Setting and Adventure Book) (Dungeons &**

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**Dragons)** Wizards RPG Team 2020-03-17 HOW DO YOU WANT TO DO THIS? A war brews on a continent that has withstood more than its fair share of conflict. The Dwendalian Empire and the Kryn Dynasty are carving up the lands around them, and only the greatest heroes would dare stand between them. Somewhere in the far corners of this war-torn landscape are secrets that could end this conflict and usher in a new age of peace—or burn the world to a cinder. Create a band of heroes and embark on a journey across the continent of Wildemount, the setting for Campaign 2 of the hit Dungeons & Dragons series Critical Role. Within this book, you'll find new character options, a heroic chronicle to help you craft your character's backstory, four different starting adventures, and everything a Dungeon Master needs to breathe life into a Wildemount-based D&D campaign... · Delve through the first Dungeons & Dragons book to let players experience the game as played within the world of Critical Role, the world's most popular livestreaming D&D show. · Uncover a trove of options usable in any D&D game, featuring subclasses, spells, magic items, monsters, and more, rooted in the adventures of Exandria—such as Vestiges of Divergence and the possibility manipulating magic of Dunamancy. · Start a Dungeons & Dragons campaign in any of Wildemount's regions using a variety of introductory adventures, dozens of regional plot seeds, and the heroic chronicle system—a way to create character backstories rooted in Wildemount. Explore every corner of Wildemount and discover mysteries revealed for the first time by Critical Role Dungeon Master, Matthew Mercer.

Races of Stone David Noonan 2004 From gnomes to dwarves, this new Dungeons & Dragons( sourcebook details various mountain-dwelling races.

**Gotrek & Felix: Road of Skulls** Josh Reynolds 2013-01-29 The return of Black Library favourites Gotrek & Felix Gotrek and Felix: unsung heroes of the Empire, or nothing more than common thieves and murderers? The truth perhaps lies somewhere in between, and depends entirely upon whom you ask... Gotrek and Felix race to the dwarf hold at Karak Kadrin, finding it besieged by one of the grand armies of Chaos warlord Garmr. When King Ungrim Ironfist speaks of the legendary 'Road of Skulls' and of the hated foe's attempts to open a portal into the Realm of Chaos, Gotrek senses that a great doom awaits him - though it may not be the one he would choose for himself. As the king's own son leads his army of Slayers to fulfil an ancient prophecy, it seems that Garmr's hour of victory may be at hand.

Warhammer Fantasy Roleplay Fantasy Flight Games 2009-02-28 Heroes rise from all walks of life in Warhammer Fantasy Roleplay. From the lowly peasant or meagre rat catcher to the wealthy noble or questing knight, fate might snare anyone in its fickle web. The Career Compendium is designed as the ultimate, comprehensive career reference for both players and Game Masters, and explores the many different paths heroes may take during their adventures. The Career Compendium includes the following: More than 220 official careers spanning the entire breadth of the Warhammer Fantasy Roleplay line. Eight brand new careers, including the Dilettante, Farmer, and Rapsallion. Expanded, full-page career entries, providing new insights and details for players and Game Masters alike. Revised character creation charts and references covering the entire range of basic starting careers. Hundreds of new adventure seeds and plot hooks to enhance your campaign. Master Indices and charts organising the entire range of careers in a variety of ways for easy reference and research. Updates, official errata, and clarifications for previously published careers. The Career Compendium is an invaluable resource for anyone who plays Warhammer Fantasy Roleplay. Capture the rich, vibrant life of the Old World through the eyes of your Warhammer Fantasy Roleplay characters.

**The Return of the King** J. R. R. Tolkien 2008 The Companions of the Ring have become involved in separate adventures as the quest continues. Aragorn, revealed as the hidden heir of the ancient Kings

of the West, joined with the Riders of Rohan against the forces of Isengard, and took part in the desperate victory of the Hornburg. Merry and Pippin, captured by orcs, escaped into Fangorn Forest and there encountered the Ents. Gandalf returned, miraculously, and defeated the evil wizard, Saruman. Meanwhile, Sam and Frodo progressed towards Mordor to destroy the Ring, accompanied by Smagol - Gollum, still obsessed by his 'precious'. After a battle with the giant spider, Shelob, Sam left his master for dead; but Frodo is still alive - in the hands of the orcs. And all the time the armies of the Dark Lord are massing. JRR Tolkien's great work of imaginative fiction has been labelled both a heroic romance and a classic fantasy fiction. By turns comic and homely, epic and diabolic, the narrative moves through countless changes of scene and character in an imaginary world which is totally convincing in its detail.

**Stormcaller** Chris Wraight 2015-09-24

*Warhammer Armies* Rick Priestley 1993

**Codex Craftworld Eldar** Gavin Thorpe 1999-09

**Warhammer Online: Age of Reckoning** Michael Searle 2008 • Exclusive in-game item for that extra edge while leveling • Detailed maps labeled with points of interest • Realm vs. Realm (RvR) tips from the experts • In-depth class section written by gamers, for gamers • Tips for creating and leveling a guild • Regular updates posted on the Prima Games forums and available for download on all digital versions of the product.

*Black Fire Pass* Fantasy Flight Games 2012-01-03 Explore the legendary location of Black Fire Pass through the eyes of the stout dwarfs. As a setting of constant turmoil, Black Fire Pass presents a deeper look into this important site. Black Fire Pass introduces an in-depth look at dwarfs, with more information about their history and presence in the Old World. Including new careers, actions, location cards, and two rulebooks, Black Fire Pass expands the options available to players and GMs. In addition to showcasing dwarf technology and rune magic, this supplement also includes a full adventure that is set in this volatile location.

*Adeptus Mechanicus* Rob Sanders 2016-06

*Tome of Salvation* Robert Clark 2007-09-04 *Tome of Salvation* provides a detailed look at religion in the Empire, exploring faith's role and function within the nation's convoluted and complex society. Inside this massive sourcebook you will find new magic spells, new rituals and artifacts, new careers, and extensive details on gods, festivals, holy days, and the lives of Old World priests.

**Grudgelore** Nick Kyme 2008-02 This background book provides fans with everything they ever wanted to know about dwarfs, one of Warhammer's most popular races, detailing their battles, culture, holds, enemies and history.

*Rune Knight* M. R. Kelly 2020-11-18 Power. Responsibility. Expectation. But can Darg save the realm he swore to protect? A new evil plagues Rhineland. In the north, caravans are attacked and villages disappear overnight. While in the south, crime is rising and murder is now commonplace. As a newly appointed Knight, Darg is given his first solo quest: to find an old man who hasn't been seen in decades. For someone who struggled in his studies and barely passed his trials he's eager to prove he's worthy of his title. Finding him is one problem but convincing him to come back a different one. With the

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**The Northern Keep** WILLIAM PRICE JR. 2009-08-07 There is no available information at this time.

*Curse of the Phoenix Crown* CL Werner 2015-06-23 The concluding instalment of the War of Vengeance saga. For centuries, war has raged between the proud elves and unforgiving dwarfs. After many great battles and vicious sieges, many failed attempts at peace and bloody massacres, both the dwarf High King Gotrek Starbreaker and the elf Phoenix King Caledor II tire of war and seek to bring the conflict to an end - but neither will surrender. As the last battle of the war begins, the two kings meet in single combat to decide who will be the true master of the Old World. And only one of them will walk away. The concluding instalment of the War of Vengeance saga.

**Dark Factions** White Wolf 2008-04-01

**Hard Luck Hank** Steven Campbell 2014-04-21 Hank was a dying breed on the space station Belvaille. The criminal gangs that had once made their homes there were forced out by the corporations that had taken over since the facility became an Independent Protectorate. Instead of the gentlemanly gang wars that had once dominated the scene, and made Hank's services prized as a negotiator, the city was now plagued by the clash of corporate armies using heavy weapons. Even tanks roamed the streets regularly. Most everyone from the olden days had either fled the station or was killed due to the organizational changes. Changes that Hank personally brought about when he had negotiated Belvaille's status with the Navy. As Hank contemplates whether he can survive in this increasingly hostile environment, he realizes that things aren't as bad as they seem--they are quite a bit worse. The constant power plays among corporations might have further reach than just the alleys of a backwater space station at the edge of the galaxy.

*Chains of Vengeance* E.J. Cain 2019-12-10 In the deep and hidden reaches of the Aegis Forest, underground-dwelling shadmar elves have come to the surface to raid upon the unsuspecting villages of the surface elves, bringing fire and bloodshed. Thesomber Ambreaia, an elven mystic and scholar, faces this new peril after the destruction of his home and community. United with unlikely friends, the elven wizard gathers allies to fight against this force of darkness. The cycle of revenge and reprisal sets the wheels of fate in motion. What will be the final price of that retribution?

*Old World Armoury* Robert J. Schwalb 2005 In a grim world of perilous adventures you need to be well prepared or you will face certain death. This supplement is a complete inventory of everything an adventurer needs to equip himself to survive and also a few other choice items as well.

*Ossiarch Bonereapers* 2019

**Trollslayer** William King 2013-10 After fleeing the authorities in the Imperial city of Altdorf, Felix Jaeger swears a drunken oath to dour dwarf Gotrek Gurnisson to record his death saga. In the cold light of day, Felix's worst fears are confirmed as he learns that Gotrek is a Trollslayer - a dwarf doomed to seek out a heroic death in battle to atone for an unknown personal disgrace. Their travels throw them into a string of extraordinary adventures as Felix tries to survive his companion's destiny.

*Warhammer Fantasy Roleplay Realms of Sorcery* Marijan Von Staufer 2005-11 An indispensable and comprehensive sourcebook for games masters and players of the world-renowned Warhammer Fantasy Roleplay contains new adventures and background information.

**Neferata** Josh Reynolds 2013-01-01 The vampire queen Neferata plots to create a new empire. Neferata is a queen without a kingdom. Lahmia has fallen, her vampire children have scattered and she is reduced to draining blood from the beasts of the mountains. After a chance encounter with a party of dwarfs, she sets her sights on a capital for her new empire - the stronghold of Silver Pinnacle. She calls her allies to battle - but can she truly trust Ushoran, Lord of Masks, and his bestial Strigoi vampires?

**Slayers of the Great Serpent II; Beyond the Forest of Night (4E)** David Caffee 2016-12-31 A classic fantasy adventure for Dungeons and Dragons 4th Edition. "Beyond the Forest of Night" is the second installment of a globe-spanning adventure series called Slayers of the Great Serpent. This series of adventure modules draws inspiration from H.P. Lovecraft's Dreamlands stories, the fairy tales of Oscar Wilde, the works of Romantic poets like Coleridge and Byron, and the myths and folktales of cultures the world over. The vision behind the Slayers of the Great Serpent series is about creating a story about heroes and their great deeds, but also about making a world that is majestic and awe-inspiring.

**God King** Graham McNeill 2011-01-01 Sigmar, the first emperor, is a god amongst men, a peerless leader and an unbreakable warrior. Having triumphed over the orcs at Black Fire Pass and defeated the Chaos invasion of Middenheim, the Empire knows a measure of peace. But in the vast deserts of Nehekhara, another empire is rising born of madness and destruction.