

The Eye of Gazul: A Mountain-Scale Burning Shadows Emplacement With Dwarven Runic Augmentation

Mathilde Weber

Loremaster of Karak Eight Peaks
Magister of the Grey Order

Algard

Magister Patriarch of the Grey Order

Kragg the Grim

Master Runelord of Karaz-a-Karak

Abstract—The Eye of Gazul is a new defensive weapon in the Karak Eight Peaks region. A Bound Spell of Burning Shadows is applied to the shadow of Karag Nar. Targets are selected by either a Grey Wizard operator or an array of magical signatures for common enemies of humanity and *Dawi*. A Rune of Gazul transmits *Zharvengryn* through the Bound Spell to the targets, severing their souls from the mortal plane and damning them to the ever-burning nega-fires of Dwarven Hell. Bound Spells of *Azyr*, *Aqshy*, and *Ulg* control weather and lighting and provide power for 24-hour operation with arbitrary shadow placement. The Eye was successfully deployed to break the back of WAAAGH Birdmuncha, killing over 500,000 orcs with its initial activation.

Index Terms—Burning Shadows, Dwarven Runes, Gazul, Siege Weapons, Towers

I. INTRODUCTION

King Belegar Ironhammer's Expedition to Karak Eight Peaks retook Karag Lhune, Karag Nar, and the Citadel in 2479. Impending threats from nearby orcs, trolls, and beastmen indicated immediate fortification. Several approaches to the Expedition's holdings are too open to be easily defensible, notably the slopes of Karag Lhune and the Caldera. During the Expedition's initial push these open approaches were held using artillery, Anvils of Doom [1], and infantry. This was unsustainably expensive and the siege-scale resources, particularly the Anvils, could not be guaranteed to be present in the future. A more permanent large-scale defense was needed.

In this work, we detail the design, capabilities, construction, and initial combat deployment of a unique weapon system which satisfies Karak Eight Peaks' need permanent, large-scale defenses. A cluster of towers atop Karag Nar binds a spell of Burning Shadows which is projected through the shadow of Karag Nar. A Rune of Gazul allows targets that fall within the shadow to be burned from the inside out by the anti-fires of *Zharvengryn*, which is Dwarven Hell, the Sword of the Dwarven Ancestor-God Gazul, and the soul-burning fire that Gazul can call to judge the enemies of the *Dawi*. A cluster of other towers clear the weather, place a light so the system can be fired at night, and move the image of the sun so the shadow of Karag Nar can be placed anywhere within the Karak Eight Peaks region at any time in any weather. In 2482 the Expedition's holdings fell under

attack by WAAAGH Birdmuncha, numbering approximately 1.1 million greenskins. The system was deployed by Magister Dame Mathilde Weber, instantly destroying almost half of the WAAAGH. This makes the Eye of Gazul one of the most powerful operational weapons the authors know of.

II. RELATED WORK AND BACKGROUND

A. Wizard Towers as Spell Foci

B. Burning Shadows

C. Gazul

D. Dwarven Runes

III. FUNCTIONALITY

A. Reach

Sun-steering functionality and an artificial light source ensure that the Eye of Gazul is not beholden to natural lighting.

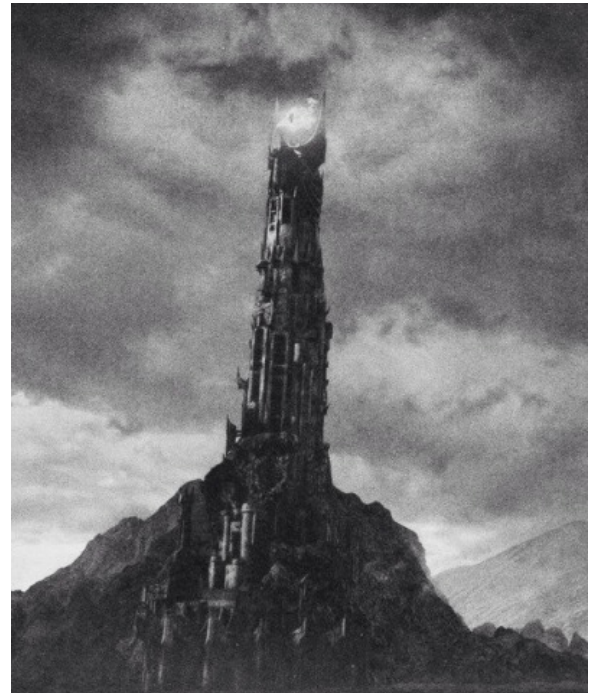


Fig. 1. An illustration of the Eye of Gazul.

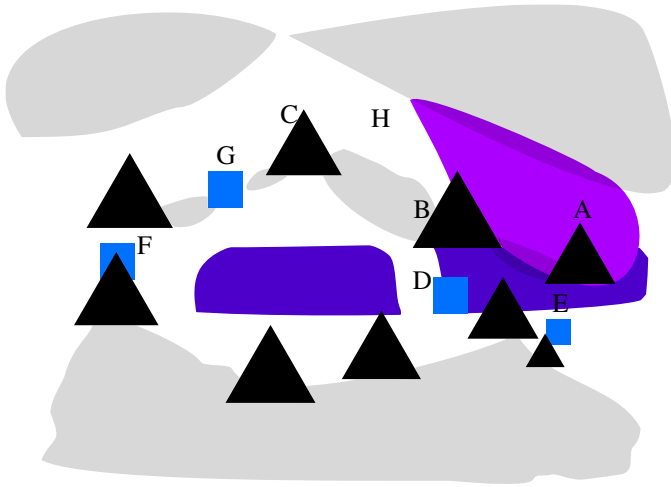


Fig. 2. A map of Karak Eight Peaks showing the natural extent of the shadow of Karag Nar. Legend: Dark Purple ■: daily extent at Mondstille. Pink ■: daily extent at Sonnstill. Grey ■: easily-defended mountains. A. Karag Nar. B. Karag Lhune. C. Karagril. D. The Citadel. E. East Gate. F. West Gate. G. Death's Crossing. H. Death Pass.

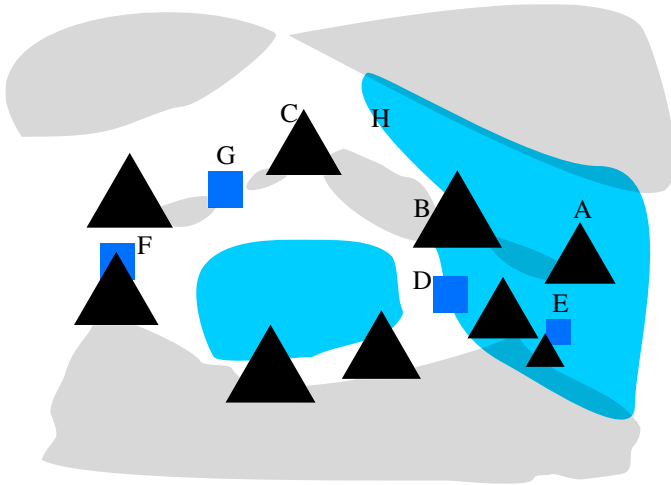


Fig. 3. A map of Karak Eight Peaks showing the range of the Eye of Gazul. Legend: Blue ■: Targetable area. Points of Interest as in Fig. 2.

The Eye's range covers the entirety of the Caldera, the Eastern Path, Death Pass, the Eastern Valley. The only parts of Karak Eight Peaks that cannot be targeted are Death's Crossing and the West Gate.

IV. CONSTRUCTION

V. DEPLOYMENT

VI. CONCLUSION

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