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THE QUINTESSENTIAL DWARF

Collector Series

Book Six

This Product Requires the use
of the Dungeons and Dragons®
Player's Handbook, Third Edition,
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The Quintessential Dwarf

Sam Witt

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The howl rebounded from the walls of the tunnel, its echoes mingling to form a hellish ululation of bestial rage. Razuk's fingers fumbled with the horn around his neck, and it took him precious seconds to get it pressed to his lips. He ran from his isolated post with all the speed he could muster, emptying his lungs into the horn as he frantically raced to warn his companions.

Though the howls were close, Razuk felt his panic ease a bit when he realized that other horns were sounding, much closer than the beasts swarming through the tunnels behind him. With a final blast on his horn, Razuk lowered his head and forced himself into a closing sprint. A few hundred feet further and he'd be safe behind the battle gate erected by the engineers of his clan. Just a few hundred feet further

The blow knocked him sprawling and sent the horn flying from his sweaty grasp. He collided with the wall of the tunnel and the air deserted his lungs in a rush. The demon gnoll, no longer hidden by the cloak of shadows draped from its shoulders, let loose a short, yipping bark of victory and stalked toward Razuk. Its black tongue lolled between yellow, scimitar-curved teeth and its hands curled around a spear with a barbed head and jagged cross blades.

Razuk forced himself up with a grunt; using the wall to support himself, he could almost stand upright. Grim determination kept the dwarf on his feet and his hands were dry as they closed around the haft of his war axe. He sucked in a deep breath of air and winced with pain. He could feel his ribs grinding together where the thing had hit him, but his armour had saved him from being impaled on its spear.

The gnoll dropped the tip of its weapon and charged, throwing its massive weight behind the attack. Razuk braced himself and kept his gaze locked on the burning red eyes of the demon spawn as it rushed him. The point of the spear just nicked the dwarf's cheek as he rolled low, sweeping his own axe in a wide arc in the hope of smashing a knee or at least tripping the gnoll. The gnoll grunted in pain as its weapon bounced sharply off the wall and it whirled to face Razuk, who had slipped behind it.

The two circled each other warily, Razuk doing his best to keep his breathing even and shallow to avoid aggravating the shattered ribs on his left side. The longer the fight lasted, he knew, the greater the chance that one of the shards of bone would worm its way in and puncture a lung. With a roar, he hurled himself forward in an attempt to catch the fiendish gnoll off guard.

His plan nearly worked. The heavy blade of his war axe swept in a vicious arc that just missed the evil beast as its infernal reflexes sent it stumbling to one side in a desperate attempt to save its own life. With a shrill howl, the thing hurled its own weapon at Razuk.

The dwarf fell to his knees, one hand locked around his axe while the other slapped feebly at the spear jutting from his gut. He could feel the point of the weapon tenting the armour on his back and the length of it was a bar of ice in his belly. The gnoll grinned and licked its chops so vigorously a foamy spray of spittle burst from its mouth.

'Come on, then,' Razuk grunted through the pain, 'let's see if you can finish it.'

The gnoll bounded forward on its canine legs and seized the end of its spear, hoisting the injured dwarf to his feet as it lifted the weapon. With a howl of his own, Razuk hurled himself down the shaft of the spear, his arms whirling the axe around his head and down in a frenzied, last-ditch assault.

His axe buried itself in the gnoll's skull, splattering the creature's face and spraying most of its brains onto the stone floor of the tunnel. A second stroke sent the remnants of the thing's head sailing away into the darkness, blood trailing behind like a spray of black beads. Wrenching the spear away from the gnoll's death grip, Razuk gritted his teeth and forced the weapon through the hole in his back, collapsing next to his fallen foe.

'Ain't nothin', he grunted as he struggled to his feet, shaking from the strain, 'nothin' tough as a dwarf.'



CHARACTER CONCEPTS

Dwarves, unlike most other adventurer races, spend the majority of their life deep below the ground. While they are able to operate effectively in darkness or light, their culture (for the most part) has adapted to subterranean life. The harsh environment that surrounds young dwarves does much to shape their lives, providing them with the skills and instincts to survive and thrive in the underlands. In this chapter you'll find ideas to help give dwarf characters backgrounds and reasons for taking up the adventuring life.

Character Concepts are a core idea of the Quintessential series of sourcebooks from Mongoose Publishing and provide a range of templates for each character class that will allow a player to quickly and easily create a ready background for every new character he generates. As well as providing both a small bonus and penalty to his character's capabilities, each Character Concept gives a ready base for role-playing, thus greatly decreasing the time taken during character creation, as well as granting that oft-needed

inspiration so important for a player to feel 'at home' with his new character.

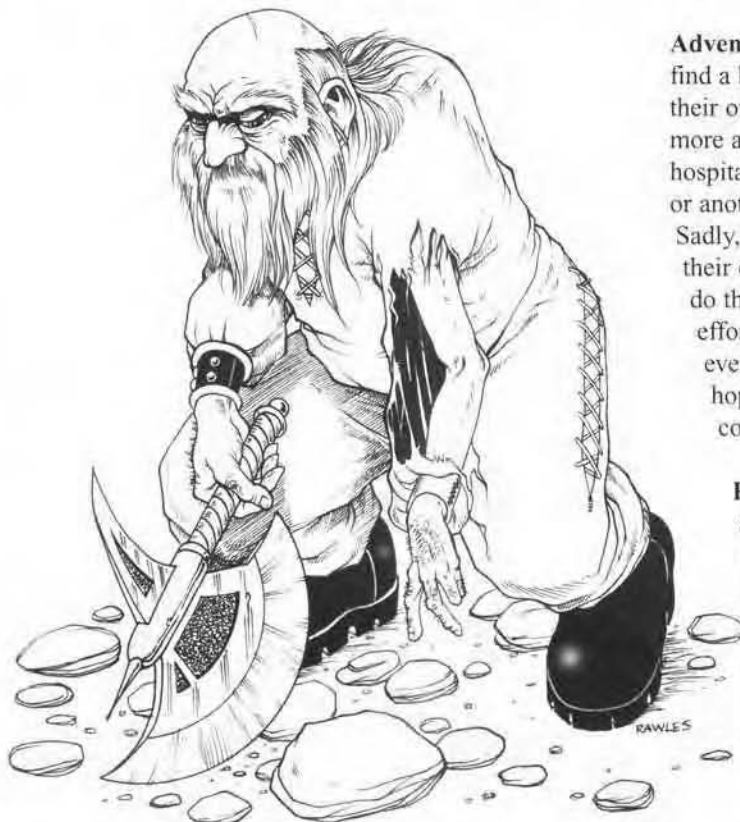
Any one Character Concept may be applied to a character as it is being created. The listed bonuses and penalties are applied, any role-playing description modified and adjusted to take into account the template, and then the character is ready to play! From this point forth, both the player and the Games Master should be aware of the Character Concept chosen and take steps to ensure the character is played accordingly. It must be stressed that Character Concepts are a role-playing tool, not simply a method to gain lots of new abilities!

BLIGHTED

Blighted dwarves are a direct result of life in a small, isolated community. Cut off from other dwarves, the people of a blighted clan grow thin of blood and twisted of body. Within a blighted clan, dwarves are born with visible deformities such as hunched backs, limbs of mismatched sizes, protuberant eyes, and other physical oddities. These blight marks are unsightly but are rarely an impediment to health or physical capabilities. Still, the deformities mark blighted dwarves as different from other dwarves, hindering their attempts to blend in with communities outside of their own, stunted clans.

Adventuring: Blighted dwarves often leave home to find a better life for themselves or their families. With their own community so clearly on the decline, the more adventurous dwarves set out to find a more hospitable location to which they can relocate their clan or another clan of dwarves they can appeal to for help. Sadly, many of these adventuring dwarves abandon their clans entirely once they are out in the world and do their best to disguise their own deformities in an effort to appear 'normal'. A blighted dwarf may eventually join up with a band of adventurers, hoping his strength and skills will help his new colleagues overlook his physical deformities.

Role-playing: The blighted dwarf is often ashamed of his origins and appearance. Experience has taught him that his deformities can be frightening or disgusting to others and he takes precautions to hide them whenever possible. Most blighted dwarves long for their homeland and are somewhat frightened and confused by the world outside. After so many generations of living in isolation, blighted dwarves have difficulty understanding cultures outside their own, leaving them at a disadvantage in social situations.



Bonuses: Dwarves with this character concept receive a +2 competence bonus to any Disguise skill checks due to their experience hiding their deformities. A successful Disguise check (DC 15) can be used to hide the blighted deformity for 24 hours.

Penalties: Blighted dwarves are socially inept when dealing with anyone outside of their clan. They receive a -2 competence penalty to the following skills: Diplomacy, Gather Information, Innuendo and Sense Motive.

EXILE

In the underlands life is short and harsh. Members of any subterranean society must pull together and obey the laws of the community or they endanger the lives of everyone they live near. In some dwarven cultures the only fitting penalty for aberrant behaviour is the banishment of the offending party. These exiles often perish, cut down by one of the myriad monsters roaming the caverns and tunnels in the deep darkness. A few, however, learn to survive in the lightless places far from civilization. Most of these become bandits, preying on any creatures unfortunate enough to cross their paths, but a few take up the adventuring life in an effort to escape their past and make better names for themselves.

Adventuring: To the exile, the life of an adventurer can be an exciting alternative to an otherwise dreary fate. Isolated from their community for a crime they may or may not have committed, the exiles must learn to survive in the harsh wilderness that is the underlands. If offered the chance to join an adventuring group, exiles leap at the opportunity, if only to prey on their new companions. Many discover that adventurers are a little tough to take on, even with surprise, and choose instead to throw in their lot with their new companions. After all, the chance for a dangerous life with the potential for riches and legendary fame is certainly better than a dangerous life likely to end savagely in some darkened corner of the deepest caverns.

Role-playing: Exiles are touchy about their past and will do their best to avoid speaking about what led to their distance from their clans. Those who are truly innocent of any crime often accept their fate grudgingly but still only explain their troubles to those they regard as true friends. Dwarves who were exiled for crimes they *did* commit, on the other hand, attempt to hide any crimes from their new companions. In either case, the exile can become fanatically loyal to his new friends, replacing the traditional connection between a dwarf and his clan with ties to the band of adventurers.



Bonuses: The only exiles who survive are those who are naturally adept at surviving in difficult environments. They receive a +2 natural bonus to all Wilderness Lore skill checks.

Penalties: A combination of guilt and shame taints the exile's view of the world, which makes it hard for him to believe others and just as hard for others to believe him. The exile suffers a -2 competence penalty to any Bluff or Sense Motive skill checks.

GUILD SERF

Dwarven communities of all types believe strongly that all members should pull their own weight and pay their own way. In those rare occurrences when a family is unable or unwilling to meet its obligations to the community for a long period of time, the children of the family become guild serfs. Whichever guilds agree to pay off the family's debts are given custodianship of the children, who are entered into an enforced apprenticeship program. The children, now known as guild serfs, are expected to work for the guild for a period of no less than one year following at least three years of apprenticeship in order to repay the kindness shown by the guild.



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Adventuring: Guild serfs sometimes feel betrayed by the culture that turned the misfortune of their family into years of virtual slavery. This resentment and general disgruntlement with dwarven customs goads the former serf into seeking a new lifestyle. Some become travelling merchants, while others head out in search of friends and adventure. Rebelling against the regimented life they were forced to lead, these dwarves enjoy adventuring and rarely go back to their old lifestyle.

Role-playing: Being forced into servitude as a child colours a guild serf's attitude for the rest of his life. While the serf does learn a useful trade, so he will not become a burden on the community that bailed his family out, he also learns that his own value can be measured by the number of gold pieces he can generate in his lifetime. This mercenary attitude dovetails nicely with the adventuring lifestyle and traditional dwarven greed but often goes to extremes. A guild serf remains obsessed with money throughout his life, parting with hard-earned coin only when absolutely necessary and always demanding an accurate accounting of the proceeds from each adventure to be sure he is receiving his fair share.

Bonuses: Dwarves with this Character Concept as their background receive a +2 competence bonus to all skill checks for a single Craft or Profession skill, chosen during character generation.

Penalties: The character must purchase four ranks of the Appraise skill during character generation.

A dwarf who is of no use to his community is a dwarf of no use to himself. Leaders must correct those who cannot dig their own shaft, so the failings of one do not become a burden to many. The tradition of the guild serf is, then, perhaps the only way to prevent the descent of dwarven culture into the decadence of the halflings or the self-involved wastefulness of the elves.

Excerpt from *The Tome of Stone*, a treatise on dwarven culture.

MECHANIST

Dwarven clans are often known for the crafts and trades in which they specialise. Some clans boast of their masterful smiths, others proclaim the strength of their warriors, and still others are renowned for their facility with mechanical devices. These dwarves are skilled at working with everything from locks to traps to the complicated and dangerously finicky runecannons. They are also regarded as more than a bit insane, and other dwarves often believe the tinkering of mechanist clans to be dangerous. The mechanists did produce the first runecannons, the theory goes, and it's only a matter of time before they unleash something truly monstrous on the world.

Adventuring: Dwarves from mechanist clans are natural explorers. In their spare time, they explore the world of machines and gadgets, delving deeply into the inner workings of these conglomerations of gears, wires and struts as they search for deeper understanding. Many take their explorations even further, travelling the world to find exotic examples of mechanical brilliance. Adventurers enjoy the expertise of a dwarf with a mechanist background, especially if they spend much time exploring dungeons strewn with traps.

Role-playing: Clans with mechanical proficiency spend a great deal of time and money furthering their own knowledge. Dwarves from these clans are very curious about the world and are quite willing to risk death or dismemberment if there is a chance they will be able to uncover some lost bit of mechanical lore. While very detail-oriented, these dwarves tend to overlook the bigger



picture and as a result are not as aware of the world around them as their companions might desire.

Bonuses: Dwarves from mechanist clans receive a +1 insight bonus to all Disable Device skill checks due to their familiarity with mechanical contraptions of all types.

Penalties: Their attention to fine details and theoretical mechanical concerns means that dwarves with this Character Concept are often oblivious to the world around them, receiving a -2 insight penalty to all Spot checks.

MERCENARY

Everyone has a price and the mercenary is pretty sure he knows what the market will bear for his services. Whether working off a debt or struggling to get money to purchase the old family home, the mercenary is all about money. Entire clans of dwarves fund their communities by hiring their young men and women out as mercenaries, lending legitimacy to a lifestyle other races often view as unsavoury. Dwarven mercenaries, like dwarven merchants, drive a hard bargain and charge as much for their services as their employer can afford. While the price is often high, the steadfast nature of dwarves makes them excellent front-line fighters and creates a steady demand for their skill at arms.

Adventuring: After a stint as a mercenary, returning home to live a quiet life around the hearth may seem boring and dreary to a young dwarf. Some head off with other mercenaries in search of adventure, putting their combat skills to use looting tombs and laying waste to monsters wherever they can find them. Other mercenaries take up adventuring as an outlet for aggressive instincts in a less structured, more rewarding line of work. Then there are those dwarves who just love the thrill of combat and don't want to be told who they can or cannot kill. For these former mercenaries, the adventuring life is a perfect fit. With their combat training and courage under fire, former mercenaries are welcomed with open arms by the majority of adventuring companies.

Role-playing: Mercenaries are calm and collected during battle, treating every encounter as yet another battlefield to conquer. Their knowledge of team tactics allows them to assist others where it will do the most good during a battle. Used to the privation that so often accompanies battle, mercenaries are able to endure hardships without complaining—at least too much. On the other hand, when the pay is good and the mercenary is in town, he can quickly become



rowdy and unmanageable, playing every bit as hard as he works and often with just as much bloodshed.

Bonuses: Because of his extensive combat training and experience with small unit tactics, the mercenary receives a +3 circumstance bonus (rather than the normal +2 bonus) when an ally uses the aid another action to assist him during a battle.

Penalties: The mercenary has a hard time controlling himself when it is time to take it easy. If given the opportunity to drink or engage in any other recreational activity, the mercenary must make a successful Will save (DC 15) or party for at least 1d4 hours.

MERCHANT'S APPRENTICE

Dwarves are greedy; it's part of their nature, which can make them particularly successful merchants. Their trade techniques are guarded secrets, handed down from merchant to apprentice during years of training. Unfortunately, a few of these apprentices don't really appreciate the skills offered to them and abandon their

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training before they become merchants in their own right. Still, they do pick up enough to know when they're being rooked and how to find a good deal when shopping.

Adventuring: A surprising number of mercantile apprentices find their way into the adventuring profession out of sheer boredom. Many slip away from their masters during travel or simply run away if given the opportunity. These rebels know they aren't going to be welcomed back into their community and choose instead to hook up with a group of adventurers for excitement, fame and wealth. That most adventurers end their lives poor and unknown whilst most merchants die rich and fat does little to dissuade these dwarves from their chosen course.

Role-playing: To an apprentice, the whole world is still exciting. After spending years learning about exchange rates and how to tell the differences between various coins from assorted clans, most are just happy to be doing something—anything—different. The apprentice is also well aware of the value of money and tends to be more financially responsible than the average adventurer.

Bonuses: If a merchant's apprentice has at least 4 ranks in both Bluff and Appraise, he receives a +2 synergy bonus when haggling for the best price from a merchant. The Sense Motive modifier is equal to +1 for every 20% increase (if the character is attempting to sell an item) or decrease (if the character is attempting to buy something) in the price of the item being sold or purchased.

Penalties: The merchant's apprentice must make a successful Will save in order to spend more than 1/10 of his current wealth on any single purchase. Tight-fisted merchants teach their apprentices how to hold on to money, not how to spend it.

OREBORN

Dwarven legends speak of destiny and those dwarves who are born to embrace a legendary fate. Known as the oreborn, these dwarves are destined for greatness—if they can survive long enough to figure out just what it is they are supposed to accomplish. Dwarven priests and wizards proclaim the birth of an oreborn based on a plethora of esoteric interpretations, leading many to

wonder if the whole thing is just an overblown myth. Even the sceptics, however, cannot deny that the number of oreborn who go on to become something special is a bit higher than mere coincidence would allow.

Adventuring: Oreborn constantly strive to find the purpose they were born to fulfil. Adventuring is a natural occupation for these dwarves, many of whom find themselves unsure whether they can live up to the expectations of their clan. For every oreborn who heads off to slay evil and find a glorious destiny, there is another dwarf who decided to leave his home rather than be confronted with the constant desire of his clan for him to do something impressive. The former tend to make leaders who are brave, if a little imprudent, while dwarves of the latter type are most comfortable just following along behind a more enthusiastic leader.

Role-playing: Regardless of whether they believe they are indeed destined for some great and important action in their life, oreborn dwarves cannot help but be influenced by their upbringing. When you are raised to believe you *will* do something fantastic some day, it is not unusual for a sense of self-importance to invade your thoughts. Some oreborn even come to believe they are indestructible and take outrageous risks while searching for their destinies. Most, however, realize that the majority of oreborn die before they get a chance to do anything of importance and are a bit fatalistic about their own eventual demise.

Bonuses: Oreborn receive a +1 bonus to any one ability score, which represents their exceptional nature.

Penalties: Oreborn are used to being noticed and have forgotten how to be inconspicuous. As a result, they suffer a -2 penalty to the following skills: Diplomacy, Disguise, Hide and Move Silently.



RUNESCRIBE

Dwarves take their history very seriously and do their best to record it in a form that is not easily lost or damaged. Runescribes are trained from an early age to etch dwarven traditions onto the copper plates used as pages in the books of dwarven lore. These dwarves are also trained in translating works written in other languages into dwarven and vice versa, making them among the most well read of all dwarves.

Adventuring: Runescribes rarely head off to adventure but those who do have a definite purpose in mind. Recovering lost bits and pieces of dwarven culture is regarded as one of the highest callings for a runescribe, and some join adventuring bands for the chance to dig up a scrap or two of ancient lore to add to the body of dwarven history. More than a few runescribes go on to become wizards after completing a few years of service, and these naturally gravitate toward the adventuring profession, where they can gain spells and magic items more easily.

Role-playing: The intensive training necessary to become a runescribe gives the dwarf a breadth of knowledge unrivalled by most other dwarves but also deprives them of real-world experiences. While a runescribe may speak more languages than your average adventurer, his lack of exposure to other cultures often leaves him unable to react quickly to unexpected situations.

Bonuses: Runescribes receive one bonus language in addition to any other languages they speak. They also receive a +1 competence bonus for any Decipher Script skill checks.

Penalties: Runescribes aren't very experienced in survival techniques and suffer a -2 competence penalty to all Spot and Wilderness Lore checks as a result.

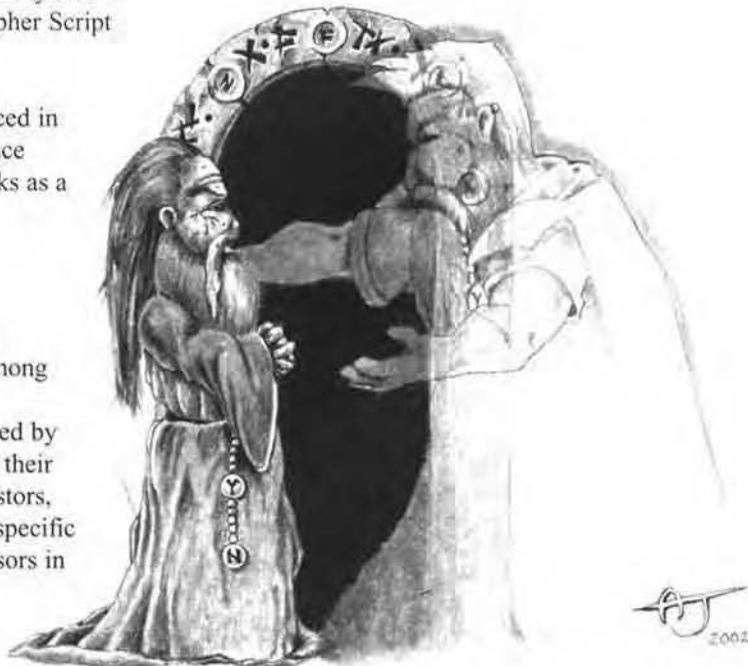
STONESOUL

Ancestors play an important part in dwarven cultures, and ancestor worship is common among many clans. Those clans who venerate their ancestors with special fervour are often blessed by the birth of stonessoul children. Wise beyond their years and spiritually tied to one of their ancestors, these children are often extremely skilled in specific areas and receive insight from their predecessors in the form of uncontrollable visions. Many stonessoul children go on to become great priests, but there are others who never

fully adapt to the voices in their heads and leave home in search of a 'cure' for their affliction.

Adventuring: Stonessoul dwarves may adventure for a number of reasons. Primary among these is an attunement to an ancestor who was himself an adventurer. Stonesouls also join adventuring bands to seek information about their own past or to rediscover ancient items of dwarven heritage from lost ruins. Still others attempt to flee their clan in order to avoid the role fate has ordained for them, shirking their responsibilities and using the knowledge of the ancestors for their own benefit. A small percentage leave their homes because they fear losing control to the spirit of their ancestor and hope that they can somehow purge themselves of the ancient influence by journeying far from home. Adventuring companies are usually glad to have the expertise of a stonessoul but may find the dwarf's visions to be a bit of a problem.

Role-playing: The attitude of stonessouls varies widely from dwarf to dwarf. Some view their connection to the past as a gift akin to a divine blessing. Others see their visions as an unwanted handicap and a disruption to their own plans and desires. A few become unhinged by their exposure to the whispery voices of their ancestors and are forced to trade their sanity for glimpses of the ancient past or insights into a future problem. In all cases, though, dwarves born with a stonessoul cannot change the vision seizures which rock them from time to time any more than they can change the fact they are dwarves. This knowledge leads many



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to be cautious in their actions, knowing they can be incapacitated without warning by messages from the past.

Bonuses: A stonesoul receives a +2 insight bonus to all skill checks for any two skills, chosen at the time the character is created.

Penalties: The stonesoul hears the voices of his ancestors in his head at odd times and is periodically afflicted by visions of ancient dwarven history. Stressful situations exacerbate this problem, and every time a stonesoul enters combat he must spend his first partial action fighting off the visions assailing him.

I do not know what it means when the voices come to me, I know only what they tell me. There is a darkness coming, a storm with wings of steel and a voice of fire. If we are to survive, we must journey deeper into the earth and discover the ruins of another age, left behind when we fled an enemy from out of time. Perhaps it is the dragons, perhaps not—the voices do not say.

From *The Stone of Words*, a book of dwarven prophesy

THROWBACK

With their strong traditions and connection to various crafts and professions, dwarves are a civilized race. There are some clans, however, which are not so fortunate. Plagues, wars and disasters have stripped away the best and the brightest citizens, leaving behind only those too stubborn or too tough to give up. These communities slowly revert to barbarism, losing much of their heritage and understanding of the traditional dwarven skills and crafts. While few in number, members of these primitive clans tend to be tough and resourceful, substituting grit and brawn for the wisdom lost by their people.

Adventuring: Dwarves from a throwback culture set out on adventures all the time. Whether it is simply to seek a better place to live or to find better hunting grounds, these barbaric dwarves make long journeys in small groups or alone. With so little to lose, many throwbacks find themselves giving in to a sense of wanderlust and leaving their past behind. With their rough and tumble attitude and physical strength, these dwarves are welcomed by adventuring parties in need of muscle.

Role-playing: Throwbacks are tough and they know it. Raised in a culture where physical strength and endurance are prized more highly than intelligence or wisdom, these dwarves go out of their way to prove their physical capabilities to their companions. Throwbacks tend to be disdainful of others who are not as physically capable as themselves and are openly distrustful of any who practice magic of any type. While this rarely leads to open conflict, the dwarf will have no problem in making his opinions known and backing them up with an axe if necessary.

Bonuses: At the time the character is created, the player may choose any one of the following skills, which will be treated as a class skill regardless of the throwback's actual class: Animal Empathy, Climb, Handle Animal, Hide, Intimidate, Intuit Direction, Listen, Spot, Swim, or Wilderness Lore.

Penalties: The following skills are always considered as cross-class skills for a throwback, regardless of the character's actual



class: Craft, Diplomacy, Gather Information, Innuendo, Knowledge, and Profession.

TOPSIDER

While most dwarves spend their lives hidden from the light of the sun, hammering out a place for themselves in the underlands, a few clans have forsaken their roots and now live on the surface. These dwarves serve as intermediaries between surface dwellers and the dwarves who live in the deep caverns, brokering trade agreements and alliances between various races and cultures. Unfortunately, their time spent on the surface leaves topsiders at a bit of a disadvantage if they ever choose to return to the subterranean lifestyle.

Adventuring: Topsiders are natural adventurers—they've already left behind their natural place in the world to carve out a niche for themselves in an alien environment. Frequent trips into the underlands to work with dwarven allies gives the topsider ample opportunity to hook up with a group of adventurers, and time spent hiking overland as part of a merchant



caravan or guard detail seasons them for a life of travel. The mercantile skills possessed by topsiders, coupled with their impressive dwarven fortitude, make them a valuable addition to most adventuring companies.

Role-playing: Dwarves who give up a life underground for one on the surface often become more outgoing than their subterranean cousins. Because they act as liaisons between the more taciturn dwarves and the races of the surface, they tend to be politically savvy and knowledgeable about the world at large. Many are also very adept merchants, earning excellent prices for their dwarven suppliers and giving customers of other races a chance to purchase goods they might otherwise never see. A topsider who becomes an adventurer often does so in an effort to learn even more about the world around him and for the chance to discover new, exotic items to sell to his customers.

Bonuses: Topsider dwarves receive a +2 competence bonus to either all Diplomacy skill checks or all Appraise skill checks.


Penalties: Topsider dwarves lose the +2 racial bonus on checks to notice unusual stonework provided by the stonecunning racial ability. They still possess the rest of the stonecunning ability, including the chance to automatically detect unusual stonework and to find stonework traps.

XENOPHOBE

Life deep below the surface of the earth is harsh and unforgiving. Clans living the furthest down are often isolated from any friendly faces for centuries at a time. Besieged at all times by enemies, these dwarves develop an instinctive distrust and suspicion of anyone who is not a member of their clan. When exposed to outsiders the xenophobes do their best to retreat from exposure, and their dwellings are elaborately concealed to protect them from their enemies, both real and imagined. On a personal level, a xenophobic dwarf is hostile and suspicious, nearly unable to believe that any non-dwarf can be trusted.

Adventuring: Most adventurers hailing from a xenophobic clan join the lifestyle when invaders of one type or another wipe out their clan. Struggling to survive, these dwarves latch on to any allies they can find, learning to trust others through necessity. Still, the dwarves do not give their trust easily and often find they cannot learn to embrace the wider world, regardless of their experiences. While their companions will certainly find xenophobic dwarves very loyal, the dwarf is unable to ever truly trust others.





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Role-playing: Xenophobes live in fear of the world. The experiences of their lives have invariably been hard lessons in the abject cruelty and horror committed by outsiders, leaving them emotionally scarred and unable to trust others. While the dwarf may learn to view his adventuring companions as family, his trust is difficult to gain and easily lost. Strangers may as well give up trying to befriend a xenophobe, as their efforts will undoubtedly fail—xenophobes simply are not able to trust more than a handful of people.

Bonuses: Xenophobes are very suspicious, which provides them with a +1 natural bonus to all Sense Motive skill checks.

Penalties: The xenophobic dwarf is unable to ever raise the attitude of an NPC beyond Indifferent due to his suspicious and hostile nature.

‘I don’t know, Karl, I’m not sure we can trust this one.’ The dwarf’s eyes were narrowed to suspicious slits as he stared at the newcomer.

‘You don’t trust anyone, Razuk.’ The warrior chuckled and slapped his companion on the arm. ‘Not all of the world is out to get you.’

Razuk nodded, but his gaze did not waver from the stranger. The raggedly-clothed woman made herself comfortable, crouching near the fire to warm her hands. She smiled pleasantly at the dwarf, who sneered in return. Since the gnolls had overrun Kuldu Kark and Razuk had been forced to the surface, he had discovered the world was a place filled with strange dangers and unexpected terrors.

‘Karl, I am going to rest, you take first watch.’

The warrior nodded and stirred himself from his place by the fire. ‘All right, Razuk, get some sleep.’ With a grunt, the warrior stretched the kinks from his legs and shook the cold from his shoulders. ‘You too, miss. Feel free to rest here in safety, nothing will harm us this night.’

Razuk let himself nap lightly but his suspicious nature kept him from fully drifting into sleep. He trusted the warrior to watch his back in a fight, but the human had a terrible habit of sleeping through his watch. Not to mention his penchant for trying to win over the ladies.

The moon shifted in the sky, lowering toward the horizon. A thrill of fear shot through Razuk’s spine, pinning him motionless to the earth for long moments. He could hear Karl snoring, the human’s breath rattling through his nose loudly enough that Razuk was surprised it had not woken him earlier. The dwarf rolled onto his side slowly, pretending to be still asleep. The woman was kneeling over Karl, her hair obscuring her face but the dagger in her hand plain enough even by the fading light of the moon.

With a howl of rage, Razuk whirled up from his bedroll and ripped a throwing axe out of the brace hanging from the tree next to him. The woman hopped away from Karl and glared at Razuk over her shoulder, her face twisted into a snarl of rage. Razuk threw his weight behind the axe, sending it whipping over the fire toward the woman. She attempted to duck away from the attack but was too slow; the axe caught her low in the thigh, spinning her over onto her back.

Razuk stormed over to the fallen assassin and kicked the weapon from her feeble grasp. ‘You see, Karl,’ the dwarf panted to his groggy companion, adrenaline giving a ragged edge to his words, ‘the whole world really IS out to get us.’

THE PRESTIGE DWARF

The various dwarven cultures give rise to many specialists, individuals who undergo specialized training to increase their skills and emphasize their natural talents to fill particular niches within their communities.

The prestige classes in this chapter are designed to open new paths of advancement for dwarven characters. Focusing on the unique culture of the dwarven race, these prestige classes provide not only a way for characters to hone skills and pick up new abilities but also hooks to tie the character back to his origins. Players who adopt the prestige classes found in this chapter will add a distinctly dwarven flavour to their characters. Whilst members of other races may qualify for one of these prestige classes, finding a dwarf willing to teach such secrets to outsiders may be difficult. Where such difficulty exists, it is noted in the individual prestige classes. These prestige classes cover the whole range of character development, from those available at early levels to prestige classes only the most skilled and determined characters can hope to achieve.

Using these prestige classes in a campaign provides dwarven characters (and their close companions) with new opportunities for character development. Whether focusing existing abilities or adding new ones, these prestige classes can help shape a character to meet your desires.

CANNONEER

Runecannons (detailed on p42) are notoriously finicky weapons: difficult to control, difficult to maintain and painful to use. Still, because of the tremendous damage they inflict, as long as the weapons are in production there will be warriors eager to learn the secrets of their use. Cannoneers are experts in the

care and use of runecannons, trained to wield the weapons but also to build and repair them.

Because dwarves hold the secrets of runecannon creation as dear as any aspect of their culture, most cannoneers come from this race. A handful of cannoneers from other races were trained by the dwarves as a reward for services performed for particular clans, and an even smaller number were trained by dwarven exiles who absconded with one or more of the weapons.

Dwarven cannoneers hold their weapons in high regard, seeing them as an extension of the culture which created them. Some speak to their runecannons, treating them much as they would a living creature and doing their best to stay on the weapon's 'good side'. These idiosyncrasies and the dangerous nature of the cannoneer's job give them a reckless, devil-may-care air that can be daunting to those who meet them for the first time. As with any elite warriors, cannoneers believe they are the best of the best and have no problem showing others the truth of their feelings.

Hit Die: d8.

Requirements

To qualify to become a cannoneer, a character must fulfil all the following criteria.

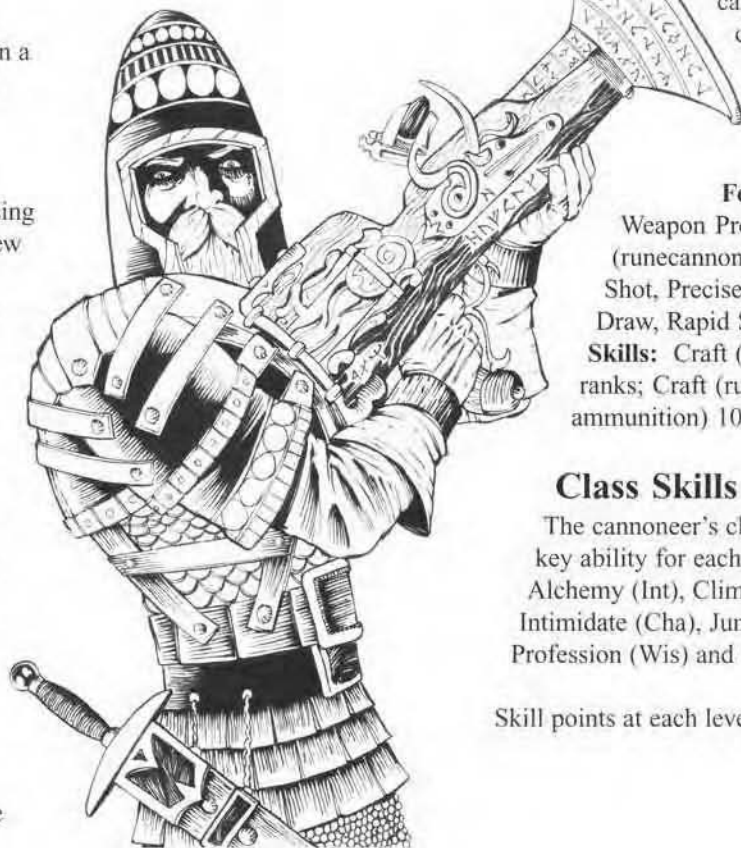
Feats: Exotic Weapon Proficiency (runecannon), Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot.

Skills: Craft (runecannon) 10 ranks; Craft (runecannon ammunition) 10 ranks.

Class Skills

The cannoneer's class skills (and the key ability for each skill) are Alchemy (Int), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Profession (Wis) and Spot (Wis).

Skill points at each level: 2 + Int modifier.



Cannoneer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Snap Shot
2	+1	+0	+0	+3	Stock Smash
3	+2	+1	+1	+3	Swift Load
4	+3	+1	+1	+4	Over Load
5	+3	+1	+1	+4	Scattershot

Class Features

All of the following are class features of the cannoneer prestige class.

Weapon and Armour Proficiency: The cannoneer is proficient in all simple weapons, runecannon and all types of armour. Armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Snapshot (Ex): The first trick taught to the cannoneer is the ability to use the runecannon swiftly. Once this ability is gained, the cannoneer can fire a runecannon as a standard attack action rather than the full-attack action normally required.

Stock Smash (Ex): There are times when the cannoneer runs out of ammunition or is at such close quarters it is impossible to use his weapon effectively. This ability allows the cannoneer to strike opponents

A thunderous roar tore through the cavern, sending stalactites crashing from the ceiling to the floor below. The drow ducked away from the stalactites they had been hiding behind, their skin torn by tiny lacerations caused by the shrapnel. Their cover reduced to shattered limestone stumps, the dark elves scurried into hiding as quickly as their spidery legs could carry them.

‘What the hell was that?’ Avakla hissed to his companions through clenched teeth, rage resonating in every syllable. He waved two of the sorcerer-scouts forward impatiently, signalling them to darken the area ahead so the rest of the drow could ferret out the source of the assault. Obediently, the younger dark elves sprinted out of hiding, their steps growing lighter as their levitation spells lifted them free of the forest of stalactites. Near the ceiling, the lithe figures darted between the stalagmites and cast growing globes of darkness to cover the cavern floor.

As quickly as they had taken flight, the sorcerer-scouts returned, dropping lightly to the stone next to their leader. ‘A few dwarves, master. A half dozen, surely no more than that.’ They reported what they had seen, but Avakla couldn’t shake the feeling there was something he was missing.

‘Interesting.’ The leader of the drow raiding party straightened up, confident in the ability of the darkness to shield him from the prying eyes of dwarves. ‘The rest of you move up, circle around the darkness, and wait for it to clear. If you see any dwarves, kill them.’

The drow rushed forward, silent shadows flickering through the darkness. They waited, crouched and poised to attack, around the edges of the spheres of darkness. When the ebony shadows began to dissipate, the elves cocked their small crossbows and braced themselves to fire.

‘Fire for your lives, boys!’ The dwarves, gathered in a tight circle with their backs together and their eyes probing the cavern around them, howled in answer to their leader’s command. As one, they braced themselves against their strange weapons and all hell broke loose.

Two of the drow died instantly, torn apart by the raging torrent of fire and flying shards of steel. Avakla avoided the worst of a blast directed at him, suffering only minor damage to his left leg as he threw himself prone. In the centre of the carnage, the dwarves worked with practised efficiency, their hands moving swiftly over their weapons, guiding the deadly blasts at the retreating drow.

It was over in seconds. The dwarves stood, panting hungrily as their weapons smoked and hissed. ‘Stupid elves.’ With a laugh, the dwarves began searching the bodies of the fallen drow, stripping them of anything of value before leaving them, torn and mangled, for the scavengers of the underlands.

with the stock of his weapon, causing 1d6 hit points of bludgeoning damage on a successful hit. The Weapon Focus bonus for the runecannon does apply to this attack.

Swiftload (Ex): The cannoneer is so skilled he now reloads his weapon much faster than normal. If reloading the runecannon normally requires a standard action, the cannoneer may reload the weapon as a move-equivalent action. If the runecannon normally requires a full-round action to reload, the cannoneer may reload as a standard action. Runecannons that normally require more than one full-round action to reload require only a single full-round action to complete the task. This ability does not reduce the time it requires to reload the offhand runecannon.

Overload (Ex): While risky, this ability can turn the tide of battle in the cannoneer's favour. As a move-equivalent action, the cannoneer loads a second round into the barrel of his runecannon. The next attack made with the runecannon will cause double normal damage but suffers a -4 circumstance penalty on the attack roll. There is also a 10% chance that the overload will damage the barrel of the weapon, rendering it useless until it is repaired. This ability may not be used with defender or stationary runecannons (see the 'Tools of the Race' chapter for more information).

Scattershot (Ex): At the highest level of expertise, the cannoneer is able to hit more than one target with a single attack action. When this ability is used, the cannoneer rolls to hit every creature within a 15-foot-long cone in front of him. Each attack after the first suffers a -2 circumstance penalty in addition to any other penalties for multiple attacks in a single round.

CLAN WISDOM

Dwarven communities are often devoutly religious, venerating their gods in daily rituals that are elaborate and heartfelt. Woven into these ceremonies are strands of dwarven history, relating the origins of the race, their relationship with their gods, and tales of past dwarven heroes. For some clans this connection to the past is enough, but for others a more direct link to history is desired.

The clan wisdom is a dwarf who, in addition to his duties as a priest, is also an expert on

dwarven culture and history. Wisdoms gain their knowledge from a combination of intensive training and direct communion with ancient dwarven spirits. While this communion with the world of the dead is difficult to maintain at first, more experienced clan wisdoms learn to call up spirits of the past as a natural part of their daily lives.

With a clan wisdom to guide them, dwarf clans are able to maintain close ties to their past and the ritual observances of their religion. This can be beneficial, but in some cases it can hamper the dwarves, hindering their ability to change and adapt to the world around them.

Hit Die: d8.

Requirements

To qualify to become a clan wisdom, a character must fulfil all the following criteria.



Clan Wisdom

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per day
1	+0	+0	+0	+2	Dwarven Lore	+1 spellcasting level
2	+1	+0	+0	+3	Sonorous Guidance	+1 spellcasting level
3	+2	+1	+1	+3	Words of Wisdom	+1 spellcasting level
4	+3	+1	+1	+4	Ancestral Chant	+1 spellcasting level
5	+3	+1	+1	+4	Divine Harmony	+1 spellcasting level

Skills: Decipher Script 8 ranks, Knowledge (dwarf culture) 8 ranks, Perform (chant) 8 ranks.

Special: Must have the bardic knowledge ability.

Spells: Must be able to cast *Speak with Dead*.

Class Skills

The clan wisdom's class skills (and the key ability for each skill) are Concentration (Con), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Perform (chant) (Cha), Scry (Int, exclusive skill), Speak Language (Int), and Spellcraft (Int).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the clan wisdom prestige class.

Weapon and Armour Proficiency: The clan wisdom is proficient in all simple weapons and all types of armour. Armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Spells per Day: For each clan wisdom level gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before becoming a clan wisdom. The wisdom does not, however, gain any other benefits of his former spellcasting class, such as metamagic feats or an improved chance of turning or rebuking undead. In other words, to determine the number of spells that the clan wisdom can cast per day, simply add his level of clan wisdom to the level of one of his previous spellcasting classes. Characters with more than one spellcasting class must decide which class to assign each level of clan wisdom to for purposes of determining spells per day.

A clan wisdom's spells all require a somatic component, even if this component is not listed in the

spell's description, and may not benefit from the use of the Still Spell metamagic feat.

Dwarven Lore (Ex): This ability augments the clan wisdom's existing bardic knowledge ability whenever it is used to attempt to gain information about an item, person, or place related to the dwarven people. Dwarven Lore allows the clan wisdom to apply his ranks of Knowledge (dwarf culture) as a bonus to any Bardic Knowledge checks regarding information related to dwarves.

Sonorous Guidance (Ex): The clan wisdom can use a rhythmic chant to coordinate the efforts of two or more individuals for a skill check or attack action. When this ability is used, each helper who succeeds at a skill check to assist a leader (for a skill check) or an attack check to aid another (for an attack action) provides a +3 circumstance bonus to the leader or attacker he is assisting, rather than +2.

Words of Wisdom (Su): By weaving the sacred names of dwarven runes into the somatic components of his spells, the clan wisdom is able to increase his effective level by +2 for purposes of determining any of the spell's level-dependent variables.

Ancestral Chant (Su): The clan wisdom combines his bardic training with the power of divine magic when this ability is gained. The wisdom now determines bardic spells per day using his Wisdom bonus rather than his Charisma bonus, and the DCs of all spells the wisdom casts are calculated as 10 + Spell Level + Wisdom modifier. This does not change which spells the clan wisdom can learn or cast, which are determined as normal for each of the wisdom's spellcasting classes.

Divine Harmony (Su): When this ability is gained, the clan wisdom is able to replace all somatic components of a spell with an additional verbal component. This requires a successful Concentration check (DC 10 + level of spell) and increases the time needed to cast a spell. Spells which normally require one action or fewer to cast require a full-round action

to cast if this ability is used. Spells that require a full round or more to cast normally require an additional full-round action when this ability is used. If the clan wisdom fails his Concentration check while using this ability, the spell is lost.

DEEPING DRUID

The influence of nature does not end at the edge of lush forests and is not limited to where the sun shines. Nature can be found deep under the surface of the earth, far below the reach of the deepest tree roots and hidden from the kiss of the sun and the silver caress of the moon. Here, where the magma flows through the hidden veins of the earth, the deeping druid makes his home.

Most dwarves cherish their civilization with the comforts it provides and the strong communities that define their race. Some, however, learn to love the dark wilderness of the underlands and cherish it as much as any surface druid loves a sacred grove or virgin grotto. These druids live apart from other dwarves and study the hidden secrets of the deepest earth.

For some, though, even this connection to the dark stone is not enough. They combine the practice of arcane magic with druidic powers to bind themselves to the underlands. Armed with unusual abilities, the deeping druids patrol the underlands in search of dwarven enemies. Silent and rarely seen, the deeping druids are the first line of defence and a powerful offence against the enemies of their people and the land they are sworn to protect.

Hit Die: d6.

Requirements

To qualify to become a deeping druid, a character must fulfil all the following criteria.

Skills: Animal Empathy 7 ranks, Knowledge (nature) 7 ranks, Spellcraft 7 ranks, Wilderness Lore 7 ranks.

Special: A familiar, an animal companion.

Class Skills

The deeping druid's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Concentration (Con), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (arcane) (Int), Knowledge (nature) (Int), Sery (Int, exclusive skill), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

Skill points at each level: 2 + Int Modifier.

Class Features

All of the following are class features of the deeping druid prestige class.

Weapon and Armour Proficiency: The deeping druid prestige class offers no additional weapon or armour proficiencies.

Stone Walk (Sp): The deeping druid may move along stone (or earthen) surfaces, either natural or worked, as if under the effect of the *spider climb* spell. This ability may be used at will.

Companion Fusion: When this ability is gained, a portion of the deeping druid's spirit is combined with the essences of his familiar and animal companion. The three souls combine to create a deeping companion, a creature which grows in strength along with its druid and aids him in his battles.



Deeping Druid

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Stone Walk
2	+1	+3	+0	+3	Companion Fusion
3	+2	+3	+1	+3	Assault of Earth
4	+3	+4	+1	+4	Underlands Defence
5	+3	+4	+1	+4	Magmic Embrace

A telepathic bond is formed between the deeping companion and its master, allowing the two to communicate telepathically as long as they remain within 500 feet of one another. As a full-round action, the deeping druid can see and hear through the senses of his companion as long as they are within range of normal telepathic contact.

Regardless of the original forms of the animal companion and familiar, the fused companion has the following statistics:

Size: Medium (elemental)
Hit Dice: 2d8
Initiative: -1 (Dex)
Speed: 30 ft.
AC: 15 (+5 natural)
Attacks: Slam +5 melee
Damage: Slam 1d6+4
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Abilities: None
Special Qualities: Earth Walk (as deeping druid), Elemental
Saves: Fort +4, Ref -1, Will +1
Abilities: Str 16, Dex 8, Con 13, Int 4, Wis 12, Cha 11
Skills: Listen +6, Spot +6
Feats: Power Attack

Climate/Terrain: Any underground
Organization: Solitary
Challenge Rating: As master
Treasure: None
Alignment: As master
Advancement: Special. Whenever the master gains a level of the deeping druid prestige class, the deeping companion gains a level of the warrior NPC class. For every two levels of any other class the master gains, the deeping companion gains one level of the warrior NPC class. The deeping companion may never wear armour but may wield any simple weapons provided to it by its master.

The deeping companion resembles a medium-sized humanoid creature composed of earth and stone with glowing veins of magma visible through the gaps in its form.

As long as the deeping companion is alive, its master may not summon another familiar or animal companion. If the deeping companion dies, the master immediately loses 150 experience points for each of the companion's hit dice or levels of the warrior NPC class. The deeping companion may be raised from the dead just as any other character but does not suffer the loss of a level or Constitution point when this occurs. The master can create another deeping companion at any time as long as he has both an animal companion and a familiar.

Assault of Earth (Su): The deeping druid's connection to the stone which surrounds him becomes so strong he can will it to attack his enemies. These ranged attacks cause 1d4 hit points of damage + 1 hit point per level of the deeping druid prestige class. The deeping druid may use this ability as a full-round action and may be used up to three times a day.

Underlands Defence (Su): Deeping druids with this ability have strengthened their bond with the earth to such a degree that their flesh becomes stronger and more durable, providing a +3 natural armour bonus.

Magmic Embrace (Su): At 5th level the deeping druid becomes so attuned to the earth he can summon forth a small pool of magma, which fills a 10 foot cube (extending downwards from the nearest horizontal stone surface at least 10 feet square). This requires 1d4 full rounds, during which the deeping druid can do nothing but focus on calling forth the magma. Any creature, other than the deeping druid and his companion, who is immersed in the pool suffers 1d6 hit points of damage per level of the deeping druid for each round, or part of a round, it remains within the pool. The deeping druid and his companion, however, may freely enter the pool and survive while submerged within it. For every full hour spent submerged in the pool, the deeping druid and his companion regain 1d6 hit points. The deeping druid may dismiss the magma pool at any time, after which the pool will disappear in 1d4 rounds (the druid is harmlessly ejected from the pool if he is in it when it dissipates). The deeping druid may dismiss the pool while his companion is submerged within it. In this case, the companion is effectively removed from existence until the deeping

druid uses the magmic embrace ability again. On the next use of this ability, the deeping companion emerges from the pool as soon as the magma materializes.

DEGENERATE STALKER

On rare occasions, entire clans of dwarves find themselves isolated from others of their kind and besieged on all sides by enemies. As the generations pass, if the isolation remains unbroken, the dwarves find themselves slipping away from their racial ideals. Years pass and it no longer seems as important as it once was to recite the old litanies and to chant to gods once held so dear. In the worst cases, the dwarves lose the skills and knowledge which make their race so well known in the underlands. Their holdings begin to fall apart and none of them knows how to repair the damage. Eventually, their dwellings are so badly damaged and decayed the dwarves abandon them all together.

Known to other dwarves as degenerates, these roaming clans of dwarves are barbaric and stealthy, slipping through the underlands like wraiths. While few of these degenerate clans are truly evil, most are at least morally ambivalent in most circumstances. Their lives



are hard and dangerous, leading them to evaluate all situations as threats and all choices in terms of how the outcomes will affect their survival.

The degenerate stalker serves his clan as a brutal killer and scout. While often very reserved and calculating, the degenerate stalker is able to unleash the bestial fury of his people in a devastating burst of violence. Combined with his stealth, this ability allows the degenerate stalker to operate as a stunning shock trooper able to take down his foes in a flurry of berserk blows.

Hit Die: d12.

Requirements

To qualify to become a degenerate stalker, a character must fulfil all the following criteria.

Base Attack Bonus: +10.

Special: The ability to make sneak attacks, the ability to rage at least three times per day.

Class Skills

The degenerate stalker's class skills (and the key ability for each skill) are, Balance (Dex), Climb (Str), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Wilderness Lore (Wis).

Skill points at each level: 4 + Int Modifier.

Class Features

All of the following are class features of the degenerate stalker prestige class.

Weapon and Armour Proficiency: The degenerate stalker prestige class provides no further skill with weapons or armour.

Bloodthirsty Ambush (Ex): If the degenerate stalker is able to attack a foe from hiding (see below), he may execute a melee sneak attack which causes a further 2d6 hit points of damage in addition to any other sneak attack damage he may gain from another character class. At the beginning of the round immediately following this ambush, the degenerate stalker enters a barbarian rage. This ability may not be used if the degenerate stalker has no further uses of his rage ability for the day.

Degenerate Stalker

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Bloodthirsty Ambush
2	+2	+3	+3	+0	Sneaking Sunder
3	+3	+3	+3	+1	Berserk Ambush
4	+4	+4	+4	+1	Weakness Rage
5	+5	+4	+4	+1	Furious Ambush

A degenerate stalker is considered to be attacking from hiding if the following conditions are true:

† He is hidden at the moment at which he begins his attack.

† There is a target within one half of a standard movement action's distance from the degenerate stalker's hiding spot. A degenerate stalker with a movement rate of 20 feet could launch an attack from hiding against any creature within 10 feet of his location but no further.

'Where are we?' Borlak rubbed his hands together and glanced around nervously. The sacred dwarf was used to travel, but this journey was taking his people deep into territory he did not know. His guide, a scruffy little gnome with a nose broken so many times it was a wonder he could breathe through it, stared at him with unblinking eyes.

'We're about a mile from that place. The one where you wanted to go.' Blinking at last, the gnome rubbed grubby hands against his cheeks and cocked his head to one side. 'Why, you losing your nerve? Because I get paid, no matter what, right? I mean, if you turn around now, you still have to pay me for taking you down here.'

Borlak nodded his assent and indicated for the gnome to continue. 'Lead on, you will be paid as we agreed.'

In the dark behind the odd pair, a short line of sacred dwarves crept through the darkness. Separated from their clan, they were in search of a portal the gnomes had told them about, an almost forgotten gate which could lead them back to an area they were at least familiar with. Deeper than most of them had ever travelled, the journey began to wear on their nerves, filling them with strange thoughts of ages past and creatures out of myth.

Borlak, their leader since they'd become lost, was more nervous than the rest of them. He could hear something out there trailing his people, the sound of flesh dragging across stone punctuated by an occasional clink of metal against metal. His hand drifted slowly toward the haft of his axe, a weapon he now wished he'd spent more time with.

'Here,' the gnome stopped and turned to the dwarf. 'It's just up ahead, see, around that corner. But this is as far as I go. I'll take my pay n—'

A jagged shard of metal suddenly ripped through the air, flashing over Borlak's shoulder and burrowing hungrily into the gnome's throat. With a cry of alarm, the sacred dwarves fell back, scattering in their confusion and struggling with their weapons.

Shapes dropped from openings near the ceiling of the tunnel, heavy-browed creatures dressed in rags and wielding primitive weapons. Landing nimbly on the balls of their feet, the creatures wasted no time hacking at the backs of the sacred dwarves. Their jagged blades ripped through flesh and shattered weapons with equal ease.

Borlak jerked around, his axe swinging out wildly from the end of his arm. Two of the strange creatures flanked him, bobbing and weaving on either side as their heavy swords darted and weaved around him. Through filth-caked lips, one of the creatures barked at him in broken dwarven, his words thick and nearly indecipherable. 'Welcome home, brother.'

With a start, Borlak recognized the creatures as fellow dwarves, fallen far from the old ways, resembling more beasts than dwarves. Around him, he could hear the sounds of snarling and chewing; rough, brutal noises which filled his heart with dread.

Sneaking Sunder (Ex): The degenerate stalker may attack an opponent's weapon at any time during which he would normally be allowed a sneak attack without incurring an attack of opportunity. In addition, the attack against the weapon receives a +2 circumstance bonus.

Beserk Ambush (Ex): If the degenerate stalker is able to attack a foe from hiding (see above), he may execute a melee sneak attack which causes an additional 4d6 hit points of damage in addition to any other sneak attack damage the degenerate stalker may gain from another character class. At the beginning of the round immediately following this ambush, the degenerate stalker enters a barbarian rage. This ability may not be used if the degenerate stalker has no further uses of his rage ability for the day.

Weakness Rage (Ex): Whilst the degenerate stalker is caught up in a fit of rage, any attack made by any opponent in an area threatened by the stalker that misses its target provokes an attack of opportunity from the degenerate stalker.

Furious Ambush (Ex): If the degenerate stalker is able to attack a foe from hiding (see above), he may

execute a melee sneak attack which causes +8d6 hit points of damage. If the sneak attack causes damage to its target, the next attack made by the stalker is also considered a sneak attack, causing +4d6 hit points of damage. At the beginning of the round immediately following this ambush, the degenerate stalker enters a barbarian rage. This ability may not be used if the degenerate stalker has no further uses of his rage ability for the day, and the damage listed here does not stack with standard sneak attack damage but replaces that damage.

FOEHAMMER

The foehammer is trained to combat the enemies of his people using whatever weapons are available, including his own hands and feet. Trained for battle from an early age, foehammers have developed tricks of fighting all their own. When attacking his sworn enemies, the foehammer is a nightmare combatant.

Unfortunately, the training required to become a foehammer is not easy to come by. Taught only in hidden schools, the secret is known by few outside of dwarven culture. Even among dwarves there are few with the skills and knowledge necessary to train others in the ways of the foehammer. Each year a small group of those who are able to train others travel to nearby clans in the hope of finding one or two students with the skills necessary to become a foehammer.

Those who are trained in the martial arts of the foehammer must swear to protect a specific area or person from harm. The terms of this service vary but it is customary for a newly-trained foehammer to devote three months to the task. This requirement is meant to impress upon the student the purpose of the training—more than simply a superb warrior, the foehammer is also a guardian and protector.

Hit Die: d10.

Requirements

To qualify to become a foehammer, the character must satisfy all of the following requirements:

Base Attack Bonus: +10

Skills: Concentration 8 ranks

Special: At least one favoured enemy, the Still Mind ability



Foehammer

Class Level	Base Attack	Unarmed Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+2	+2	+0	Flurry of Hatred
2	+2	+2	+3	+3	+0	Hammer Hands
3	+3	+3	+3	+3	+1	Knowledgeable Defence
4	+4	+3	+4	+4	+1	Devastating Strike
5	+5	+4	+4	+4	+1	Foekiller

Class Skills

The foehammer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Wilderness Lore (Wis).

Skill points at each level: 4 + Int Modifier.

Class Features

All of the following are class features of the foehammer prestige class.

Weapons and Armour: The foehammer prestige class offers no additional skill with weapons or armour.

Flurry of Hatred (Ex): When the foehammer attacks a favoured enemy with a flurry of blows, he does not suffer the normal -2 penalty to all attacks for the round.

Hammer Hands (Ex): The foehammer learns to harden his hands with the internal forces captured by his martial art. All unarmed attacks made by the foehammer are treated as if they were made by +1 weapons for purposes of overcoming damage reduction. This bonus does stack with the monk ki strike ability. All unarmed attacks made by the foehammer against a favoured enemy cause an additional 1d4 hit points of damage.

Knowledgeable Defence (Ex): When battling one of his favoured enemies, the foehammer may add his Intelligence modifier to his Armour Class.

Devastating Strike (Ex): When the foehammer attacks one of his favoured enemies, all threats are automatically converted into critical hits.

Foekiller (Ex): At this level of training, the foehammer knows his enemies so well he is able to attack more often against these foes than is normally

possible. If the foehammer launches a flurry of blows against one of his favoured enemies and all of the attacks in the flurry damage the target, the foehammer is entitled to an additional unarmed attack at his full unarmed attack bonus. This attack, if it hits, is automatically a critical hit.

FORGE MAGE

Combining an innate magical ability with skill at crafting arms and armour, the forge mage is able to create fantastic, durable items for the members of his clan. Over the centuries since the creation of this discipline, the forge mages have become an important element in the defence of dwarven communities. While there are other races more adept at weaving spells or creating magic items, there is none more capable of combining magic with weapons and armour.

Forge mages guard their knowledge closely and allow only those with an inborn talent for magic and trained familiarity with armour and weapons to join their ranks. These limitations keep the number of forge mages relatively low but ensure proficiency in those who do receive the necessary training.

The weapons and armour produced by a forge mage are often the only things standing between a dwarven warrior and certain death at the hands of his enemies. This leads many clans to guard their forge mages a bit zealously, keeping them safely hidden from outsiders and protected from attack by their enemies. Unfortunately, this also causes a few forge mages to flee from their own communities, seeking freedom in the life of an adventurer.

Hit Die: d6.

Requirements

To qualify to become a forge mage, a character must fulfil all the following criteria.

Feats: Craft Magic Arms and Armour, Weapon Specialisation.

Forge Mage

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Metallurgical Expertise, +1 level crafting
2	+1	+0	+0	+3	Exquisite Articulation, +1 level crafting
3	+2	+1	+1	+3	Master Weaponsmith, +1 level crafting
4	+3	+1	+1	+4	Signature Ability, +1 level crafting
5	+3	+1	+1	+4	Forge Mastery, +1 level crafting

Skills: Alchemy 10 ranks, Craft (armoursmithing) 11 ranks, Craft (weaponsmithing) 11 ranks.

Class Skills

The forge mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the forge mage prestige class.

Weapon and Armour Proficiency: The forge mage is proficient in all simple weapons and all types of armour. Armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

+1 Level Crafting: When the forge mage gains a new level, he may add this level to the existing levels of a previous arcane spellcasting class for the purpose of meeting the crafting requirements for weapons and armour only.

Metallurgical Expertise (Ex): The forge mage is adept at preparing the metal used in creating weapons or armour. A successful Alchemy check (DC 15) allows the forge mage to prepare enough materials to create one suit of metal armour or one weapon. This check requires 1d3 days and, if successful, provides a +5 bonus to the Craft check to actually make the armour or weapon.

Exquisite Articulation (Ex): At this level of skill the forge mage is able to create metal armour so easy to wear it is

treated as if it were one category lighter than normal for purposes of movement and other limitations. Making articulated armour takes one week longer than normal and increases the DC of the Craft check by 5. Only medium and heavy armours may be articulated.

Master Weaponsmith (Su): As an expert with a particular weapon, the forge mage is able to craft magical weapons of that type more efficiently than other mages. When crafting a magical weapon with which the forge mage has the Weapon Specialisation



THE PRESTIGE DWARF

feat, the prerequisite level is equal to one level of the forge mage prestige class per point of the weapon's enhancement bonus. Thus, a third level forge mage can create weapons with a +3 enhancement bonus. In addition, the Market Price modifier is reduced by 1, with a minimum market price of +1. For example, a forge mage with the master weaponsmith ability can create a weapon with the dancing special ability for a market price increase of +3, rather than +4, provided he has Weapon Specialisation with the weapon being created.

Signature Ability (Su): Each forge mage develops an affinity for a particular weapon or armour special ability. At this level of expertise the forge mage picks this ability and now, when attempting to make a weapon or suit of armour, may reduce the Market Price of the ability by 2, to a minimum of +1.

Forge Mastery (Su): When this ability is gained the forge mage has become so adept at creating magical weapons and armour he no longer suffers the normal loss of experience points. For purposes of determining the XP cost of an item only, the forge mage reduces the cost of the weapon or suit of armour by 50%.

SHOCK TROOPER

Trained in close-quarters fighting, shock troopers are masters of battle where space is limited and enemies are plentiful. Skilled in the use of weaponry built into their armour, shock troopers are able to deliver devastating damage while preventing their opponents from bringing larger weapons to bear.

Where other fighters concentrate on hitting their opponents hard, the shock trooper relies on speed and accuracy, striking at the target's vitals again and again. With specially designed weaponry and reinforced armour, the shock trooper is a terror at close range. To protect himself against targets with longer weapons, the shock trooper also trains with the spiked chain, using it to rip the weapons from his opponents' hands or bring them to their knees.

Hit Die: d10.

Requirements

To qualify to become a shock trooper, a character must fulfil all the following criteria.

Base Attack Bonus: +9.

Feats: Ambidexterity, Two-Weapon Fighting, Weapon Finesse (spiked chain).

Skills: Balance 5 ranks.

Class Skills

The shock trooper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Jump (Str), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Tumble (Dex).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the shock trooper prestige class.



Shock Trooper

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Armoured Adroitness
2	+2	+3	+3	+0	Knees and Elbows
3	+3	+3	+3	+1	Wyrn Grip
4	+4	+4	+4	+1	Leverage
5	+5	+4	+4	+1	Chain Grapple

Weapon and Armour Proficiency: The shock trooper is proficient in all simple and martial weapons and all types of armour. Armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Armoured Adroitness (Ex): Any armour worn by the shock trooper is considered one category lighter for purposes of movement, skill penalties, or other abilities dependent on the type of armour worn. This ability may not reduce the armour's category below light.

Knees and Elbows (Ex): When grappling, the shock trooper may make a single attack with an armour blade against the foe he is grappling without suffering the normal -4 penalty to his grappling check.

Wyrn Grip (Ex): When this ability is gained the shock trooper is considered one size category larger than normal when grappling while armed with a spiked chain and may use his Dexterity modifier instead of his Strength modifier for all grapple checks.

Leverage (Ex): The shock trooper learns how to inflict the greatest possible damage when attacking with his armour blades. When this ability is gained the shock trooper may add both his Dexterity and Strength modifiers to damage caused by successful attacks with his armour blades.

Chain Grapple (Ex): When armed with a spiked chain the shock trooper may initiate a grapple without suffering an attack of opportunity. In addition, after the grapple begins, the shock trooper may cause 2d4 hit points of damage with a successful opposed grapple check. Finally, this ability allows the shock trooper to begin a grapple with any target within range of his chain. If the grapple check succeeds, the shock trooper moves into the square with this target to continue the grapple as normal; this does not trigger an attack of opportunity against the shock trooper. If for any reason the shock trooper may not move into the square with his target to continue the grapple, this portion of this ability may not be used.

TUNNEL RIDER

Horses rarely find their way into the underlands but there are plenty of other creatures, many of which are raised by subterranean races for use as mounts. The tunnel rider is an expert at riding through the narrow, winding tunnels that crisscross the underlands. Prized for their skill in controlling their mounts in such confined spaces, these specialists are most often found as members of military vanguards or serving as border patrols in particularly dangerous territory.

A tunnel rider spends a great deal of time bonding with his mount, teaching the creature to read the needs of its master from subtle knee pressure or barked commands. When in combat, the two seem to act as one, lashing out at all enemies so foolish as to come within range. The combination of elite rider and well trained mount can often turn the tide of battle, reversing a losing situation or turning a close fight into a rout.

When paladins become tunnel riders, the results can be even more impressive. Combining their specialised abilities with spiritually-blessed mounts, paladins are able to become frightening mounted combatants, even within the constricted spaces of the underlands.

Hit Die: d8.

Requirements

To qualify to become a tunnel rider, a character must fulfil all the following criteria.

Feats: Mounted Combat, Ride by Attack, Spirited Charge.

Skills: Concentration 15 ranks, Handle Animal 18 ranks, Ride 18 ranks.

Class Skills

The tunnel rider's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Profession (Wis), and Ride (Dex).

Skill points at each level: 2 + Int modifier.



Tunnel Rider

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Assisting Mount
2	+2	+3	+0	+0	Riding Assault
3	+3	+3	+1	+1	Stone Saddle
4	+4	+4	+1	+1	Mounted Concentration
5	+5	+4	+1	+1	Mounted Knockdown

Class Features

All of the following are class features of the tunnel rider prestige class.

Weapon and Armour Proficiency: The tunnel rider is proficient in all simple weapons and all types of armour. Armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Assisting Mount (Ex): The tunnel rider may direct his mount's attacks to assist his own. Each round he may choose to have the mount take the aid another action rather than make its normal attack.

Riding Assault (Ex): Tunnel riders are adept at attacking while their mount moves, allowing them to take a full-round attack action in the same round in which their mount makes a standard movement action. In order to use this ability, the tunnel rider's mount must begin and end its movement adjacent to an enemy.

Stone Saddle (Ex): Extensive training and experience give the tunnel rider the ability to remain in his saddle even when mortally wounded. When this ability is gained the tunnel rider never needs to make a Ride check in order to remain mounted and may not be removed from his saddle by any means short of a *wish* spell. Both mount and rider may continue fighting and moving until one or both are reduced to -10 hit points, at which point both fall lifeless to the ground.

Mounted Concentration (Ex): The tunnel rider may cast spells while mounted, even if his mount moves before and after his action, without a Concentration check, unless the mount is running, in which case he must make a successful Concentration check (DC 10 + spell level) or lose the spell. If using a ranged weapon while mounted, reduce the normal penalties for mounted attacks by one half.

Mounted Knockdown (Ex): While mounted, the tunnel rider's attacks are exceptionally powerful. To determine the damage done by a successful attack while mounted, add the mount's Strength modifier to the weapon's damage, along with the rider's Strength modifier. In addition, any creature of the mount's size or smaller may be knocked down by the attack if it fails a Fortitude save (DC equal to the damage caused by the attack).



TRICKS OF THE RACE

Well known for their skill at the forge and their love of drink, dwarves hide a plethora of skills beneath their typically dour demeanors. Clever dwarves do not advertise their ability to craft cunning stone traps or overcome the same. Nor do they discuss the battle tactics developed by their people over centuries of dwelling below the ground or their techniques for drinking friends and enemies beneath the table. Other races may believe they know all there is to understand about dwarves but most are very mistaken.

Presented within this chapter are new tricks and techniques used by dwarves on the field of battle and in their daily lives. While some of these techniques are available only to dwarves, others are more generally useful and easily mastered by members of other races. Unless otherwise noted in the descriptions below, characters of any race can use the rules found in this chapter.

BREWING HERBAL DWARVEN ALES

While most adventurers have tasted, or at least heard of, many of the fine dwarven ales, few know about the herbal ales brewed within dwarven holds. These powerful draughts are not magical but provide effects to drinkers that many consider fantastic in their own right.

There are no standard recipes for these drinks. Even if there were, brewmasters are very secretive about exactly what goes into each batch of brew. What are well known are the types of herbs, fungi, and other ingredients which can be used to create these fantastic brews. Armed with this knowledge, brewmasters can start putting together their own batches of ale and hoping for the best. Non-dwarves are normally not taught the secrets of brewing herbal ale, but there is no reason they could not learn if the instruction were available.

Regardless of the special ingredients used in the creation of the brew, there are some constant factors. First, a batch of ale requires at least one month to create and the brewmaster must attend

to each batch daily for the first week of the process. The last three weeks do not require the brewmaster's attention, but someone must check the ale each day during this time period, a task usually reserved for the brewmaster's apprentices. While it is certainly possible to drink the ale once a month has passed, this is rare. Dwarves will normally let a batch condition for at least two months before drinking it.

A batch of normal ale might be as large as 50 gallons, but herbal ales are always made in smaller, 5-gallon batches due to their high cost and the difficulty in maintaining potency of the special ingredients in large quantities. The typical ingredients required to make 5 gallons of herbal ale are:

- † 15 to 18 pounds of malt
- † 2 pounds of grain
- † 4 gallons of water
- † One-half to 1 full gallon of yeast slurry
- † Sugar, honey, and assorted spices



TRICKS OF THE RACE

The total cost for these basic ingredients is a mere 3 silver pieces, a trifling amount compared to the cost of the other, more exotic ingredients. A tenfold increase in the ingredients listed above (along with a tenfold increase in price) allows the brewmaster to create 50 gallons of normal ale, which can be sold or saved for personal enjoyment.

To begin creating herbal ale, the brewmaster first boils all of the ingredients (except for the yeast) in a large cauldron. This process requires roughly three hours and a successful Craft (brewing) check (DC 10). When the items reach a boil, the brewmaster adds the special ingredients needed to achieve the desired effect, a task which requires an Alchemy (DC 15 + 2 for each additional special ingredient added to the brew) check. After all the ingredients boil for an hour and are allowed to cool, the brewmaster transfers the ale base to a cask and the yeast slurry is added to begin the fermentation process. The brewmaster monitors the ale during this time, keeping a careful eye on the fermentation process. A second Craft (brewing) check (DC 10) is made at this point to determine whether the brewmaster correctly judged the amount of yeast required to ferment his latest brew. Each day during the next week, the brewmaster tastes the ale and adds sweeteners or other spices to flavour the drink. Once a week has passed, the brewmaster is free to begin another batch or otherwise divert his attention, provided he has an apprentice or assistant, either of which must have at least one rank in the Craft (brewing) skill, to watch over the first batch for the next three to four weeks. Failure on any of the above rolls indicates a botched batch which is hardly worth drinking and certainly has no special properties.

The market value of a successfully brewed gallon of normal ale starts at 2 silver pieces. The price increases by 5 coppers for every point by which the brewmaster exceeds the required DC for the second Craft (brewing) check in the process above. Skilled brewmasters make a healthy living selling their wares, but those with a bit of alchemy training can really bring in the gold.

The base price for a herbal ale is as calculated for a normal ale, which is then increased by twice the cost of the special ingredients included in the batch. If more than one special ingredient is used in brewing the ale, twice the cost of each is added to the value of the ale.

A 5-gallon batch of herbal ale will provide 20 individual servings of one quart each. If a smaller quantity of herbal ale is consumed, it provides no benefit to the user but also causes no detrimental effect. When drinking ale, a character must take care not to

get carried away. If a second quart of herbal ale is taken while a drink consumed earlier still affects the character, the character may be poisoned. A successful Fortitude save (DC 15 + the number of extra drinks consumed) is immediately required to avoid becoming violently ill. Characters who fail their save immediately become nauseated (as detailed in *Core Rules I*); those who fail their save by rolling a 1 fall unconscious 1d4 rounds after the failed save. Nausea will pass in 1d6 hours, while unconsciousness normally passes in 1d12 minutes but is immediately followed by nausea.

Ingredient Format

The following ingredients are known to provide special properties when brewed into a herbal ale. The descriptions are in the following format:

Name: The common dwarven name for the herb or other special ingredient. Other races may have their own names for these plants, fungi and minerals.

Cost: The cost for enough of the ingredient to make a single 5-gallon batch of herbal ale.

Beneficial Effect: A description of the effect generated by the ingredient when added to a herbal ale.

Detrimental Effect: Sadly, each of the special ingredients causes a detrimental effect in addition to the benefits it provides. The detrimental effect persists as long as the beneficial effect.

Duration: The length of time of the ale's effects on an



imbiber. Unless otherwise noted, the effects of herbal ale begin 1d6 rounds after the ale is consumed.

Herbal Brew Ingredients:

Boneslug Slime

Cost: 100 gp

Beneficial Effect: +2 bonus to all Concentration skill checks

Detrimental Effect: -1 penalty to all Will saves

Duration: 15 minutes

The boneslug is found in or around recently deceased bodies and is named for the ivory colour of its skin.

Eyepleam Juice

Cost: 130 gp

Beneficial Effect: +2 bonus to all Spot and Listen checks

Detrimental Effect: -1 penalty to Intelligence

Duration: 30 minutes

Crushing papery leaves from the pepperstalk bush into a pot of boiling water creates this copper-coloured fluid.

Greasevine Extract

Cost: 100 gp

Beneficial Effect: +1 bonus to Dexterity

Detrimental Effect: -1 penalty to Strength

Duration: 1 hour

Greasevine is purple-black in colour and grows thickly when bat guano is available.

Irongill Mushroom

Cost: 100 gp

Beneficial Effect: +1 bonus to Strength

Detrimental Effect: -1 penalty to Dexterity

Duration: 30 minutes

The irongill mushroom grows on the banks of pools near forges. It is grey-black in appearance with a distinctive metallic sheen on the gills below the cap.

Perkseed Powder

Cost: 150 gp

Beneficial Effect: +2 bonus to all Initiative checks

Detrimental Effect: -1 penalty to all Search and Wisdom-based skill checks

Duration: 2 hours

The perkseed flower is highly prized for its stimulant properties. The black-petaled flower grows only in areas where phosphorescent lichen provides light.

Stoneweed Blossom

Cost Multiplier: 125 gp

Beneficial Effect: +1 bonus to Fortitude saves

Detrimental Effect: -1 penalty to Will saves

Duration: 1 hour

The stoneweed blossom, which feeds off various cave lichens, is dull grey in colour while on the stalk but gains a lustrous silver sheen within an hour of being picked. The colouration fades back to grey within 1d3 days.

Thickblood Gum

Cost: 75 gp

Beneficial Effect: For the duration of this effect, characters reduced to fewer than 0 hit points automatically stabilize

Detrimental Effect: -1 penalty to Initiative checks

Duration: 1 hour

Thickblood gum is extracted from the rubbery stalks of the gloomshade fern. This translucent plant can be found growing near steam vents or in other warm areas.

Foraging for Ingredients

Brewmasters with the Wilderness Lore skill can attempt to find their own special ingredients. For each day spent foraging, the brewmaster is allowed a Wilderness Lore check (DC 20). On a successful check the forager discovers one fifth of a batch's worth of the sought-after special ingredient. If the character rolls a natural 20 while foraging, he finds two fifths of a batch's worth of the ingredient.

TUNNEL FIGHTING

The techniques used for fighting in enclosed spaces are often quite different from the styles developed on the surface. Through hard experience and painful mistakes, the dwarves have honed their fighting styles to incorporate the following tricks and innovative manoeuvres.

Wall Fighting

Fighting with your back to a wall prevents enemies from completely encircling you, although it also leaves you with no easy route of escape should the fight go poorly. The primary advantage of fighting against a wall, though, comes from the fact that your attackers have to pull their attacks or risk striking the wall behind you and possibly damaging their weapons. Success with this technique lies in staying as close to the wall as possible at all times. As a free action, you are allowed to make a Balance check (DC 15) to keep your back flat against the wall while fighting. If the Balance check is successful, you gain a +2 circumstance bonus to your Armour Class against all melee attacks. Opponents who miss you by more than 10 during a round in which you are wall fighting hit the stone



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behind you with their weapons, causing 1d3 hit points of damage to the weapon. You are allowed to make a full-attack action in a round in which you are wall fighting, but movement of any kind causes you to forfeit your Armour Class bonus for the round. Wall fighting provides no protection from missile attacks, but any arrow or crossbow bolt which misses a wall fighter automatically shatters.

Wall Slam

Bull-rushing a target into a wall (or similar immobile surface) inflicts 1d6 hit points of damage to the target. If the attacker takes the option of following the target during the bull rush, the wall slam causes an additional +1 hit point of damage per additional foot the target would have moved had the wall not blocked his movement, but the attacker also suffers 1d8 hit points of subdual damage as he crashes into the wall along with his target. The attacker ends his movement in the square directly next to the target, either in front of the target or to either side (the attacker may choose in which square he ends his attack). This tactic can be used only if the target is already standing next to a wall and the attacker bull-rushes the target in a line perpendicular to the wall itself. If the attacker's bull rush fails, he automatically falls prone just as if the space he was pushed back into were occupied.

Pin Weapon

In confined spaces, a large weapon can quickly become a liability rather than an asset, and a clever fighter can render weapons with reach useless by pinning the weapon to a wall, floor, or ceiling with his shield. While the shield no longer provides any protection, the pinned weapon cannot be used to attack until it is freed.

To use this tactic, a character must have a shield (not a buckler), be within a standard movement action of the target, and ready an action to respond to his target's next attack. The target opponent's weapon must be of large size (or greater) or have reach. Immediately after the next attack made with the target weapon, the pinning character must use his readied action to attack the weapon with his shield (see *Core Rules I*). If successful, the attacker causes no damage to the weapon and pins it to the nearest wall or floor with his shield.

The opponent may free his weapon as a standard action with a successful opposed Strength check. The pinning character may keep the weapon pinned as a move equivalent action but any movement by him, including a five-foot step, automatically releases the pinned weapon. Likewise, if the pinning character is stunned, incapacitated, or otherwise unable to take a move equivalent action during a round, the pinned weapon is automatically freed.

This technique may not be used against spiked chains or whips.

Harry

Dwarves often find themselves facing much larger adversaries. Cave trolls, ogres and other giant-sized creatures are a serious problem in the underlands and one which the dwarves have developed specific battle tactics for dispatching.

Harrying a foe is one such tactic and involves at least three attackers, each on a different side of a single target. The face of a foe determines the number of attackers which can effectively harry it – three attackers may harry a single target with a 5 foot by 5 foot reach and one additional attacker may be added to the harry attempt for every additional 5 feet of the target's length or width.

Each round, all characters involved in the harry attempt make a standard attack action with a -4 circumstance penalty and must move at least 10 feet around the target while never moving away from it. If more than half of these attacks cause damage to the harried creature, it may only make attacks of opportunity against its attackers because it is so distracted and confused by their constant movement and attacks.





Destabilize Ceiling

Any attack capable of dealing more than 2d6 hit points of damage may be used to destabilize the ceiling of the immediate area in an underground environment. Knocking down stalactites or loose slabs of stone can distract opponents or facilitate an escape. It is the Games Master's decision as to whether an area can be destabilized but most natural caverns and tunnels with visible support structures should be eligible.

Using this tactic is a full-round action, which requires the acting character to strike the ceiling or a visible support structure (such as timber in a mining tunnel) with a weapon or other form of attack. There is no attack roll required for this but the character must make a successful Knowledge (engineering) check or a Profession (mining) check (DC 15), or an Intelligence check (DC 25) if the character is not trained in these skills, in order to locate the best spot to strike. Dwarven characters may add their stonemasonry bonus to this check.

If the Knowledge check is successful, the character targets the correct area and rolls damage for the attack as normal. If the attack causes any damage in excess of the target area's hardness (normally 8 for a stone ceiling or 5 for a wooden support beam), the character successfully destabilizes the ceiling. This immediately causes dust and debris to fall in a 5 foot radius around the character, imposing a -2 circumstance penalty on all attacks or skill checks requiring sight or concentration. All spells cast in the affected area must be cast defensively.

To determine the effect of the destabilization during

subsequent rounds, add the number of hit points of damage caused by the attack (or half the total damage caused by a non-sonic, energy-based spell) to 1d20 and consult the table below. Dwarven characters may add their stonemasonry bonus to this roll as well. The table includes the following information:

Duration: The amount of time the effects of the destabilization persist, starting on the round immediately following the destabilization.

Area (radius): The area affected by the destabilization, which is centred on the character who destabilized the ceiling.

Damage: The amount of damage caused by falling rocks or other debris. Characters are allowed a Reflex check (DC 20) to avoid this damage. **Penalty:** This circumstance penalty is applied to all skill checks, all attack rolls, and any other actions which require concentration. Spellcasters must cast defensively while in the area of effect to avoid losing spells to the distraction of large rocks falling on their heads, and this penalty does apply to the required Concentration check.

Balance: The amount of rubble and dust falling into the area makes footing treacherous. Characters moving at more than one half their normal movement rate must make a successful Balance check at the DC listed in the column or fall prone.

Description: An explanation of what is happening in the area of effect, along with any notes on additional effects caused by the destabilization.

Corner Defence

When fighting around a corner, savvy fighters are able to use the wall itself as a secondary shield. While this reduces their own chances to hit, because they are busy moving back and forth around the edge of the corner, it dramatically improves their ability to avoid damage.

Whenever a character is fighting around a corner (see the diagram below), he may voluntarily take a -4 penalty on all attack rolls in order to receive a +4 deflection bonus against attacks coming from opponents around the corner. In order to use this ability, the character must be facing an opponent (within 5 feet; this ability cannot be used with reach or ranged weapons) at a diagonal with a corner between the two combatants.



Destabilization Results Table

Roll + damage	Duration	Area (radius)	Damage	Penalty	Balance DC	Description
<10	1d2 rounds	5 ft.	1d2 hit points	-2	NA	Stone chips fall from the ceiling, along with dust and other small debris.
10-15	1d4 rounds	5 ft.	1d4 hit points	-4	10	Small pieces of rubble rain down from the ceiling.
16-20	1d6 rounds	10 ft.	1d4 hit points	-4	10	The area of effect increases on the round following the attack.
21-25	1d4 rounds	10 ft.	1d6 hit points	-6	14	Stones the size of a dwarf's head fall from the ceiling, accompanied by clouds of gritty dust.
26-30	1d6 rounds	20 ft.	1d6 hit points	-6	14	As above, with a larger area of effect.
31-35	1d4 rounds	10 ft.	1d8 hit points	-8	16	Slabs of stone fall from the ceiling and enormous clouds of dust are released.
36-40	1d4 rounds	10 ft.	1d10 hit points	-10	16	Boulders crash down from the ceiling.
41+	1d2 rounds	10 ft.	2d10 hit points	-10	18	The ceiling of the area collapses, completely filling the area of effect with rubble to a height of 10 ft. Creatures still in the area of effect on the final round of this collapse must immediately make a Fortitude save (DC 25) or die from being crushed below the rocks.

DRINKING CONTESTS

The dwarves' love of ale and natural resistance to toxins give them the ability to drink just about any other intelligent creature under the table. While few dwarves drink strictly to get drunk, drinking games are very popular in dwarven taverns the world over. In general, drinking games involve the following elements.

First, there is a test of skill. This can be any simple test, such as throwing darts, bouncing coins into a tankard, or arm wrestling (see below). After each round, the winner buys a round of drinks for the losers. The losers must gulp down the provided drinks. The last dwarf standing wins.

Intoxication is handled similarly to poisoning, though all damage caused is temporary and usually passes within hours or, at worst, a day or two of rest. Whenever a character imbibes an alcoholic drink (between 8 and 10 ounces qualifies as a drink in this case), he must make a Fortitude save with a DC

determined by the strength of the drink, as shown on the table overleaf. If the save fails, the character suffers temporary ability damage (also summarized on the table). Once the character stops drinking, this damage begins healing at the rate of one point every hour (the drunken character chooses which ability score is restored each hour). If the character begins drinking again before he is completely restored from the previous intoxication, the ability damage stops healing.

For every 2 points of temporary Intelligence or Wisdom damage, the character also suffers a reduction in Dexterity of 1 point. This Dexterity impairment is restored as the temporary Intelligence or Wisdom losses are healed.

When one of the character's ability scores reaches 1, or both Intelligence and Wisdom are reduced to below one half of their starting totals, the character immediately passes out. If either, or both, of the character's ability scores are reduced to zero or below, the character dies from alcohol poisoning.

Alcoholic Beverage Potencies

Drink Strength	Initial Damage	Secondary Damage	Save DC	Example
Weak	1 Intelligence	1 Wisdom	15	Watery beer
Stout	1d3 Intelligence	1d3 Wisdom	15	Beer, wine, ale
Potent	1d3 Intelligence	1d3 Wisdom	20	Rum, whiskey
Dangerous	1d3 Intelligence	1d3 Wisdom	25	Pure grain alcohol

Any spells which provide resistance to, or healing from, the effects of poison will also provide resistance to, and healing from, the effects of intoxication.



The following are some simple tavern games popular amongst dwarves.

Darts: This game for two to four players involves throwing darts at a circular board painted with concentric rings. The closer a dart hits to the centre of the board, the more points the thrower scores. Each player is allowed four throws and the winner is the player with the highest total score after all contestants have tossed their darts.

To determine a throw's score, each player makes a Dexterity ability check (DC 10). On a success the throw is worth 1 point, plus 1 point for every 5 full points by which the Dexterity check exceeds the DC. A Dexterity check of 15, for example, is worth 2 points: 1 point for a successful ability check and 1 point for exceeding the DC by 5 points.

Bounces: The number of players for this game is limited only by how many can fit around a table, with seven being a common number in dwarven bars. Each player bounces a copper coin off the tabletop and attempts to land it in a full tankard of ale. Each player rolls 1d20 per bounce. On a 10 or higher the coin makes it into the flagon. When a character's bounce misses, he must drink the flagon of ale.

Stone slide: In this game contestants attempt to slide smooth stones down a polished wood surface and try to get their stone closest to the end without sliding it off the table altogether. This is a game of judgment more than physical ability, requiring the players to judge carefully how hard to push the sliding stones to reach the mark.

Each player gets five slides. To determine the outcome of a slide, each player rolls 1d20, trying to roll as close to 10 as possible. Characters with a positive Intelligence modifier may add *or subtract* their modifier from the roll in an attempt to score close to 10. Characters with a negative Intelligence modifier must always add their modifier to the roll. Once all players have taken a slide, the character with the roll closest to but not over 10 scores a point—his stone is closest to the edge of the table without falling off.

The winner is the character with the most points after all contestants have taken their slides.

OLD SKILLS, NEW USES

This section covers the use of old skills in new ways. These options are available to all characters unless otherwise noted and are simply extensions of existing skills to cover new situations. In addition, there are a number of synergy bonuses detailed in this chapter, providing a guide for Games Masters and players on how different skills can interact in different situations. The uses for each existing skill are discussed first, followed by an explanation of new synergy bonuses.

Alchemy: Refining Metal

Alchemists are prized in dwarven communities for their ability to treat the metal used in forging weapons and armour. The smith's skill is most important in crafting these items, of course, but a skilful alchemist can provide the craftsmen with the finest raw materials from which to create their items.

In order to prepare metal for forging, the alchemist must have a furnace in which to melt the metal and remove its impurities. Most smiths have no problem allowing an alchemist to use their forge for this purpose, knowing they will benefit from the improved quality of the refined metal.

Check: It requires 8 hours to refine 50 pounds of metal, plus an alchemy check (DC 25). Refined metal may have any *one* of the following properties:

† **Increased Hardness.** Any non-hafted weapon, metal shield, or medium (or heavier) armour fashioned from the refined metal has a hardness 2 higher than normal. A longsword forged with this type of refined metal, for example, would have a hardness of 12 rather than 10.

† **Inner Strength.** The hit points of any non-weapon, metal shield, or medium (or heavier) armour fashioned from the refined metal has 25% more hit points than normal. A large steel shield fashioned from this type of refined metal has 25 hit points rather than 20.

† **Flexible.** When refined in this manner, the metal resists damage not by being unyielding but because it is surprisingly springy and flexible. Any non-hafted weapon, metal shield, or medium (or heavier) armour fashioned from metal refined in this way suffers 1 hit point less damage when it is attacked or otherwise harmed. However, a weapon forged from this type of metal causes 1 hit point less damage (minimum of 1 hit point of damage) when it successfully strikes a target.

Weapons and shields provide their normal protection but weigh 10% more than normal.

† **Easy to Work.** The metal is so easy to work with all Craft checks made when using it receive a +1 natural bonus.

Retry: Yes, but one quarter of the metal used in the attempt is ruined by each failed attempt, including the first.

Appraise: Hagglng

You can use your knowledge of an item's worth to get a better price from merchants or other traders.

Check: You are able to detect minor imperfections or other flaws in an item (DC 15). For rare or exotic items, this is more difficult (DC 20). On a successful check you are able to convince the merchant to lower his price by 1d10%, but on a failure you offend him with your finicky shopping habits, increasing his prices for you or your companions by 2d10%.

Retry: No.

Special: Appraise cannot be used in this way untrained. If you have at least 5 ranks in the Diplomacy or Bluff skills, you receive a +2 synergy bonus to any attempts to use the Appraise skill in this way.



Escape Artist: Cave-ins

You are able to wriggle out of a rock fall or cave-in without dislodging even more rock.

Check: Making a check to escape from a cave-in can be done only after the character is caught beneath the falling rocks. Characters who are still conscious are able to attempt to slither free of the rubble without suffering further damage or causing a second collapse. Escaping from a cave-in requires a full-round action for every 5 feet of distance the trapped character must move through, and the DC for each action is set by the number of dice of damage inflicted by the collapsing tunnel. Multiply the number of dice by 5 to determine the DC.

Retry: Yes, but every failed roll causes an additional 1d6 hit points of damage as the character is caught under the weight of settling rocks.

Special: The bonus provided by the stonemasonry ability applies to Escape Artist checks of this type.

Hide: Darkvision Camouflage

You are skilled at using black and white pigments or paints as camouflage to aid your attempts at hiding.

Check: If you have in your possession black and white paints or pigments, you may attempt a Hide check (DC 10) as a full-round action to camouflage your exposed flesh and equipment in patterns designed to confuse and defeat darkvision. If the check succeeds, any attempts to Spot you within the next 4 hours suffer a -2 circumstance penalty. You may also make a similar check to camouflage others; it requires one ounce of pigment or paint to successfully camouflage a medium-sized creature.

Retry: No.

Special: You receive a +2 synergy bonus on all checks to apply darkvision camouflage if you have 5 or more ranks in the Disguise skill.

Intimidation: Immune to Pain

You shrug off horrible injuries as a way to intimidate your enemies.

Check: Immediately after suffering the loss of 10 or more hit points, you may attempt to intimidate the opponent who injured you as a free action, using your Constitution ability modifier rather than your Charisma ability modifier. The DC of this check is 10 + the target's hit dice + the number of hit points suffered in

the attack minus 10. Thus, an attack by a 5 hit dice foe causing 15 hit points of damage would have a total DC of 20 (10 + 5 hit dice + 15 hit points of damage - 10). If the check is successful, the target suffers a -1 morale penalty to all attack and damage rolls for the next 1d4 rounds.

Retry: Only if you suffer another 10+ hit point wound.

Special: You receive a +2 synergy bonus on this check if you have 5 or more ranks in the Bluff skill and a +2 synergy bonus if you have the Endurance feat. These two bonuses do stack in this instance.

Intuit Direction: Tunnel Runner

Your innate sense of direction allows you to steer your way through the winding tunnels of underlands or dungeons.

Check: As a full-round action, you may concentrate on determining which tunnel is most likely to take you in the direction you are interested in travelling. To determine which tunnel to take at a given intersection



TRICKS OF THE RACE

requires a successful Intuit Direction check (DC 20). The Games Master should make this check and inform the character of the result. If the check fails, randomly determine which tunnel the character believes is the correct passage.

Retry: Intuit Direction can be used only once per day.

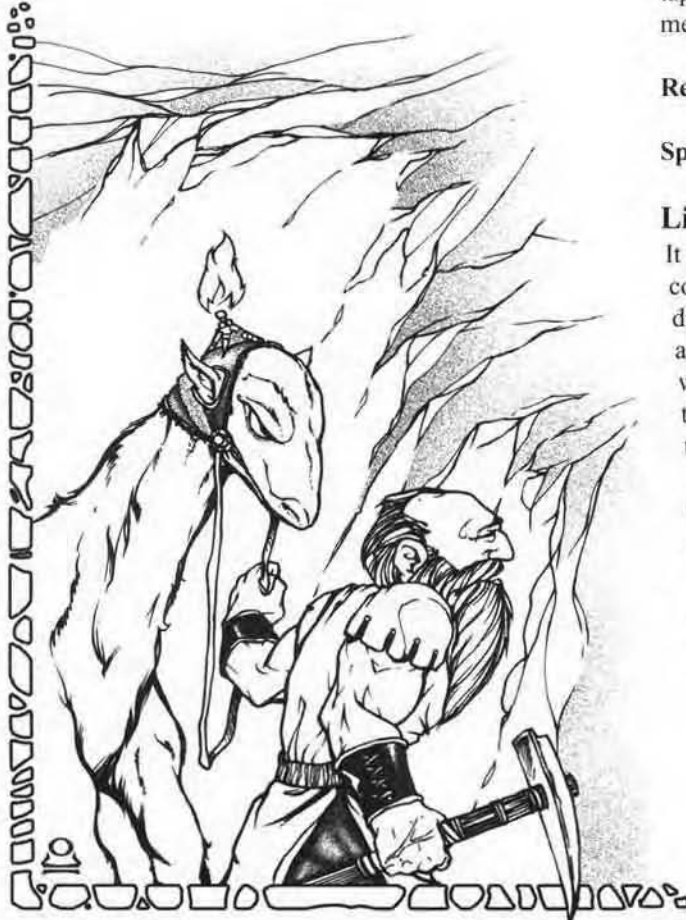
Special: Untrained characters may not attempt this use of Intuit Direction.

Jump: Wall Spring

By jumping up onto a wall and pushing off, you are able to increase the vertical distance of your jump.

Check: After making a running or standing high jump in which you end your movement next to a wall, you may immediately make another standing high jump and add the vertical distance of the two jumps together to determine your total jump height. The maximum height for a wall spring is 1.5 times your height. Performing a wall spring is a full-round action.

Retry: No.



Special: You receive a +2 synergy bonus if you have 5 or more ranks in the Tumble skill.

Knowledge (Tunnel Tapping)

Many races of the underlands develop tunnel tapping, a signal system which uses the naturally resonant properties of stone and echoes to tap out messages across long distances.

Check: Not every area of a tunnel is conducive to tapping. The initial Knowledge (tunnel tapping) check (DC 15) is used to determine the suitability of the area chosen and requires five minutes to complete. Normally the tapping can be heard for a quarter mile, but every point by which the initial DC is exceeded increases this range by one-quarter mile.

Once an area has been selected, the tapper begins banging out his message. It requires a full-round action to knock out thirty words and a successful Knowledge (tunnel tapping) check (DC 10) to make an intelligible message.

Receiving a message is simpler and requires only a single check (DC 10) to decode a full minute's worth of tapped messages. The check is made at the end of the message.

Retry: No.

Special: This skill may not be used untrained.

Listen: Echoes

It takes more than keen ears to tell where a sound is coming from below the ground. Strange echoes can distort noises, making their source seem close or far away, confusing the senses and endangering even the wary. Those with knowledge of the dark tunnels and their acoustic properties can attempt to discern the true location of an echo's origin.

Check: In caverns below the earth, echoes are very common and determining from which direction a sound really originates is crucial to the survival of those who make their home in these tunnels and chambers. Dwarves may add any bonuses they receive from stonecunning (normally +2) to any Listen checks made to sift through echoes for 'real' sounds.

Normally a successful Listen check reveals only the presence of a noise and does nothing to reveal the location of the noise's source. A successful Listen check (DC 15) can give the listener a good idea of approximately where the echoes come

from and can rule out passages from which the sounds could not originate.

Retry: No.

Profession (Mining)

This skill is covered in detail in the 'Mining and Forges' chapter.

Ride: Close Quarters

In general, the Ride skill is used when there is reasonable room to manoeuvre for both rider and mount. Underground, however, a wide tunnel can become extremely narrow and short in a brief space. To manoeuvre a mount in the tight and twisting tunnels of the underlands, most Ride checks are made at very close quarters indeed.

Check: To control a mount in tight quarters, a skill check is necessary. See the table below for the necessary DC.

Riding Task	DC
Back up	5
Duck	10
Tight Corner	15

Back Up: Following a tunnel sometimes results in a tight dead end, which prevents turning a mount around.

This manoeuvre allows the rider to direct his mount backward at a rate of 5 feet per round. A check is required each round and a failure indicates no progress made. Two failures in a row, however, indicate a more serious problem as the mount begins to panic in the tight tunnel. If the next check to back up fails, the mount becomes frozen with fear and will not be coaxed to back up. The character will have to use the Handle Animal skill to calm the creature before he can attempt to back up again.

Duck: Many tunnels are too narrow to ride through upright. As long as there is a foot of clearance from the top of the mount's front shoulder, the rider may attempt to hunker down on the mount's back and keep the creature's head down while still moving at normal movement rates (up to and including running). If the skill check fails, however, the mount immediately stops moving and must thereafter progress at a crawl in order to keep its head down and avoid scraping the rider off against the ceiling. If there is more than 2 feet of clearance between the top of the mount's shoulder and the ceiling, no skill check is required.

Tight Corner: A successful Ride skill check (DC 15) allows the rider to direct his mount through tight corners (up to 90 degrees) while moving at a hustle. Normally the rider must slow his mount to a walk to get through such narrow quarters.

Sense Motive: Haggling

When selling goods, you can counter the efforts of the buyer to reduce the sale price by keying in on the aspects of the item he finds desirable.

Check: You are able to determine what it is about an item that your customer finds most appealing and armed with this knowledge get a better price for the merchandise. Use of the Sense Motive skill in this way requires a full-round action and a successful Sense Motive check (DC 20). When rare or exotic items are haggled over your task is easier, reducing the DC of the check to 15. On a successful check you are able to convince the customer to pay an additional 1d10%, but on a failure your customer loses interest in the item altogether.

Retry: No.

Special: Sense Motive cannot be used in this way untrained. If you have at least 5 ranks in the Diplomacy or Bluff skills, you receive a +2 synergy bonus to any attempts to use the Sense Motive skill in this way.



DWARVEN FEATS

Though not as adaptable to their surroundings as humans, dwarves do a good job at creating and perfecting new ways of doing things when the need arises. Whether fighting in constricted spaces, bouncing flasks of oil around corners, or simply navigating underground, dwarves have learned how to get things done.

This chapter presents a number of feats believed to have originated with the dwarven culture. Other races may not learn these feats. Many of these feats build on abilities possessed by dwarves, expanding and intensifying their natural talents.

Unless a feat is identified as available only to dwarves, any character may pick up any of the feats in this chapter, provided he meets the prerequisites.

Ancestral Enemy (Dwarf)

You are privy to the ancient techniques handed down through dwarven battle guilds for battling goblinoids. While other dwarves are skilled at fighting these creatures, your martial art is far superior.

Prerequisites: Goblin Slayer.

Benefit: When attacking any orc or goblinoid, your racial bonus for attack rolls is increased to +3 and you receive a +2 racial bonus to damage rolls.

Normal: Dwarves normally have a +1 racial bonus on all attack rolls against orcs and goblinoids.

Armoured Mage (Dwarf)

The affinity dwarves feel for metal allows you to reduce the chance of spell failure when casting arcane spells while wearing armour.

Prerequisites: Any metamagic feat.

Benefit: When casting arcane spells while wearing armour, you may reduce the chance of arcane spell failure by 5%, with a minimum chance of spell failure of 5%.

Caustic Wit (General)

Your tongue is nearly as dangerous as your blade and you always have an insult at the ready.

Benefit: You receive a +2 competence bonus to any Intimidation skill checks and any Diplomacy checks where a clever insult can help, such as when haggling for a better price for your goods.



Contact Shot (General)

You are able to use a crossbow or firearm in close combat and receive a bonus to your attack roll when doing so.

Prerequisites: Point Blank Shot.

Benefit: When firing a crossbow or firearm, you do not provoke an attack of opportunity. Reloading your weapon still provokes an attack of opportunity.

Crouched Combat (Dwarf)

You are able to fight from a kneeling or crouched position without penalty.

Prerequisites: Base attack bonus +3.

Benefit: Foes who attack you in melee while you are crouched or kneeling gain no benefit from your position.

Normal: When a kneeling target is attacked, the assailant gains a +2 bonus to his attack.

Giant Wrangler (Dwarf)

You have a natural affinity for battling creatures larger than yourself. Combined with your racial techniques for dodging giants, this makes it very difficult for giants to injure you.

Benefit: When fighting against creatures larger than yourself, you receive a +1 competence bonus for each size category of difference. This bonus is in addition to any other bonuses for your size.

Goblin Slayer (General)

You are capable of inflicting grievous wounds on creatures smaller than yourself by applying your superior mass and leverage. Goblins and kobolds do not stand a chance.

Prerequisites: Rat Hacker.

Benefit: When fighting creatures smaller than yourself, each of your successful melee attacks inflicts an additional hit point of damage for every size category of difference.

Instinctive Mining (Dwarf)

Whilst all dwarves are skilled at mining, your talents are legendary. With your pick in hand, you can carve your way through rock faster than just about anyone you know, pulling precious metals out of the ground as easily as the farmer tugs weeds from the garden.

Benefits: You receive a +2 natural bonus to any Profession (mining) checks and are able to hack out an additional cubic foot of ore every 4 hours.

Iron Bones (Dwarf)

As with Stone Bones (*q.v.*), but you are now more resistant to physical damage.

Prerequisites: Stone Bones.

Benefit: You may ignore the first 4 hit points of damage inflicted upon you by physical attacks each round.

Magical Null (Dwarf)

The magical resistance of your people swells within you, protecting you from baneful spells. Unfortunately, this increased resistance also makes it less likely that friendly spells will work properly (or at all) when they are cast upon you.

Benefit: You receive a +4 natural bonus on saving throws against spells or spell-like effects. When a beneficial spell is cast on you, there is a 10% chance the spell fails, regardless of its source. This ability does not affect spells or spell-like effects generated by magical items.

Natural Smith (Armour) (Dwarf)

You have a natural affinity for creating armour and are able to produce high-quality suits with greater ease than most.

Benefits: You have a +2 natural bonus to any Craft (armoursmith) checks. In addition, when attempting to craft a suit of armour, the masterwork component is

figured at 75 gp.

Normal: The masterwork component for weapons is normally 150 gp.

Natural Smith (Weapons) (Dwarf)

You have a natural affinity for creating weapons and are able to produce high-quality weapons with greater ease than most.

Prerequisites: —

Benefits: You have a +2 natural bonus to any Craft (weaponsmith) checks. In addition, when attempting to craft a weapon, the masterwork component is figured at 150 gp.

Normal: The masterwork component for weapons is normally 300 gp.

Pixie Butcher (General)

You are able to maximize the strength of your attacks against creatures smaller than yourself. Building on the Goblin Slayer feat, you have mastered techniques which allow you to generate even more force.

Prerequisites: Goblin Slayer.

Benefit: When fighting creatures smaller than yourself, each of your successful melee attacks inflicts an additional hit die of damage for every size category of difference.



TOOLS OF THE DWARVES

Dwarves lead challenging lives and their inventions reflect the unique needs of a life below the surface. For a dwarf, every tool is a thing of beauty and a treasure to be maintained and repaired. Where other races see their equipment as just another way to get a job done, a dwarf sees his hammers and picks and axes as a piece of him, a link to his culture and its past. This attitude leads dwarves to hone their abilities, each hoping to create a new tool or weapon, something to serve his clan well in the future. In this section, the various tools, weapons and armour used by dwarves in their daily lives are described.

WEAPONS

Implements of destruction are an important part of a dwarf's heritage. Axes are handed down from father to son, lances find their way from master riders to younger warriors, and hammers become clan heirlooms used to defend the clan in times of greatest peril. Besides these standard weapons, dwarves have crafted many more types of weapon, several of which are described below.

Armour Blades: Leave it to dwarves to take the humble armour spike to a higher level of deadly efficiency. These blades sprout from the elbows, knees, forearms, shoulders, or any other surface a dwarf could use for striking out at an enemy.

Sliding on hinged rails, the blades are normally retracted flat against the armour, but those who are proficient in their use can snap the blades out for quick use.

Purchasing this weapon actually indicates the attachment of numerous blades to a suit of armour, welding them permanently into place.

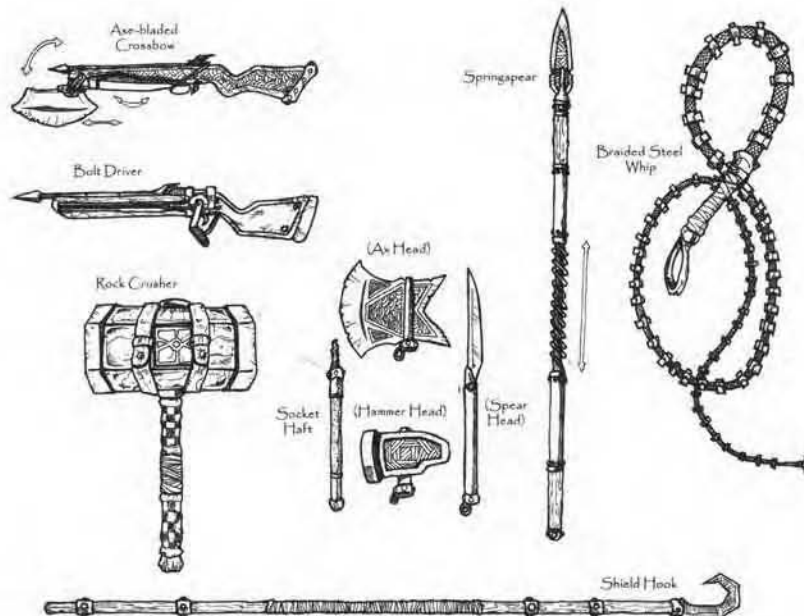
Axe-bladed crossbow: An axe blade is mounted below the front end of this heavy crossbow and the prod is mounted on a swivel to allow it to swing back over the top of the weapon. It takes a full-round action to convert the weapon from an axe to a crossbow unless the wielder has an exotic weapon proficiency in the weapon, which

allows him to collapse the prod as a free action. If the axe is used without collapsing the prod back along the body, the weapon may not be used as a crossbow again until it can be repaired (Craft (weaponsmith) DC 20).

Bolt Driver: Looking something like a stripped-down crossbow, this ranged weapon uses a steel spring to propel a very heavy bolt over a very short distance. Favoured by dwarves for battling in close quarters where normal ranged weapons are ineffective, the bolt driver may also be used in conjunction with a crossbow shield (see below). The bolt driver must be reloaded after every attack, requiring a full-round action to prepare the weapon for use.

Braided Steel Whip: While cosmetically similar to a standard whip, this weapon is made of steel wire and features razor-sharp blades along its length and a weighted tip.

Rock Crusher: This massive hammer was originally designed to crush chunks of rock into even smaller chunks for smelting in dwarven furnaces. During a drow invasion, though, it was discovered that the weapon works well as a weapon and is quite capable of crushing armour. Unfortunately, the weapon is also very slow and may only be swung as a full-round action. On a successful critical hit, any armour worn by the target of the attack must make a Fortitude save (DC 10 + the total damage caused by the attack) or lose one point of armour bonus for every 5 hit points of damage caused by the attack. Armour reduced to an armour bonus of 0 is considered destroyed and may not be repaired. Damaged armour may be repaired by a Craft (armoursmith) check (DC 15 + 1 per point of armour bonus reduction) or taking it to a skilled smith and paying 10% of the armour's cost per point of armour bonus to restore.



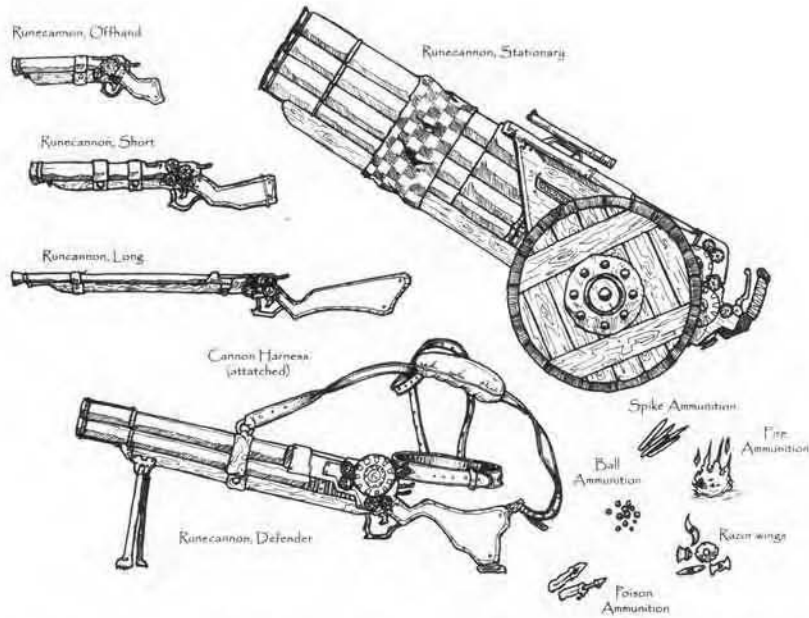
the weapon to jam even before the first shot is fired. To determine the damage caused by a defender runecannon, multiply the base damage of the type of ammunition fired by the number of rounds fired. While this causes the defender runecannon to burn through ammunition at an alarming rate, the damage it deals is unsurpassed. A defender runecannon must fire at least two rounds of ammunition with each shot. Reloading this weapon requires two full-round actions.

Runecannon, Offhand: This small weapon contains a single round of ammunition but has the advantage of being quick to load and much easier to wield than its larger counterparts. Wielders can reload this weapon with a single move-equivalent action and the firing chamber will accept any standard runecannon ammunition. Unfortunately, in order to keep the weight down and make the weapon more manageable, a release valve is installed in the rear of the weapon to allow some of the force of the burning propellant to escape. This reduces the distance of all shots fired by 50%, though damage and other effects remain the same.

Runecannon, Long: Favoured by those who want a bit more range to their attacks, the long runecannon is able to better focus the power of the weapon. The trade-off is an increase in weight, the need to use a weapon harness and both hands to control the weapon, and an inability to fire the weapon at targets within 5 feet of the cannoneer. The long runecannon does hold more rounds than the short runecannon, offering a capacity of ten rounds and requiring a full-round action to reload.

Runecannon, Short: The short runecannon is the ranged weapon most commonly used by mounted warriors or those who value a shield. Its compact design allows it to be fired with only one hand, though a combat harness is still necessary to brace the weapon and control its recoil. A short runecannon holds five rounds of ammunition and require a full-round action to reload.

Runecannon, Stationary: Normally found mounted on the walls of fortresses, this weapon is the largest runecannon in production. The massive barrel and enormous magazine (containing a full 100 rounds) allow the stationary runecannon to churn out damage at an impressive rate. As with the defender runecannon,



the stationary runecannon always fires more than one round at a time, but the stationary runecannon is able to launch up to 10 rounds in a single attack. Damage for this attack is determined as with the defender runecannon.

Stationary runecannons may also be reloaded before they are emptied. The top-mounted loading chambers are always open, allowing users to dump in extra shells as needed to prevent the loss of crucial time to a reloading operation.

Adjusting the Runecannon

All runecannons are built to allow the user to modify them as the situation demands. By adjusting a few dials and tightening or loosening a tensor or two, the wielder of the runecannon is able to increase the weapon's effective range, reduce recoil for greater accuracy, and even improve its damage. Unfortunately, the adjustments require precision which may not always be possible on the field of battle. Runecannon users may make the following adjustments to their weapons, each of which requires a full-round action:

† **Accuracy.** By opening the blowback valves on a runecannon, accuracy is improved by reducing the weapon's recoil. Unfortunately, this also makes it impossible to fire the weapon further than medium range. This adjustment requires a Craft (runecannon) check (DC 15) and provides a +1 bonus to all attack rolls with the runecannon. This adjustment may not be made for offhand runecannons.

† **Damage.** Closing the blowback valve and

tightening other pressure release points will increase the damage caused by a runecannon by more directly channelling its force at the target. As a side effect, however, the intensified recoil of the weapon reduces its accuracy. Successfully using this ability requires a Craft (runecannon) check (DC 15), after which the runecannon causes an additional 1d4 hit points of damage on a successful attack but all attacks made with the weapon suffer a -1 circumstance penalty. This adjustment cannot be made if the runecannon is firing spike or fire ammunition. Attempts to use this adjustment in conjunction with these two types of ammunition automatically jam the weapon (see below).

† **Range.** The most difficult of all adjustments, increasing the range of a weapon involves a careful balance of various factors which cannot be accomplished by the unskilled. Successfully using this ability requires a Craft (runecannon) check (DC 20), after which the range increment of the runecannon is doubled. This adjustment can be used with ball and poison ammunition only and cannot be made to a defender or stationary runecannon.

It is impossible to make more than one adjustment to a runecannon at a time because the changes necessary to gain one benefit work contrary to those necessary to gain another benefit.

Maintenance and Repair

Whenever a runecannon is fired, soot and ash build up in the weapon's barrel. If the weapon is cleaned each day using a cannoneer toolkit, there is no danger of a malfunction caused by a dirty barrel. If more than one day of cleaning is missed, however, there is a 20% chance with every shot that a fired round is fouled in the barrel, damaging the weapon and ruining the round. This causes 1d4 hit points of damage to the weapon's wielder as fire and bits of shrapnel jet from the various pressure valves on the weapon.

A weapon may also be damaged by a botched adjustment attempt. If an adjustment attempt fails by more than 10 points, the adjustor inadvertently damages the weapon.

A damaged runecannon may not be fired until it is repaired. With a cannoneer's toolkit, a damaged runecannon may be repaired in the field with a successful Craft (runecannon) check (DC 25). Repairing a runecannon requires 1d4 hours, and if the check fails the weapon cannot be repaired in the field but must be patched up in a fully-equipped smithy.

Runecannon Ammunition

The runecannon originally fired only balls of iron. As time passed, however, the dwarves perfected the art of creating rounds of ammunition, each of which contained its own propellant and different type of projectile. The following are the five most common types of runecannon ammunition.

Ball: The original and still most popular type of ammunition, ball rounds fire a single iron sphere at a target. The longer range and ability to affect creatures immune to piercing and slashing attacks make ball ammunition useful in most situations.

Fire: Lacking any physical projectile, this type of ammunition mixes charcoal and other fuels into the propellant to produce a jet of flame when fired. Attacks made with this ammunition are ranged touch attacks and affect only a single target.

Poison: The core of this type of ammunition is a piece of wood soaked in poison and sealed in wax. When fired, the heat of the propellant melts away the wax, leaving the poisoned wooden dart exposed. A successful hit causes normal damage and injects the poison into the target, who must save as per normal. The cost of this ammunition is highly variable and is based on the price of the poison used in its creation. While dwarves understand the use of poison in some circumstances, anyone purchasing or making a large number of poison rounds will certainly attract unwanted attention.

Razor Wings: Small, sharpened metal discs are the core of this type of ammunition. When fired, the discs spin and whirl in a tight pattern capable of causing a great deal of devastation to the target. The short range and high damage of this type of round make it a favourite amongst those dwarves who specialize in close-quarters fighting.

Spikes: This type of round contains a cluster of inch-long iron spikes, which expand to fill a 40 foot cone after the round is fired. If this type of round is fired into a single target less than 10 feet from the attacker, it causes double the normal damage but does not expand to fill a cone.

ARMOUR

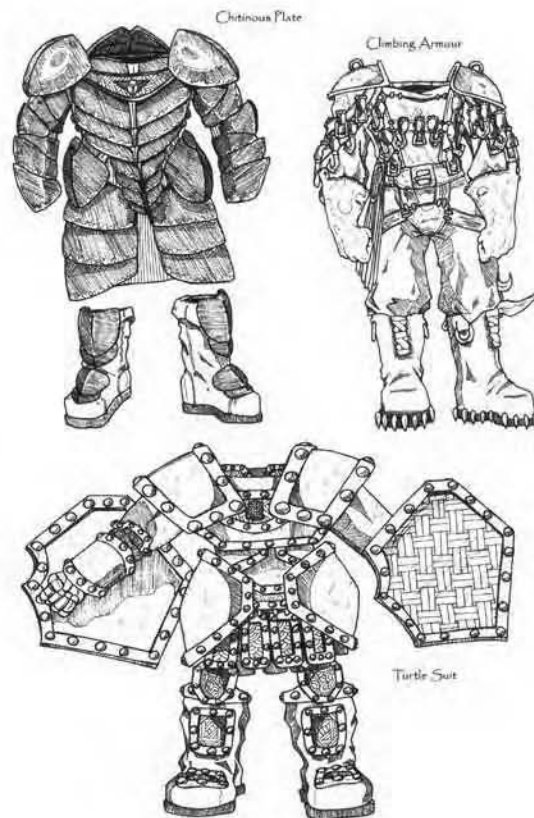
In the eyes of many dwarves, the best defence is a massive piece of steel stuck between themselves and their enemies. Coupled with their cultural heritage of metalworking, this leaning toward armour has produced a number of interesting pieces of protection used by dwarves.

Articulation: The dwarven smith Akzurik discovered methods for more evenly distributing the weight of

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Climbing Armour: Lightweight and covered with an assortment of hooks, carabineers, and tough leather loops, this armour is designed to assist the wearer in his climbing attempts. Unfortunately, the very design which allows the wearer to clamber up sheer surfaces also makes it more difficult for him to manoeuvre when not climbing. Anyone wearing climbing armour receives a +2 circumstance bonus to any Climb checks.

Crossbow Shield: Similar to a tower shield, this device can be attached to the front of a crossbow to form a protective tripod. This not only shields the archer but also stabilizes the weapon for a more accurate shot. Setting up the crossbow shield requires three rounds, after which it provides the user with the protection of a tower shield along with a +1 circumstance bonus to all attacks made with the crossbow. Once the shield is set up, the wielder can leave it in place and perform other actions while still receiving the shield's protection. The crossbow shield's wielder could, for example, set up the shield and then release his hold on it to cast a spell, and he suffers no penalty for doing so. If the shield is set up and not being actively controlled by a wielder, however, it can be knocked over by anyone on the other side with a standard action. A view hole in the shield



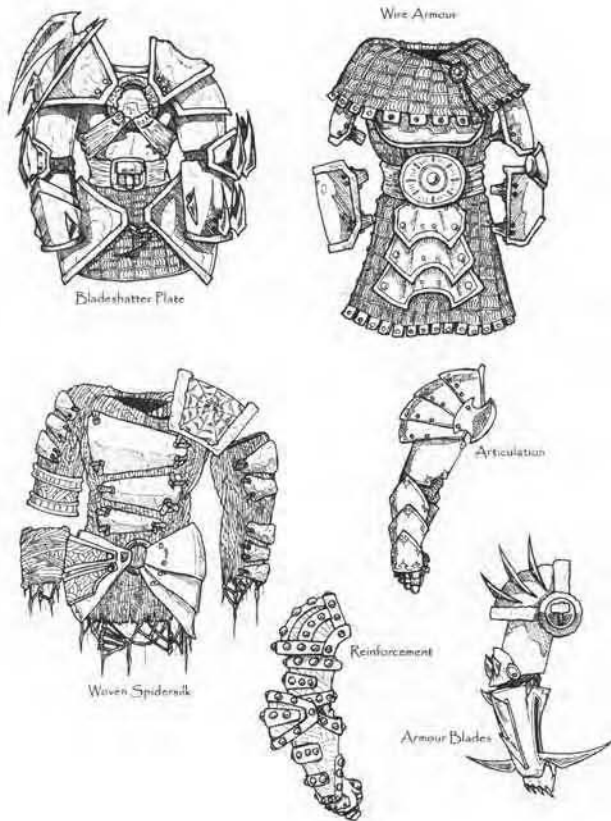
Armour Table

Armour Enhancements	Cost	Armour Bonus	Maximum Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
Articulation	500 gp	—	—	—	—	—	—	—
Reinforcement	300 gp	—	—	—	—	—	—	+15%*
Light Armour								
Chitinous Armour	200 gp	+3/+6**	+4	-1	15%	30 ft.	25 ft.	10 lb.
Climbing Armour	100 gp	+2	+3	-2	15%	20 ft.	15 ft.	20 lb.
Medium Armour								
Wire Armour	1,000 gp	+6/+1	+4	-1	10%	30 ft.	25 ft.	20 lb.
Woven Spidersilk	500 gp	+5	+4	-2	15%	30 ft.	20 ft.	50 lb.
Heavy Armour								
Bladeshatter Plate	3,000 gp	+8	+0	-6	40%	20 ft.	15 ft.	50 lb.
Turtle Suit	2,000 gp	+10	+0	-10	60%	15 ft.	10 ft.	70 lb.
Shields								
Crossbow Shield	100 gp	***	—	-10	50%			50 lb.

*Reinforcement adds to the weight of armour to which it is applied.

**The secondary armour bonus is applied only against missile attacks.

***The crossbow shield provides total cover when it is set up or three-quarters cover when it is wielded normally.



allows the wielder to see targets on the other side but is also large enough for the wielder to be targeted by spells.

Reinforcement: While armour is meant to turn aside weapons, there are times when even the best suit of armour is not able to protect the wearer from the full brunt of a blow. Reinforced armour is designed to shield the wearer from critical hits, effectively increasing the protection it offers by +5 for purposes of thwarting conversion of threatening hits into critical strikes. Thus, a character with an Armour Class of 15 has an Armour Class of 20 when attackers attempt to convert a threat into a critical hit.

Turtle Suit: This armour is so heavy it is worn only when the threat of combat is imminent. It is also extremely bulky, making it difficult for the wearer to manoeuvre in tight quarters. On the other hand, this type of armour takes up so much room a single dwarf can block a corridor all on his own. Any medium-sized creature wearing a turtle suit can effectively block a 10-foot-wide passage, using the integrated arm shields and mass of his armour to prevent the passage of opposing forces. Characters wearing turtle armour are also treated as one size category larger than normal when attempting to avoid being tripped or grappled. Those wearing turtle armour may not initiate a grapple or

make a trip attack, however, as the bulk of their armour prevents such activities. Finally, if the wearer of the turtle suit takes only movement actions during a combat round, he may protect himself with the arm shields built into the suit, increasing the suit's Armour Bonus to +15.

Wire Armour: Rather than craft armour from rows of linked chains or overlapping plates, some dwarven smiths braid their armour from lengths of steel wire. The armour provides excellent protection from slashing and piercing attacks but is unable to shield the wearer from bludgeoning attacks, which simply indent the armour to harm the flesh underneath.

Woven Spidersilk: This rare armour is fashioned of woven layers of silk taken from the webs of giant spiders. When properly treated, lacquered, and reinforced with small steel plates, this armour provides excellent protection and flexibility but is also very heavy.

EQUIPMENT

Whether working or adventuring, equipment can mean the difference between survival and death when underground. Dwarves, thanks to generations of experimentation and determined engineering, produce a number of items which are useful to anyone interested in exploring the underlands.

Cannon Harness: This harness is used to help runecannon users keep their weapons under control and absorb some of the weapon's kick. The harness is quite heavy, consisting mainly of woven metal straps and leather-wrapped padding which hold the cannon mount securely in place. The mount itself provides a stabilizing brace and a padded rest for the weapon's stock to help support the weapon and protect the wielder. Users must subtract 5 feet from their normal movement rates while wearing the bulky harness. Wearing or removing a harness requires five rounds.

Cannoneer's Kit: Used to maintain and repair runecannons in the field, this toolkit contains a half-dozen small spanners, a trio of small screwdrivers for adjusting tensors, and a copper brush for reaming out the barrel of the weapon. Without this kit, it is impossible to perform field repairs or maintenance on runecannons.

Climbing Harness: The underlands are crisscrossed by chasms, littered with sinkholes, and obstructed by rockfalls. To get around these obstacles, dwarves must climb or dig, with climbing often the most expedient option. The climbing harness is loaded with tools to make the job easier, from small picks to pitons to carabineers. While a character wears the harness, all his Climb checks without a rope receive a +2



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circumstance bonus and those made with a rope receive a +4 circumstance bonus. The harness is quite bulky, however, making it difficult to move around when not climbing—the wearer must reduce his normal movement rates by 5 feet. It takes three rounds to put on or remove a climbing harness.

Dwarven Firebox: Mining is an important part of dwarven life; this tool assists in digging through solid stone. The firebox is a simple cube of iron plates with an open front and a bellows on the back. Coal is burnt inside the box and the open side of the box is placed as close to a rock face as possible. The heat from the fire cracks the stone, allowing miners to complete their work more quickly. When used, provided there is an adequate supply of coal for the day (roughly 20 pounds per 8 hour shift), the firebox increases the tunnelling rate of a miner by 10 feet per week.

Fungal Rations: While certainly unappetizing, these rations provide an advantage found nowhere else: the food actually replenishes itself at regular intervals as long as it in turn is fed. Fungal rations come in a small cube (6" on a side) which contains an unappetizing mulch of various types of mushroom and other organic bits, covered with a wool screen. On top of the screen, a dozen or more edible hybrid mushrooms grow, feeding on the material below the screen. The edible mushrooms will continue to grow at a regular rate, providing enough food for a single medium-sized creature each day, as long as the mulch is replenished on a regular basis. Any organic material may be ground up and put into the mulch, allowing subterranean dwellers to turn otherwise inedible plants and animals into a nutritious, if unappetizing, meal. If a character with fungal rations is in an area with no organic material whatsoever for more than three days,

his rations perish and provide no further food.

Gas Finder: This cylindrical device contains an oil-fed flame, which draws air through a one-way valve on the bottom and expels smoke and fumes through another one-way valve at the top. A strand of waxed hair is strung through the cylinder far enough above the flame to avoid burning under normal conditions. If a dangerously explosive gas enters the gas finder, however, the flame will burn through the hair, causing both valves to slam shut to prevent an explosion. On the other hand, if an asphyxiating gas fouls the air in a tunnel, the flame is extinguished. In either case, the gas finder warns the user of potential gas hazards before they can cause any harm. The gas finder provides light as a bull's-eye lantern.

Miner's Pack: Reinforced with steel plates and stitched together with wire, the miner's pack holds 2 cubic feet of material and up to 200 pounds in weight.

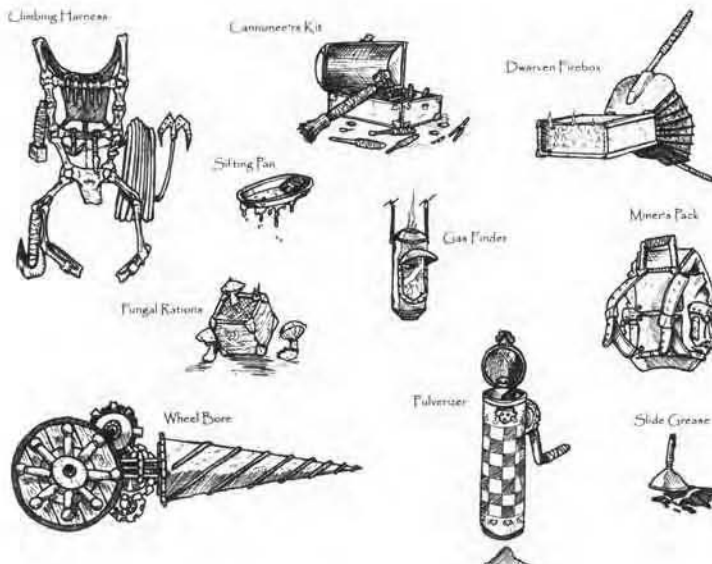
Pull Cart: This small two-wheeled wagon is designed to be pulled by a single dwarf. A heavy shoulder harness and a pair of metal poles allow the dwarf to move along at a decent clip while transporting a great deal of weight. When pulling a cart, a humanoid creature may carry three times its normal amount at each encumbrance level. However, it takes five rounds to get into or out of the pull cart's harness, and those wearing the harness receive a -15 circumstance penalty in addition to any other armour check penalties.

Pulveriser: This cylindrical iron device is used to crush rock into fine gravel and dust, which can be more easily tested for the presence of precious metals or gemstones. The device is roughly 1' in diameter and height, with a flip-top lid and a crank handle. After stones are placed into the device and the lid clamped into place, the handle is turned. This rotates a number

of grinding wheels inside the pulveriser, using gears to maximise the available force, crushing the rocks thoroughly. A pound of rocks can be ground to gritty powder in an hour.

Sifting Pan: After rocks are crushed with a pulveriser, the remains are thoroughly washed in this pan, where the grooves and ridges around the edges capture heavier pieces (particularly metals and gems) while allowing the dirt and other impurities to wash away. This allows miners to check an area quickly for the presence of desirable materials.

Slide Grease: Composed of mushrooms, minerals and a bit of some stinking oil distilled from coal, slide grease is a slick substance used by dwarven miners to assist in moving



large chunks of rock. A pint of the grease is sufficient to cover a 10 foot by 10 foot section of floor and allows the user to slide up to four times his maximum weight allowance across the greased section in one round. Unfortunately, slide grease does not retain its slick properties for long after exposure to air—after three rounds the stuff dries and flakes off in thin black scabs. Any character attempting to walk on an area treated with slide grease must make a Balance check (DC 10) if moving normally, DC (15) if jogging or running. Characters who attempt to fight while standing on an area treated with slide grease must make a successful Balance check (DC 25). Any character who fails a balance check while moving across a greased area falls prone; standing up in a greased area requires another Balance check (DC 15).

Trap Springer: Pit traps are a staple of dungeons and caverns where evil creatures lurk. This device helps locate some, though not all, of these traps from a safe distance. As the name suggests, once a trap springer finds a trap, it invariably triggers it. To use a trap springer, spend one full-round action winding up the gearbox, point it in the direction you would like to search for traps, and let it go. The trap springer then rolls straight ahead at 10 feet per round for 1d6 rounds, flailing around itself with small hammers on the end of springy steel wands. These hammers strike in irregular patterns in a 10 foot radius around the trap springer and emulate the footsteps of a humanoid creature weighing roughly 50 pounds. If any trap would be triggered by such a footstep, the trap springer sets it off. The trap springer will not fall into a pit trap—the instant one or more of its wheels lose traction, the other wheels counterbalance by turning in the opposite direction.

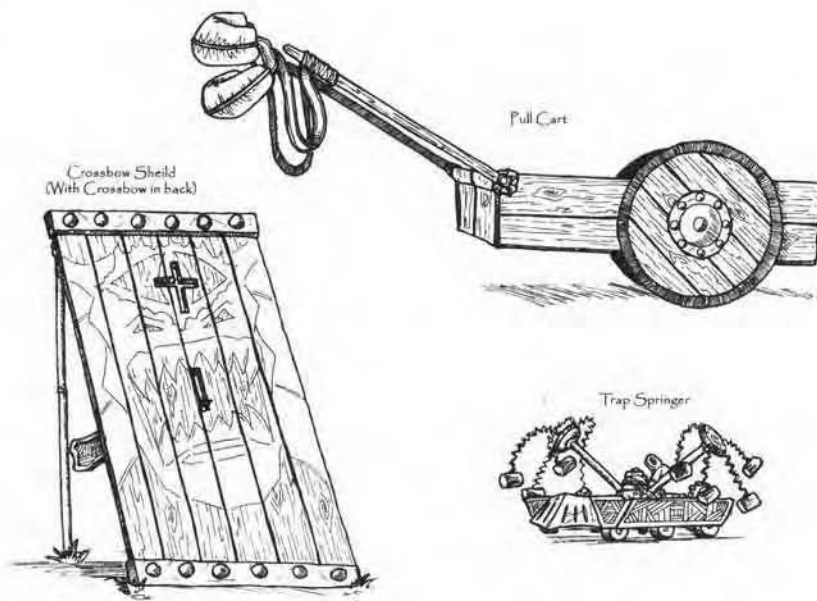
Trap springers are large when assembled but may be broken down into a 3-foot-square package for transportation. It requires 20 minutes and a successful Engineering check (DC 15) to assemble or disassemble a trap springer. If the Engineering check fails, the trap springer cannot be correctly disassembled or assembled, though repeat attempts are allowed.

Wheel Bore: Another contraption of ingenious dwarven design, the wheel bore is a compact tool that can be carried in a backpack but also converts to a functional bore for drilling

through stone. The device folds away for transport (requiring 5 minutes to completely collapse) and allows dwarves to take their drills with them while exploring new areas for possible veins of metal or gems. When readied for operation, the wheel bore looks like a 3-foot-wide vertical wheel with hand grips attached to a series of gears which are in turn attached to a drill bit. A single dwarf turning the wheel can drill through a 10 feet by 10 feet by 1 foot (100 cubic feet) section of stone in an 8 hour day. A hole (roughly 2" in diameter and 3' long) can be drilled through stone in one hour with the bore. The bore is useless for wood or other materials softer than stone due to the construction of the drill head and is similarly useless for boring through materials stronger than stone.

Equipment Table

Item	Cost	Weight
Cannon Harness	50 gp	25 lb.
Cannoneer's Kit	100 gp	5 lb.
Climbing Harness	50 gp	15 lb.
Dwarven Firebox	100 gp	30 lb.
Fungal Rations	50 gp	5 lb.
Gas Finder	200 gp	2 lb.
Miner's Pack	150 gp	15 lb.
Pull Cart	100 gp	100 lb.
Pulveriser	200 gp	25 lb.
Sifting Pan	20 gp	2 lb.
Slide Grease	25 gp	1/2 lb.
Trap Springer	1,000 gp	100 lb.
Wheel Bore	500 gp	75 lb.



SUBRACES

As any other type of creature, dwarves adapt to their environment and are shaped by the forces which surround them. While longer-lived than humans and somewhat slower to change their ways as a result, dwarves are incredibly hardy creatures with a drive to survive surpassed by few creatures. Where other races would choose to flee an area for greener pastures and safer environs, dwarves stand steadfast, refusing to give up their ancestral lands for any reason. While this sometimes results in the loss of entire dwarven clans, other times it is the beginning of a new line of dwarves, a breed apart from the rest.

The majority of these racial subtypes are a result of environmental changes to the dwarven homelands. A few, however, are the direct result of a desperate bid for survival, in which dwarves trafficked with strange creatures and alien gods in exchange for their survival. While none of the races are inherently evil, there are changes wrought in some of them which make other dwarves uncomfortable.

In this chapter you will find all the information needed to choose one of these dwarven subtypes as a player character race. Laid out in a format similar to that found in *Core Rulebook I*, the following descriptions provide all the necessary information to bring new and exotic types of dwarves into your games.

CLIFF DWARVES

Chasing veins of ore through the earth sometimes leads dwarven clans into areas they would not normally frequent. Cliff dwarf clans, as the name suggests, are dwarves whose mining has led them towards the surface. These dwarves, moving their homes to be nearer the source of their wealth, eventually found themselves living very near the surface, their tunnels often punching through the crust of the earth to the fresh air and sunlight.

The best-known clans are those which mine the veins of ore in visible cliff faces. Their excavations leave behind tunnels and chambers open to the surface, which in some cases are used by the merchants of the clan as open-air bazaars where outsiders come to purchase dwarven goods. Long, sloping ramps or dangling ladders are used to travel to and from these cliff settlements, providing access to the dwarven merchants while still allowing the cliff dwarves to quickly prevent such access to invaders.



Personality: Cliff dwarves are very much like subterranean dwarves in temperament. Despite their exposure to surface cultures, cliff dwarves are still very private and very traditional.

Physical Description: While slightly longer of limb than subterranean dwarves, cliff dwarves otherwise appear much as their cousins.

Relations: Cliff dwarves have learned to get along quite well with surface races, though they despise goblinoids and other traditional dwarven enemies. These dwarves do have more exposure to other races and are adequate traders, but they are not as open or accepting of others as Sundwellers. When in doubt, treat cliff dwarves as if they were standard dwarves in terms of their relationships with other races.

Alignment: Cliff dwarves are typically lawful in alignment, with a tendency toward neutrality. Their exposure to other races has given them a slightly broader view of the world than that of those dwarves who spend most of their life below the ground, but their experience as merchants has also taught them that the world is full of thieves and swindlers.

Lands: This subrace dwells on the border between the surface and the lands below. While they are most famous for the shafts carved along the faces of cliffs,

they can also be found burrowing out of the slopes of mountainsides. There are rare cases of cliff dwarves burrowing their way across basalt plains or other rocky terrain, creating an open-topped maze of winding tunnels and exposed chambers.

Religion: Cliff dwarves hold fast to their religion, clinging to rituals and ceremonies which remind them of their past and the sanctity of the old ways. While a few merchants have been known to pay lip service to trade gods popular with their customers, few adopt the religions with any real devotion.

Language: Cliff dwarves speak dwarven, common, and whatever surface language is most common in their region.

Names: As with religion, cliff dwarves prefer to use the names and naming rituals of their ancestors. Most members of this subrace have names which are easily mistaken for those used by subterranean dwarves and treat their names with the same respect. Honest merchants also back their wares with their name, scribing their rune on each as a mark of its quality and origin.

Adventurers: With their exposure to other races, it is not uncommon for the adventuring bug to bite young cliff dwarves. Some merchants also join up with adventurers, hoping to make it rich by finding rare art objects or magical items. A few, seized by the idealism so common in the surface races, set off to right wrongs and fight evil, joining forces with wandering bands of men-at-arms, wizards and priests.

Racial Traits

- † +2 Dexterity, +2 Constitution, -2 Strength, -4 Charisma. Cliff dwarves are slightly more agile and tougher or personable than their cousins but are not quite as strong.
- † Medium size: As medium-sized creatures, cliff dwarves have no special bonuses or penalties due to their size.
- † The base speed of cliff dwarves is 20 feet.
- † Darkvision: Cliff dwarves can see in the dark up to 60 feet. Darkvision is black and white only but is otherwise like normal sight, and cliff dwarves can function fine with no light at all.

- † Stonecunning: Cliff dwarves receive all the bonuses associated with this ability.
- † +2 racial bonus on saving throws against poisons.
- † +2 racial bonus on saves against spells and spell-like effects.
- † +2 racial bonus on all Diplomacy or Bluff checks while engaged in trading activities (either buying or selling).
- † +4 Dodge bonus against giants.
- † +2 racial bonus on Appraise checks related to rare or exotic items.
- † Automatic Languages: Common, dwarven, and any one other language common on the surface of the immediate area. Bonus languages: Any spoken by the clan's trading partners in the area.
- † Favoured Class: Rogue. A multiclass cliff dwarf's rogue class does not count when determining whether he suffers XP penalties for multiclassing.

DEVIL DWARVES

In the hidden places below the earth, evil creatures whisper secrets of power and promises of unspeakable delights to any willing to listen. In times of dire trouble, some dwarven clans turn to these creatures in exchange for the power to survive whatever horrible circumstances they face. While they pay a terrible price for the help they receive, these clans do what dwarves do best—survive.

The price they pay, though, is considered by many to be too great. The creatures who lend their aid, mostly devils from the lower planes, demand sacrifices, offerings, and perhaps the greatest price of all—the right to mingle their blood with the clans they help. What purpose they hope to achieve by interbreeding with mortal races is uncertain but the devil dwarves are one result of the practice. Imposing and sinister in appearance, the devil dwarves know their history well and honour the sacrifices made by their ancestors in the name of survival.

The majority of devil dwarf clans continue to worship their infernal saviours, providing them with a steady





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'You're a long way from home, half-orc.' The dwarves had gathered silently around the travellers, their eyes glittering in the torchlight though their faces were concealed within the great hooded cloaks they wore.

'Aye, and we're doin' our best to get the hell out of here, friend.' The fighter's toothy grin was meant to put everyone at ease but he was not sure it was having the desired effect. Around his companions, the dwarves were drawing their loose circle a bit tighter. 'You mind showin' some weary travellers the way back to Bakor Tarok?'

A hiss of indrawn breaths came from the hoods around them and the only dwarf to speak so far took two angry steps forwards. 'You come from Bakor? Sent here to spy?'

'No, no.' Anzi, a young halfling sorcerer, suddenly bolted forward, waving her arms wildly in denial. 'We stopped there on our way down, if we can get back there, we can get back to the surface.'

'Ah, I see. Well, then, I suppose we should help get you on your way.' With a wave of his hand, the obvious leader of the dwarves cleared a path through his people for the travellers. 'If you'll follow me, I'll get you back to more familiar territory.'

They walked on in silence for long minutes, the only sound the shuffling of feet over the rough stone of the cavern floor.

'You should be careful coming down here, you know.' The hooded dwarf cocked his head over his shoulder, revealing a heavily bearded chin and a sharply curving smile. 'There are bad, bad things down this way. Good thing we found you.'

'Yup.' The half-orc grinned right back but eased his bastard sword in its sheath. 'What kind of bad things?'

The dwarf ducked aside then, moving quickly to the left even as another figure suddenly emerged from the darkness. Nearly a dozen feet tall, the creature's red flesh was adorned with jutting spikes of horn, their curved tips rising high over its head and shoulders. Behind the thing, a tail whipped eagerly and its wings flapped impatiently from its shoulders. 'Things like me, friend of Bakor. Things like me.'

stream of potential mates and delivering impressive sacrifices on a regular basis. The devils, for their part, make only rare appearances within the devil dwarf clans, often acting as brokers between the community and a greater, darker power.

Personality: Amongst their own kind, the devil dwarves are more jovial than other dwarves. In unguarded moments they laugh and cheer without inhibition, celebrating the survival of their people in their day-to-day lives. Around others, however, devil dwarves are quieter and more introverted, preferring to remain silent and observe rather than speak their minds or partake of any festivities. Their treatment at the hands of other dwarves, those of 'purer' lineage than the devil dwarves, has taught this outcast race well the virtues of avoiding conflict or any other means of drawing attention to themselves.

Devil dwarves are more magically adept than other dwarves but are also less resistant to hostile magic. While they share the love of metal and stone, including gems and gold, the devil dwarves are more fascinated

by magical items created by other races. While some clans seek magical items to return to their infernal patrons, most members of this subrace are simply intensely curious about how other races practice their magical arts.

Physical Description: Members of this subrace are the same height as other dwarves but not quite as heavy. Their skulls seem oversized, however, giving them a looming, somewhat alien appearance that many find disturbing. Females of this subrace are somewhat taller and thinner than the males, leading some to believe they are being selectively bred for their height to make more accommodating mates for the devils. The skin of both males and females is pale and marked by large birthmarks which range in colour from deep rust to blazing scarlet. Their hair, most often ranging in colour from charcoal grey to pale silver, is allowed to grow long and is often used to mask the more unsightly birthmarks.

As do other dwarves, the devil dwarves value their beards greatly, regarding them as a strong connection

to a past they only dimly understand. Males of this subrace begin growing their beards around their twentieth year and plait a small bead into their facial hair each year of their life thereafter. As most devil dwarves live to be 500 years old, the beards of elders are often completely hidden by the massive quantity of beads and other trinkets accumulated in the hair over the years. Devil dwarf females do not grow beards, though many add tiny tattoos to their own chins each year, creating a complex pattern which grows in size over time.

Relations: Devil dwarves do not get along well with members of most other races, due mainly to their known affiliations with devils and evil gods. While the devil dwarves do not go out of their way to interact with these races, their encounters with them tend to be unsatisfactory for all involved. The devil dwarves are prone to attacking intruders, and other races know all too well the myths surrounding this strange type of dwarf.

As individuals, devil dwarves are most able to tolerate gnomes and humans who are willing to give the devil dwarves the benefit of the doubt. Other dwarves and elves, however, despise these creatures, viewing them as abominations to be destroyed or at the very least imprisoned. A few devil dwarf clans have been able to make long-lasting truces and alliances with half-orcs, providing magical services in exchange for the strength at arms the half-orcs bring to the table. Halflings avoid devil dwarves, not out of fear but rather the instinctive dread with which this dwarven subrace seems to surround itself.

The darker races have as little tolerance for devil dwarves as do other races. They are familiar with the

types of creatures the devil dwarves serve and have no desire to become embroiled in their machinations and holy wars. When dealing with mind flayers, goblinoids, drow, and other subterranean races, the devil dwarves give them a wide berth and receive the same.

Alignment: Devil dwarves tend strongly toward lawful alignments and definitely dip toward the evil end of the spectrum. There are exceptions, of course, but the devil dwarves live in a culture steeped in the worship of the infernal and the acts of depravity this sometimes requires. While many are decent individuals in their daily lives, they cannot resist the commands of their devilish masters, who often demand anything from cannibalism to self-mutilation as acts of worship.

Devil dwarves of chaotic or good alignments are regarded as aberrations by their communities and are often slain or exiled once their worldview becomes well known. Despised by the members of their original clan and mistrusted by those outside, these exiles often have short, brutal lives which end in misery and violent death. In the underlands, men without allies do not last long.

Devil Dwarf Lands: The devil dwarves remain on ancestral lands

whenever possible. If they were going to cut and run at the first sign of danger or give up their lands in the face of adversity, there would not be any devil dwarves to begin with. Devil dwarf clans can be found deep below the earth where their ancestors first stumbled across their devilish allies and masters. While a few do live in mountain cores, as other dwarves do, these clans are the exception rather than the rule.

Religion: Devil dwarves have no single deity, instead worshipping whatever infernal creature it was who rescued them from their fate so long ago. Many of these devils actually serve as conduits for more





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powerful alien deities, who provide the spells and other miracles to the priests of the devil dwarves.

Like other aspects of life in these tainted clans, religion is highly regimented and rigorously controlled by the priests and their masters. Ceremonies are held regularly, but the exact times and durations of these observations vary from clan to clan. Most importantly, the religions of two clans of devil dwarves will not always mesh and it is not uncommon for rival clans to war over religious differences. It is crucial to remember that members of this subrace worship devils and their masters, a situation which can lead to all manner of interesting situations when relating to other clans.

Language: Devil dwarves speak a variation of the dwarven language, incorporating many words and concepts from the infernal tongue into their speech. Characters who speak dwarven have only a little trouble when devil dwarves are trying to be understood, but when they prefer to obfuscate the meaning of their speech they become incomprehensible to any characters who do not understand both the dwarven and infernal languages.

Names: Devil dwarves change their names regularly. While they are given a name at birth, most stop using it within a dozen or so years, leery of how runes and true names can be used against them. It is not uncommon for a member of this subrace to have a half-dozen or more names, none of which is the true name given to him at birth. Because they change their names so often, there are no 'traditional' names in this subrace.

Adventurers: Devil dwarves have many reasons for joining the adventuring lifestyle. Some are driven out by their communities when it becomes apparent they are either chaotic or good, others make too many enemies and flee for safer environs, and still others leave in search of magical treasures and lost lore.

Racial Traits

- † +2 Charisma, -2 Strength
- † Medium size: As medium-sized creatures, devil dwarves have no special bonuses or penalties due to their size.
- † Devil dwarf base speed is 30 feet.
- † Darkvision: Devil dwarves can see in the dark up to 60 feet. Darkvision is black and white only but

is otherwise like normal sight, and devil dwarves can function just fine with no light at all.

- † Spellcunning: Their tight connection to infernal masters gives the devil dwarves some insight into the workings of magic, including the hand gestures, phrases and props necessary for casting spells. Devil dwarves receive a +2 racial bonus to any Spellcraft checks made to determine which spell is being cast by an observed arcane or divine spellcaster.
- † +3 racial bonus on saving throws against spells and spell-like effects.
- † +1 racial bonus to attack rolls against non-devil Outsiders. Devil dwarves are trained by their masters in techniques effective against their most dangerous foes, enabling them to defeat their enemies more easily.
- † +3 racial bonus on Appraise checks that are related to rare and exotic items.
- † Automatic Languages: Common, dwarven and infernal. Bonus languages: gnome, goblin, orc, terran, undercommon, drow and mind flayer.
- † Favoured class: Sorcerer. A multiclass devil dwarf's sorcerer class does not count when determining whether he suffers an XP penalty for multiclassing. The infernal allies of the devil dwarves appreciate the usefulness of mortal spellcasters, and their bloodlines are often populated by a disproportionate number of sorcerers.

RAGE DWARVES

Some clans find themselves so often embroiled in battles they lose perspective on other aspects of their culture. These so-called rage dwarves begin to value conflict more than skill, strength at arms more than a well dug mine. Stout of body and strong of mind, these dwarves have regressed, allowing themselves to fall back into the dim mists of the past, when their ancestors stalked the tunnels of the underlands with bloody axes and chipped hammers in search of prey. While other dwarves claim the ragers are aberrations, there are scholars who believe that this is perhaps a remnant of racial memory hearkening back to the earliest days of dwarven culture.

Unlike degenerates or throwbacks, rage dwarves maintain their society. It is simply a more basic style of life than the more 'civilized' races find comfortable. To the rage dwarves, survival is paramount and all other concerns are secondary.

Personality: Rage dwarves are much more rough and tumble than other dwarves. They are as likely to settle a dispute with an axe as they are with words and prefer to negotiate from a position of strength or not at all. When dealing with outsiders, rage dwarves see everyone as a potential threat until they are given evidence otherwise. Rage dwarf communities prefer to remain hidden from all others but when discovered present a unified front and a fierce face to those who would consider attacking. When faced with an opponent, rage dwarves fight to the bitter end, struggling to protect their land, their lives, and their belongings against their enemies.

Physical Description: Rage dwarves are larger than most other dwarves, although the difference is not so much in height or width as it is in muscular structure. Rage dwarves have selectively bred themselves for strength generation after generation until their bodies are little more than thick-boned platforms covered in layered slabs of muscle tissue. Both sexes shave their heads, although men allow their beards to grow long, plaiting them into elaborate braids and tucking them into their belts to keep them out of the way during combats. Males favour branding and ritual scarification over the chests and lower arms for personal ornamentation while females prefer body piercing and heavy jewellery.

Relations: This subrace arises only in areas where there are few friendly faces and many, many enemy encampments. Because of this, rage dwarves learn early on to trust only others of their kind unless they are provided with compelling evidence to the contrary. While rage dwarves are willing and able to make friends with outsiders, doing so requires a great deal of faith from both parties.

Alignments: Unlike most other dwarves, rage dwarves tend towards chaotic alignments and more than a few clans end up predominantly evil in alignment. The constant struggle for survival leads to a sense of desperation and a willingness to perform increasingly dire acts to defeat their enemies. While the rage dwarves would certainly deny it, this same sort of moral ambiguity gave rise to the devil dwarves and their depraved infernal cults.

Lands: Rage dwarves are found only in areas rife with

monstrous enemies and fearsome communities intent on wiping them out. While many would choose to move away from these besieged areas, the rage dwarves sharpen their axes and prepare for battle. Most often their homelands are located deep in the heart of the underlands in areas with rich metal deposits and other exploitable resources. Sadly, the rage dwarves' narrow focus on combat makes it impossible for them to make use of these naturally occurring treasures.

Religion: Rage dwarves are intensely devout but their religion is only loosely organized. Different clans worship different gods, although there is a tendency to venerate gods of war and violence regardless of the specific deity. Priests are revered among rage dwarves, if only because they provide healing and defensive abilities the powerful warriors desperately need.

Language: Rage dwarves speak dwarven and common. They have little use for the tongues of other races.

Names: Rage dwarves prefer short, harsh names which can be quickly shouted in the heat of battle. At birth, each rage dwarf is provided a name by his





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parents but may choose a name of his own after he has killed his first enemy.

Male Names: Bruk, Garn, Krunt, Nyr, Sauk

Female Names: Nirf, Oriz, Unil, Zirn

Adventurers: From time to time, aggressive neighbours wipe out an entire clan of rage dwarves. The survivors almost always become adventurers, warriors intent on finding allies with which one day to return and reclaim their lost homeland. A few rage dwarves also leave home to serve as mercenaries in surface armies and choose to travel abroad once their tour of duty is over. Some leave home in search of items of power with which to return home, bringing final victory to their families.

Racial Traits

- † +2 Strength, -2 Dexterity. Rage dwarves focus on attacking, not defending, and spend little time training themselves to dodge blows.
- † Medium size: As medium-sized creatures, rage dwarves have no special bonuses or penalties due to their size.
- † Darkvision: Rage dwarves can see in the dark up to 60 feet. Darkvision is black and white only but is otherwise like normal sight. Rage dwarves can function just fine in no light at all.
- † +4 racial bonus on all saves against poisons. Rage dwarves are far hardier than even their stalwart dwarven cousins.
- † +4 racial bonus on saving throws against spells and spell-like effects. The sheer will to survive shields rage dwarves from hostile spells.
- † +2 racial bonus to attack rolls against any one type of creature or +1 racial bonus to attack rolls against any two types of creatures. The types of creatures this bonus applies to must be native to the underlands and represent the enemies of the rage dwarf's people.
- † Automatic Languages: Dwarven and common. Bonus Languages: Rage dwarves are familiar with the languages of their enemies, chosen at the time of their creation.
- † Favoured Class: Barbarian. A multiclass rage dwarf's barbarian class does not count when

determining whether he suffers XP penalties for multiclassing. With their love of battle, natural fortitude, and primitive culture, rage dwarves are natural barbarians.

SACRED DWARVES

Long ago, a group of dwarven sorcerers led their clan on an exodus into the elemental plane of earth in search of a homeland rich in metals and stone. Protecting their people through the use of extensive rituals and embedded runes, the sorcerers opened a portal to the plane and an entire clan of dwarves left for a new world.

To some degree, they succeeded. Sadly, they discovered they could not have children in their new home—the energies of the plane prevented successful unions between male and female dwarves. Research into the subject led to the first hybrid births, the magical commingling of stout dwarven bloodlines with the ancient energies of the earth elementals. The resulting lives were fostered in geode ‘wombs’ in which the power of the earth suffused the emerging life, shepherding it into existence.

When these first children of stone reached maturity, they were delighted to learn they could bear children with other dwarves or by communing with the elementals. Over time, the population of dwarves became something else entirely, a combination of dwarf and earth elemental. When these strange hybrid creatures returned to the world, travelling along a section of the Silverbore, they were named ‘the sacred’ by the first dwarves they encountered. In the generations since, the sacred dwarves have created small communities on many planes, spreading slowly but surely throughout the multiverse.

Personality: Sacred dwarves take a very long-term view of the world. Essentially ageless once they reach maturity, these magical creatures take their time when making important decisions, even when this is an inconvenience to others. Time to consider is an important consideration for sacred dwarves and they do their best to manipulate situations to give themselves the time they need to mull over the proper course of action.

Sacred dwarves also regard themselves as the maintainers of sacred dwarven lore. One of the reasons they returned from their self-imposed exile to the elemental planes was to bring the history of their people back to other dwarf clans. While virtually all clans have their own historians and rune scribes, the

words of sacred dwarves are regarded as canon wherever they go. With memories as eternal as their quasialemental bodies, the sacred dwarves remember more dwarven history than can be found anywhere else in the world.

Physical Description: Members of this subrace are distinctly unnatural in appearance. Their flesh is typically a translucent grey, beneath which can be seen pale veins and whitish muscle striations. When standing still, a sacred dwarf could easily be mistaken for a marble statue, from the featureless grey eyes to the marble-like patterns visible in his skin. Sacred dwarves are also taller than other dwarves, averaging 4 1/2 to 5 feet tall.

Sacred dwarves are utterly hairless, lacking even beards. The lack of facial hair is concealed by the one concession to personal appearance practiced by all male sacred dwarves. The lower half of all male sacred dwarf faces are festooned with hanging, woven chains of iron and silver, a metallic beard which is fastened to their faces by a series of deep piercings. Once their skin has time to heal around the ornamental injuries, the chains become a part of their face, creating an impressive sight.



Relations: Sacred dwarves have good relations with all other types of dwarves, including the devil and rage dwarves. While outsiders are unsure of what to make of these strange creatures, other dwarves (even those of a decidedly evil bent) respect them unreservedly. What form this respect takes is highly variable, but most sacred dwarves can at least count on not being attacked by other dwarves unless they initiate hostilities. Non-dwarf races often regard sacred dwarves as strange but, given the sacred dwarves' neutral stance and generally inoffensive nature, tend to view them as essentially harmless.

Alignment: Neutrality in regards to good and evil and an essentially lawful demeanour dominate sacred dwarven culture. As a race, they have travelled far and seen much, including the strange descent into chaos and evil of other dwarven subcultures. This insight gives the sacred dwarves the rare trait of being willing to discuss things with other races rather than simply whipping out their axes and carving a path through their enemies. Unlike most other dwarven cultures, sacred dwarf enclaves can go for centuries without appreciable conflict and, except when dealing with the most vile and dangerous of races, this suits the sacred dwarves just fine.

Lands: Isolated and barren locations are ideal for sacred dwarf enclaves. Their communities are typically quite small and their needs few—the elemental energy which permeates their bodies makes it unnecessary for them to truly eat and they have little need for elaborate shelter. Satisfied with a quiet place to record their thoughts and durable materials onto which to scribe their runes, most sacred dwarves are perfectly happy in places other races would consider unliveable.

Religion: As self-proclaimed keepers of the true dwarven way, sacred dwarves venerate the entire pantheon of dwarven deities. Their travels through the planes provide them with the insight to understand the ways in which gods cloak themselves in different names for different races, instilling their rituals with an encompassing, incisive understanding which is rarely found elsewhere. While other races are inclined to see the differences between their religion and that of others, the sacred dwarves are quick to point out the similarities and common ground two seemingly disparate religions share.

Language: Sacred dwarves speak the dwarven and common tongues and are able to learn other languages as normal.

Names: Sacred dwarves hold the traditional names of dwarves dear and they hold to the same naming





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ceremonies and customs as the common dwarven race. Sacred dwarves take the importance of their names one step further, however, and pass the same names down through families for generations in an effort both to remember the past and bring glory to their clans in the future.

Adventurers: While many sacred dwarves are perfectly happy to remain in their clan, holding to the ancient ways and recording their memories for posterity, a few wish to travel the world and bring their knowledge to others. These sacred dwarves may join good-aligned bands of adventurers, travelling far and wide to add to their own knowledge and that of those they meet. These dwarves do their best to chronicle and catalogue any dwarven ruins found in their travels in the hopes they will be able to restore them one day.

Racial Traits

- † +2 Constitution, -2 Dexterity. Sacred dwarves are every bit as sturdy as other dwarves, but the strange composition of their flesh makes them a bit less flexible and dextrous than their cousins.
- † Medium size. As medium-sized creatures, sacred dwarves have no special bonuses or penalties due to size.
- † Sacred dwarf base speed is 20 feet.
- † Darkvision. Sacred dwarves can see up to 60 feet. Darkvision is black and white only but is otherwise like normal sight, and sacred dwarves can function just fine with no light at all.
- † Stonecunning: Sacred dwarves receive all bonuses normally associated with this special racial ability.
- † Quasielemental: As their bodies are infused with elemental energies and much of their flesh is actually pliable elemental earth, sacred dwarves receive the following bonuses:
 - † +4 racial bonus on saving throws against poisons.
 - † +4 racial bonus on saving throws against spells or spell-like effects which cause sleep, paralysis, or stunning.
 - † Sacred dwarves cannot be stunned.

- † Because of their elemental nature, sacred dwarves cannot be *resurrected* or *raised*, though a *wish* or *miracle* spell can be used to return them to life.
- † +2 racial bonus on Appraise checks related to rare or exotic items.
- † +2 racial bonus on Craft checks related to stone or metal.
- † Automatic Languages: Common, dwarven, and Terran. Bonus Languages: Giant, gnome, goblin, orc, and undercommon.
- † Favoured class: Cleric. A multiclass sacred dwarf's cleric class does not count when determining whether he suffers XP penalties for multiclassing. The fascination sacred dwarves hold with the history of their people and their devotion to the dwarven gods makes them natural priests.

SILVERBORE DWARVES

Deep within the earth, there are places where the connections between planes grow thin and permeable, allowing the daring or unwary to plunge through from one plane into another entirely. The ethereal plane, with its ubiquitous presence parallel to the prime material plane, has a great many such natural connections, providing access to other planes for those who know and understand their operation.

Generations ago, a group of dwarven miners discovered such a portal quite by accident—a vein of mithral they were following led them directly through a planar breach into the ethereal plane. Lost for years, the dwarves eventually learned how to tunnel through the stuff of the ethereal plane, forging a new tunnel through which they attempted to return home. Sadly, they were unable to locate the proper plane and spent decades wandering through the planar wilderness before finally mastering the art of travelling from plane to plane.

While they travelled, these dwarves had children of their own and took husbands and wives from the clans they met during their journeys, eventually growing into a large caravan of dwarves, shifting from plane to plane using supernatural knowledge to guide them through the demiplane they referred to as the Silverbore. Known now by the name they gave to their mode of travel, the silverbore dwarves have made a name for

themselves as explorers and traders, bringing goods from distant lands and even different planes to market time and again.

Personality: Silverbore dwarves are garrulous by necessity, always ready to speak to a potential client or source of information. It is believed that members of this extensive clan were once much more sullen and prone to silence until it was discovered that these traits did more harm than good. At the present, and for the foreseeable future, silverbore dwarves are considered polite, talkative, and ready to listen when the time is right. Like many other types of dwarf, those who travel the Silverbore are very interested in gold, silver, and other precious items, though silverbore dwarves seem more fascinated with the value of items as trade goods rather than simply to hoard and preserve.

Physical Description: It is difficult to tell the difference between silverbore dwarves and their better-known cousins under normal conditions. On the ethereal plane, however, the differences become apparent as the silverbore dwarves' eyes begin to glow with a brilliant silver light. This innate ability has developed over the years in response to the dwarves' long relationship with the ethereal plane and is evidence of their ability to spot probable sites for planar breaches or extending the Silverbore.

Relations: Silverbore dwarves are outgoing and friendly, with a healthy distrust of certain races and types of creature they regard as evil. While it is rare for a group of silverbore dwarves to begin a fight, they do their utmost to protect themselves if attacked. Best known in cities with which they have trade compacts and passage agreements, the silverbore dwarves are slowly gaining a name for themselves in more remote areas as they discover ways to extend the reach of the Silverbore more profitably.

Alignment: Lawful good silverbore dwarves are the norm, though lawful neutral is gaining popularity with the younger generations. A lawful alignment is almost required for silverbore dwarves because of the concentration and intense focus of will necessary to successfully navigate or create new branches within the Silverbore. While rumours of a splinter clan of evil silverbore dwarves persist in many places, there is little evidence to support the existence of such a group.

Lands: The silverbore dwarves are travellers by nature. While it is possible one could consider the Silverbore as their home, they themselves do not regard it as such. Instead, they believe their home is wherever they are allowed to rest for the night and treat each new plot of land as home until they depart. Some members of this subrace believe there may be a true silverbore homeland somewhere, a hidden pocket of the Silverbore in which ancient dwarves live out their days in peace and quiet, talking to one another of bygone days. While this myth is popular, the location of such a haven is a mystery.

Religion: Deities have different names in different lands and from plane to plane vastly different gods may hold sway. In response to the inconstant nature of religion, silverbore dwarves worship ideals rather than specific deities. Silverbore clerics should choose two domains when they take their first level of cleric and gain the domain spells and special abilities for those domains. In all ways, silverbore dwarven clerics should be regarded as clerics without deities, as defined in *Core Rulebook I*.

Languages: Automatic Languages: Common and dwarven. Bonus Languages: Abyssal, celestial, draconic, infernal, terran and undercommon. Silverbore dwarves learn the languages most useful to their journeys across different planes, allowing them to speak to friends and enemies alike.

The Silverbore

This demiplane runs through the ethereal plane like a river, forking at odd intervals until its branches appear as a network of silvery glowing tunnels. While they traverse the length and breadth of the ethereal plane, travellers on that plane only rarely see the tunnels of the Silverbore because its branches are widely separated. Like roads across a vast countryside, the Silverbore tunnels allow rapid travel but are not particularly common.

The silverbore dwarves have extensive maps and directories of the vast networks which make up the silverbore. This allows the clans to find their way along the branching tunnels, travelling from city to city along their trade routes. Individuals without these maps have a much more difficult time finding their way to a specific destination.

If a character travelling along the Silverbore can read dwarven, he will be able to find signposts every 10 miles or so informing him of the directions and distances of various cities. These signposts always appear at intersections, providing handy references for travellers.



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Names: Silverbore dwarves take descriptive names, often using two or more common words run together for a first name. Silverbore dwarves rarely use their clan names with outsiders, preferring to present the impression of a single, massive clan of silverbore dwarves rather than many loosely united groups. Male names among the silverbore dwarves focus on strength and physical characteristics, while female names are more indicative of social skills or mental facility. When it comes to clan names, the silverbore dwarves cling to the traditional dwarven clan names though there is some dispute about their right to use these names. Standard dwarves feel their silverbore cousins are so far removed from the dwarven experience they should no longer use the old names. Clearly, the silverbore dwarves feel differently but they choose not to use these ancestral names in places where it could discomfit or irritate other dwarves.

Male Names: Embereye, Irontooth, Stronghammer, Thunderhand

Female Names: Goldwhisper, Silvertongue, Songwind, Swiftwit

Clan Names: Dalkir, Delokr, Lurzgen, Rakheim, Strazek

Adventurers: With so much wandering in their daily lives, silverbore dwarves have many occasions to meet and interact with adventurers. Younger silverbore dwarves are often seduced by the adventuring lifestyle and happily join bands of travellers in an effort to experience new and exciting things. Many of these return to their people after their first few violent encounters, but others find the lifestyle to their liking and help their companions travel the Silverbore in search of excitement and riches.

Racial Traits

- † Medium size. As medium-sized creatures, the silverbore dwarves have no special bonuses or penalties due to their size.
- † Ethereal Vision. Silverbore dwarves are able to see into the ethereal plane at will. This does not provide them with the ability to see invisible creatures, penetrate illusions, or see through solid objects. It simply allows the silverbore dwarves to see any creatures or objects which exist on the ethereal plane. It also allows them to detect any planar breaches within 30 feet. Within the Silverbore, creatures with this ability may see without difficulty, even if there is no other light available.
- † Silverbore. Once a planar breach has been detected, creatures with the silverbore ability can penetrate the breach. This requires 8 hours of digging, as the creature tunnels through the earth and into the Silverbore. The silverbore can be accessed underground only; if a planar breach is detected on the surface, creatures with this ability may not access it. The opening into the silverbore created by this ability is 5 feet wide and 5 feet tall and it will close 1d4 hours after it is opened. This ability may also be used from within the Silverbore to create an opening into another plane and requires the same amount of time to use in this case. Likewise, the opening created from inside the Silverbore will remain open for 1d4 hours, after which time it seals itself.



DWARVEN MAGIC

Where the spells of others fade, our runes endure.
Where their weapons and armour are limited, ours are
infinitely variable and our runes make it all possible.

— Excerpt from "The Book of Stone"

Dwarves are naturally resistant to magic but this does not preclude them from becoming skilled spellcasters in their own right. From the creation and use of runes to the fashioning of magical replacement limbs, dwarves have merged eldritch energies and concrete foci to create hybrid magic unknown to more traditional practitioners. In this chapter, players and Games Masters are provided with the information they need to add runes, along with other types of dwarven magic, to a campaign.

While divine magic is extremely useful for restoring lost limbs, there are injuries which make such miracles impossible. In an effort to keep the people of their clan healthy and productive, dwarves have designed magical prosthetics with which to replace severed or destroyed limbs. These items are works of art, widely sought by adventurers and nobles unable to regain the use of lost limbs through more traditional means. While the dwarves are reluctant to perform such operations for just anyone, a loyal friend of the dwarven clans may be gifted with a new limb when it is needed.

The most powerful use of dwarven magic is the creation of ancestral artefacts, items designed to contain the spirit of a dwarf. In this way, those dwarves with knowledge or experience vital to the survival of a particular clan can be allowed to survive beyond death, communicating to the wielder of the artefact which contains their spirit. While it is possible to use this type of item to contain unwilling spiritual slaves, most dwarves condemn this process and actively seek to destroy such items when they are found.

RUNES

Physical symbols of magical power are not a new concept and have been around since the first use of scrolls and wands by wizards in ages past. Runes, however, are different. Rather than simply storing a spell for later use, runes store magical energy which

can be unleashed by the wielder to create a variety of different effects. This provides greater flexibility at the cost of a greater difficulty in using the item in question. Runes can rarely be used as simply as a wand, although they can be used in more ways than a simple wand.

The most common use of a rune is to store magical energy for release at a later time, creating a rune which can be used to cast one of several spells. When activated, these runes are destroyed and one of the possible spells is released.

Runes are also used to customize magical weapons and armour. While these items must be specially prepared before they can accept a rune, once this process is complete runes can be added or removed to provide different abilities for the item or its wielder or wearer. These pieces of equipment can be very expensive but the flexibility and ease of use increases their value dramatically when compared to other, less dynamic, items.

Raw Runes

Also known as unmounted runes, these magical items are simply runes ritually inscribed upon a stone or metal tile. When held and concentrated upon, they allow the user to unleash the power contained within, destroying the rune and casting an appropriate spell. Runes are common in dwarven society and are distributed into areas where they are most needed. Dwarven engineers are often granted access to supplies of runes useful for creating or expanding existing mine tunnels, and healers always seem to have a good supply of healing runes on hand. Unlike scrolls, almost anyone can learn to use runes, provided one has the skill to read and understand the runes themselves.

The Runes

Though there are dozens of runes in the dwarven language, only a small set is used in magical workings. These runes exemplify certain aspects of magical theory and are capable of storing powerful energy patterns related to the meaning of the runes. This is the primary difference between scrolls and runes. A scroll contains a specific spell or group of spells, each of which must be decided at the time the scroll is created. Runes, however, are invested with a certain amount of energy, which can be used to create one of many different effects based on the skill of the user. Each of the runes is described below, along with lists of associated arcane and divine schools of magic.

Akharak (Stalwart Shield): Tied to protective energies, this rune is a favourite among warriors and



DWARVEN MAGIC

adventurers of all types. Dwarves prefer to make few of these runes during times of peace, knowing all too well how easy it is to become addicted to the protection provided by the rune's spells. In most cases, stockpiles of these runes are stored for use during battles or wars. In very rare cases, dwarves may sell or gift these runes to adventurers who have proved themselves as allies.

School: Abjuration

Cazkeer (Gatestone): Compelling extraplanar creatures is the specialty of this rune, providing the user with the ability to call forth beings and demand or request services from them. An added benefit of this rune is its ability to store a single *magic circle* spell; the type of circle can be decided at the moment the rune is used. When used, the rune first casts the *magic circle* spell, then immediately casts the conjuration spell desired by the caster. The addition of the *magic circle* spell makes cazkeer runes more expensive to create but the safeguard is a necessity for the effective use of other conjuration spells.

School: Conjuration (calling)

Special: This rune always contains the energy to cast a *magic circle* spell, the type of which is determined when the rune is used.

Rukreesh (Forge): Creation is the domain of this rune, allowing the user to use the stored magical energy

to create objects or creatures. These runes are used grudgingly by most dwarves, who prefer the solid strength of a handcrafted item to the mysterious, unpredictable nature of items fashioned magically from nothing.

School: Conjuration (creation)

Ruksuur (Balm of Stone): This rune is used to store healing energies and is treasured by dwarves with dangerous occupations. In many mines, crew leaders are often provided with this type of rune and instruction in its use in order to save lives during a cave-in or other natural disaster. On the field of battle, commanders and subcommanders carry small sacks of these runes and use them to prevent deaths amongst their men and as a surprise for enemies who believe the fallen dwarves to be deceased.

School: Conjuration (healing)

Ruktharka (Calling): Runes of this type generate effects which transport creatures or objects to a location specified by the user. The guards and leaders of a community most often use these items to summon aid for specific tasks or to help turn the tide of battle. These runes are jealously guarded, as their misuse can bring great havoc to a community, endangering countless lives as the summoned creatures are defeated or banished.

School: Conjuration (summoning)

Rukthan (Arcane Eye): This rune is associated with detection and divination in all its forms. While dwarves are leery of prognosticators or others who attempt to predict the future through magic, they are also aware of the benefits that good intelligence can provide during times of conflict. Rukthan runes are often provided to leaders of battle, law enforcement officials, and engineers during the planning stages of projects.

School: Divination

Arzlee (Beguiling Tongue): Dwarves are loath to use spells which modify the mind or spirit of sentient creatures, but there are times when a well timed *charm* spell can save many lives. Runes of this type are kept on hand for such occasions, giving defenders options other than direct combat. These runes are given only to the most trusted members of a community and only in times of impending danger.

School: Enchantment (charm)

Arzkhal (Demanding Voice): While charming can sometimes be effective, arzkhal provides the power to demand a course of action from the target of its spells. Like the arzlee rune, this type of magic is loathed by



most dwarves, who view slavery of the mind as a perversion.

School: Enchantment (compulsion)

Krukryn (Thunder Hand): Most often used for battle, these runes call down fire, lightning, and other forces of destruction at the direction of the user. Handed out often during times of war, these runes are rarely seen during periods of peace.

School: Evocation

Zulkin (Mist Images): Simple illusions are very useful in protecting or concealing an object or person. These runestones allow the user to create figments, the simplest of illusions. Scouts are often provided with zulkin runes to protect them during missions into dangerous territories or as a means of escape should they run into trouble.

School: Illusion (figment)

Zulmir (Mistaken Sight): When a more complex illusion is needed these runes are used to create a glamour. These runes are used most often to render individuals or objects invisible or otherwise undetectable, enabling small groups to bypass hordes of enemies without danger.

School: Illusion (glamour)

Zullyk (Clouded Mind): Like other runes of this family, the zullyk rune is used to create illusions, or patterns, to be more specific. Dwarven scouts make extensive use of these items, as do warlords who wish to trick their enemies.

Because spells of this nature affect the minds, rather than simply the senses, of those who witness them, they are more effective in an environment where creatures possess so many different types of sensory apparatus.

School: Illusion (pattern)

Zulraak (Dazzled Mind): The ability of many underlands creatures to perceive the world in alien ways makes the use of zulraak runes common amongst dwarves. By

generating phantasm effects the dwarves are able to bypass the need to alter the senses of other creatures, generating images, feelings and sensations directly in the minds of the targets.

School: Illusion (phantasm)

Zulthrok (Fanged Mind): Unlike the other illusion-generating runes, zulthrok unleashes effects which have real, physical results. These shadow illusions are able to inflict harm even on those who successfully resist the influence of other illusions, giving the dwarves a weapon to use against their strong-willed enemies.

School: Illusion (shadow)

Dokrath (Open Grave): Runes of this type are used only by those dwarves unconcerned with the taint of evil. Tampering with these runes unleashes necromantic energies, drawing the dead from the graves and chaining them to the will of the rune's user. Devil dwarves make extensive use of dokrath runes but few other dwarves utilize them.

School: Necromancy

Suurkan (Creator's Hand): Though there is no substitute for a well-crafted piece of metal, dwarves often use the suurkan rune to make their lives easier. Its transformative powers are a great boon to miners and smiths alike, allowing them to accomplish tasks quickly which might otherwise take days of backbreaking labour. Runes of this type find their way into the hands of dwarves the world over.

School: Transmutation



Learning Rune Magic

Rune magic is tied to dwarven culture and they do their best to keep its secrets safe. Even outcast dwarves hold the rune rituals sacred and reveal them only in the direst of circumstances. Like so much of dwarven culture, this secrecy is tied up in the dwarven distrust of outsiders and belief in the superiority of the dwarven way of life. To a dwarf, revealing the secrets of rune magic is akin to admitting it is nothing special, no more important to dwarves than the weapons they sell to those who dwell below the sun.

Learning to create runes is an extensive process as well, taught by dwarven wizards, sorcerers or clerics to their apprentices or faithful adherents. It can take months for a dwarf to learn the rudiments of each rune and even longer to master a rune to the point it can be inscribed and used. While the knowledge necessary to create a scroll is known by virtually all divine and arcane practitioners, the arts needed to master rune magic require not just the knowledge to create an item for one's own use but also the complex patterns and trigger mechanisms which will allow *anyone* to use the item.

This intensive training is represented by the use of the rune magic feats (see the 'Dwarven Feats' chapter). Without the proper feats runes cannot be inscribed, and it requires one feat per rune to inscribe them in such a way as to be useful to anyone who picks them up. Most rune mages content themselves with crafting runes for their own use, but dwarven cities revere those who master the arts necessary to make runes useable by the community at large.

Inscribing Runes

Runes are not easy to create, requiring at least as much time to inscribe as a simple scroll. While they are also much more durable and useful than a simple scroll, this requirement limits the number of runes any spellcaster can create.

Inscribing a rune requires a safe, secure and quiet place to work. The inscribing spellcaster must also have the appropriate tools, including chisels, etching acids, and an appropriate surface on which to inscribe the rune itself. The more power a rune is meant to hold, the more durable the surface it is inscribed upon must be.

A rune must have a surface equal in area to one-half the level of the highest-level spell it will contain in square inches, with a minimum size of 1 square inch. A rune capable of unleashing the energy of a 9th-level spell, then, must be inscribed upon a surface at least 4 1/2

inches square. Smaller surfaces do not allow for the level of detail necessary to inscribe the rune and attendant patterns and trigger mechanisms.

The thickness of the surface upon which a rune is inscribed determines how many spell levels of power it contains. For every half-inch of thickness, the surface is able to contain five spell levels of energy. Thus, a rune must be at least one inch thick to hold enough spell energy for a single casting of a 9th-level spell.

While a rune may contain enough energy to cast multiple spells, not every material will stand up to such repeated use. Each time a spell is released from a rune, there is a chance the rune will degrade under the strain of channelling so much raw energy. The wielder of a rune must make a Fortitude save (DC 10 + level of spell released) each time the rune is used. If the save is successful, the rune loses a single hit point. If the save fails, however, the rune suffers one hit point of damage per level of the spell released. See 'Destroying Runes' (below) for more information.

To determine the cost in materials to inscribe a rune of a particular size and material, consult the Rune Materials tables. The more expensive a rune is, the more difficult it is to inscribe and the greater the drain it places upon the dwarf performing the inscription. While great things are possible with runes, the price which must be paid can be very great as well.

The Rune Materials table is the cost in gold and XP for a rune containing enough spell levels to cast the rune's highest-level spell once. To add more spell levels to the rune, at the time of its creation only, additional materials and XP costs must be paid. The total cost of runes with additional spell levels is equal to the base cost multiplied by the number of times the rune's highest-level spell can be released from the rune. Thus, a rune with a maximum spell level of 9 from which a single 9th-level spell can be released costs 2,000 gp (plus the cost of the rune's base material) and 200 XP to create. To create a rune containing more spell levels, multiply the base cost by the number of times the highest-level spell can be cast. Taking our 9th-level spell as an example, the dwarf could inscribe a rune capable of releasing a 9th-level spell twice for double the base cost, a 9th-level spell three times for triple the base cost, and so on. Once created, a rune may not have additional castings added to it; this is possible only at the time the rune is created.

When a rune is created, it contains the essential patterns for all spells of the rune's school (see above) the creator knows, up to the maximum level the rune

was created to hold. Any of these spells may be released from the rune, provided the wielder understands how to manipulate the runic patterns to liberate the energy it contains.

Using Runes

Once created, a rune remains effective until all of its energy is depleted or the rune is physically destroyed. Unless a rune is created with the appropriate feat to allow anyone to access its energy, only the creator may use the rune. Otherwise, a rune can be used by anyone with the skill to manipulate its patterns, not only those with spellcasting ability. This flexibility makes runes highly coveted by those characters who would otherwise be unable to cast spells at all, such as fighters and monks.

To unleash the power of a rune, the wielder must first determine which spell he would like to cast. Studying a rune for a full round is necessary to determine which spells the rune contains, after which the user will be able to refresh his memory with but a glance (a free action) at the rune in question. The user must choose one of these spells to unleash from the rune and then follow the steps below to complete the process.

1. Make an Intelligence check (DC 10 + spell level). This check is a standard action and does provoke an

attack of opportunity.

2. If the Intelligence check succeeds, the spell is primed and may be released on the user's initiative on the following round. If the check fails, the user is unable to release the spell and no spell energy is lost.

3. Just before the spell is cast, the user must determine the target(s) or any other information necessary to target the spell.

4. Release the spell. This is a standard action which does not provoke an attack of opportunity. When the spell is released, any required material components must be in the possession of the caster or the energy to cast the spell is lost but the spell is not cast. A character may make a Spellcraft check (DC 10 + level of the spell) to determine any necessary spell components or foci before the decision to cast the spell is made. This check is a free action.

5. Reduce the number of spell levels held in the rune. Subtract the level of the spell cast by the character from the remaining spell levels stored within the rune.

6. The caster must now make a Fortitude save (DC 10 + the level of the spell just cast) to prevent damage to the rune. If the saving throw is successful, the rune suffers 1 hit point of damage. If the saving throw fails, the rune suffers a number of hit points of damage equal to the level of the released spell. See 'Destroying Runes' (below) for more information.

Rune Materials Table

Material	Cost per Cubic Inch	Hardness	HP/inch of thickness
Wood	1 gp	5	10
Stone	5 gp	8	15
Iron	8 gp	10	30
Mithral	100 gp	15	30
Adamantine	150 gp	20	40

To determine the cost of the rune's surface, multiply all of the surface's dimensions together to determine the number of cubic inches, rounding up to the nearest whole number. Multiply this number by the Cost per Cubic Inch indicated in the table above to determine the final cost of the rune's surface.

Additional Rune Materials Cost Table

Max. Spell Level	Cost	Experience Cost
0	10 gp	1 XP
1	15 gp	1 XP
2	100 gp	10 XP
3	200 gp	20 XP
4	400 gp	30 XP
5	600 gp	50 XP
6	850 gp	75 XP
7	1,200 gp	100 XP
8	1,600 gp	150 XP
9	2,000gp	200 XP





As long as a rune contains spell energy, the wielder may use the rune to cast spells. As a standard action, the wielder may make an Intelligence check (DC 20) to determine the number of spell levels remaining in the rune. It is a simple matter to determine if a rune contains no spell energy, as the rune crumbles into dust. If the wielder attempts to cast a spell for which there is not enough energy left in the rune, the rune may be destroyed. See 'Destroying Runes' for more information.

Destroying Runes

If a rune's hit points are ever reduced below 0, or the total number of spell levels stored within the rune equals 0, the rune is destroyed and the substance upon which it was inscribed crumbles to dust. In the latter case, the rune decays gracefully, leaving behind nothing but a fine trace of dust which is quickly dissipated in even the slightest of breezes. In the former case, however, any spell energy remaining within the rune is released with violent, damaging results.

Every spell level still stored in a rune when the rune is destroyed causes 1d6 hit points of damage to all creatures within the rune's maximum spell level times 5 feet of the rune itself. Thus, a rune still holding three

spell levels and originally capable of casting a 9th-level spell causes 3d6 hit points of damage to all characters within 45 feet of the rune at the time of its destruction. A successful Fortitude saving throw (DC 10 + number of spell levels released) negates this damage.

Grafted Runes

While raw runes are simple to use and provide magical abilities to individuals who would otherwise be unable to make use of such items, grafted runes are even simpler and more powerful. Unfortunately, they are also much more expensive and draining to create, making them very expensive and moderately rare outside of dwarven communities. In very rare cases, a weapon, suit of armour, or shield with grafted runes is given to a friend of dwarves, making such items highly prized, not only for their utility but the friendships they represent.

Grafted runes are not used as raw runes are. Instead they are attached to weapons, shields or armour to provide these items with magical powers. Unlike standard magical items, however, grafted runes can be changed quickly, enabling the wearer to customize his armour and weapons for the situation at hand. This tremendous flexibility makes grafted runes truly treasured.

Grafting and Extracting Runes

The power of these runes is in their ability to graft themselves onto a host weapon, shield, or suit of armour. When grafted, these runes are part of the host, fusing themselves into the item so thoroughly that only the person to whom the runes are attuned can move the item. The grafted runes' owner, however, can quickly and easily remove the runes and replace them with other runes which he owns. There is some danger in removing grafted runes; there is always the possibility of one or more of them shattering when removed from the item to which they were grafted, but such a risk is worth the reward to those who use these rare magical items.

To graft a rune to a host item, the owner must spend a standard action (which does provoke an attack of opportunity) and make a successful Will save (DC 10 + the rune's bonus modifier). If successful, the rune fuses with the host item and the rune's special abilities are transferred to the host item. If the saving throw fails, the grafting attempt also fails as the resonance of the rune and host item are momentarily out of sync. The owner may attempt to graft the runes again on the following round and may continue attempting to graft the rune until a graft succeeds or the owner gives up.

Removing a rune from an item is simple and never fails. The owner simply uses a standard action (provoking an attack of opportunity) and the rune extracts itself from the weapon, dropping easily into the owner's hand. The extraction is not without risk, however, and the owner must make a Fortitude save (DC 15 + the rune's bonus modifier) in order to protect the rune from the trauma of extraction. If this save fails, the rune suffers a number of hit points of damage equal to the rune's bonus modifier. Unlike raw runes, grafted runes never suffer explosive destruction; when the grafted rune reaches 0 hit points, it disintegrates, falling into a gritty, glittering powder which slowly fades away.

Destruction of a Host Item

If at any time a host item is destroyed, every grafted rune it currently contains must make a Fortitude saving throw (DC 20 + 1 bonus modifier) or be destroyed. Runes destroyed in this way do not explode as do raw runes. Instead they flare brightly before fading away forever, their magic returning to the ether.

Creating a Grafted Rune

Amateur spellcasters have no business mucking about with grafted runes. Their creation is an expensive, draining process with a great deal of danger involved. Failures tend to be very flashy, very destructive, and extremely deadly to those involved. That said, a grafted rune is very valuable and very powerful, luring inexperienced wizards to an untimely end on numerous occasions.

The first step in creating a grafted rune is determining the ability or abilities it will contain. The more powerful a given rune is, the more dangerous and difficult it is to create. The modularity of grafted runes makes it largely unnecessary to infuse more than a single ability in a rune, but a lust for power can be a powerful incentive to push the limits. Too, there is some utility in combining abilities traditionally associated with shields and armour with those found in weapons, allowing a single rune to be used in any type of host item, depending on the user's current needs.

The types of abilities and their associated bonus modifiers can be found in *Core Rules III* and are summarized again in the table below for ease of reference. Some prices, particularly in the miscellaneous bonus table, are somewhat different

from what is found in *Core Rules III* to represent the specialties of dwarven magic. Any ability or bonus *not* found in one of the tables below may not be added to a grafted rune. New special abilities are described at the end of this section.

Armour Abilities and Modifiers

Ability	Modifier
Fortification, light	+1 bonus
Glamour	+1 bonus
Life Hold	+1 Bonus
Slick	+1 bonus
Shadow	+1 bonus
Silent Moves	+1 bonus
Spell Resistance (13)	+2 bonus
Ghost Touch	+3 bonus
Invulnerability	+3 bonus
Fortification, moderate	+3 bonus
Spell Resistance (15)	+3 bonus
Acid Resistance	+3 bonus
Cold Resistance	+3 bonus
Fire Resistance	+3 bonus
Lightning Resistance	+3 bonus
Sonic Resistance	+3 bonus
Spell Resistance (17)	+4 bonus
Etherealness	+5 bonus
Fortification, heavy	+5 bonus
Spell Resistance (19)	+5 bonus

Shield Abilities and Modifiers

Ability	Modifier
Bashing	+1 bonus
Blinding	+1 bonus
Fortification, light	+1 bonus
Arrow Deflection	+2 bonus
Animated	+2 bonus
Spell Resistance (13)	+2 bonus
Ghost Touch	+3 bonus
Fortification, moderate	+3 bonus
Acid Resistance	+3 bonus
Cold Resistance	+3 bonus
Fire Resistance	+3 bonus
Lightning Resistance	+3 bonus
Sonic Resistance	+3 bonus
Spell Resistance (15)	+3 bonus
Spell Resistance (17)	+4 bonus
Fortification, heavy	+5 bonus
Reflecting	+5 bonus
Spell Resistance (19)	+5 bonus



Weapon Abilities and Modifiers

Ability	Modifier
Returning	+1 bonus
Distance	+1 bonus
Flaming	+1 bonus
Shock	+1 bonus
Frost	+1 bonus
Flaming Burst	+2 bonus
Icy Burst	+2 bonus
Shocking Burst	+2 bonus
Bane	+2 bonus
Holy	+2 bonus
Unholy	+2 bonus
Lawful	+2 bonus
Chaotic	+2 bonus
Speed	+4 bonus
Brilliant Energy	+4 bonus

Bonus Costs

Bonus	Cost
Ability Enhancement Bonus	Bonus Squared x 1,200 gp
Armour Enhancement Bonus	Bonus Squared x 1,000 gp
Deflection Bonus	Bonus Squared x 1,200 gp
Luck Bonus	Bonus Squared x 3,000 gp
Natural Armour Bonus	Bonus Squared x 2,000 gp
Resistance Bonus	Bonus Squared x 1,000 gp
Skill Bonus	Bonus Squared x 25 gp
Spell Resistance	9,000 gp per point over SR 12
Weapon Enhancement Bonus	Bonus Squared x 2,000 gp

In order to add an enhancement bonus to a grafted rune, the creator's level must be at least three times the bonus. Thus, to create a rune which provides a +4 weapon enhancement bonus, the creator would need to be at least 12th level. Likewise, creating a rune which provides a +2 armour enhancement bonus would require a creator of at least 6th level. There are limitations to the power of a rune a host item can contain as well. See the 'Host Items' section below for more information.

When choosing the bonuses and special abilities of a rune, keep the following restrictions in mind:

- † No specific special ability may be placed in a rune more than once. This includes enhancement bonuses, natural armour bonuses, resistance bonuses, skill bonuses, and spell resistance bonuses.

- † The ability enhancement bonus and skill bonus may be taken more than once, provided each bonus applies to a different skill.

- † A special ability must be purchased for each category (armour, shield, or weapon) in which it can be used. If a rune contains a ghost touch special ability for armour, for example, that special ability is available only when the item is hosted in a suit of armour.

- † Armour enhancement bonuses are available when the item is hosted in a suit of armour *or* a shield. Weapon enhancement bonuses are available only when the item is hosted in a weapon.

To calculate the market value of a rune, first total the enhancement bonuses and special ability bonus modifiers for each category (armour, shield, and weapon). Calculate the market value of these bonuses as detailed in the table above and total the results.

Next, figure the market value of the spell resistances and add this to the total from the step above.

Calculate the market value for the ability enhancement, deflection, luck, natural armour, resistance and skill bonuses. If there is more than a single ability enhancement or skill bonus, double the cost of that type's bonuses. For example, if the rune provides +2 Strength and +1 Dexterity ability enhancement bonuses, first add the two bonuses together (for a total of +3) then calculate the market value (+3 squared is 9 times 1,200 gp for a total of 10,800 gp) and double it (10,800 X 2 = 21,600 gp) to arrive at the final market value. Add the total market value of these bonuses to the total in the preceding step to arrive at the final market value of the item.

Each bonus or special ability within the grafted rune is conferred to the user according to the type of item which is currently hosting the rune. Weapon enhancement bonuses, for example, are available only when a weapon hosts the grafted rune, and armour bonuses are available only when a suit of armour hosts the rune. The table below indicates which type of bonus is available for which type of host. If the table indicates the bonus is available for more than one type of host, that bonus will work with any of the noted host types. Skill bonuses, for example, are available to the wielder or wearer of any type of host item as long as the item is worn (if armour) or in hand (for weapons and shields).

Zokab the dwarven wizard attempts to create a rune with the following special abilities: brilliant energy (weapon special ability), reflecting (shield special ability), and heavy fortification (armour special ability). In order to create this grafted rune successfully, Zokab must first be of at least level 15 (three times the highest bonus of +5) and must pay the cost in gold and experience separately for each of the special abilities. Because each of the special abilities is of a different type (and thus may not be used at the same time), the cost for each special ability is not modified.

Zokab also wishes to create a grafted rune specifically for a fighter friend of his, containing the following special abilities: brilliant energy, speed, and holy. Because all of these special abilities are weapon special abilities, the cost for each—though not the level requirement—is doubled. Clearly this is going to be a very expensive rune and one which will require a great deal of effort to create.

Still not satisfied with his runes, Zokab now decides to create the ultimate rune, providing weapon, armour, and shield bonuses. For this amazing rune, Zokab adds in two weapon special abilities, three armour special abilities, but only one shield special ability. For the weapon special abilities, Zokab must pay double the normal cost and the same is true for the armour bonuses. The shield bonus, however, is paid at the normal cost, because there is only of its type contained within the grafted rune. Assuming he succeeds, Zokab now has to find a weapon, armour, or shield capable of hosting his glorious new rune.

The total bonuses available in a single rune are limited mostly by the daring of the creator. The total of all enhancement bonuses and ability bonus modifiers contained in a single host item may ever exceed +10.

Bonus and Host Availability

Bonus	Armour	Shield	Weapon
Ability Enhancement Bonus	Yes	Yes	Yes
Armour Enhancement Bonus	Yes	Yes	No
Deflection Bonus	Yes	Yes	No
Luck Bonus	Yes	Yes	Yes
Natural Armour Bonus	Yes	Yes	No
Resistance Bonus	Yes	Yes	Yes
Skill Bonus	Yes	Yes	Yes
Spell Resistance	Yes	Yes	Yes
Weapon Enhancement Bonus	No	No	Yes

Creating the Rune

Unlike raw runes, the surface a grafted rune is inscribed upon is not based on the power the rune contains. Instead, all grafted runes are inscribed upon 3-inch squares of steel, each of which is roughly an eighth of an inch thick. These runes have a hardness of 10 and 5 hit points each. Before the rune can be inscribed, the creator must gather together the proper supplies, the value of which is equal to one-half the total market value of the rune as calculated above.

To inscribe the rune successfully, the spellcaster creating it must make a successful Spellcraft check (DC 10 + the total of all enhancement bonuses and special ability bonus modifiers). If the Spellcraft

check succeeds, the rune has been inscribed and may be grafted to a host item as per normal (see above). When a rune is successfully inscribed, the creator must expend a number of XP equal to 1/20th the market value of the rune.

If the check fails, however, the spellcaster loses control of the powers he is trying to harness, with catastrophic results. The creator immediately suffers 1d6 hit points of damage per enhancement or special ability bonus and the rune is destroyed, along with all materials used in its creation. When a rune is destroyed during the





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Zokab is attempting to make a grafted rune which contains a +1 weapon enhancement bonus, a +1 armour enhancement bonus, the shadow special ability (+1 bonus modifier), the brilliant energy weapon special ability, and the shocking burst special ability (+2 bonus modifier). Taken in order, then, the market value of the rune is calculated as follows:

+1 weapon enhancement bonus
+2 weapon special ability (shocking burst)
+4 weapon special ability (brilliant energy)

+7 total weapon bonus = 98,000 gp

+1 armour enhancement bonus
+1 armour special ability (shadow)

+2 total armour bonus = 9,000 gp

Total Market Value: 107,000 gp

Total XP Cost (1/20th market value): 5,350 XP

Creation Cost: 58,500 gp

To create this rune, Zokab must gather 58,500 gp worth of raw materials in his laboratory and make a successful Spellcraft check (DC 19). If this check is successful, Zokab must also expend XP equal to 1/20th the market value of the rune, which is 5,350 XP in this case.

inscription process, the creator does not need to pay the XP cost as detailed above.

Host Items

Any grafted rune is useless until it is fused with an appropriate host item. While a host item may contain more than one rune at a given time, the cost and difficulty of creating host items able to support multiple items is expensive and difficult.

While they must be forged to exacting standards and incorporate all manner of exotic materials, a host item is not itself magical. Most host items are also nearly useless when they do not contain a grafted rune, as their unique composition often makes them less than ideal without the assistance of the magic provided by the rune.

Any smith with the appropriate skill can create a host item, provided he understands how grafted runes operate (10 Spellcraft ranks and the Rune Magic feat or the assistance of a character with the Rune Magic feat). The difficulty and cost involved in creating a host item is based on the number of runes the item can host at once.

To determine the market value of a host item, multiply the number of runes the item can support simultaneously by 2,500. Add this amount to the market price of a normal version of the item; the result is the market value of the host item. It requires materials worth one-half the market value in order to create a host item. As with inscribing a rune, however, the creation of these items is not automatic.

Zokab decides to create a falchion host item capable of supporting two runes simultaneously. The market value of this item is 75 gp for the falchion, plus 5,000 gp (2,500 gp per simultaneously hosted rune), for a total cost of 5,075 gp. As this is a martial weapon, it has a base DC of 15, +2 for every rune it can host, for a total DC of 19. (The base DC for all Craft checks can be found in *Core Rulebook I*.)

To begin the process, Zokab gathers a half of the item's market value, or 1,692 gp, and begins working on the falchion. At the end of a week's labour, he makes a Craft (weaponsmith) check (DC 19). Zokab is very skilled and his check result is 31. Because the check succeeded, Zokab multiplies the result by the DC (31 * 19 = 589) and compares this total to the market value times 10 to determine his progress for the week. Zokab's result does not exceed the falchion host item's market value of 5,075—after a week's work, Zokab is still a long way from finishing his work on this item.

Once the market value of the host item is determined, the character may attempt to create it using the rules for Craft skills provided in *Core Rulebook I*. All DCs for Craft checks to create host items are increased by 2 for every rune the item can support simultaneously.

As mentioned earlier, host items are not much good without a rune grafted to them. Armour and shield host items provide only one-half their normal armour bonus (minimum bonus of +1) and weigh 50% more than normal. Weapons cause half damage and weigh twice the normal weight. When a host item has a rune grafted into it, however, it acts as a normal item of its type and receives the bonuses provided by its grafted runes.

DECONSTRUCTING MAGICAL ITEMS

Skilful smiths are able to take magical armour, shields, or weapons and use them to enhance other, existing items. This process of deconstructing one item in order to enhance another is difficult and dangerous, but dwarves view mastering this technique as the mark of a truly masterful smith. Although it requires no magical talent to perform this dangerous feat, a certain amount of Spellcraft will certainly be useful in preventing any mishaps during the extraction process.

Identifying the Properties

While identifying magical items is normally a difficult, drawn-out process involving the casting of numerous spells and a considerable amount of time, there is a faster, more accurate method available. By melting away bits and pieces of the item and conducting certain tests upon the molten fragments, a skilled craftsman can determine which types of abilities and enhancements are contained within the matrix of the item. Unfortunately, this process damages the form of the item, rendering it virtually useless unless it can be repaired—or its powers can be removed for infusion into another item.

Identifying an item in this way requires four hours for each test performed, and each test will reveal only one enhancement or special ability. To perform a test requires 200 gp worth of reagents and a successful Spellcraft check (DC 20 + enhancement bonus or ability bonus modifier). Once the analysis begins, the item is immediately rendered useless in its current form, although the magic it contains remains potent for 1d6 weeks. After this time, the magic dissipates into the environment and the item becomes nothing more than a normal, slightly damaged, piece of equipment.

All attempts to identify the properties of an item in this way require access to a forge along with the reagents described above.

To begin the analysis, the craftsman must state whether he is attempting to discover an enhancement bonus or a special ability before the first Spellcraft check is made. If the check is successful, the character discovers the weakest enhancement bonus or special ability (for special abilities, strength is determined by the bonus modifier); if two items are of the same strength, the Games Master randomly determines which enhancement or ability is revealed. On a successful Spellcraft check, the character also knows whether the item has any additional magical properties of the investigated type; that is, if the character successfully discovers an enhancement bonus, he also learns whether there is any other enhancement bonus contained within the item.

On a failed Spellcraft check, the character learns only whether a special property of the investigated type exists within the item. For example, a character attempting to determine the enhancement bonus of an item learns only that there is at least one enhancement bonus on the item and nothing else. Once a Spellcraft check is failed, the character is unable to learn anything else about the item.

Regardless of whether the character succeeds in any Spellcraft checks, the item is immediately rendered useless once the testing begins. Weapons become chipped and dangerously fragile to use because of the pieces taken out for study, and armour and shields develop frighteningly weak spots where material was removed for analysis. These items may be repaired and used as normal versions of their type by a Craft (weaponsmith) or Craft (armoursmith) check (DC 15) but will never be useful as magical items again.

After successfully completing his study of the item, the craftsman may begin extracting abilities or enhancement bonuses from it. This process is considerably more time-consuming, requiring a full 8 hours per enhancement bonus or ability removed from the weapon. The character must be left undisturbed during this time—any interruption in the process which lasts for more than 5 minutes results in an automatic failure, with the appropriate results as determined below.

Extracting Properties

To extract an enhancement bonus or special ability from the item, the craftsman must have access to a



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forge and the tools necessary to create an entirely new weapon, shield, or suit of armour (see *Core Rulebook I* for more information about creating new items). The craftsman also needs a full 8 hours of time in which to work undisturbed.

If the craftsman is aware of any item's special properties, he can choose which of these he will attempt to remove first. If the craftsman attempts to remove a property he has not yet identified, he may specify only the type of property he wishes to remove.

An attempt to remove a property requires a successful Craft (armoursmithing) or Craft (weaponsmithing) check, depending on the type of item from which the property is being extracted. The DC of this check is equal to 20 + the enhancement bonus or ability bonus modifier of the property being extracted. Attempting to remove the +2 weapon enhancement bonus from a battleaxe, then, would require a successful Craft (weaponsmithing) check with a DC of 22.

When a character attempts to remove a property which has not yet been identified, the difficulty of the Craft check is equal to 20 + twice the enhancement bonus or ability bonus modifier. Attempts to remove a property 'blindly' will always target a random property of the appropriate type, as determined by the Games Master.

If the Craft check is successful, the property is successfully removed from the item and concentrated in a single sphere of material melted away from the main body of the item. This sphere is carefully forged into a flat disk, usually a few inches in diameter. This disk contains the property and can hold its magical energy indefinitely, as long as the disk is not damaged. Destroying a disk harmlessly releases the energy it contains, dispersing the arcane power into the environment.

On a failure, however, the property is inadvertently released from the item with the possibility of explosive results. The character must immediately make a Craft check (DC 15) to avoid completely destroying the item in question. On a success, the property which was being extracted is lost but the item and any other properties it contains are intact. A failure indicates a magical rupture causing 1d10 points of damage per point of the property's enhancement bonus or bonus modifier to all characters within 10 feet of the forge. A roll of 1 on this check results in an explosive failure as above but also indicates the destruction of the item from which the property was being extracted. The item is completely destroyed and all properties it contains are lost.

The character may choose to stop extracting properties from an item at any time. After the first attempt to remove a property, however, the item is visibly damaged to such an extent that it may not be repaired. Remember, too, that the magical power contained within the item will dissipate from the item within 1d6 weeks of the first identification attempt, leaving the item utterly useless.

Reforging Properties

Once a special property has been extracted from an item, it remains locked in a flat disc of metal, waiting to be used in another item. The process of reforging an item with one or more of these discs added into the mix infuses the new item with the properties contained in the discs, giving the magic new life in a new item. Special abilities and enhancement bonuses may only be reforged into items of the same type as the items from which they are removed—that is, an armour enhancement bonus removed from a suit of armour may only be reforged into another suit of armour; it may not be used to reforge a shield.



M.F.

Zokab is back in the forge attempting to reforge a magical sword and include within it a few properties extracted from another magical item he retrieved from a cache within a dungeon. In discs on his forge, Zokab has a +2 weapon enhancement bonus and the speed special ability (bonus modifier +4). The magical sword includes a +2 enhancement bonus along with the shock special ability (bonus modifier +1).

Rubbing his hands eagerly, Zokab tosses the weapon and the discs into the forge and begins heating them. Over the course of the next twelve hours, Zokab folds the items together, pushing the half-molten metal together and hammering it all back into shape while carefully holding the magical energy within the forged materials. At the end of this time, Zokab makes a Craft (weaponsmith) check against the following DC:

- † The DC to create the weapon according to *Core Rules I* is 15 (as a falchion is a martial melee weapon).
- † There is a +2 weapon enhancement bonus already in the falchion, adding a total of +4 to the DC (2 for every point of bonus). This brings the DC to 19.
- † The shock special ability already in the falchion adds 1 to the DC (because the special ability has a +1 bonus modifier), raising the DC to 20.
- † One of the discs in the forge contains another +2 weapon enhancement bonus which, like the first weapon enhancement bonus, adds +4 to the DC, for a current total DC of 24.
- † The last disk used in the reforging contains the speed special ability, which has a +4 bonus modifier. This brings the final difficulty of the reforging attempt to DC 28.

If Zokab's skill check succeeds, he'll have a +4 falchion containing the speed and shock special abilities. If he fails, however, he runs the risk of destroying both the weapon and the discs used in the reforging attempt.

Only masterwork or magical items may be reforged and then only if they are composed of at least 50% metal. A masterwork chain shirt may be reforged but a suit of spiked leather armour may not, as it does not contain enough metal to be properly forged. While it may be possible to use the extracted properties in items which are less than half metal, the dwarves of the underlands have not discovered this technique.

Reforging a masterwork item is a relatively simple process. The craftsman places the item, along with all of the property discs he wishes to include in the new item, into the forge. This is a lengthy process which involves remaking the item in question while simultaneously infusing the item with the special abilities and enhancement bonuses in the discs. To succeed at this task, the craftsman must succeed at a Craft (armoursmithing) or Craft (weaponsmithing) check with a base DC equal to the DC needed to create

the item in the first place (including the masterwork component) as outlined in *Core Rulebook I*. To the base DC add +2 for every point of enhancement bonus in the original item and the property discs and the total of all special ability bonus modifiers contained in the original item and the property discs. The check requires a steady twelve hours of work, during which the craftsman must not be disturbed for any longer than five minutes. Longer interruptions or stopping the attempt before the required time has elapsed causes the attempt to fail automatically, with results as noted below.

Failed Reforging

If the smith fails when attempting to reforge the item, there is a very real possibility of destroying the weapon and all the discs involved. For every 5 points, or fraction thereof, by which the DC was missed, one of

Continuing the previous example, Zokab makes his Craft (weaponsmith) check. Unfortunately, the result of his check is a measly 12. Zokab winces as the reforging process slips free of his control and the molten metal begins to run and flow in unpredictable patterns. A telltale flare of magic rises from the puddle of running iron, and Zokab prepares for the worst.

Zokab missed the DC by 16 points. The first 5 points of the difference destroys one of the discs, determined at random. There are still 11 points remaining in the difference between the DC and the roll, so another disk is destroyed. That's it for the discs, yet there are still 6 points left over from the difference. Unfortunately, this means the weapon itself is destroyed. Zokab sighs, then notices the corona of magic glowing brightly in the forge.



the discs is destroyed. Once all the discs are destroyed, the weapon is destroyed by the next 5 points (or fraction thereof) in difference between the skill check result and the DC.

When a reforging fails, the magic lashes out at the smith who tampered with it. For every disk or item destroyed, the character suffers 2d8 hit points of damage. This damage is not reduced by a saving throw of any type—thoroughly immersed in the flows of magic moving through the forge, the character has no protection when the power explodes into an effulgent bloom around him.

While reforging is an efficient way to reclaim magical powers from items which might otherwise never be used, the dangers of destroying an item and a host of other special abilities in the process are very real. Only smiths confident in their abilities should undertake such a dangerous operation, and even they have no guarantee of success.

NEW ITEM SPECIAL ABILITIES

The descriptions in this chapter are provided in the same format as seen in *Core Rulebook III*. While these special abilities tend to be more useful with the specialised magic of grafted runes, wizards of other races are able to create magical items which contain these abilities, as per the normal item creation rules.

Blade Breaker

When used to attack another weapon, this weapon receives a +3 bonus on attack and damage rolls. In addition, the weapon is treated as having double its normal enhancement bonus when used to determine whether or not it may damage an opponent's weapon. Thus, a +2 *longsword* would be treated as a +4 *longsword* when determining what types of weapons it can harm and a +5 *longsword* when attacking another weapon.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armour, *shatter*; Market Price: +2 bonus.

Life Hold

This armour or shield provides protection from death to its wearer, although it offers no healing of its own. When worn, this armour or shield will automatically stabilise the wearer when he reaches -3 hit points, if he has not already stabilised.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armour, *cure minor wounds*; Market Price: +1 bonus.

Magmic

Veins of magma flow over the blade of this weapon, burning targets and leaving behind little pockets of seething magma to damage foes further. When a critical hit is scored with this weapon, it causes an additional amount of damage equal to 1d10 per critical multiplier. Thus, a weapon with a x2 critical multiplier causes an additional 2d10 hit points of damage, a x3 critical multiplier an additional 3d10 hit points of damage, and a x4 critical multiplier an additional 4d10 hit points of damage.

Each round after the critical hit, the target suffers an additional amount of damage equal to the initial magmic damage - 1d10. A magmic weapon which causes 4d10 additional hit points of damage, then, causes 3d10 hit points of damage on the next round, 2d10 hit points on the third round, and 1d10 hit points of damage on the fourth and final round. This damage is considered fire-based in regards to resistances and immunities.

Caster Level: 14th; Prerequisites: Craft Magic Arms and Armour, *flame blade*, *flame strike*, or *fireball*; Market Price: +4 bonus.

ARCANOMECH PROSTHETICS

Mining injuries are common and battle wounds even more so. Clerics can heal many injuries but it takes powerful magic to regrow lost or crippled limbs, putting such restorative treatments beyond the reach of most dwarves. With the aid of a skilled smith, however, even a modestly talented spellcaster can assist in the creation of prosthetic limbs. A metal arm may not be as dextrous or manoeuvrable as one of flesh and blood, but it is a far cry better than no arm at all.

When devastating injuries are suffered by dwarven miners, their employer is expected to pay for an arcanomech limb so that the injured party will be able to provide for his own needs and those of his family. In cases where there are no smiths or spellcasters capable of performing the magical operation within a community, it is not uncommon for the employer to send messengers to seek the services of sufficiently skilled individuals in other dwarven cities.

Dwarven warriors who lose appendages while defending their communities always receive arcanomech replacements, enabling them to continue fighting the good fight. A few, especially those who are a bit older or who have suffered more than one such

Crippling injuries are not common in the average fantasy campaign. Characters get hurt and poisoned, bleed and die, but they almost never lose a limb or suffer another crippling injury. While it is up to the Games Master to determine the exact types of attack or injuries capable of severing a limb, the following guidelines are provided as a rule of thumb:

- † Any single injury which causes more than 30 hit points of slashing damage may sever a limb.
- † Any single injury which causes more than 50 hit points of bludgeoning damage may destroy a limb, turning the appendage into so much greasy, useless pulp.
- † Traps which are designed to sever limbs do so if they inflict maximum damage. Scything blades or guillotine-like traps are such examples.

Any character who is the target of a potentially limb-destroying attack must immediately make a Fortitude save (DC 25). If successful, the limb is not destroyed and the character may continue as normal, providing the attack has not rendered him unconscious. If the saving throw fails, the limb is severed and lies bleeding on the floor. A character who loses a limb automatically falls prone at the beginning of the following round.

Severed limbs are particularly dangerous injuries. Without some sort of medical attention, a wound of this nature is easily fatal. A severed limb continues to bleed, a lost arm causing an additional 1d6 hit points of damage each round and a severed leg an additional 1d8 hit points of damage each round. A successful healing check (DC 15) will stop this bleeding, as will any curative magic which restores at least 4 hit points of damage. While a character is losing blood, he is considered stunned and remains prone until he has received treatment, at which point he can stand again, if he so desires, provided he has not lost a leg.

A character with a missing arm is unable to wield any weapon which requires more than one hand and suffers a -2 natural penalty if forced to use a weapon in his off-hand. Naturally, a character who loses both arms is unable to wield a weapon of any sort, though he may still make unarmed attacks at a -4 natural penalty. A character with one missing leg may not move faster than a crawl and suffers a -4 natural penalty to all attacks. Those unfortunates missing both legs may move at 5 feet per round and suffer a -8 natural penalty to all attacks.

Despite these bits of mechanical advice, injuries of this nature are best handled using dramatic license and as the opportunity to create interesting character growth or changes in the campaign. Randomly hacking off the limbs of characters is not only bad for the game, it is generally a bit boring. As spice, these injuries add greatly to the 'gritty' flavour of a campaign but when overused leave a bad taste.

crippling injury, refuse their new limbs and choose instead to retire to a safer life training younger, braver warriors to fight and die.

Fitting the Prosthetic

The first fitting for an arcanomech prosthetic must be made within one month of the injury if the rest of the procedure is to be effective. After that time, the site of the injury has already begun to heal itself and forgets the pattern and feel of the flesh which used to be attached to it, preventing the prosthetic limb from ever being useful. While some dwarven warriors still trudge around with limp metallic arms in place of their lost limbs, few go to the effort if the arcanomech device is not going to be useful.

A smith and an arcane spellcaster must perform the initial fitting together. The smith must make a successful Craft (armoursmith) check (DC 15 for an

arm from the elbow down; DC 20 for a whole arm; DC 20 for a partial leg; DC 25 for a whole leg) in order to design the initial stump cap which is used to graft the prosthetic to the flesh. The spellcaster, for his part, must make a successful Spellcraft check (DC 15) in order to read the magical resonances of the severed limb successfully.

If both skill checks are successful, the limb may be replaced with an arcanomech prosthetic. If either check fails, no such replacement is possible and the character will need to seek a powerful cleric to restore the lost limb. Sadly, few can afford the services of such important priests.

Creating the Stump Cap

The stump of the severed limb must be properly fitted with a cap in order for the rest of the arcanomech device to interact successfully with the living tissue.



One of the guiding principles behind the idea of arcanomech prosthetics is the concept of patterns. All material objects have patterns which define their physical construction and other properties. For living things, the pattern is very complex and durable. While a severed limb certainly disrupts the body, it does not break up the pattern which defines the body as a whole. Arcanomech devices must be fitted to the injured character quickly in order to 'fool' the pattern into accepting the prosthetic as a part of the body. Without this pattern, the arcanomech devices can never function properly.

This is also the reason why arcanomech prosthetics do not contain magical enhancements, mechanical devices, or weapons. Experimentation in this area reveals the potential for prosthetic limbs to be imbued with other enhancements but no one has yet determined how to incorporate these alien energies into the pattern of the injured.

The smith who performed the fitting must create the cap, which is fashioned from high-quality steel studded with quartz crystals. The cap has a base creation cost of 500 gp for an arm or partial arm and 750 gp for a leg or partial leg and is crafted using the Craft (armoursmith) skill with a DC of 15. Use the rules for creating items as detailed in *Core Rulebook I* to determine how long it takes the smith to create the cap.

Once the cap is completed, the smith must attach it to the stump of the severed limb, a process which causes 1d4 hit points of permanent damage. The attachment process is automatic if a bit grisly—the smith must open the wound to allow the crystals studding the interior of the cap to graft themselves to the site of the injury. At this point, the character is ready to receive his prosthetic limb.

Creating the Prosthetic

The smith and spellcaster who performed the original prosthetic fitting must work on this stage of the project together. Using the measurements taken during the initial fitting, the spellcaster assists the smith in crafting a prosthetic limb to fit into the pattern left behind by the severed limb. While the smith does the work, the spellcaster takes measurements and provides diagrams and other schematics for the smith to create. Together the two of them fashion an artificial limb which the injured character's body will accept as his own, infusing it with his life force and reacting almost as if it were flesh and blood.

The table below details the cost for different types of prosthetic limbs. These limbs are created as any other item, using the Craft rules found in *Core Rulebook I*.

Arcanomech Prosthetic Costs and DCs

Prosthetic Type	Materials Cost	DC
Partial Arm (elbow down)	2,000 gp	15
Whole Arm	3,500 gp	18
Partial leg (knee down)	2,500 gp	15
Whole leg	4,000 gp	18

After the prosthetic is created, it is a trivial task to attach it to the cap created by the smith earlier in the process. The injured character may immediately begin using the limb, though he receives a -1 competence penalty to any checks made which rely on the artificial limb. After three months of steady use, the limb is fully integrated with the character's body and the competence penalty is removed. For all intents and purposes, the artificial limb is now part of the character's body and should be treated as such. The only difference is the need to maintain the arcanomech prosthetic.

Arcanomech Maintenance

Keeping an arcane-mechanical hybrid of gears and sheet metal operating smoothly can be difficult, especially if the limb receives a lot of heavy use. Each month, a character with one or more arcanomech limbs must spend 100 gp per limb in maintenance costs. This covers everything from oil to the occasional sprocket, metal strut, or length of wire. There are no skill checks involved in this process; the character pays the fee and makes whatever minor repairs or adjustments are necessary.

If at any time a limb's maintenance cost is not paid, it stops functioning and the character is treated exactly as if the limb were missing (though he does not suffer bleeding damage). To get the limb functioning again requires a Craft (armoursmith) check (DC 10 + number of months maintenance was missed) and 300 gp worth of raw materials for every payment missed.

Arcanomech prosthetics are destroyed just as a flesh and blood limb, either using the guidelines provided above or by the decision of the Games Master. It is important to remember that these devices, while certainly mechanical, are also *part* of the character's body and should be treated as such.

Arcanomech and Antimagic

While there is magic involved in their creation, arcanomech prosthetics are not subject to being dispelled and antimagic has no effect on them either. Once the prosthetic is attached to the character for which it was created, it is powered not by external magical forces but by the life force and internal magical energy of the character. As long as the character lives, the arcanomech prosthetic will continue to function normally (provided the maintenance costs are kept up).

ANCESTRAL ARTEFACTS

Dwarves are incredibly long-lived, with a natural lifespan stretching into centuries. Despite this, dwarven culture has lost much of its heritage over the years, either due to poor recording of historical events or when entire clans were lost in cataclysmic battles with their enemies. These gaps in dwarven lore are a sore spot within many clans. There are those who believe that if this knowledge were not lost the dwarves would exist in a golden age of technological and magical superiority, able to craft a material paradise with their skill and knowledge.

To prevent such losses of crucial knowledge in the future, several guilds of dwarven spellcasters created ancestral artefacts, magical devices designed to hold the spiritual essence of living creatures. While the early experiments went horribly awry, resulting in the creation of numerous half-sentient monstrosities, later work resulted in the successful creation of the first ancestral artefact.

When placed against the forehead of a willing subject, the artefact drains the soul away from the body and contains it neatly within the artefact itself. These creations come in many forms, from gems mounted in mithral caskets to elaborately carved statues layered in sheets of precious metals. As much art as science, the creation of ancestral artefacts is one of the great secrets of dwarven culture, known to but a handful of wizards and priests, all of whom regard their craft as a sacred charge.

Preparing the Artefact

While there are no hard and fast rules concerning the actual composition of the ancestral artefact, the following guidelines are usually followed:

† The item is generally small enough to fit into a backpack, making it easy to transport if the clan must move suddenly.

† Precious metals and gems figure prominently in the creation of these items. The intrinsic value of items seem to play an important role in the effective creation of an ancestral artefact.

† Symbolic eyes and mouths must be crafted into the artefact, otherwise the spirit within will be unable to express itself or examine the situation in which its advice is needed (though see 'Soul Exchanges', below).

† An object of importance to the artefact's intended inhabitant must be incorporated into the design of the item.

† Artefacts must be designed with the assistance of the eventual inhabitant, as the spirit must become familiar with its new domicile in order to effect the transfer.



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Artefacts are treasures to the clans which own them. Not only are they made of extremely expensive materials, they contain the very essences of revered elders and masters of various crafts, professions, and other vital skills. If an artefact is stolen, no expense is spared in reclaiming it and bringing the villains who stole it to justice.

To create an artefact, a divine or arcane spellcaster capable of casting at least 5th-level spells must work with a willing volunteer, preparing an item which will contain the volunteer's soul for eternity. The process requires at least four weeks, during which the volunteer and the spellcaster work together for eight hours each day. During each week, the spellcaster attempts to create a portion of the artefact.

The Spirit Vault

At the core of every ancestral artefact is a spirit vault, a crystalline structure carefully designed to resonate with energy sympathetic to the future inhabitant. Drafting the plans for the spirit vault requires a Spellcraft check (DC 10 + level or hit dice of the volunteer). This check is made at the beginning of the week and if successful produces a plan which will serve as the basis for the rest of the ancestral artefact. A failure indicates a lack

of understanding between the spellcaster and the subject. Another week is added to the time necessary to craft the ancestral artefact and this part of the process can be attempted again during the next week.

If the Spellcraft check is successful, the spellcaster understands his subject well enough to draft the plans and begin making preparations to craft the spirit vault. Both parties involved in the construction then head out to purchase the crystal used to create the vault. The crystal must be worth at least 1,000 gp per level or hit die of the volunteer. More powerful souls require more valuable items to contain their energies and prevent them from decaying over time. While an inferior stone may be used, the volunteer is putting his immortality at grave risk by doing so.

With the crystal purchased, the spellcaster then begins the process of creating the spirit vault. While this does require the Craft (gemcutting), it operates a bit differently from standard crafting procedures. The entire process is summed up in a single Craft (gemcutting) check (DC 10 + level or hit dice of the volunteer). If the check succeeds, the spellcaster has created the spirit vault. A failure means the artisan has ruined the crystal for this purpose. Though it retains 90% of its market value, the design of the spirit vault is flawed and the spellcaster must purchase a fresh crystal and begin this stage anew, adding another week to the process.

Once the spirit vault is complete, the spellcaster and volunteer may proceed to the next stage.

The Focusing Shell

Surrounding the spirit vault, which is the artefact's core, is a layer of silver hammered into a smooth, seamless mirror. The layer is created in three steps. First the spellcaster uses the spirit vault to create a pair of moulds, one for the top half and one for the bottom half. This requires a successful Craft check (DC 10). The specific type of craft check required here is determined by the Games Master—armoursmithing, weaponsmithing, jewellery making, or silversmithing are all reasonable Craft skills to use here. The rest of the Craft checks required in this section are of similar flexibility; the task itself is not horribly difficult and any character with some skill to fashion items from metal should be able to use that skill when making these checks. This step requires 500 gp worth of silver.

If this check fails, the spellcaster must spend another week crafting the artefact and this phase of the process may be attempted again, after more silver is purchased, during the following week. On a successful check, the



character proceeds to the next step of the process for this week.

After the two halves of silver are created, the spellcaster must join them together as a seamless whole surrounding the crystal spirit vault. This difficult task requires the use of magic in order to be successful. Wizards use the *arcane eye* spell to place their point of vision inside the shell, then heat the silver and use *telekinesis* to create a seamless join. Clerics, on the other hand, use *true seeing* to analyze the nature of the sphere and *make whole* to fuse the two halves together. No skill checks are required in this phase, which requires 8 hours and 1d8 castings of each spell to complete. It is important to note that the spirit vault must be placed inside the two halves of the shell before this process begins.

Once the two halves of the focusing shell have been fused together around the spirit vault, the completed core is set aside and the third portion of the ancestral artefact must be created.

Protective Plating

To keep the spirit vault safe and secure, plates of armour are attached to the exterior of the focusing shell. The plates are created from many types of material fused together to create a durable yet decorative layer of armour to shield the vault and focusing shell from possible damage. Typical elements include silver, steel, adamantine, mithral, wraithstone, and other equally exotic metals. While the exact



Trakar wrapped his arms around the artefact, stroking its smooth metallic surface gently as his eyelids drooped. The ale left him feeling sluggish and weary, ready to lie down and rest, just let himself drift away. As the last shred of consciousness faded, he felt the slightest twinge of worry, the feeblest tug of fear at his beard. *This is it*, he thought, *I'm off to eternity.*

It was not as bad as he had feared. For the most part he drifted, dreaming of days past. His time was spent in the company of old friends, many of whom he knew were long dead, fallen to the blades of drow or crushed in a collapsed mining tunnel. It was good to see them again, even if all they could do was relive old and better times.

On occasion he heard the voices of his children calling to him, their tone gentle and persuading. When they grew insistent enough, he would answer their questions, recalling facts from his memory and regurgitating them in a dreamy, lazy voice. It was not perfect but it was far from the unpleasantness he had once expected.

The sound of axes crashing against armour was an unwelcome one, startling Trakar from his idle reverie. He felt something cold swirl around his middle, tugging at him, yanking him to full, screaming awareness. His hands were filled by the handle of an unfamiliar axe and his eyes watered from the sudden blaze of light. 'Orcs!' He howled the word and threw himself forward, shrieking his rage at the creatures who swarmed around him.

Trakar did not know where he was; he was not sure even who he was. The limbs he saw flash before his eyes were not his own and his armour fit strangely tight on his unfamiliar frame. It didn't matter, though, not really. What mattered were the orcs, their savage snarls thundering around him, and his ability to kill them. His clan needed him and so Trakar answered.



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composition of the protection varies, the base price for the protective plating is always equal to 1,000 gp + 1,000 gp per hit die or level of the volunteer whose soul will inhabit the spirit vault.

To create the protective plating, the spellcaster uses the crafting rules found in *Core Rules I* and the base price calculated above. The crafting attempt requires the Craft (armoursmith) skill and has a DC of 18. Due to the difficulty and expense of this portion of the project, it will likely take several weeks of effort to complete. As in the other phases of the artefact's creation, the volunteer must assist the spellcaster for 8 hours each day.

After the protective plating is completed, the spellcaster and the volunteer are ready to begin the final phase of the artefact's creation, which will end the mortal life of the volunteer.

The Face

While the protective plating will shield the focusing shell and spirit vault from danger, it does nothing to provide the harnessed soul with a way to communicate with the world beyond the artefact. In this phase, the spellcaster and volunteer work to craft a suitable face for the artefact, forging the link between the spirit and the outside world.

This is by far the most expensive phase, involving many gemstones and precious metals. The base price for the face is equal to 2,000 gp per level or hit die of the volunteer. Completing the face uses the crafting rules found in *Core Rules I*; the Craft (jewellery) skill is used for the required checks with a DC of 15. While the spellcaster moulds and shapes the face, the volunteer spends his time studying the work in progress, creating a sympathetic bond between his spirit and the ancestral artefact. When it is complete, the volunteer must be prepared to shuffle off the mortal coil and begin his life as an eternal repository of clan memory.

Crossing Over

Once the ancestral artefact is complete, the volunteer retreats into a resting period. Surrounded by close friends and family, he spends a week or more contemplating his life and reliving the old times, cementing in his memory the events he most wishes to remember. Those who are skilled at some craft or profession may bury themselves in their work, honing their skills in preparation for an eternity within the vault. Satisfied he has accomplished all he can in this life, the volunteer then spends a full day and night holding the artefact close to his chest. At the end of this time, the spirit slides into the ancestral artefact and the body perishes. While there is sadness accompanying the passage of the volunteer from this life into the next, there is great solace in his apparent nearness as well. Although the spirit may not be exactly as the clan members remember their loved one in life, the presence of the ancestral artefact within the clan means the volunteer is never truly gone.

Destroying an Ancestral Artefact

The magic, materials and life forced used to create an ancestral artefact combine to create a powerful object resistant to most damage. The item retains the saving throws held by its occupant during life, except for



Reflex saving throw bonuses, which are reduced to 0 when the spirit enters the ancestral artefact. The artefact itself provides an additional +2 to both Will and Fortitude saving throws. An artefact's hardness is equal to the level of the spellcaster who created it and has hit points equal to the level or hit dice of the spirit within multiplied by 5.

The most dangerous threat an ancestral artefact faces is the possibility of being *dispelled*. Any attempts to dispel the magical properties of an ancestral artefact are made against the level of the spellcaster who assisted in the creation of the artefact. If its magical abilities are *dispelled*, the artefact loses its power to hold the spirit contained within it, possibly surrendering the soul to the realms beyond. For every year a spirit has been within a spirit vault, it may remain within a *dispelled* vault for one round. If the duration of the *dispel magic* effect lasts beyond this point, the character who volunteered is considered truly dead and passes beyond the mortal realm. While the character may be *resurrected* or *raised* in the future, provided his body still fulfils the requirements, he may never again be housed within an ancestral artefact.

An *antimagic field* or similar magical suppression effect has the same potential to release the soul as a *dispel magic* spell and is much more likely to succeed. The extended duration of an *antimagic field* in particular makes it likely the spirit vault will lose its grasp on the soul within.

Communing with an Ancestral Artefact

The spirit housed within an ancestral artefact is not fully sentient. While it does possess all the skills and abilities it did in life, its existence is unfamiliar and its ability to communicate is limited. If presented with a question, the artefact will answer as best it can, but its understanding of the issue at hand may be incomplete. The simplest way to gain information from an artefact is to ask it a question based upon its skills—showing an artefact a wall and asking how it can be improved architecturally results in a cogent bit of advice which provides a +2 competence bonus to any craftsman who follows it, provided the skill of the soul within the artefact is greater than that of the craftsman it is advising.

The ancestral artefact is also able to provide a direct answer to any question which directly relates to the experiences or memories held by the spirit it contains. While the spirit does not have perfect recall, it is able to remember the important events of its life and the history surrounding its own time. While not as precise

as a history book, these memories may provide useful clues from time to time.

It is possible to gain a greater understanding of the skills possessed by the artefact if the questioner is willing to surrender his body to the spirit. In this case, the spirit leaves the vault and takes control of the questioner's body, providing him with any skill possessed by the spirit, including the spirit's Base Attack Bonus and feats. The questioner is still aware of the situation and can expel the spirit at any time from his body as a full-round action. Doing so, however, results in 1d6 rounds of disorientation, during which the questioner is considered stunned. This communion with the artefact is possible only with a member of the clan which created the artefact; outsiders may ask questions of the artefact but are never able to achieve a true rapport with the spirit.

SPELLS OF THE DWARVES

Ever pragmatic, dwarves have created a number of spells which make certain tasks simpler. Mining in particular makes use of many spells created specifically to make it safer or more productive. The mining and Smith domains can be found in the next chapter. This section contains descriptions and details for these uniquely dwarven works of magic. While other races may certainly use these spells if they learn them, their formulae are closely guarded by the dwarves.

Detect Hazard

Divination

Level: Sor/Wiz 2, Brd 2, Mining 1

Components: V, M

Casting Time: 5 minutes

Range: Medium 100 ft. + 10 ft./level

Area: Quarter circle emanating from caster to the edge of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You are able to detect the following mining hazards: magma flows, 100 gallons or more of water, and pockets of naturally occurring, hazardous gas. As long as this spell is cast once a week in a mine tunnel, any of these mining events is instead treated as 'Vein Ends' when rolling on the Mining Tunnel Events Table. Unfortunately, the cost of the material component of this spell makes it unlikely any mine operator will have it cast at the requisite intervals.

This spell may also be used to detect the presence of



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traps using gas, water or magma within the spell's range, provided they are naturally occurring or are stored in the area rather than being magically created.

Material Components: The material component of this spell is a bit of diamond dust worth 100 gp.

Extract Ore

Conjuration (summoning)

Level: Sor/Wiz 3, Druid 4, Mining 3 [[mining?]]

Components: V, S

Casting Time: 1 hour

Range: Touch

Target: Up to 100 pounds of mined rock per level

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

Casting this spell extracts purified ore from the products of a mine, processing 100 pounds of rock for every hour of the spell's duration. The ore is removed from the rock and assembled into refined ingots in a pile within 20 feet of the caster. This ore is identical to professionally smelted ore, in both quality of the ingots and purity of the metal, and is ready to sell. While much slower than traditional smelting, this spell has the advantages of a lower overhead and no need for employees other than the wizard or cleric casting the spell himself.

Forge Mastery

Divination

Level: Sor/Wiz 1, Brd 1, Smith 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Self

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell provides a +2 enhancement bonus to any skill checks made using the Craft (weaponsmith), Craft (armoursmith), or Craft (jewellery) skills.

Pick Hands

Transmutation

Level: Sor/Wiz 5, Mining 4

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One willing creature

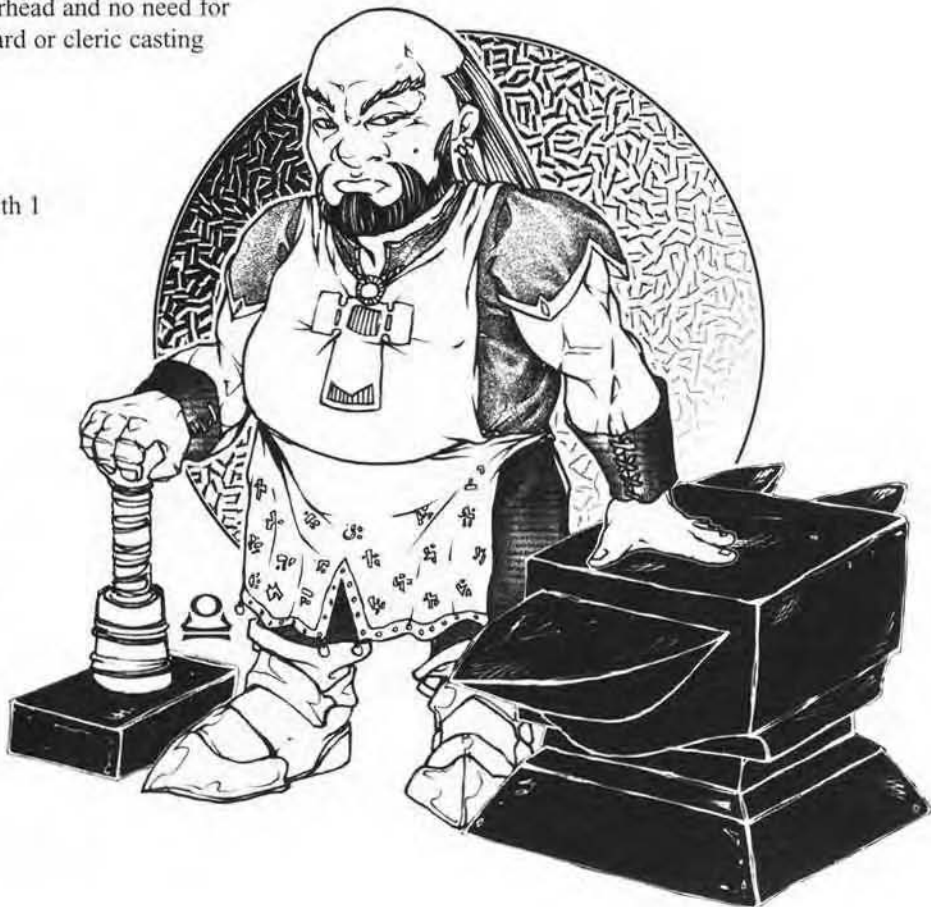
Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

The hands and forearms of this spell's target transform themselves into +1 *light picks* (damage 1d4, critical x4), with which the character is considered proficient. If the character uses his transformed appendages while mining, he is able to tunnel through an additional cubic foot of stone each hour.

Material Components: The material component of this spell is a pair of light picks which must be held by the target of the spell.



DWARVEN RELIGION

Religion is an important part of dwarven life. Services are mixtures of history lesson and religious rite, giving thanks to the deities which protect the dwarves and illustrating parables with historical facts and anecdotes. For dwarves, religion is yet another link to their past and the ancestors who carved the dwarven culture from the unyielding stones of the underlands.

In this section, the triumvirate of basic dwarven deities are discussed along with information about dwarven priesthoods and the domains available to dwarven clerics.

THE TRIUMVIRATE

While the names of dwarven deities may be different from clan to clan, three identifiable gods show up time and again throughout dwarven culture. This triumvirate is presented here as the sacred dwarves, who adhere strictly to ancient dwarven tradition, worship them. While these deities are venerated by most dwarven cultures (with devil dwarves being a likely exception in most campaigns), their precise nature should be tailored to each campaign.

The Miner

Pick Lord, Ore Seeker, Deep Wanderer, Keeper of Mysteries

Symbol: A silver pick on a square of black

Alignment: LN

Governs: Miners, hidden things, tunnels, the underlands, hard work, perseverance

Domains: Earth, Knowledge, Mining, Strength

Favoured Weapon: Heavy pick

First amongst equals, the Miner is the deity charged with overseeing those who tunnel through the earth in search of precious metals or gems. Legends say the Miner was the original dwarf and is responsible for all the caverns and passages of the underlands. The sacred dwarves believe the Miner was chasing down a vein of Godsteel and after discovering it ascended to become a deity and create the race of dwarves in his image.

The Miner is always presented as a powerfully built dwarf with a naked, scarred torso and scale breeches and boots to cover his legs and feet. He is never seen without a pick in hand and a bag of ore slung over one shoulder. He is often depicted with his beard tied into elaborate plaits, tucked through a thick belt with the end wrapped around the buckle to keep it from tangling while he is mining.

Though the Miner is best known as the patron of miners and others who toil beneath the surface of the world, a core part of his religion revolves around the



DWARVEN RELIGION

discovery of secrets. In his time wandering through the underlands, burrowing through the earth in search of new metals and exotic gems, he discovered many secrets, great and small. His followers are expected to do the same, using their granted abilities to ferret out the many mysteries of the underlands to catalogue and understand them for the betterment of all dwarves.

Religious Observances

All dwarven miners pray to this deity before entering a mine shaft for their daily labour. Failure to offer obeisance to the Miner is considered a sure way to court misfortune, and all dwarves on a given shift pray together to ensure no one is slacking in his veneration of this important deity. Any miner who refuses to worship the Miner is certain to receive the cold shoulder from his co-workers and probably will not be allowed into the mine itself for fear of what his attitude may bring down on the heads of others.

In addition to these simple prayers, more elaborate ceremonies to the Miner are held at the opening of a new mine. These involve a lengthy ceremony to bless the stone and metals of the earth as well as a symbolic baptism of the mine's leaders in sacred oils. It is traditional for the mine operators to host a feast near

the site of the mine following the ceremony; few dwarves are willing to break this tradition for fear of angering the Miner or his priests.

The most important ceremony held in the Miner's honour occurs during the winter solstice. The Feast of Metals is an elaborate affair to which all members of a dwarven community contribute, each according to his means. The wealthy provide plates of silver and gold and eating utensils of the finest steel in the land whilst those of more modest economic status provide food or services as they are able. The finest cooks in a community gather with the priests of the Miner's temples to create a blessed feast of amazing proportions. Into each dish is stirred a minute amount of metallic flakes hammered into foil so thin it is nearly undetectable. These holy flakes are meant to bring luck and divine attention to the dwarves throughout the coming year, putting a bit of the Miner's most beloved substances into his followers.

The feast consumes most of a day and night. By the end of the final meal and reading of the holy scripture, most of the dwarves gathered are pleasantly inebriated and ready to trundle off to bed with full bellies and calm souls.

Temples

The Miner's places of worship are always constructed below ground with long, narrow chambers carved through the stone of the underlands to resemble mine shafts and tunnels. Though the rooms and tunnels of the temples are always undressed stone, numerous holy symbols of precious metals decorate the main auditorium. Priests of the Miner live within the temple in chambers only slightly more comfortable than the rest of the temple.

Priests of the Miner

Clerics of this deity are always drawn from the ranks of labourers, with miners being the natural choice. The Miner does not believe other dwarves have the strength of will or understanding of stone to truly appreciate his gifts.

In most dwarven communities, clerics of the Miner are consulted when there is any construction or tunnelling to be undertaken. As these clerics are typically trained in the Profession (mining) and Engineering skills, they are able to make suggestions based on their own understanding of the principles involved as well as the divine guidance provided to them by the Miner.

These clerics tend to stay close to the communities in which they were born, but a select few priests of the



Miner leave each year on pilgrimages to discover secrets and return them to the temple for study. These adventuring clerics seek out adventurers with the intent of joining their exploits and are rarely turned down—the services of a stalwart priest with an interest in exploring are treasures without measure to the typical adventurer.

The Smith

The Crafter, The Hammer, The Architect

Symbol: An iron hammer

Alignment: LN

Governs: Smiths, forges, weapons, armour, war

Domains: Earth, Protection, Smith, War

Favoured Weapon: Any hammer

Though ostensibly the equal of the Miner, the Smith is always shown in a more servile role, working to assist the Miner in his duties or turn the products of his labour into items useful to the dwarven people. A master at the forge, the Smith is weaker in battle and less prone to action. Where the Miner is an explorer and warrior, the Smith is more analytical and dutiful, carefully planning every move before committing to a course of action. As any good craftsman, the Smith follows the ‘measure twice, cut once’ rule when pursuing projects. While his progress is not speedy, it is certainly direct and masterful in its execution.

The Smith is depicted as a heavy-set dwarf with a right arm which is visibly larger than his left. His trusty hammer is always in evidence, either in hand or shoved through a loop on his leather apron. His beard is almost always tucked into his apron or thrown back over one shoulder and he appears to have been recently working in the most detailed depictions.

By far the most popular deity of the Triumvirate, the Smith is representative of typical dwarven attitudes and daily life. He rewards those who plan well and act cautiously but often leads the rash and foolish into disasters of their own making.

Religious Observances

Before every major decision in a dwarf’s life, there are prayers to the Smith for guidance and wisdom. When preparing for major journeys or business undertakings, the Smith’s name is invoked over sacrifices of steel and other metals, which are burnt in a forge sanctified by the priests of the Smith (see ‘Temples’, below, for more information). These common rituals form the backbone of dwarven religion in most communities.



Priests of the Smith hold brief (15 to 30 minutes in most cases) public ceremonies several times a day, usually at mine shift changes or the end of the typical work day. Each dwarf attends as many services as he can fit into his work schedule; for most dwarves, the greatest gift a god can bestow is the ability to continue working throughout their long lives.

More elaborate festivals are held during the height of summer each year and serve as a meeting place for various dwarven communities and their craftsmen. These festivals are always held in large communities, to which members of the smaller villages are invited to attend. Goods and services are traded and sold between those present and anyone in search of good weapons or armour could do a lot worse than to find his way to one of these events. Priests of the Smith judge the quality of the many items produced for sale at the fair and the winner is purchased by the local temple for display throughout the year. For a dwarven smith, this is high praise indeed, and the competition for such an honour can be very fierce.



DWARVEN RELIGION

Temples

The priests of the Smith construct all the temples to their god and perform all planning and preparation for the project. As a result, these buildings are meticulously designed to last for centuries. Though any actual digging necessary is handled by the priests of the Miner or their servants, the Smith's clerics oversee the entire process, supervising everything from the selection of tools used by labourers to the types and colours of paints selected for the ornamentation.

Unlike most dwarven structures, the Smith's temples are freestanding and are never carved from the surrounding stone. Instead, these temples are built from metal and stone in the middle of large caverns or, if no such cavern exists near the community, inside a dwarf-made pocket constructed by the priests and their servants.

The temples are decorated inside with the finest armour, weapons and other items created by smiths. The altar itself is constructed from shields and breastplates joined together by iron chains and welded in place. Forges are often incorporated into the temple



itself and the blessed furnaces therein give the priests a place to craft magical or holy items for the faithful.

Priests of the Smith

Recruited from amongst the most loyal and dutiful dwarves in a community, these priests are dedicated to their religion and their communities. Hard-working and meticulous in their attention to detail, the priests of the Smith are also bound by tradition and their need to work through many aspects of a problem before committing to a solution. While individuals may react quickly to a problem, the church as a whole is slow to respond to issues, preferring instead to watch as events unfold and determine the correct course of action. To the common dwarf this certainly seems prudent, but it often leads to situations in which the Temple of the Smith is seen as unresponsive or unfeeling towards the problems of a community.

The Hidden Mother

All-Mother, Lava Queen, Golden Empress, Mistress of Stone

Symbol: A red circle on a steel square

Alignment: LN

Governs: Motherhood, children, secrets, good fortune

Domains: Healing, Luck, Secrets, Trickery

Favoured Weapon: Dwarven urgrosh

The only female deity amongst the dwarven Triumvirate, the Hidden Mother represents the deep earth from which all dwarves originally sprang. In addition, she is representative of the luck required to see a child through to adulthood, the trickery of mothers protecting their young, and the secrets traditionally kept by the females of a dwarven clan. While she is regarded as a kind and loving goddess, she is also seen as a deity with agendas and plans of her own, most of which are too complex and convoluted for her mortal followers to understand.

The Hidden Mother is a goddess of dwarven life outside of work; she is their touchstone to their ancestors and their families and her priests do their best to foster the tight bonds of community so cherished by dwarves. From assisting with the birthing of children to the performance of marriages and other celebrated events, the priests of the Hidden Mother have their hands on the lives of most dwarves from the moment they enter the world until they are sent to their final rest.

Most dwarves prefer to ignore the 'Hidden' part of this goddess' name or prefer to pass it off as a reference to her supposed location deep within the earth. In fact, the Hidden Goddess works in secret to protect the

dwarven race, often employing assassins and rogues in unwitting roles to ensure her children do not suffer at the hands of other races. While the priests of the Hidden Mother make all the arrangements for such clandestine missions, they never speak of this aspect of their duties and will never admit the truth to outsiders.

Religious Observances

Most events of social importance, including births, funerals and weddings, are handled by the priests of the Hidden Mother. Expectant mothers pray to the god regularly and all children are instructed to commit their prayers to the Mother each night before lying down to rest. As dwarven males age, their veneration to the Miner and Smith become more pronounced, but few dwarves ever relinquish their prayers to the Mother. Representing protection from the vagaries of fate and ill luck, the Hidden Mother provides blessings few can afford to pass up.

The most popular celebrations held in the Hidden Mother's name occur when twins are born. Marked as a special event in any dwarven community, the delivery of a pair of healthy dwarves at once indicates a blessing from the Hidden Mother upon both children and the clan as a whole. These children are marked for greatness in their future and the whole clan comes together under the guidance of the Mother's priests to hold a great feast and religious service in their honour.

Less elaborate services to the Mother are held once each month, and informal meetings between the priests and residents of the community occur each day. The Hidden Mother's clerics prefer to work closely with the community, eschewing rituals and other dogmatic strictures in favour of a more hands-on approach.

TEMPLES

Clerics of the Hidden Mother create their temples in natural caverns, especially those containing fresh springs or small streams. Within these caverns, the priests make their homes and hold services, transforming the natural beauty of each area with the icons of the Mother. These temples also contain



birthing chambers, wedding cathedrals, and funerary chambers, all of which are used by the clerics to assist the members of their communities through the many trials and joys of life.

In times of trouble these temples are also used to house noncombatants, including the elderly and children. To increase security for such occasions, many of the temples construct traps and other secret defences for use against intruders. Perhaps the deadliest of these are the rogues who come to the defence of the temple in times of need, using stealth to bring down their enemies where brute force sometimes fails.

Priests of the Hidden Mother

Virtually all priests of the Hidden Mother are female, with almost three quarters of these being of child-bearing age. The older priests remain very active in the church, offering advice and assistance to the younger clerics, who remain the public face of the church.

A small group of males are also priests of the Hidden Mother, serving as rogues and assassins for the church. Though this group is publicly disavowed, they work very closely with other clerics of the Hidden Mother and are used to eliminate individual threats to the dwarven race.

DWARVEN DOMAINS

This section contains three new domains, one for each of the new gods listed in this section. While these domains are presented here as unique to dwarven



DWARVEN RELIGION

'The tunnels are no longer safe,' Brozan grumbled, his words echoing off the walls of the hidden shrine. 'I killed four of the damnable things myself a month past and my boys see more every week.'

The youngest of the clerics frowned at his words, her brow beetling over her pale grey eyes. 'What would you have us do? You kill them when you find them, surely that is enough?'

Another warrior slipped into the room as the last of the priestess' words were washed away by the gentle trickling of the stream just outside the shrine. 'We kill them, but we cannot be everywhere.' His axe hung low on one hip, its blade gleaming despite the nicks and chips in its cutting edge. 'Sooner or later we will miss one and there will be blood.'

An old woman at the back of the room stirred herself from a quiet reverie and clutched her shawl close around her shoulders. 'You know the source, do you?'

Squinting suspiciously at the ancient cleric who had stolen his thoughts, Brozan nodded slowly. 'Aye, I think we do. But we must be sure.'

The trio of clerics murmured amongst themselves nervously. The two warriors watched their conversation impatiently, straining to hear their whispered words over the gurgling of the stream. After long minutes of discussion, the youngest of the clerics turned from her elders and nodded slowly. 'We will supply you with your answers. You agree to abide by our agreement?'

'Oh, yes, ma'am.' Brozan grinned widely and fingered the haft of his axe. 'We'll kill the ones you tell us and none other. You just give us the word.'

With a frosty smile, the young woman turned from the warriors and left them with her words hanging in the misty air. 'It is not I who will give you the word, Brozan, but the Hidden Mother. Use her wisdom wisely.'

deities, they will work well for any other culture with values similar to those held by the dwarves.

Mining

Granted power: By expending one turning attempt, clerics with this domain may add their level as a bonus to any single Profession (mining) or Knowledge (engineering) check.

1. Magic Stone
2. Detect Hazard
3. Extract Ore
4. Stone Shape
5. Pick Hands
6. Stone Tell
7. Transmute Rock to Mud
8. Transmute Mud to Rock
9. Imprisonment

Smith

Granted power: Clerics with this domain receive a divine bonus equal to one half their current level for all Craft (weaponsmith) or Craft (armoursmith) checks made while within a smithy blessed by their priesthood.

1. Forge Mastery
2. Make Whole

3. Locate Object
4. Greater Magic Weapon
5. Righteous Might
6. Blade Barrier
7. Refuge
8. Shield of Law
9. Miracle

Secrets

Granted Power: By expending one of their turning (or rebuking) attempts for the day, clerics with this domain may cast the *discern lies* spell. When cast through the use of this granted power, the cleric is treated as if his level were doubled. Thus, a 2nd-level cleric would cast this spell as if he were a 4th-level cleric.

1. Obscuring Mist
2. Augury
3. Obscure Object
4. Divination
5. False Vision
6. Scry
7. Insanity
8. Discern Location
9. Weird

MINES, SMELTERS, AND FORGES

Dwarves are excellent miners—they have to be to expand their homes deeper and deeper below the earth. Centuries of mining and generations of engineers have provided dwarves with mining knowledge that surface races can only dream about, secrets which allow them to excavate the hidden treasures of the deepest earth.

This chapter includes information on surveying a mining site, sinking a shaft, and operating the mine over its lifetime. Using these systems, players will be able to run a profitable (they hope) business, either selling the extracted ore to a smelter or keeping it for their own use.

Also found in this section is information about smelters and forges, two other dwarven specialties that are inextricably tied to mining in general. Without the smelter to purify ore and the forge to make something out of the new metal, there would be little purpose to mining at all. With this information dwarves have everything they need to dig up minerals, turn them into useable metal, and forge the metal into weapons, armour, or other items.

MINING

Not for the faint of heart, the miner's life is one fraught with hardship and peril. Whether seeking new deposits of ore in isolated areas or chipping away at the stone wall of a mine shaft hundreds of feet from safety, miners are made of sterner stuff than just about any other labourer. In this section, each aspect of mining is covered, from surveying the site all the way to turning the ore over to a smelter for processing.

The Miner

There are three skills vital to the success of any miner. First is the Profession (mining) skill, without which a dwarf is

just another labourer with no appreciation for the fine art of pulling wealth from the ground. Second, Knowledge (geology) is necessary for a more thorough understanding of how the earth works and how its stones relate to one another. Last, Engineering allows miners to shore up dangerous areas or reinforce mining tunnels for easier access to the actual digging faces of the stone. While a common labourer with no interest in any of these skills can be put to work, it takes all three to fully realize a mine's potential.

Surveying the Site

The first step in becoming a miner is finding a place to do some mining. For dwarves this usually means travelling to uninhabited areas and rooting around in the caverns and byways haunted by strange creatures or abandoned by all. Because dwarves mine so extensively, it is safe to assume that any workable vein of ore or deposit of gems within a day's travel of a dwarven hold has already been discovered, claimed, and slated for mining at some point in the near future.



MINES, SMELTERS AND FORGES

Exotic Metals Table

Roll Low	Roll Average	Roll Excellent
01–40 Pure Silver	01–35 Pure Gold	01–40 Pure Platinum
41–70 Ice Steel	36–60 Alchemy Lace	41–60 Elemental Kernel
71–90 Red Iron	61–85 Primal Iron	61–80 Wraithstone
91–00 Lustrous Silver	86–00 Mithral	81–00 Adamantine

Details of each exotic metal's properties can be found below, under 'The Forge'.

Enterprising dwarves in search of their own claims must travel further from home.

Assuming the dwarf can find a series of tunnels to explore (not much of a problem in most fantasy campaigns), he can survey roughly one square mile of tunnels every three days. The Games Master must determine beforehand what types of ore or lodes of gemstone are found in a given area—even the best miner cannot find a vein where none exists. Games Masters are encouraged to choose the type of material present in a given mile of tunnels by using the table below.

Ore or Gemstone Presence Table

01–30*	None (coal)	86–90 Gems, Poor
31–50	Lead	91–94 Gems, Average
51–60	Tin	95–96 Gems, Excellent
61–70	Copper	97 Platinum
71–75	Iron	98 Exotic metal, low**
76–80	Silver	99 Exotic metal, average**
81–85	Gold	00 Exotic metal, Excellent**

*On a roll of 1–30, the Games Master should roll 1d4; on a 4, a deposit of coal exists in the area.

**Roll again on the Exotic Metals Table, below, to determine the exact type exotic metals found.

When gemstones are discovered, they come in one of three grades: poor, average, or excellent. Poor gemstones are worth 1 to 50 gp and rare stones worth 100 gp are sometimes found. Average gems are generally worth 100 to 500 gp, and excellent gems run the gamut of value from 500 gp on up. The exact type of gem is left up to the Games Master; compare the value of the gemstone to the lists found in *Core Rulebook II* for a wide range of choices.

Exotic metals are the most valuable of all ores. From red iron to mithral to the fabled adamantine, pockets of this type of material are prized above all others by miners. Roll on the appropriate table above when a pocket of exotic metals is discovered. There is always

a chance the metal found is not what the miner at first thought but merely a very high-quality vein of standard ore.

After spending three days surveying the area, the miner is allowed a Profession (mining) (DC 15) check to determine whether he can pick out the telltale signs of mineral or gemstone deposits. Dwarves may add their stonemasonry bonus to this check; a miner with 5 or more ranks in both Profession (mining) and Knowledge (geology) is entitled to a +2 synergy bonus to the roll as well. Success on this roll enables the miner to discover the most likely spot to begin mining for ore or gems, although the purity or amount of material is still unknown.

Surface Mining

Characters who are searching for spots to mine on the surface have the same chance for success (the probabilities for ore or gemstones existing in an area remain the same as well), but the area in question is twice the size of an underground survey, 2 square miles, and it requires one week to survey. Searching overland is easier than clambering around tunnels underground, but the chances for finding a suitable site are also lower than in underground mining.

The Claim

In uncivilized areas beyond the reach of any government or property owners, a claim is both unnecessary and useless. Where a ruling body exists and recognizes property rights, however, a claim ensures no one else begins mining a site discovered by the miner. If the land is already owned the miner will have some explaining to do and will likely lose his claim to be the rightful owner. If it is not owned, the miner's claim, registered with the nearest official empowered to handle such matters, prevents other miners from mining in the area for a period of one month. If after this month has passed the original miner has not begun work his claim is considered invalid and other miners are free to begin digging up the ore.

Mining Speed by Creature Size (Cu. Ft.)

Miner's Size	Soft Material	Average Stone	Harder Material
Tiny	15	7	3
Small	45	23	12
Medium	60	30	20
Large	75	40	25
Huge	90	45	30
Giant	100	50	35

A claim is not typically an offer of protection or even proof of ownership in most areas. It is merely a legal statement of intent from the miner, indicating his desire to operate a mine in a given area. The laws prohibit other miners from encroaching on this business, but if the miner does not utilise the natural bounty, someone else surely will.

Guards

Protecting the claim is entirely the responsibility of the miner. While the law will uphold his right to defend the claim from interlopers, it is up to him to provide for the safety of his potential property and any other miners working for him. In most cases, this involves hiring guards to watch over an area. Depending on the danger of an area, guards must be paid from 2 to 5 sp each day they are on guard and, if they are more than an hour's travel from home, will require shelter and food of some sort. The costs of this vary greatly, but tents and rations may be purchased (as detailed in *Core Rulebook 1*) to house and feed the guards. If a guard is killed while on duty, the fee of all other guards on the same job doubles to reflect the hazardous environment.

Sinking the Shaft

The first real bit of mining occurs at this point, when the miner sinks a shaft in the location chosen during the survey process. The first shaft is usually 100 feet deep (or long), 10 feet wide, and 6 feet tall. The digging

process is slow, with progress measured in feet per day, and thousands of cubic feet of rock must be hauled out of shaft the during the excavation. See the Mining Speed Table below for information on how many cubic feet of material a creature can remove from a mine each day.

The digging speeds in the table above assume manual digging using simple tools, such as a pick and shovel. These rates also assume the miner is dumping the mined rock in the tunnel behind him to be picked up by assistants. If the miner must drag his own rocks out of the tunnel, the amounts should be reduced by one third. A single labourer assistant can haul rock for three miners.

A miner requires space equal to his face (normally 5 feet by 5 feet) in which to work. Two dwarves could work side by side in a 10 foot-wide tunnel, but only a single stone giant could work in the same tunnel. The height of a tunnel is also important—a creature must have at least 1 foot clearance between the top of its head and the tunnel itself in order to dig out the mine at the speeds listed above.

If a creature is forced to work in a smaller space, he will be able to continue mining but at a reduced rate. If the tunnel is less than 1 foot taller than the miner, but more than $\frac{3}{4}$ of the miner's height, the mining speed is

Spells and Mining

Using magic to increase tunnelling speed is a common practice amongst miners with a mystical bent. The following spells are quite useful to miners:

Disintegrate: This spell is primarily useful for removing tailings from a mine, destroying the rock completely. While it is sometimes used to reach an otherwise inaccessible vein of minerals, *disintegrate* is too destructive to be used in areas where active mining is taking place.

Transmute Mud to Rock: This spell must be used in conjunction with *transmute rock to mud* to repair the tunnel.

Transmute Rock to Mud: When this spell is used, a miner working in the same area may double his normal tunnelling speed. *Transmute mud to rock* must also be used after the tunnel is mined to solidify and fortify it against possible cave-ins. Failure to do so increases the next mining event roll by 30% for this tunnel only.





reduced to 75% of normal. If the tunnel is less than $\frac{3}{4}$ of the miner's height but more than one half of the miner's height, the mining speed is reduced to 50% of normal. Miners may not work tunnels less than half of their own height; there simply is not enough room to work.

If a miner is working in a tunnel that is not as wide as his face, his speed is reduced by 50%, in addition to any other reductions for height, as noted above. In no case may a miner work in a tunnel less than half his face.

Vertical Tunnels

Digging up or down is more difficult than digging horizontally. Miners digging down will need a hoist bucket to remove the rock from the shaft, a process which slows them to 75% of their normal mining speed if there is a surface crew winching the bucket up and down the tunnel, or 25% of their normal mining speed if they must scramble up and down the shaft to man the hoist themselves.

Miners digging up will have to construct a mining platform to continue moving up into the new tunnel. This new construction reduces the mining speed by 50%, and one shift out of every day must be spent raising the platform into a new position and preparing for further construction.

One advantage of a vertical tunnel, however, is the increased surface area for the diggers. In a horizontal tunnel, the width of the tunnel is normally enough to accommodate two miners, working side by side. A vertical tunnel, however, allows four miners to stand close to one another and work on a single section of rock (see diagram below).

Mining Example

Assuming a shaft 100 feet long, 10 feet wide, and 6 feet tall, a group of dwarven miners will have to move 6,000 cubic feet of rock. A group of six dwarves (working in pairs, digging the shaft by hand, and working in rotating 8-hour shifts) can dig a total of 180 cubic feet of rock each day. It will take these industrious dwarves 34 days to dig the initial shaft. Of course, any miner worth his salt will be using a wheel bore to speed things along, decreasing the overall time to sink the initial shaft to approximately ten days.

Assaying the Shaft

Once the first shaft is hewn through the stone, the miner can spend some time figuring out whether he has found any interesting veins or pockets of wealth. After a week of studying the shaft and the tailings taken from it, the miner (or a hired professional) is allowed to make a Profession (mining) check or an Alchemy check (DC 15 for either check) to analyse his findings. Success in this check reveals the approximate number of veins found in the shaft and the probable quality of those veins.

The Games Master should roll 1d10 to determine the number of veins uncovered in the initial shaft. Once the number of veins is known, roll 1d20 for each vein to determine the 5-foot section of the tunnel in which the vein is discovered. The Games Master is free to decide in which direction the veins flow from the main shaft, or roll on the table below:

Vein Direction

Roll	Direction
1	Up
2	North

3	Northeast
4	East
5	Southeast
6	South
7	Southwest
8	West
9	Northwest
10	Down

If two or more veins are discovered in the same section of the shaft, heading in the same direction, a particularly rich lode has been discovered. Multiply the quality of the extracted ore (determined below) by the number of veins in the same location.

Roll 1d10 for each vein to determine its quality. This number will be used to determine the overall value of each cubic foot of material removed from the tunnel around the vein and is a rough measure of the purity or quantity of material found in the vein. Remember to multiply this result by the number of veins in the same area to determine the actual quality when more than one vein is found in the same area, as noted above.

Mining Tunnels

A mining tunnel is typically narrower than the initial shaft and its course is defined by the direction the vein or deposit flows through the surrounding stone. In most cases, a tunnel is wide and tall enough for a single miner to work comfortably (for dwarves, this is a 5 foot wide by 6 foot tall tunnel) as he pursues the vein.

Each day, the miner is allowed a single Profession (mining) check (DC 20) to determine his efficiency. For every point by which he exceeds this check, the miner digs out an additional cubic foot of stone for the day. Miners do not have to make any skill checks to follow a vein successfully; the appearance of metal or gems is obvious enough to make the required course clear to even the simplest labourer.

Volume and Mass

While it is all well and good to discuss the number of cubic feet hauled out of a tunnel each day, it is also important to know just how much all that rock weighs. Every cubic foot of stone weighs a whopping 150

Kobler lowered his pick and rested his forehead against the rough stone. Cool and unyielding, the stone accepted his sweat, sucking the salty beads into its many crevices. His muscles burned and the bones in his back ached with exhaustion. 'Two more hours, just two more, and I'm out.'

He liked working, no mistake about it. The sound of the pick ringing off the stone, the clanging of the gears as the lift rushed up and down the mine shaft, the feel of gold between his fingertips—these were the things which made life worth living. He had been at it a long time, though, years longer than anyone he knew. Now he was ready to call it a day, take on a job at which he could grow fat and rich. The gold he had saved over the years was gone, spent to buy him a seat on the Trade Overseer's cabinet. The rest was easy.

'C'mon, Kobler, don't let us down now.' Ragkan was younger by twenty years, his beard still full and black where Kobler's had gone sparse and steel grey. 'Just a few more hours, right?'

Kobler nodded and lifted his pick again, brought it over his head and slammed it into the wall with stunning force. The metal rang off the stone but the head did not fly free from the wall. Instead, it sank in a few inches and lodged solid. Kobler felt the first tingle of dread form at the pit of his stomach.

'Ragkan, get out of here.' The head of the pick was vibrating and crystals of frost were forming on the metal.

'What the hell, Kobler?'' The younger dwarf looked over and his face paled. He did not say another word but his pick had not even hit the ground before he was a dozen paces down the shaft.

'Figures.' Kobler slowly took his hand off the pick, hoping it would not fall loose when the tip took the weight. 'Hold still, you bastard! Don't even come out.'

He backed away slowly, his ears popping as the pressure changed. 'Eighty years down the hole and I never saw even a water spurt. Now I hit a damn breach!'

From the other side of the wall, something growled and tugged at the tip of metal. As Kobler fled down the tunnel shouting a warning, strange creatures began to gather, eager to see what tasty treats were awaiting them on the other side.



pounds on average. So a dwarf with a wheel bore is pulling out 100 cubic feet of rock each day for a total moved stone weight of 15,000 pounds. This averages out to 1,875 pounds per hour—which is why you need three labourers for every miner just to haul the rock!

For the purposes of this system, mining tunnels are developed in 20 foot segments. The first segment is the easiest to dig out; additional segments bring the possibility of new challenges, dangers, or unexpected boons for the miner. Immediately after the completion of the first 20 feet segment of a mining tunnel, the Games Master should roll on the table below to determine what, if anything, waits for the miner in the next segment. Descriptions of each event can be found below the table.

Mining Tunnel Events

Roll	Event
01–25	No event
26–30	Up 45°
31–35	Up 90°
36–40	Down 45°
41–45	Down 90°
46–50	Left 45°
51–55	Left 90°
56–60	Right 45°
61–65	Right 90°
66–75	Unstable rock
76–80	Soft stone seam
81–85	Hard stone seam
86–92	Vein ends
93–95	New vein
96	Water
97	Gas
98	Lair incursion
99	Magma flow
00	Planar rift

Event Descriptions

When an event is indicated for a segment, roll 1d20 to determine in which foot of the new segment this event occurs.

No Event: The vein continues roughly straight ahead for the next segment.

Up, Down, Left, or Right (45° or 90°): Each of these events indicates a change in the course of the vein and the tunnel if the miner wishes to continue pursuing the material.

Unstable Rock: The material the miner is digging through becomes dangerously unstable. A successful Profession (mining) check (DC 10) is necessary to avoid collapsing the last 10 feet of the tunnel. If a

collapse is avoided, the miner must immediately leave the area and mining cannot continue until the tunnel has been shored up. Stabilising the tunnel requires 1d4 days of labour and a successful Engineering check (DC 15). If the Engineering check fails, the current engineer is unable to stabilise the mine and another expert must be called in to handle the job. If both engineers fail, the rock is too unstable to continue mining without magical assistance (see below). Miners caught in a tunnel collapse suffer 6d6 hit points of damage, with a Reflex save (DC 10) allowed for half damage. Miners can clear a collapsed tunnel of rubble at twice their soft material mining rate.

Soft Stone Seam: The remainder of the segment is composed of softer than normal stone, allowing the miner to dig through it at an increased rate. See the Mining Speed by Creature Size Table above, using the Softer Material column to determine mining speed.

Hard Stone Seam: The remainder of the segment is composed of harder than normal stone, which slows the miner's progress. See the Mining Speed by Creature Size Table above, using the Harder Material column to determine mining speed.

Vein Ends: The deposit of metal or gemstones ends at this point in the segment. Exotic metals are much more likely to end than veins of any other material. Regardless of whether this event is rolled, low exotic metal veins never run for more than 80 feet, average exotic metal veins never run for more than 60 feet, and excellent exotic metal veins are never more than 40 feet long.



New Vein: A new vein is discovered. Determine the type, value and direction of this vein as if the tunnel it was discovered in were the main shaft of a new mine.

Water: One of the greatest hazards faced by miners is the possibility of digging into a subterranean lake or stream. When this occurs, flooding is guaranteed and the miners' lives are in grave peril. When this event is indicated, all miners working in the tunnel are permitted Profession (mining) checks (DC 15) one foot before the water is encountered. If this check succeeds, the miners are aware of the presence of water and may report to the mine's engineer for advice on how to continue. In most cases, this advice is to stop mining and clearly mark the tunnel. Waste rock from other tunnels is then used to seal up the tunnel to protect the rest of the mine from flooding.

If the check fails, however, the miners continue merrily along, hacking their way through the wall and releasing the water. When this happens, the water bursts through the pierced wall, pouring hundreds, possibly thousands, of gallons of water into the tunnel. The amount of water which fills the tunnel is determined by rolling on the following table.

Water Events

Roll	Amount of Water
01-50	Water pocket. All miners at the end of the tunnel are allowed a Reflex save (DC15) to avoid suffering 1d10 hit points of damage. The water rushes harmlessly out of the tunnel after the initial burst and stops flowing entirely one round after it is released.
51-75	Small stream. All miners at the end of the tunnel are allowed a Reflex save (DC 15)

76-90

to avoid suffering 3d10 hit points of damage. The water rushes down the tunnel for 50 ft. before falling to a more manageable level. This water will flow 1 ft. deep and 5 ft. wide until it meets an incline, at which point it reaches equilibrium. This breach can be sealed with a successful Engineering check (DC 20).

River. The miner has uncorked a subterranean river, pouring thousands upon thousands of gallons of water into the tunnel. All miners at the end of the tunnel must make Reflex saves (DC 20) or suffer 6d10 hit points of damage; a successful save prevents one half this damage. Regardless of whether they save, the miners are swept along in the river's new course for 1d6 X 100 feet before the river subsides to a stream 1 ft. deep and 5 ft. wide. During the initial 1d6 X 100 feet, the water will go up a single incline but subsides in the following round to the bottom of the incline, where it reaches equilibrium. The power of the river flowing through the hole in the wall makes it impossible to seal this breach at the source, but the entire tunnel can be sealed with an Engineering check (DC 30).

91-00

Subterranean sea. Also known as the mine-killer, this unhappy event floods the entire tunnel, killing the miners at the end of the tunnel instantly as tons of water smash through the wall and rage into the rest of the mine. This water will fill 500,000 cu. ft. of the mine before reaching

Armed with the information we have so far, we can calculate the amount of money our trio of miners from the previous example can pull from a single vein of material each week. For our example, the dwarves already sank their shaft and discovered a vein of silver. They have each agreed to work one shift a day, seven days a week, while they explore the vein. They will be using a wheel bore to accelerate their progress.

Each day, the dwarves will be able to drill 100 cubic feet of stone per shift or 300 cubic feet, total, per day. Their tunnel is 5 feet wide by 6 feet tall, so they will be drilling in 10 feet each day. At the end of the week, barring any mishaps, they have followed the vein for 70 feet. The vein has a quality of 5, so the amount of money earned is as follows:

Vein Quality:	5
Length followed:	70
Price Index of silver:	2
Total Value:	700 gp

So for a week's work, the dwarven miners recovered 700 gp worth of silver ore. To realize that money, of course, they will have to get the stuff to the smelter to be rendered down into raw metal.



MINES, SMELTERS AND FORGES

equilibrium, flowing down before it flows up. This breach cannot be sealed and the initial tunnel, at least, is completely lost.

Gas: The miner has uncovered a pocket of gas. There is a 50% chance this gas is flammable; if the miner is carrying a torch or other source of illumination which relies on a flame, the gas detonates, causing 4d10 hit points of damage to all miners within 30 feet of the gas leak. This explosion also has a 40% chance to destabilise the tunnel (see unstable rock, above).

If the gas is not flammable, it is not breathable. All miners within 50 feet of the gas leak are allowed a Fortitude save (DC 15) when the gas is released. If the save is successful, the miner realises the air is growing stale and may leave the area to let the gas dissipate. If

the saving throw is failed, the miner does not recognize the danger and succumbs to the gas in 1d4 rounds. In the latter case, the miner will die in 1d6+4 minutes if not removed to an area where the air is not fouled.

Regardless of whether the gas is flammable or simply dangerous to breathe, it dissipates harmlessly in 6d10 minutes.

Lair Incursion: At this point in the tunnel the miner breaks into the lair of a group of subterranean creatures. The number and type of creatures dwelling in the lair are left up to the Games Master, who can use this event as a lead-in to another adventure.

Magma Flow: Each miner working at the end of the tunnel is allowed a Profession (mining) check (DC 10) one foot before this event occurs. A successful check reveals the telltale signs of magma nearby, allowing the miners to consult with the engineer before proceeding. If the checks fail, the miners continue mining, oblivious to their danger. When the last foot is breached, a stream of magma spurts into the tunnel. The miner is allowed a Reflex save (DC 20) to avoid suffering 5d6 hit points of damage as the magma sears his flesh. Fortunately for all involved, the magma also cools quite quickly, forming a crust which seals the breach in 1d4 rounds.

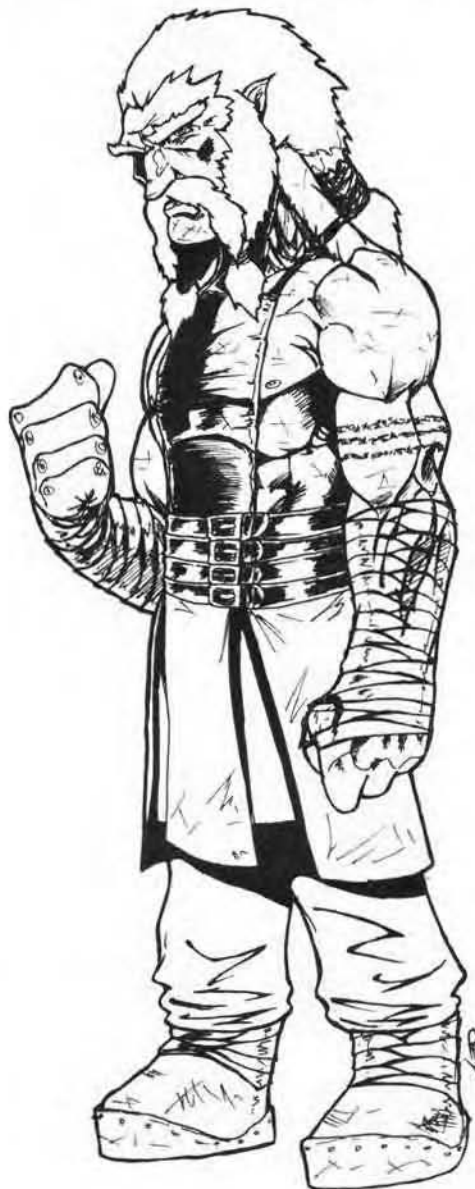
Planar Rift: While rare, this event indicates a passage tunnelled into the heart of the elemental plane of earth. The exact effects of this are left up to the Games Master, but encounters with earth elementals, certain types of genie, and other extraplanar creatures are sure to spice up life in the mine.

Making Money

To determine the amount of money a mine makes, multiply the number of feet the vein was followed for a week by the price index of the material (shown below) being mined. This product is then multiplied by the vein's value to determine the number of gold pieces earned from that vein for the week.

Material Price Index

Material	Index	Material	Index
Coal	.4	Platinum	7
Lead	.4	Gems, Poor	2
Tin	.5	Gems, Average	5
Iron	1	Gems, Excellent	7
Copper	1	Exotic metal, low	15
Silver	2	Exotic metal, average	20
Gold	5	Exotic metal, Excellent	25



Paying the Help

A mine will not run itself. While a miner could operate a mine all on his own, it is much more efficient (and profitable) to bring in some help. The following types of NPC are useful when running a mine.

Engineer: An engineer is needed to keep things on track and ensure the miners are not collapsing tunnels on a regular basis. The engineer inspects the mine daily for stress and for areas which are becoming unstable due to mining operations. An engineer is an NPC with at least 10 ranks of the Engineering skill and 10 ranks of the Profession (mining) skill. Engineers charge 5 sp/day for their services and one engineer is required for every 40,000 cubic feet of excavated tunnel in the mine.

Miners: These skilled labourers do all the hard work in a mine, either using a pick and shovel to claw their way through the stone in search of riches or manning a wheel bore. These NPCs have at least 5 ranks in the Profession (mining) skill. Miners charge 2 sp/day for their services.

Unskilled Labour: Someone needs to man the bucket hoists and haul the rocks away. For every miner, three unskilled labourer are needed to do the grunt work. Labourers charge 1 sp/day they are on the job.

Guards: For every ten employees, the mine needs one guard. Depending on how dangerous the area is, guards charge from 2 sp to 5 sp per day. This amount is doubled for one month following the death of a guard at the hands of a hostile creature while protecting the mine.

Lieutenants: For every 20 guards, the mine needs a lieutenant to keep them in line. Lieutenants charge 5 sp/day.

Commander: If there are ever more than five lieutenants, a commander is needed to keep them organized and working in unison. Commanders charge 5 gp/day.

In general, workers demand their pay once a week and prefer to have their money handed over on the same day every week. As long as miners are paid what they ask, on time, they will continue to slave away in the mine as long as it lasts.

Operating the Mine

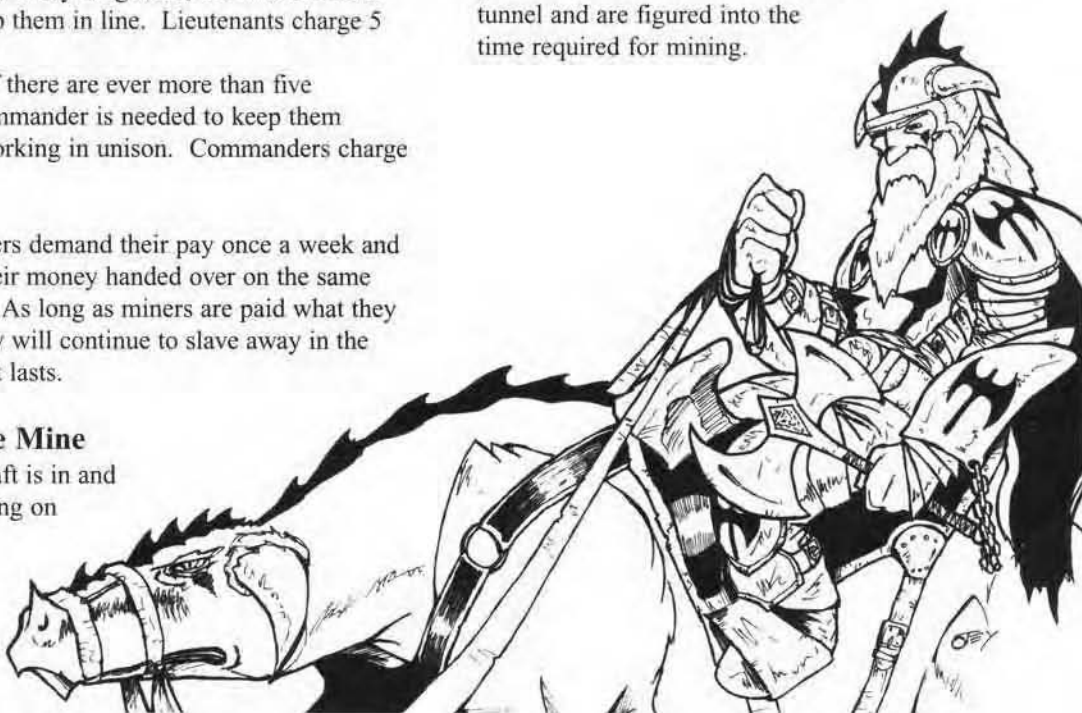
Once the first shaft is in and miners are working on the tunnels, it is important to keep the mine in good working order

and bring in the necessary pieces of equipment to keep things running smoothly. The actions and items listed below are necessary to operate a mine. Penalties for not having or conducting each of these are listed in the individual descriptions.

Structural Inspections: Mines are inherently unstable places, what with people banging away on the rocks all the time and generally *trying* to tear things up. The engineer must spend at least one hour each week per 5,000 cubic feet of tunnel examining it for possible structural damage or instability. Each week there is a 10% chance per 5,000 cubic feet, or portion thereof, of tunnel that the rock will become unstable and require further support. Engineers automatically spot this impending trouble during their normal inspections and instruct the labourers to improve the structural supports at a cost of 5 sp.

If an engineer is not inspecting the mine properly, any missed structural problems may collapse. Each unstable area of the mine has a 20% chance per week of collapsing if it has not been properly supported under the direction of an engineer. This chance increases by 10% every week the area is not worked on after the first, leading to an eventual cave-in.

Support Beams: When a tunnel is dug, it is necessary to support it to keep it from collapsing under the weight of the stone above it. Unskilled labourers take care of putting in the support beams, which cost 5 sp for every 400 cubic foot section of tunnel. These supports are placed as the miners carve out the tunnel and are figured into the time required for mining.



Bucket Hoist: The bucket hoist is used to pull ore up through a vertical shaft. It requires four labourers per shift to operate and costs 500 gp to purchase. A hoist can ascend or descend 10 feet per round when loaded or 30 feet per round when empty. A bucket hoist can hold as much as 3,000 pounds of stone (roughly 200 cubic feet of rock) when fully loaded.

The hoist racks up an additional 10 gp per month in maintenance expenses. Failure to pay this fee results in a 20% chance of failure each week (noncumulative) until the maintenance is performed (at double normal cost) or a second month has passed without maintenance. After the second month without maintenance, the chance of failure rises to 40% per week. Miners will not enter a bucket that has not been maintained for three months or more; the chance of failure then rises to 40% per *use* of the bucket and even a simple miner can see the thing is about to come falling apart.

Ore and Tailings

With all the rock coming out of a mine, a sizeable pile of the stuff is going to end up around the mine in short order. Unfortunately for the mine operator, only a tenth of all the rock pulled out of the mine is of any value; the rest is junk rock, also known as tailings. Tailings are used to backfill played-out tunnels (important for reducing maintenance costs, since backfilled tunnels do not need to be inspected or reinforced) and a significant portion is sold to local builders and masons for their own work. A miner can sell 20% of his tailings each week at the rate of 1 sp per

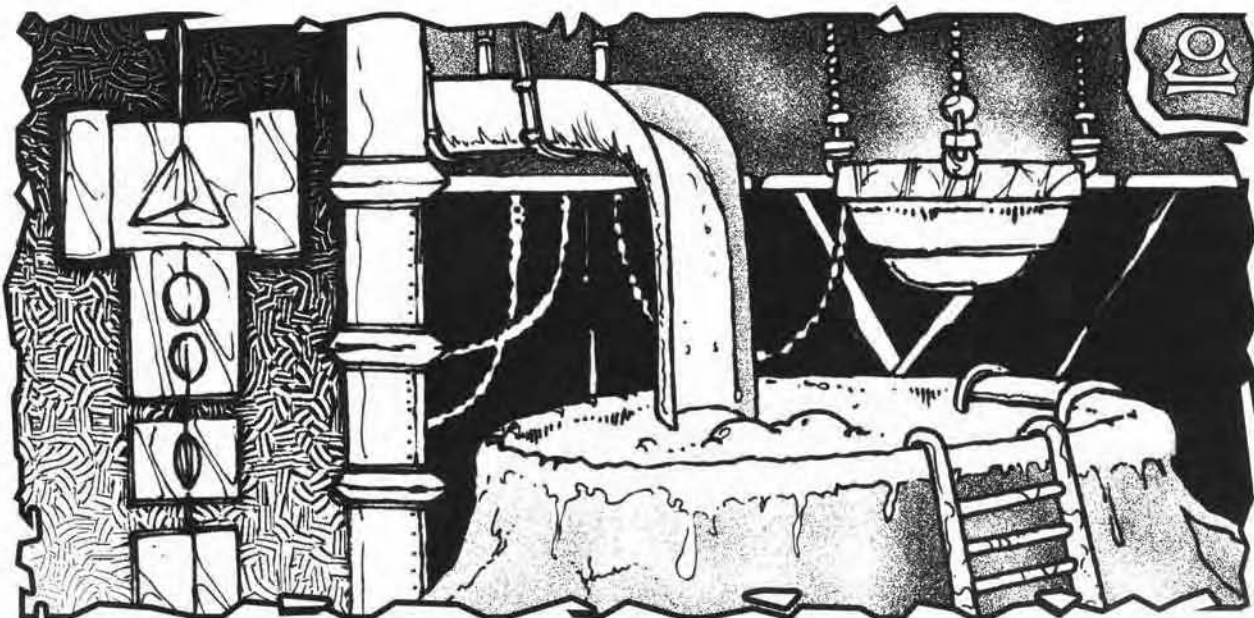
pound. While this certainly is not a princely sum, it can help to offset the shipping costs of getting ore to the smelter.

THE SMELTER

After a mine has been in operation for a week, any extracted ore needs to be taken to the smelter for processing. Smelters charge 10% of the cost of the ore, 20% if they have to come and get the ore for themselves, and an additional 5% if they have to get the ore themselves and it is more than a day's travel from the smelter itself. In most cases, it is to the benefit of the miner to transport the ore himself using labourers and purchased wagons.

Smelters are massive operations that belch clouds of black smoke and jets of roaring flame from their stacks at all hours of the day and night. Even dwarves draw the line at having the smelters in their communities because of the noise and pollution. Most are situated a mile or two from the edge of town to prevent driving other dwarves crazy with the noise and air pollution.

A smelter normally has from one to ten furnaces, and each furnace can process roughly 5,000 pounds of ore in a day. Because each furnace must be cleaned between loads of ore from different mining concerns, the amount of ore produced in a day can be considerably lower when many mines are all using the same furnace to process smaller amounts of ore. This in turn reduces the profits made by the smelter, leading larger operations to offer a 1% discount to miners who deliver their ore in 5,000 pound increments.



Some miners tire of forking over a portion of their proceeds to the smelter and make a go of running their own processing plant.

The Cost of Smelting

Smelting is not as involved a process as mining and the potential for mishap is much lower. Still, there are expenses and dangers involved in melting rock to release the ore within. The first expense comes in the form of personnel. One labourer can crush 200 pounds of rock into a gravelly powder suitable for processing in one hour of work. The number of labourers needed for a smelter is dependent on the number of furnaces and how fast the owner wants to keep things running. For most efficient operation, each furnace requires four labourers per day; average wages for labourers are 1 sp per labourer per day.

In addition to the cost of the furnace, a furnace needs reagents to free the valuable materials from the raw ore. The chemicals used cost 1 gp per 500 pounds of ore processed. When running at full speed, each furnace needs 10 gp of reagents each day.

The most obvious expenses are the furnaces. A typical furnace costs 2,000 gp and is 10 feet wide x 30 feet long x 10 feet tall. Essentially large iron ovens with bellows attached along their length, the cost of a furnace is primarily taken up just paying for the materials used in its creation. Each furnace can process 5,000 pounds of ore in a 24-hour period provided there are at least three workers manning it during each 8-hour shift. If the ore being processed comes from more than one mine, reduce the total amount of ore processed by 200 pounds for every load of ore after the first. Thus, if three mines provide ore, the furnace processes 4,600 pounds that day (5,000 pounds - 200 for the second load of ore - 200 for the third load of ore = 4,600 pounds).

The high temperatures required by the smelting process damage the interior of a furnace over time, and the gases released by melting rock can corrode iron in a remarkably short time. Every furnace requires 5 gp in maintenance every month, plus 1 gp for every 5,000 pounds of ore processed during the month. Failure to pay the maintenance costs for a furnace may have dire consequences. When a maintenance payment is missed, the Games Master should roll on the following table to determine the resulting consequences. For every month in which another maintenance payment is missed, the Games Master should roll on the table again, with a cumulative 10% modifier for each missed maintenance payment. If the furnace operator catches

up on the missed maintenance payments, the possibility for a mishap is removed until another payment is missed.

Smelter Maintenance Mishaps

- | | |
|----------------|--|
| 01-50 | No mishap. |
| 51-60 | Minor breach. A hole has opened near the ceiling of the furnace, making it difficult to keep the furnace at optimum heating efficiency. Reduce the amount of ore produced by the furnace each day by one half. |
| 61-75 | Broken bellows. One of the bellows used to maintain ventilation in the furnace is broken. The furnace cannot be operated until it is repaired at a cost of 50 gp. The repairs require one day to complete. |
| 76-100 | Flashback. Minerals from the smelting process clog the flue, restricting the escape of gases from the furnace. The volatile fumes catch fire, sending a raging inferno whirling into the surrounding area. Any labourer operating the furnace suffers 4d6 hit points of damage. A Reflex save (DC 15) reduces this damage by one half. The flue can be cleaned and retooled at a cost of 500 gp and two days are required to complete the repairs. |
| 101-105 | Blowout. A section of the interior is so badly corroded it collapses with a full load inside. Partially molten metal jets out of |



MINES, SMELTERS AND FORGES

the side of the furnace and splashes to the floor, causing 5d6 hit points of damage to any characters within 10 ft. of the breach. A Reflex save (DC 15) reduces this damage by one half. The blowout can be repaired at a cost of 750 gp and the repairs require a week of work to complete.

106–110 Meltdown. The bottom of the furnace disintegrates during the smelting process. A full load of molten metal rushes out to fill the area beneath the furnace and 10 ft. around the furnace as well. Any character caught in the flood of steaming metal suffers 6d6 hit points of damage. A Reflex save (DC 15) reduces this damage by one half. The furnace can be repaired at a cost of 1,500 gp and repairs will require two weeks of work to complete.

111–120 Collapse. The corrosive effects of the smelting process and lack of maintenance combine to destroy the furnace in a catastrophic collapse. The walls and floor of the furnace give way suddenly and the roof falls inwards, sending gouts of liquid metal squirting 20 ft. in all directions from the edges of the furnace. All characters in this area suffer 8d6 hit points of damage. A Reflex save (DC 15) reduces this damage by one half. The furnace cannot be repaired, only replaced.

The Games Master should randomly determine the day of the month and shift during which the accident occurs.

Smelted metal is cast into ten-pound bars, with five-pound and one-pound bars used to make up the difference when there is not enough processed metal to cast a complete ten-pound bar. Consult the table below to determine the value of a pound of each type of metal.

Values per Pound

Metal	Value per Pound
Coal	1 gp
Copper	5 sp
Exotic Metal, Excellent	200 gp
Exotic Metal, Average	175 gp
Exotic Metal, Low	150 gp
Gems, Average	250 gp/gem
Gems, Excellent	350 gp/gem
Gems, Poor	100 gp/gem
Gold	50 gp
Iron	5 gp
Lead	3 sp
Platinum	500 gp
Silver	5 gp
Tin	2 gp

Divide the value of the ore produced by a mine by the values listed in the table above to determine how many pounds of finished metal are provided. For gemstones, divide the value produced by the mine by the value listed above to determine approximately how many gems of a given type were present.

Processing Gems

Gemstone mines do not produce ore as do mineral mines. Instead, gemstones are picked out of the stone brought up in the bucket hoist and set aside for sale to jewellers and gem merchants. This allows gemstone miners to keep more of the money in their own pockets when compared to mineral miners, as there is no need to pay a smelter and transportation costs for the raw gems is negligible. See the table above to determine the average number of gems taken from a gemstone mine.

The Forge

Other than platinum, gold, silver or copper, a miner will have to sell his goods to a merchant of one sort or another to realise a profit. The typical precious metals can be converted at most banks for a fee equal to 10% of the total value of the metal being converted into coins.



Gemstones in their uncut form are worth only a quarter of the value of polished and cut stones. A character with the Craft (gemcutting) skill can realise up to one half of the market value of the stones himself, cutting and polishing them for sale to local jewellers. To prepare a gem for sale successfully, the character must spend one hour per 50 gp value of the gem and succeed at a Craft (gemcutting) check (DC 10 +1 per 50 gp value of the gem). It is possible to further increase the value of a gem through skilful haggling (see 'Tricks of the Race' chapter for more information on haggling).

Exotic metals, coal, lead, iron, and tin must all be sold to a merchant to convert their inherent value into coins. Exotic metals are easy to sell—finding a buyer willing to pay 80% of full market price for the metal is automatic in any community in the Large Town category or larger, but it is impossible to sell such rare materials in smaller communities. Characters selling such items may haggle for a better price, as noted in the 'Tricks of the Race' chapter.

Properties of Exotic Metals

While the special properties of mithral and adamantite are covered in some detail in *Core Rulebook II*, the other metals discussed above are presented here for the first time. Descriptions of each kind of metal and why it is so valuable can be found below.

Pure Silver: This metal is, as the name indicates, absolutely pure silver. Even the finest smelters cannot create silver this pure, and alchemists have taken to calling the metal 'elemental silver' due to its perfection. Pure silver has no special properties but fetches high prices amongst collectors and the fashion-conscious looking for a status symbol.

Ice Steel: This lightweight metal is dark, almost black, in its natural state but becomes translucent blue once it has been properly smelted. While not as light as mithral, ice steel is still considerably lighter than iron. Any weapon or armour made from ice steel is one-third lighter than a steel item of the same type.

Red Iron: Slick and ruddy in hue, this metal is useless for making armour because of its extreme weight. For weapons, however, red iron is an excellent material, allowing the wielder to generate much more force than would be possible with a weapon crafted from steel or other materials. Red iron weapons weigh three times as much as if they were made from iron but allow the wielder to add +2 to the damage the weapon causes on a successful hit.



Lustrous Silver: When exposed to moonlight, this metal shines a brilliant white, shedding light as a torch. In addition, the lustrous silver will continue to provide light for two hours for every hour it is exposed to the light of the moon. For example, a disk of lustrous silver exposed to moonlight for 3 hours will shed light equivalent to a torch for the next six hours. Prized for use in jewellery and other ornamental items, lustrous silver is also quite popular with adventurers and miners, two groups in need of reliable, portable light.

Pure Gold: Like pure silver, this is simply gold in its elemental, completely pure state.

Alchemy Lace: Composed of gold, silver and copper, this metal is prized for its beauty and malleability. While it has little use in the more practical arts of armour- and weaponsmithing, alchemy lace is sold far and wide for use in jewellery.

Primal Iron: Formed when the world was young, primal iron is extremely useful in the crafting of weapons and armour. While it possesses no intrinsic



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magical properties and cannot be used to create magical weapons or armour, it is also immune to most minor magical effects. Armour crafted from primal iron provides a +1 natural bonus to all saves against spells and magical effects targeted specifically at the wearer. This does not provide any additional protection against spells with an area of effect or spells which target the environment surrounding the wearer, however.

Weapons created from primal iron are more able to slice through magical defences, partially ignoring the protection provided by magically enhanced armour and biting into the flesh of creatures which normally require magical weapons to strike. When a primal weapon is used to make an attack, it gains a +1 natural bonus to hit and damage if the target has any magical armour bonuses. The weapons are also able to hit creatures which can normally be hit only by +2 weapons or greater, though primal iron does not provide any bonuses to hit or damage against such creatures.

Pure Platinum: Like pure silver, this is simply platinum in its elemental, completely pure state.

Elemental Kernel: There are four types of elemental kernels—air, water, earth and fire. When found, the kernels glow brightly in the colours of their elements: white for air, blue for water, coppery-brown for earth, and scarlet for fire. While a miner may not know exactly what a kernel is when it is discovered, he will clearly see it as something more impressive than a mere gemstone.



Imbued with elemental power, weapons and armour which house these kernels are useful when used to combat creatures of the various elemental types. Items housing an elemental kernel may be otherwise enhanced through the use of spells and receive additional magical bonuses during their creation.

In order to house a kernel, the armour or weapon must be crafted specifically to hold the kernel; these precious elemental items may not be attached to existing equipment. Implanting a kernel in an item increases the Crafting check DC by +10. If the Crafting check fails, the kernel is destroyed by the smith, leaving behind a smoking husk of blackened stone. Items of this nature are never 'just for sale'; elemental kernels are at least as rare as adamantine and are snatched up as quickly as they are found. An adventurer wanting an elemental suit of armour or an elemental weapon should be prepared to find his own elemental kernels.

Elemental kernels housed in weapons provide a +4 natural bonus to all attack and damage rolls against creatures of the opposing Elemental or Outsider types and subtypes. Air kernels, for example, provide a +4 attack and damage bonus when used against creatures of the Elemental (earth) or Outsider (earth) subtypes.

When housed in a suit of armour, elemental kernels provide a +4 deflection bonus to the wearer's Armour Class against creatures of the opposing elemental type or subtype.

Wraithstone: In its raw form, this metal appears as faintly glowing chunks of metal which moan quietly when exposed to sunlight. While difficult to work with (increase the DC of all craft checks by +10), wraithstone is prized by armoursmiths for its excellent protective capabilities.

Wraithstone armour is surprisingly light. It is considered two categories lighter than a normal suit of armour (to a minimum of light) and weighs only 25% as much as a suit of armour made from iron. The low weight and surprising flexibility of the metal also reduces the armour check penalty and arcane spell failure chances by one half.

BEASTS BELOW

Paladins, druids and rangers have access to a wide variety of animal companions and mounts while traversing the surface, but these same classes receive much less support when moving through the underlands. Several new creatures are introduced here to serve as companions and mounts for these classes in a subterranean setting. While these creatures may certainly be used as foes for characters to encounter, their primary purpose is to serve as allies, not enemies.

STEEDS OF THE UNDERLANDS

Horses are simply impractical in most of the underlands—skittish in enclosed quarters, they also have great difficulty in navigating slippery stone floors, and the uncertain lighting makes them prone to stumbling and breaking a leg. The races of the underlands have domesticated several animals to serve the same role in their societies as do horses in the surface communities. Animals which are suitable mounts for dwarven or other subterranean paladins are marked with an asterisk in their title.

Deep Crawler*

Large Beast

Hit Dice: 4d10+12 (34 hit points)

Initiative: +1 (Dex)

Speed: 40 feet; Climb 20 feet

AC: 14 (-1 Size, +1 Dex, +4 natural)

Attacks: 2 claws +6 melee

Damage: Claws 1d6+4

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Qualities: Blindsight (Ex)

Saves: Fort +7, Ref +5, Will +3

Abilities: Str 18, Dex 12, Con 16, Int 2, Wis 14, Cha 6

Skills: Listen +8, Spot +8

Feats: —

Climate/Terrain: Any subterranean

Organization:

Domesticated

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: —

Deep crawlers are eyeless mammalian creatures which evolved in the subterranean environment of the underlands. Standing roughly 4 feet high at the shoulder, these creatures resemble lizards at first glance. Closer examination, however, reveals a fine layer of extremely soft grey fur and a stubby club of a tail instead of scales and the whipping appendage common to most reptiles.

Many dwarf clans have domesticated these animals, removing them from the natural ecology of the underlands and developing the desirable traits of loyalty and obedience in the creatures. Now the animals are widely used as beasts of burden and as mounts. Dwarven paladins make good use of these creatures, which adeptly make their way through the underlands by climbing over or around chasms and other obstructions.

Special saddles (25 pounds, 150 gp) which allow riders to cling to the backs of their mounts while the creatures climb up vertical walls or upside-down across ceilings may be purchased from most dwarves who sell these creatures.

In tunnels with low ceilings, deep crawlers may hunker down, reducing their speed to 30 feet but lowering their profile to a mere 2 feet at the shoulder. This allows them to make their way through very narrow tunnels without a significant impact on the speed at which they move.



Combat

Deep crawlers enjoy fighting with their masters and show none of a horse's skittishness in the midst of battle. Their blindsight allows them to fight even when their riders are unable to see, giving deep crawlers an edge most surface mounts lack. Though deep crawlers are able to cling upside down to ceilings, they will fight only when standing on relatively solid ground and facing upright. During each combat round, the deep crawler lashes out with two claws and is capable of attacking while carrying a rider. The sinuous and graceful motions of the deep crawlers make them easier to ride than a standard horse, reducing the DC of all Ride skill checks by 2.

Mule Serpent

Large Beast

Hit Dice: 4d10+8 (30 hit points)

Initiative: +2 (Dex)

Speed: 50 feet

AC: 15 (-1 Size, +2 Dex, +4 natural)

Attacks: Slam +7 melee

Damage: Claws 1d6+5

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Qualities: Blindsight (Ex)

Saves: Fort +8, Ref +6, Will +3

Abilities: Str 20, Dex 14, Con 14, Int 2, Wis 14, Cha 6

Skills: Listen +9, Spot +9

Feats: —

Climate/Terrain: Any subterranean

Organization: Domesticated

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: —

These massive, thick-bodied snakes are the result of generations of careful dwarven breeding. Although the snake would be hopelessly incapable of surviving in the wild, as a domesticated beast of burden it makes a steadfast (and stubborn) mount.

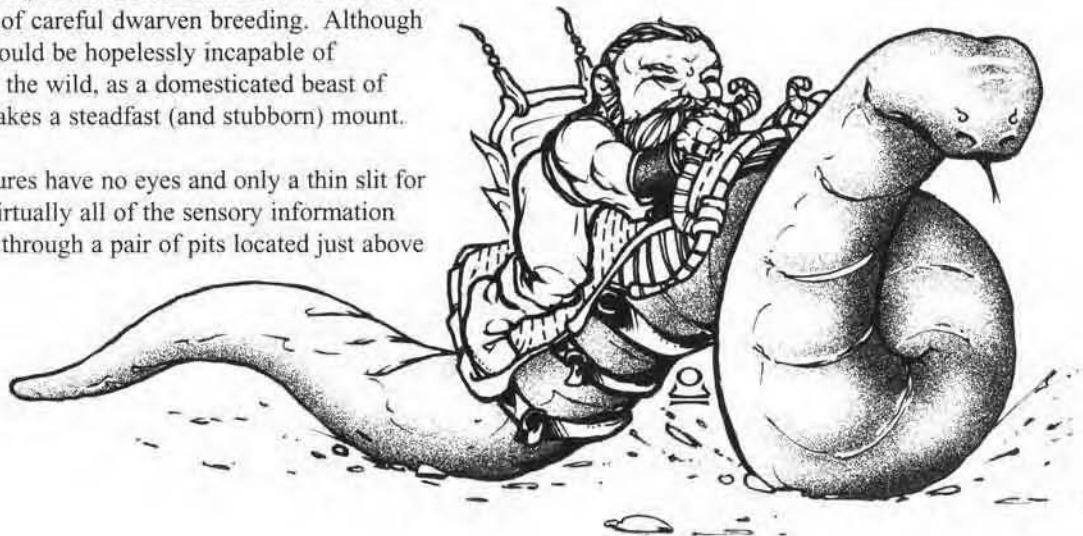
These creatures have no eyes and only a thin slit for a mouth. Virtually all of the sensory information they gain is through a pair of pits located just above

and behind their tiny nostrils, which provide the serpents with their blindsight. The creatures require a boiled gruel of mushrooms and other fungi as their daily diet. Lacking teeth, they are unable to hunt or otherwise procure their own meals, making them wholly dependent on their masters.

Other races use mule serpents as well, but only select clans of dwarves understand the proper method of breeding the creatures. Others have made the attempt to create their own strains of these creatures, to no avail.

Riding a mule serpent is possible only with the assistance of a specialised saddle (30 pounds, 150 gp), on which riders lie over the top of the serpent with their legs extended slightly below and behind the creature's back. This unique riding posture gives rider and mount a very low profile (roughly 3 feet at the top of the rider's back) but severely limits the rider's mobility. Any skill checks or attack rolls made by the rider while in this saddle suffer a -2 circumstance penalty.

Combat: Mule serpents are largely inured to combat, paying no special attention to battles raging around them. They can attack at the behest of their rider but prefer to avoid fights whenever possible. If pressed by enemies or commanded to fight, the mule serpent will swing its massive, clublike head at enemies.



Boulder Beetles***Large Vermin****Hit Dice:** 4d8+8 (26 hit points)**Initiative:** -1 (Dex)**Speed:** 40 ft.**AC:** 14 (-1 Size, -1 Dex, +6 natural)**Attacks:** Bite +5 melee**Damage:** Bite 1d10+4**Face/Reach:** 5 ft. by 10 ft./5 ft.**Special Qualities:** Blindsight (Ex)**Saves:** Fort +5, Ref +0, Will +3**Abilities:** Str 18, Dex 8, Con 14, Int —, Wis 14,

Cha 11

Skills: Listen +6, Spot +8**Feats:** —**Climate/Terrain:** Any subterranean**Organization:** Solitary**Challenge Rating:** 2**Treasure:** None**Alignment:** Always neutral**Advancement:** —

These massive insects prowl around the tunnels of the underlands in search of carrion to consume. Ornery and unpredictable, boulder beetles are as likely to attack as they are to avoid interlopers into their territory. Named for the massive humps formed

The mind flayer waggled its tentacles in agitation, flicking droplets of mucous from the greasy tips. *Where are the lizards?* Its demands thundered in the mind of the bugbear lieutenant it had fostered for so long.

'I do not know, my master. They were supposed to be here by now' The bugbear shrugged and snarled with frustration. 'Something must have happened.'

Brilliant. Sarcasm dripped like venom from the thought, stinging the goblinoid's pride. *Would you have any concept of what that 'something' might have been?*

The bugbear stalked away, flashing crude thoughts back to his master, frenzied depictions of the dark ranger making his way through the caverns in search of the missing lizards. Though he received no other comment from the mind flayer, he felt the cold approval for his actions wash through him.

'Stupid damned lizards and stupid damned dwarves.' Spitting his anger into a nearby pool of water, the bugbear did not bother masking his presence. He wanted a fight, desperately hoped he'd stumble across a lone lizard or other creature on which to vent his rage. The taste of something's heart in his teeth might just smooth his frayed nerves.

He tripped over the first lizard, stumbled forward, and caught himself against a stalagmite before he could continue his headlong plunge into the pile of creatures stacked in the centre of the cavern. Their chests and skulls were crushed and several were missing limbs, their arms and legs severed as if by a great scythe. 'What in the name of the Cunning—'

The chitinous rasp of insectile legs scrambling across stone drew the bugbear's attention. A hundred paces distant, a dozen dwarves astride boulder beetles were stomping their way across the cavern. 'Ho, goblin scum!' The lead dwarf laughed and pointed across the cavern, his eyes burning with battle lust.

As the bugbear turned to flee, he could hear the sound of mandibles clashing together and dwarves laughing.



CAVE COMPANIONS

While the animals of the underlands are more adept at hiding themselves than their surface cousins, there are still many creatures in the subterranean world suitable for use as animal companions by druids or rangers. This section provides information for a handful of these creatures.

Oilbird

Tiny Animal

Hit Dice: 1d8

Initiative: +4 (Dex)

Speed: 10 ft., Fly 50 ft.

AC: 14 (+4 Dex)

Attacks: Bite +5 melee

Damage: Bite 1d4

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Qualities: Blindsight (Ex)

Saves: Fort +2, Ref +0, Will +3

Abilities: Str 5, Dex 18, Con 10, Int 1,

Wis 12, Cha 12

Skills: Listen +5, Spot +7

Feats: Flyby attack

Climate/Terrain: Any subterranean

Organization: Flocks (2d12 adults with 2 young for every 1 adult)

Challenge Rating: .33

Treasure: None

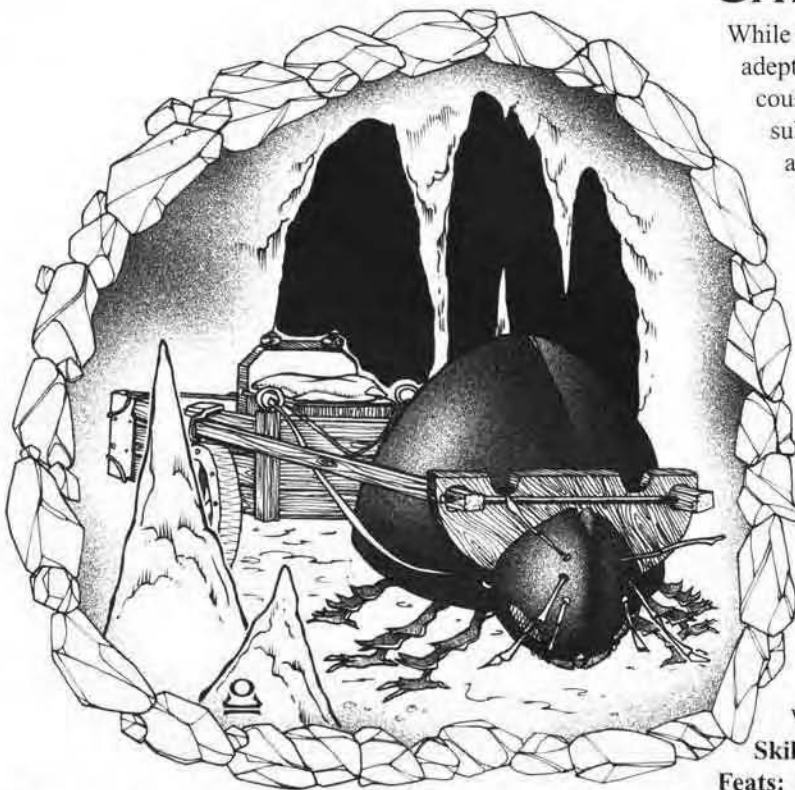
Alignment: Always neutral

Advancement: —

When boiled, young oilbirds yield an oil which is excellent for cooking or for use in waterproofing cloth or leather. Slow and fat, the baby oilbirds are easily caught while the adults are out scrounging for food, and young dwarves are often charged with rounding up several of the creatures when supplies of cooking oil run low.

The adults, however, are sleek and agile flyers who navigate the tunnels of the underlands using a form of echo-location. A powerful beak is the primary weapon of the mature oilbird and is used to snip off fruits, nuts and mushroom caps as the oilbird passes. While a bite is rarely fatal, young dwarves have been seriously injured when an angry mother oilbird returns during a chick harvest.

Roosting in the caverns of the underlands, oilbirds are as at home in the depths of the earth as other birds are in the skies overhead. Though oilbirds do occasionally



on their backs by their thick carapaces, boulder beetles are a common sight near large communities, where they feast on the waste dumped by the residents.

When tamed, boulder beetles can be used as mounts or beasts of burden. As long as they are kept well fed they are easy to deal with, but they will attempt to run off the first time they miss a meal. The back of a boulder beetle forms a natural saddle shape, complete with stirrup-like protrusions from the lower lip of the shell, obviating the need for a saddle of any kind when riding one of these creatures.

Combat

Given their head, battle beetles are more than ready to fight anyone who threatens them or their masters. While not particularly bright, they recognize a threat when they see it and will savage anyone they deem dangerous. Biting with the massive pincers jutting from the fronts of their heads, these creatures are able to snip the heads off their enemies and serve paladins well as battle-ready mounts.

find their way to the surface in search of food, the majority of these creatures stay below.

Combat

The oilbird feeding technique of snatching food from plants as they fly past is also favoured by them when they fight. Adult oilbirds swoop down on prey, deliver a vicious bite, and then fly away. This flyby attack makes swarms of oilbirds fairly dangerous to those unprepared to fight them and allows them to serve druids and rangers as excellent companions for harassing foes.

Dire Tuatara

Medium-sized Animal

Hit Dice: 3d8 (22 hp)

Initiative: +0 (Dex)

Speed: 30 ft., Burrow 15 ft.

AC: 14 (+4 Natural)

Attacks: Bite +4 melee

Damage: Bite 1d6+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Blindsight (Ex)

Saves: Fort +5, Ref +1, Will +2

Abilities: Str 14, Dex 10, Con 16, Int 1, Wis 12,

Cha 10

Skills: Listen +5, Spot +7

Feats: —

Climate/Terrain: Any subterranean

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

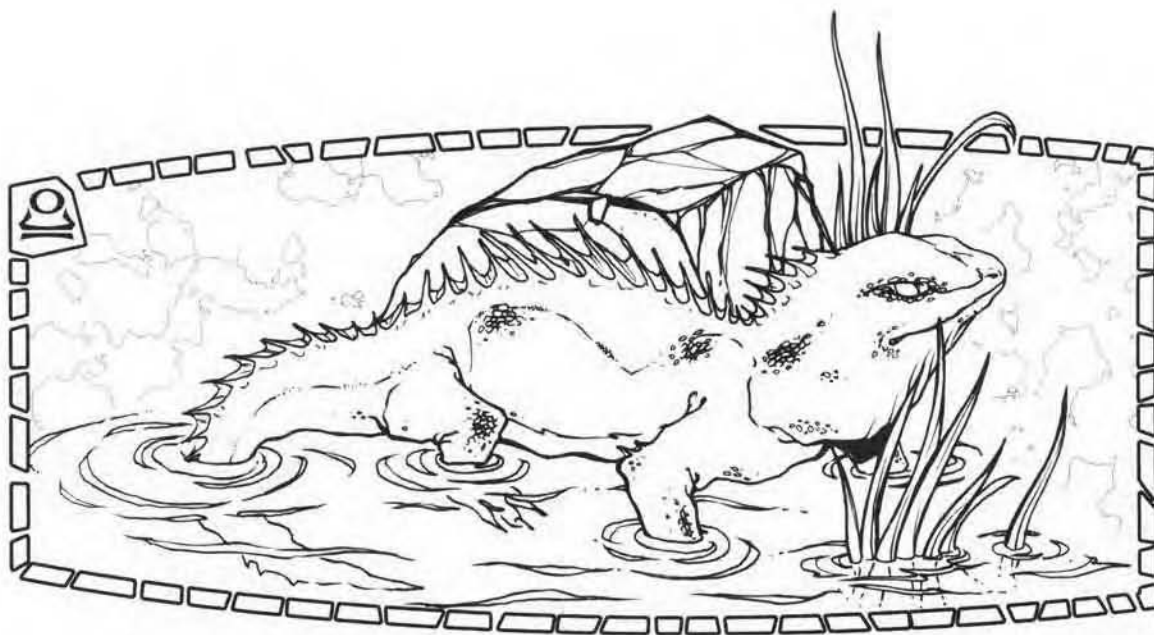
Advancement: 4–6 HD (Large); 7–10 HD (Huge)

The dire tuatara is a much larger version of the common tuatara, a lizardlike creature with a thick body and large head. The dire tuatara has evolved to exist solely below the surface of the earth, using its burrowing ability to hide itself from predators. Feeding mostly on large insects and other vermin, the dire tuatara is a welcome sight to most dwarven communities.

The tuatara is rarely seen in groups, although they do swarm in shallow rivers or pools during the mating season. During this time males are likely to attack without provocation and dwarves give them wide berth for the week or two each year when their blood is up. The females are just as cranky after depositing their eggs in stony burrows and the wise dwarf will move far away from them rather than risk an encounter with an angry mother tuatara.

Combat

If provoked, or during the mating or egg-laying season, the tuatara simply lunges at anything which gets too close and attacks viciously. The creatures will run if reduced to half their normal hit points but have no fear of attacking creatures much larger than themselves. Sometimes referred to as 'scaled badgers', these burrowing creatures live up to their name with their periodic bouts of mindless aggression.



BEASTS BELOW

Cave Caecilian

Medium-sized Animal

Hit Dice: 3d8+3

Initiative: +4 (Dex)

Speed: 30 ft., Burrow 15 ft., Swim 40 ft.

AC: 14 (+4 Dex)

Attacks: Bite +5 melee

Damage: Bite 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Blindsight (Ex)

Saves: Fort +2, Ref +5, Will +2

Abilities: Str 12, Dex 18, Con 12, Int 1, Wis 12, Cha 12

Skills: Listen +5, Spot +7

Feats: —

Climate/Terrain: Any subterranean or aquatic

Organization: Solitary

Challenge Rating: .33

Treasure: None

Alignment: Always neutral

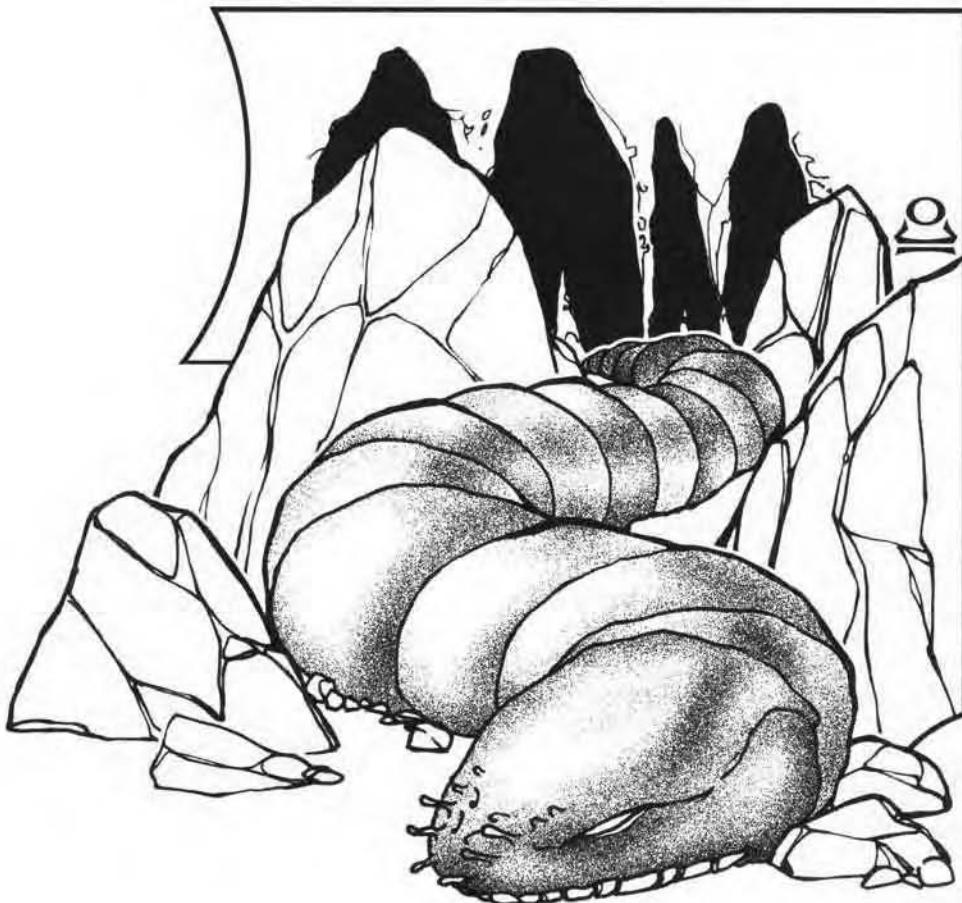
Advancement: 4–6 HD (Large); 7–10 HD (Huge)

bodies and featureless heads and tails. Closer examination, however, reveals a fine pattern of fishlike scales along with tiny sensor pits and nostrils at the tip of the head. They also possess a surprisingly large mouth filled with blunt, toothlike plates used to crush the insects upon which they feed. These creatures may be found anywhere below ground and occasionally appear on the surface after swimming up streams and rivers in search of food.

Combat

Normally quite passive, the caecilian reacts to threats quickly and decisively, launching itself at attackers with its jaws agape. These agile creatures attempt to escape if they suffer more than a quarter of their hit points in damage, slithering into water or into their burrows if given the opportunity.

These strange vertebrate creatures appear at first glance to be large earthworms, complete with segmented



DWARVEN HOLDS

Where other races build cities for comfort and convenience, dwarves prefer to think of security and survivability. Dwarven communities are heavily fortified, carved from the stone walls of the underlands and strong enough to withstand all but the most determined of assaults. Whether a small outpost or a thriving fortress hold, dwarven communities are bastions of civilization in an otherwise hostile and savage environment.

Though the majority of those who live within a dwarven hold are dwarves, these communities quickly become commercial hubs wherein traders and adventurers meet to sell goods, restock their supplies, or simply rest while en route to another, more dangerous, locale. Though the dwarves carefully segregate their portions of the city from where the outsiders gather, their holds provide an invaluable service without which the underlands would be a far more dangerous place.

While dwarven holds are often regarded as cities, it is important to remember they are, first and foremost, fortified structures designed to protect their inhabitants. Games Masters may use this information as a guideline for creating dwarven holds or for players to create underlands construction projects of their own.

SURROUNDINGS

Dwarven holds are always constructed in areas from which there are several exits, and most are built near a source of fresh water. Underground lakes and rivers are the most common sources of water, with rivers being preferred for their use as power sources and waste removal channels. Ventilation for a hold's forges and smithies is also an important consideration; without a sufficient flow of air through a hold, it becomes necessary to carve ventilation channels, which are difficult to secure and may allow vermin easier access to the interior of the hold.

Unfortunately, all of the things which make a chunk of the underlands popular with dwarves are also sought after by other, competing denizens of the subterranean world. Some of the fiercest wars in dwarven history were the result of battles over prized chunks of land. In the harsh environment below the surface, inhabitable locations are as prized as gold or jewels.

Although the choicest bits of lands nearest the surface are already claimed by various races, most dwarven communities actually control a much larger area than they use at any one time. These tracts of cavern and tunnel are periodically granted to adventurous dwarves, allowing them to build holds of their own which, though subservient and loyal to the original community, are separate entities with their own governments and laws. These satellite holds allow a clan to spread its influence over a large area and serve to protect the larger community to which they are beholden.

SECURING THE TERRITORY

Unless construction is occurring within the bounds of a city, it is necessary to secure the construction site against enemies and wandering monsters. In the underlands, where all manner of monsters live and breed, there are far more wandering creatures with bad intentions than on the surface. The Games Master should determine the location and disposition of at least two communities of competing creatures (or individual



DWARVEN HOLDS

creatures of significant strength, such as dragons) who are interested in the territory. Until these creatures are wiped out, there is no chance of any hold being completed in the area. Once these initial enemies have been dealt with, regular patrols must be despatched to keep the area free of any other denizens of the deep. These patrols must include at least 30 HD of creatures (NPCs, allied monsters, or the characters themselves), and at least three patrols are necessary to keep the area (normally a 10 square mile section of the underlands) secure. The Games Master should judge the effectiveness of the patrols as well as the danger presented by any wandering monsters in the area; the encounter tables provided in *Core Rulebook II* are an excellent starting point for determining the types and number of creatures within a given territory.

After the hold is completed, a single patrol is still necessary to keep an eye out for recurring infestations of monsters or other undesirables. If the hold wishes to extend its influence by taking over even more territory, it may attempt to pacify 10 square miles of tunnels and caverns at a time. Again, three patrols are required for every 10 square miles while a new fortress is being constructed at the centre of the patrolled area; once the construction is complete the number of patrols may safely be reduced until only a single unit remains. After 50 or more square miles of contiguous territory are controlled by a single hold and its satellites, the Games Master may decide the central hold is no longer subject to attacks by monsters and only the satellite territories need to be controlled.

BUILDING THE HOLD

Once a sufficient territory has been pacified and secured, the real work begins. Dwarven holds are hewn from the very bones of the earth and each chamber is carved and reinforced to exacting standards. Though the process takes a great deal of time and even more gold to complete, the results are a community safely ensconced within subterranean homes.

To construct a dwarven hold, the character overseeing the project works through the Construction List, below, picking and choosing those structures and other items he feels are necessary.

The player (or players in most cases) should work with the Games Master to create a map of the hold, in order to accurately determine construction costs. While there are certainly many luxurious options available for a dwarven hold, the expense can quickly become prohibitive.

There are several rules a character should be aware of when constructing a hold:

- † All the costs of hiring and feeding workers are taken into account within the prices on the Construction List.
- † One engineer must be hired for every 50,000 gp, or part thereof, spent on building the hold. See Staff below for further details.
- † The hold will take one week to construct for every 1,000 gp spent on the Construction List. The character may reduce this time to one week for every 4,000 gp by increasing all costs by 50% as he hires more workers.



DWARVEN HOLDS

homes consist of a bedroom for the parents and one for each pair of children, a family room, and a combination dining room and kitchen. When the family owns a business, the living chambers will typically be located in the stone over the top of the business, allowing them to keep an eye on their investment.

Chamber, Storage: Businesses and large families often need places to store excess materials or goods. These large closets are attached to the building, giving the occupants easy access to stored items. Holds also keep extra food and other supplies in locked and guarded storage chambers, which are typically located next to or above a guard chamber.

Corridor: These simple hallways are reinforced for safety and connect the interior rooms of a dwarven hold. While it is common for homes and business to have doorways opening out onto an open cavern (which serves as a meeting area/public square), dwarves much prefer to enter structures from the interior tunnels which connect them. Long corridors surrounding the hold are used as a security measure, allowing dwarves to make their way quickly to various points within the hold.

Forge: These massive, cavernous structures contain five furnaces used to refine metal. They are never located within a hold but are instead reached through a series of large tunnels (at least twice as wide as a

standard corridor) which lead some distance from the hold itself. Incredibly noisy and constantly belching noxious fumes from the backs of the ovens, forges are isolated from the rest of the community.

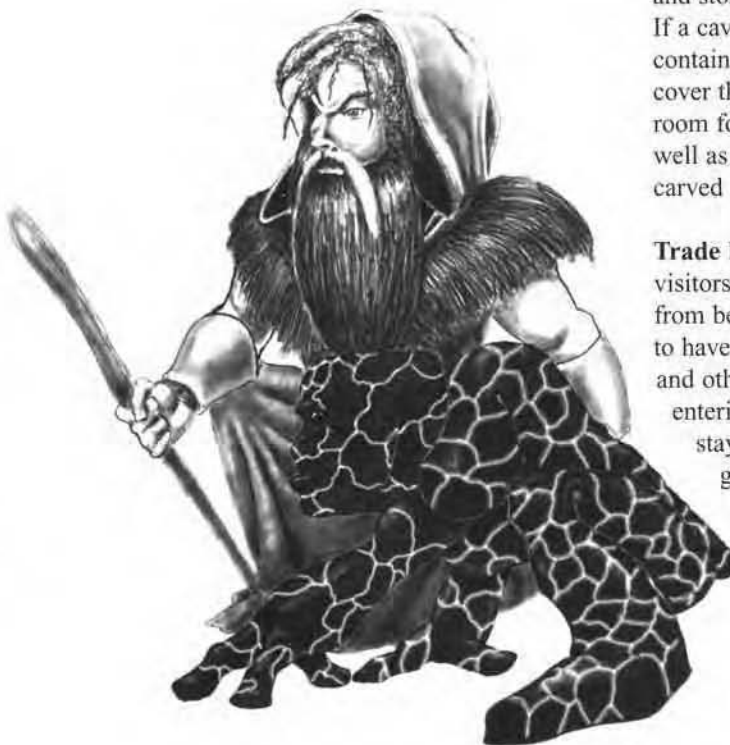
Fungus Farm: Mushrooms and related fungi make up an important part of the dwarven diet. These farms are filled with waste material in which the mushrooms grow and tend to be located near forges to help mask their stench. A hold requires one fungus farm for every 100 inhabitants.

Magic Workshop: Laboratories, small furnaces, and an anvil or two make up the traditional dwarven magic workshop. These structures allow dwarves to create runes or other magical items, conduct magical research, scribe scrolls, and handle other magical tasks.

Temple, The Miner: This structure is actually only the main auditorium of a temple to the Miner (see p83), including all of the furnishings, altar, and decorations. Additional chambers, particularly those built for the priests to live in and for storing items important to the church, are added to this central auditorium by selecting other structures from the table above.

Temple, The Smith: Unlike other dwarven constructions, these temples are actually free-standing and not carved from the surrounding stone. Like the Miner's temple, above, the costs listed in this section are for the main auditorium only, which is a large iron and stone building constructed in the midst of a cavern. If a cavern cannot be located which is large enough to contain this building, double the cost of the temple to cover the expense of hacking out enough stone to make room for the temple. Living quarters for the priests as well as any other rooms needed by the church are carved from the stone beneath the temple.

Trade House: These important structures are where visitors to dwarven holds are first directed. Traders from beyond the community are given the opportunity to have their goods inspected for sale within the hold, and other visitors are questioned about their reasons for entering the town and the expected duration of their stay. Insular and protective of their people, the guards who oversee the trade house do their best to keep undesirables out and to prevent the incursion of shoddy goods from foreign traders. All goods which pass inspection are also charged a tariff of 10% here. Merchants who decline to pay the tariff or whose goods fail to live up to standards are allowed to enter the hold, but their items are held in a storage facility until they leave town.



EXPERTS

Each dwarven hold requires a certain number of experts to keep it running smoothly and efficiently. Each of these individuals has a specific responsibility, which he takes very seriously. Because their presence in the hold is a necessity, these dwarves are paid from the hold's coffers, adding to the community's expenses. From the engineers responsible for keeping the hold's walls from crumbling to the lowly mushroom master who manages the fungus farms, each of these experts provides a skill crucial to the survival of the hold.

Unless otherwise stated, each of the experts described below may be considered a 3rd- to 4th-level Expert NPC. Those experts marked with an asterisk in the following descriptions are absolutely necessary to the continued functioning of a hold whilst others, though useful, may or may not be employed by a specific community.

Experts and Salary Table

Alchemist	800 gp
Annalist	250 gp
Armourer*	120 gp
Bank Coordinator	300 gp
Captain of the Guard	2,000 gp
Chief Scout	300 gp
Engineer*	500 gp
Forge Lead	300 gp
Fungus Farmer*	200 gp
Huntsman	200 gp
Master Smith*	500 gp
Trade Overseer	500 gp

Alchemist: While many holds do not pay to keep an alchemist employed full-time, those who do enjoy a serious benefit in processing ore. For every alchemist employed by the hold, 500 pounds of ore may be refined as detailed in Chapter 4 – Tricks of the Race.

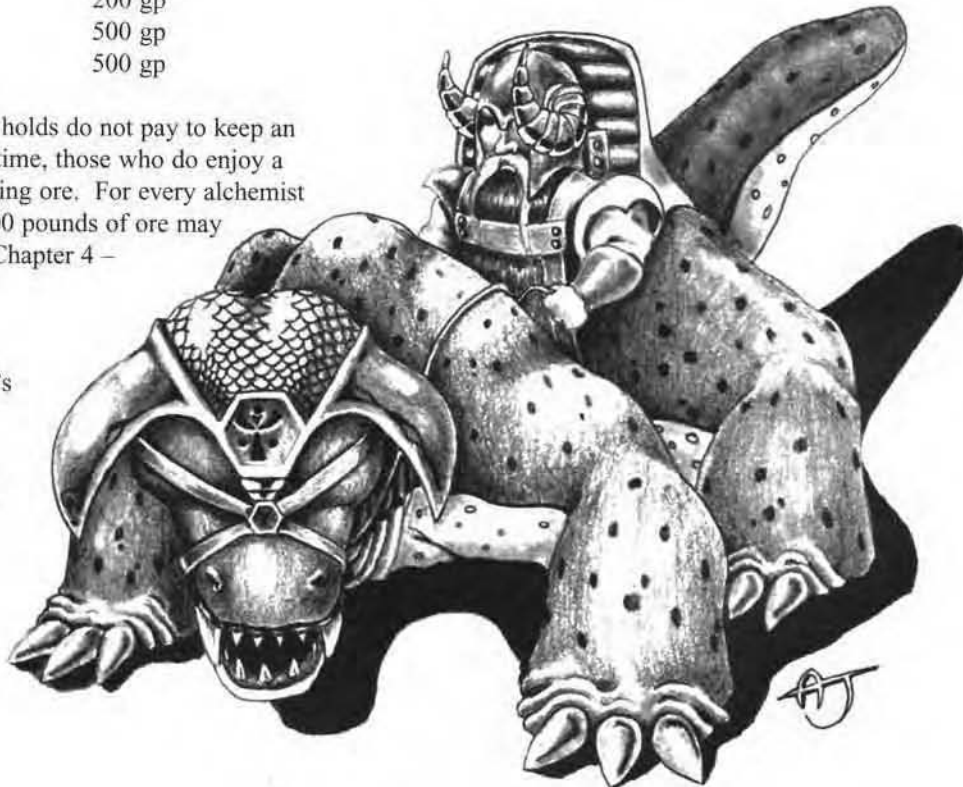
Annalist: Keeping an accurate record of a hold's history is the job of the annalist, a scribe specifically charged with chronicling events within the hold as they occur. Annalists also tend to have extensive knowledge concerning dwarven culture, legends and history. Consulting with a hold's

annalist provides a +2 circumstance bonus to any Knowledge checks related to dwarves and a +4 circumstance bonus to any Knowledge checks related to the hold itself.

Armourer: For every 100 guards in a hold, there must be at least one armourer to keep their equipment in order. If there are not enough armourers, all guards suffer a –1 circumstance penalty to their Armour Class until the requisite number of armourers is hired by the hold.

Bank Coordinator: Dwarves like to keep their money safe, and their banks are among the most secure in any land. The bank coordinator's job is to oversee the operation of all banks within the hold and maintain relations with banks in other holds to organize the transfer of funds and brokering of loans. All businesses in a hold with a bank coordinator are able to generate an additional 5% profit on all transactions with other holds.

Captain of the Guard: Only the largest holds need a Captain of the Guard. This military leader oversees the operation of all guards within the hold and all patrols along its borders. A hold may never have more than 300 guards without a captain to watch over them. The captain is always a fighter of at least 6th level.



DWARVEN HOLDS

Taxes

Dwarven holds levy a ten percent tax on all business located within their boundaries and on all mines owned or principally operated by residents of the hold. The majority of this income is used to pay guards and maintain the hold, but a portion is also set aside to enable future expansion of the hold's territory. When a hold decides to start a satellite, these funds are disbursed to whomever is in charge of the project, providing them with the gold they need to get the project underway.

Common residents of a hold are never taxed. Anyone who works and lives within the community (other than business owners and those who operate the mines) is allowed to live within the hold for free as long as he remains productive. Because space is at a premium, this last qualifier is crucial—dwarves who do not pull their own weight or are not gainfully employed are ejected from the hold if they cannot provide adequate reason for their idleness.

Visitors to the hold are also taxed, though indirectly. Most businesses charge an additional 20% on goods and services to outsiders and, in holds large enough to have such, the foreign quarter is rife with additional taxes and surcharges. While not all of these find their way into the coffers of the ruling clan, they do provide a ready source of income for the more active trading holds.



Chief Scout: Keeping an eye on enemies of the hold and other forces along its borders is an important task. Those guards who are found to have an affinity for moving quickly and quietly through the underlands are quickly promoted to scout status. This affords them much greater freedom but also puts them at more risk, as they are required to patrol the tunnels beyond the reach of the guards and other protection of the hold. Guards normally give a hold 1d6 hours notice when invaders are approaching. When a chief scout is present to coordinate the activities and analyse the patrol reports of the scouts, this warning time is increased to 2d12 hours.

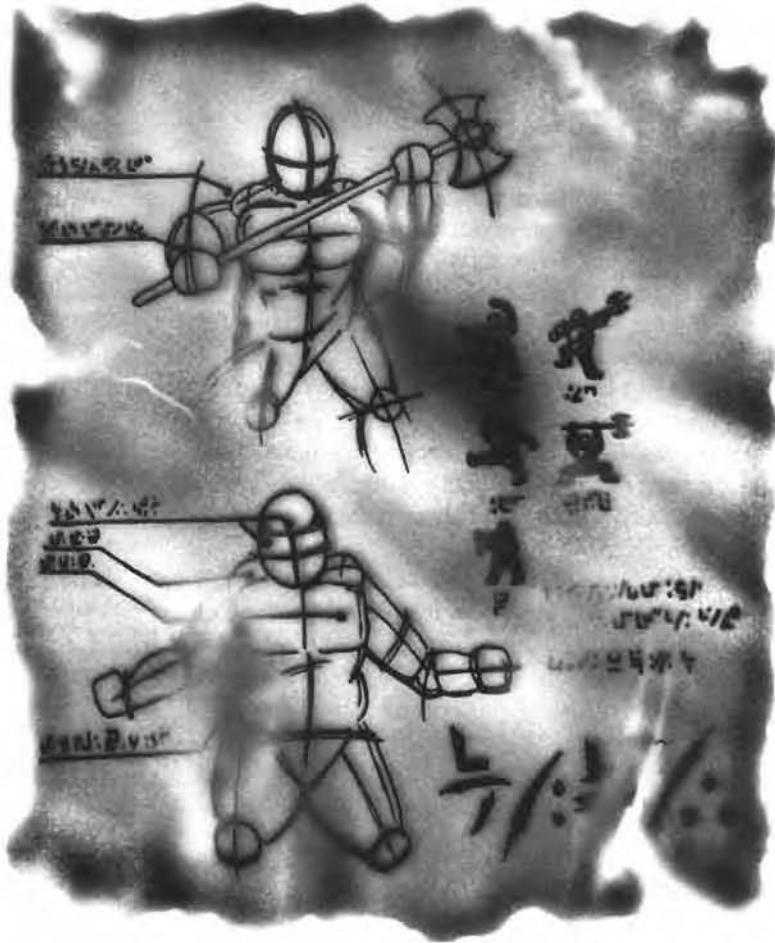
Engineer: With all the tunnels and other excavations necessary in the construction of a dwarven hold, there is always the chance for a cave-in or other disaster. The engineer keeps an eye on the walls of the hold, watching for signs of possible weakness or cracks which could lead to destabilization. If an engineer is not employed by a hold, there is a cumulative 5% chance each month of a cave-in. If a cave-in is indicated, a 20 foot by 20 foot section of the hold collapses. Repairing the area of the collapse requires one half the gold and time necessary to build it in the first place, making an engineer a wise investment for any hold.

Forge Lead: The forge is an important part of most dwarven holds. It refines the ore produced by the hold's mines, creating saleable materials from the raw rock brought in for processing. A forge lead is responsible for keeping the forge running smoothly. When a forge lead is employed by a hold, every forge in the hold is able to process an additional 10% beyond its normal processing capacity.

Fungus Farmer: Mushrooms and other fungi are a crucial part of the dwarven diet. While the fungi are easy to grow and care for, a farmer is necessary to keep them from choking one another out and to keep vermin away from the food. One fungal farmer is required for each fungus farm in a hold.

Master Smith: The master smith is necessary to keep the weapons of a hold in proper working order. For every 100 guards housed in the hold, one master smith is required to maintain their gear. All guards within a hold which does not hire the required number of master smiths suffer a -1 circumstance penalty on all attack rolls.

Trade Overseer: This office keeps an eye on trade with outsiders. While the bank coordinator helps the hold maintain good fiscal relations with other holds, the trade overseer ensures the dwarves receive the best possible end of the deal when bargaining with outsiders. Any hold with a trade overseer will prevent inferior goods from reaching the citizens of the hold and increases the tax income of the hold by 10% thanks to advantageous trade deals with non-dwarf merchants.



'There were three of them, svirfneblin, I think. Couldn't get close enough to get a good look,' the scout panted out his report, his face flushed and his lungs gasping for air.

'Relax,' the chief scout grunted and looked over the reports piling on his desk. 'Svirfneblin won't attack us, they've got problems of their own.'

'Sir?' The scout gulped down another lungful of air. 'How can you be sure?'

'Well,' the chief pulled a map off the shelf and tossed it onto the table in front of the scout, 'open that up and take a look. See those spots there? They're our friends the trolls. Looks like those bastards are on the move again.'

The chief eyed the opened map and rubbed his fingertip around the tip of his coal-pot. 'The gnomes are right about here,' he said, quickly leaving a grey smudge on the map. 'Surrounded by those stupid trolls. Get three men together and sneak into their enclave. Ask them if they want our help.'

The scout nodded, quickly memorizing the lay of the land. 'Thank you, sir. We won't let you down.'

'I know.' The chief leaned back against the wall for a moment and rubbed his beard with one hand. 'And don't let them try to negotiate. Let them know we'll help, but on our terms. Little rats always try to rip us off.'

DESIGNER'S NOTES

I used to work in a gold mine. It was a big hole in the ground through which monster-sized trucks rolled day and night, their vibrations rattling the ground and humming in the air. Now, I wasn't underground; I stayed up where it was relatively safe, in the lab. I assayed the gold, melting rock to determine just how many ounces of gold were in every ton of rock hauled out of the ground. On good days, I used cyanide and other fun chemicals, all in the name of extracting that precious gold. Naturally, this is when I started really thinking hard about running an all-dwarf campaign.

The material in this book is, at least in part, a result of that campaign and my own experiences. So, yeah, I know the mining tables are a bit ... optimistic ... because a real medieval miner might get through ten cubic feet of rock in a year of digging. That's not good fantasy, though, where dwarves have mazes of tunnels hacked through stone and gold drips from the claws of just about every monster.

Which is what I wanted to portray with this book. Life underground would be hard. Before I worked in a gold mine, I spent a summer as a cave guide. There are few places more eerie or treacherous than a deep cavern, where the limestone is slick with moisture and a wrong step might end up with a long slide and a rough landing. Add a bunch of monsters to the mix and it becomes pretty obvious that the only creatures who would live underground would be *tough*.

Then there's the greed thing. Gold is seductive; it's easy to see how dwarves could be so enamoured of the stuff they'd be willing to endure the danger of mining. When water or poisonous gas can suddenly snuff out the life of a miner, you have to be pretty driven by material lust to stay down the hole. In fantasy worlds, the dangers are even more pronounced because you never know when you might dig your way into a clutch of umber hulks or inadvertently tunnel into a dark elf temple.

In addition to presenting the normal dwarven material, though, I wanted to push a little, challenge the concept of what happens when you live underground your whole life. The devil dwarves and degenerate stalkers are the prime examples of this concept—savage, evil creatures bent by the forces of their environment and

the desperate struggle for survival. It's not always possible to stay on the side of angels when it seems like the whole world is trying to wipe out your people.

For the magic chapter, I wanted to show how dwarves are masters of a very different type of magic. Their mastery over weapons and armour is firmly entrenched in most portrayals of the dwarves, so I decided to give them a way to really put that to use. The ability to strip the enchantments out of one weapon and forge them into another seemed like a logical choice. Once I started working on that concept, the runes and all the rest found their way on to the page as well.

As for the rest, everything I put in here was included in the hope that gamers would find something interesting, something fun, and something cool to add a little spice to their game. If I've done that, then I'm happy and I hope you are as well.

Sam Witt



RULES SUMMARY

Herbal Ale Special Ingredients

Herb	Cost	Beneficial Effect	Detrimental Effect	Duration
Irongill Mushroom	100 gp	+1 Strength	-1 Dexterity	30 minutes
Stoneweed Blossom	125 gp	+1 Fortitude saves	-1 Will saves	1 hour
Greasevine Extract	100 gp	+1 Dexterity	-1 Strength	1 hour
Perkseed Powder	150 gp	+2 Initiative	-1 Search, Wisdom-based skills	2 hours
Thickblood Gum	75 gp	Automatically stabilize when at 0 hit points or less	-1 Initiative	1 hour
Eyepleam Juice	130 gp	+2 Spot and Listen	-1 Intelligence	30 minutes
Boneslug Slime	100 gp	+2 Concentration	-1 Will saves	15 minutes

Destabilization Results Table

Roll + damage	Duration	Area (radius)	Damage	Penalty	Balance DC	Description
<10	1d2 rounds	5 ft.	1d2 hit points	-2	NA	Stone chips fall from the ceiling, along with dust and other small debris.
10-15	1d4 rounds	5 ft.	1d4 hit points	-4	10	Small pieces of rubble rain down from the ceiling.
16-20	1d6 rounds	10 ft.	1d4 hit points	-4	10	The area of effect increases on the round following the attack.
21-25	1d4 rounds	10 ft.	1d6 hit points	-6	14	Stones the size of a dwarf's head fall from the ceiling, accompanied by clouds of gritty dust.
26-30	1d6 rounds	20 ft.	1d6 hit points	-6	14	As above, with a larger area of effect.
31-35	1d4 rounds	10 ft.	1d8 hit points	-8	16	Slabs of stone fall from the ceiling and enormous clouds of dust are released.
36-40	1d4 rounds	10 ft.	1d10 hit points	-10	16	Boulders crash down from the ceiling.
41+	1d2 rounds	10 ft.	2d10 hit points	-10	18	The ceiling of the area collapses, completely filling the area of effect with rubble to a height of 10 ft. Creatures still in the area of effect on the final round of this collapse must immediately make a Fortitude save (DC 25) or die from being crushed below the rocks.



RULES SUMMARY

Alcoholic Beverage Potencies

Drink Strength	Initial Damage	Secondary Damage	Save DC	Example
Weak	1 Intelligence	1 Wisdom	15	Watery beer
Stout	1d3 Intelligence	1d3 Wisdom	15	Beer, wine, ale
Potent	1d3 Intelligence	1d3 Wisdom	20	Rum, whiskey
Dangerous	1d3 Intelligence	1d3 Wisdom	25	Pure grain alcohol

Weapons Table

Simple Weapons – Ranged

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Axe-bladed Crossbow (bow)	M	150 gp	1d10	19–20/X2	100 ft.	15 lb.	Piercing
Socket Haft (spear)	M	125 gp	1d6	X3	10 ft.	13 lb.	Piercing

Martial Weapons – Melee

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Armour Blade	S	100 gp	1d6	X3	—	10 lb.	Slashing
Axe-bladed Crossbow (axe)	M		1d6	X3		15 lb.	Slashing
Shield Hook†	L	25 gp	1d2	X2	—		
Socket Haft (Battleaxe)	M	**	1d8	X3	—	**	Slashing
Socket Haft (Warhammer)	M	**	1d8	X3	—	**	Bludgeoning
Springspear	M	100 gp	2d6	X4	—	20 lb.	Piercing

Martial Weapons – Ranged

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Bolt Driver	M	100 gp	2d10	18–20/X3	10 ft.	10 lb.	Piercing

Exotic Weapons – Melee

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Rock Crusher	L	50 gp	3d4	19–20/X2	—	40 lb.	Bludgeoning

Exotic Weapons – Ranged

Weapon	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Runecannon, Defender	L	2,000 gp	X2 – X4	***	***	30 lb.	***
Runecannon, Long	M	1,000 gp	***	***	+50%	7 lb.	***
Runecannon, Offhand	S	500 gp	***	***	–50%	3 lb.	***
Runecannon, Short	S	500 gp	***	***	***	5 lb.	***
Runecannon, Stationary	L	5,000 gp	***	***	+200%	100 lb.	***

Ammunition	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Ball	—	15 gp	4d10	19–20/X2	20 ft.	1/10 lb.	Bludgeoning
Fire	—	10 gp	2d8	X3	5 ft.	1/10 lb.	Fire
Poison	—	10 gp§	1d4	X2	10 ft.	1/10 lb.	Piercing
Razor Wings	—	15 gp	2d10	X4	5 ft.	1/10 lb.	Slashing
Spikes	—	10 gp	3d6*	19–20/X2	"	1/10 lb.	Piercing

*This weapon has an area of effect. See the item's description for more information.

**This weapon has multiple entries and its price and weight are covered in the initial entry.

***The ammunition used for a given attack determines this weapon's damage, critical range, range increment, and damage type.

†This weapon has reach.

§The cost of this ammunition is equal to the base cost plus the cost of the poison it contains.

"The range of this ammunition is a 40 foot cone as detailed in its description above.

Armour Table

Armour Enhancements	Cost	Armour Bonus	Maximum Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
Articulation	500 gp	—	—	—	—	—	—	—
Reinforcement	300 gp	—	—	—	—	—	—	+15%*
Light Armour								
Chitinous Armour	200 gp	+3/+6**	+4	-1	15%	30 ft.	25 ft.	10 lb.
Climbing Armour	100 gp	+2	+3	-2	15%	20 ft.	15 ft.	20 lb.
Medium Armour								
Wire Armour	1,000 gp	+6/+1	+4	-1	10%	30 ft.	25 ft.	20 lb.
Woven Spidersilk	500 gp	+5	+4	-2	15%	30 ft.	20 ft.	50 lb.
Heavy Armour								
Bladeshatter Plate	3,000 gp	+8	+0	-6	40%	20 ft.	15 ft.	50 lb.
Turtle Suit	2,000 gp	+10	+0	-10	60%	15 ft.	10 ft.	70 lb.
Shields								
Crossbow Shield	100 gp	***	—	-10	50%	—	—	50 lb.

*Reinforcement adds to the weight of armour to which it is applied.
 **The secondary armour bonus is applied only against missile attacks.
 ***The crossbow shield provides total cover when it is set up or three-quarters cover when it is wielded normally.

Equipment Table

Item	Cost	Weight
Cannon Harness	50 gp	25 lb.
Cannoneer's Kit	100 gp	5 lb.
Climbing Harness	50 gp	15 lb.
Dwarven Firebox	100 gp	30 lb.
Fungal Rations	50 gp	5 lb.
Gas Finder	200 gp	2 lb.
Miner's Pack	150 gp	15 lb.
Pull Cart	100 gp	100 lb.
Pulveriser	200 gp	25 lb.
Sifting Pan	20 gp	2 lb.
Slide Grease	25 gp	1/2 lb.
Trap Springer	1,000 gp	100 lb.
Wheel Bore	500 gp	75 lb.

Ore or Gemstone Presence Table

01-30*	None (coal)	86-90 Gems, Poor
31-50	Lead	91-94 Gems, Average
51-60	Tin	95-96 Gems, Excellent
61-70	Copper	97 Platinum
71-75	Iron	98 Exotic metal, low**
76-80	Silver	99 Exotic metal, average**
81-85	Gold	00 Exotic metal, Excellent**

*On a roll of 1-30, the Games Master should roll 1d4; on a 4, a deposit of coal exists in the area.
 **Roll again on the Exotic Metals Table, below, to determine the exact type exotic metals found.

Exotic Metals Table

Roll Low	Roll Average	Roll Excellent
01-40 Pure Silver	01-35 Pure Gold	01-40 Pure Platinum
41-70 Ice Steel	36-60 Alchemy Lace	41-60 Elemental Kernel
71-90 Red Iron	61-85 Primal Iron	61-80 Wraithstone
91-00 Lustrous Silver	86-00 Mithral	81-00 Adamantine

Details of each exotic metal's properties can be found below, under 'The Forge'.



RULES SUMMARY

Mining Speed by Creature Size (Cu. Ft.)

Miner's Size	Soft Material	Average Stone	Harder Material
Tiny	15	7	3
Small	45	23	12
Medium	60	30	20
Large	75	40	25
Huge	90	45	30
Giant	100	50	35

Vein Direction

Roll	Direction
1	Up
2	North
3	Northeast
4	East
5	Southeast
6	South
7	Southwest
8	West
9	Northwest
10	Down

Material Price Index

Material	Index	Material	Index
Coal	.4	Platinum	7
Lead	.4	Gems, Poor	2
Tin	.5	Gems, Average	5
Iron	1	Gems, Excellent	7
Copper	1	Exotic metal, low	15
Silver	2	Exotic metal, average	20
Gold	5	Exotic metal, Excellent	25

Mining Tunnel Events

Roll	Event
01-25	No event
26-30	Up 45°
31-35	Up 90°
36-40	Down 45°
41-45	Down 90°
46-50	Left 45°
51-55	Left 90°
56-60	Right 45°
61-65	Right 90°
66-75	Unstable rock
76-80	Soft stone seam
81-85	Hard stone seam
86-92	Vein ends
93-95	New vein
96	Water
97	Gas
98	Lair incursion
99	Magma flow
00	Planar rift

Water Events

Roll	Amount of Water
01-50	Water pocket.
51-75	Small stream.
76-90	River.
91-00	Subterranean sea.

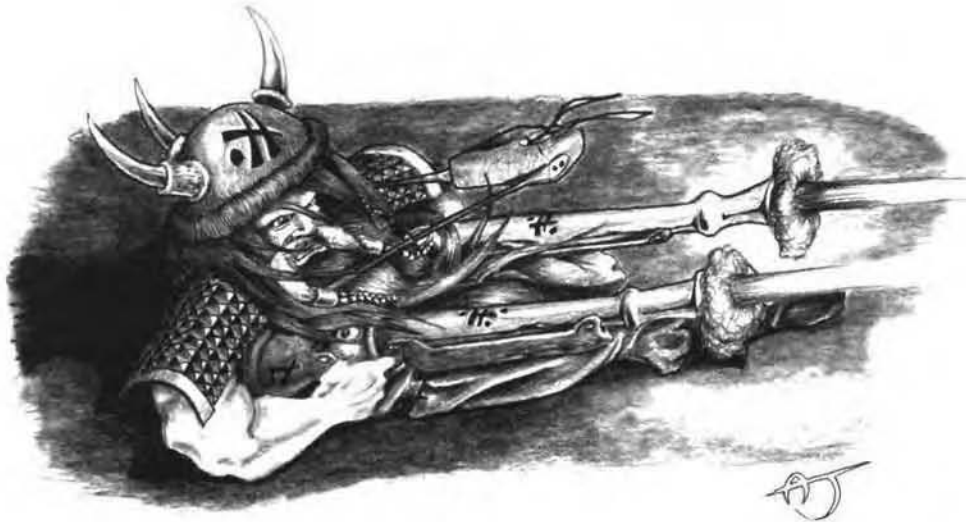


Smelter Maintenance Mishaps

01-50	No mishap
51-60	Minor breach.
61-75	Broken bellows.
76-100	Flashback.
101 - 105	Blowout.
106-111	Meltdown..
111-120	Collapse.

Values per Pound

Metal	Value per Pound
Coal	1 gp
Copper	5 sp
Exotic Metal, Excellent	200 gp
Exotic Metal, Average	175 gp
Exotic Metal, Low	150 gp
Gems, Average	250 gp/gem
Gems, Excellent	350 gp/gem
Gems, Poor	100 gp/gem
Gold	50 gp
Iron	5 gp
Lead	3 sp
Platinum	500 gp
Silver	5 gp
Tin	2 gp



Construction List

Construction	Cost	Height	Width	Length	Average Cost
Armoury	5 gp/cu. ft.	10 ft.	30 ft.	40 ft.	60,000 gp
Barracks (20 dwarves)	1.5 gp/cu. ft.	10 ft.	20 ft.	20 ft.	6,000 gp
Battle Gate	10 gp/cu. ft.	6 ft.	10 ft.	20 ft.	12,000 gp
Business	2 gp/cu. ft.	6 ft.	20 ft.	20 ft.	4,800 gp
Chamber, Living	2 gp/cu. ft.	6 ft.	15 ft.	15 ft.	2,700 gp
Chamber, Storage	1 gp/cu. ft.	10 ft.	20 ft.	20 ft.	4,000 gp
Corridor	1.5 gp/cu. ft.	6 ft.	5 ft.	5 ft.	225 gp
Forge	5 gp/cu. ft.	20 ft.	100 ft.	150 ft.	300,000 gp
Fungus Farm	.1 gp/cu. ft.	6 ft.	200 ft.	200 ft.	24,000 gp
Magic Workshop	3 gp/cu. ft.	10 ft.	20 ft.	30 ft.	18,000 gp
Smithy	2 gp/cu. ft.	10 ft.	20 ft.	30 ft.	12,000 gp
Temple, The Miner	5 gp/cu. ft.	20 ft.	50 ft.	50 ft.	250,000 gp
Temple, The Smith	10 gp/cu. ft.	20 ft.	25 ft.	50 ft.	250,000 gp
Trade House	2 gp/cu. ft.	6 ft.	20 ft.	40 ft.	28,800 gp



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HEAL RATE PER DAY

WIZARD SPECIALIST SCHOOL:

WIZARD PROHIBITED SCHOOL(S):

CLERIC DOMAINS:

SPELL BOOK

SPELL	LEVEL	EFFECT

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
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<input style="width: 50px; height: 25px;" type="text"/>	6TH	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	7TH	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	8TH	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	9TH	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>	<input style="width: 50px; height: 25px;" type="text"/>
<input style="width: 50px; height: 25px;" type="text"/>	SPELL SAVE DC MOD			

MAGIC ITEMS

NAME	EFFECTS	NAME	EFFECTS

HENCHMEN AND MERCENARIES

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NOTES														
NOTES														
NOTES														
NOTES														

PHYSICAL APPEARANCE	AGE	SEX
	HEIGHT	SIZE
	WEIGHT	HAIR
	EYES	HANDEDNESS

QUOTE / FAVOURITE SAYING

CHARACTER SKETCH

PERSONALITY AND CHARACTER

ENEMIES, ALLIES, PAST ACQUAINTANCES

BACKGROUND & FURTHER NOTES

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