



EXPANDED RACES!

GRANITE DWARVES

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CREATED AND APPROVED FOR USE WITH

CASTLES & CRUSADES®

EXPANDED RACES: GRANITE DWARVES

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GRANITE DWARF



Granite dwarves hail from the snowy terrain of a boreal forest, and have lived there for their entire lifespan. Like their standard dwarven brothers, granite dwarves possess great fortitude and an iron will. They are a hardy and resilient people who can survive and thrive under even the harshest circumstances. Some of the toughest creatures in the boreal forest, granite dwarves are to be feared by all but the most powerful hinterland monsters. These dwarves are renowned for their scrimshaw and wood and bone crafting, and they spend the coldest of months working on a few rare creations

DESCRIPTION: Granite dwarves resemble their standard dwarven brothers. They are short, stocky, and muscled from years of living in a harsh environment. They grow long beards and long hair on the back of their heads, but they tend to be bald on the skullcap. Their eyebrows grow long with age, and dwarves with the longest eyebrows are said to be the wisest among the clan—having the longest, thickest beard and eyebrows is a actually a sign of stature in the clan. Granite dwarves' skin tone tends to vary from a dark mud to almost a deep gray with thick, tough, leather-like skin from years of wind abuse. Their hair color is from a gray to an almost translucent blue, depending on how deep into the forest their clan has located. Their deep-set eyes tend to be dark in contrast to their very light hair.

PERSONALITY: Granite dwarves are bound by codes of honor to their clans. While family is important, without the

clan, they could not survive within their harsh environment. The clan protects and provides for them all. Therefore, each granite dwarf works and provides for the betterment of the clan, and each granite dwarf sacrifices all for the clan if needed.

Granite dwarves are also bound by a code of honesty and honor. Living in a harsh climate requires everyone to depend upon one another; lying, cheating, or stealing can not only get you killed but can get others killed—so granite dwarves do not abide those behaviors. These dwarves deal honestly amongst themselves and expect others dealing with them to do the same. Their word is their bond. When one granite dwarf gives you his word, the entire clan honors it. If you give your word to one granite dwarf, you have given your word to the whole clan; and should you not come through with your side of the bargain, you have failed the whole clan.

Granite dwarves place high value on their skills as craftsmen and warriors, and rightly so. Granite dwarves are meticulous and patient. They all possess an expert's attention to detail and determination, regardless of the undertaking at hand. Their expertise in the crafting of wood and bone is without equal in the world, as are their survival skills and unique calmness under adverse conditions.

Granite dwarves are the most pragmatic and the calmest of the dwarves. Their ability to remain calm during unfavorable situations allows them to preserve resources, whether those

be food, water, ammunition, or even wealth. They are also very practical in their dealings with people and situations. Sometimes hard decisions must be made. For example, granite dwarves will not rescue someone (even a clansman) if doing so would endanger other granite dwarves and expend their precious resources. To another granite dwarf, this is a perfectly acceptable and understood outcome. To others, this makes granite dwarves seem very uncaring and cold.

Granite dwarves are very loyal. This loyalty stems from having to work very closely with their clansmen. They do not give their loyalty to others easily; acquiring it takes hard work and proven honesty. Otherwise, there remains an element of uneasiness from them toward outsiders, whom they might suspect of trying to usurp their resources.

RACIAL AFFINITIES: Granite dwarves do not associate with many other demi-humans or humanoids, so they hold no hate nor love for any other race. They are concerned about their clan above all else. Granite dwarves tend toward racial neutrality due to their isolation, though they remain suspicious of newcomers' motives—there being only so many resources to go around. Granite dwarves—depending on their clan or personal history—could even loathe certain other dwarves, especially other granite dwarven clans vying for the same resources. Granite dwarves can work well with other races as long as the others prove honest and upfront. These dwarves do not like politics or game playing, and they are willing to walk away from a deal if it appears there is subterfuge involved.

ENVIRONMENT: Most often these dwarves reside in caves or mountains near a glacier, carving wood or bone during the long summer nights. Unlike their standard dwarven brothers, they do not excel in stonemasonry. They tend to build around what nature has given them. Some granite dwarves work for months on ice carvings, and when a glacier passes their cave and the sun hits at just the right angle, a fascinating, incomparable light show takes place. Granite dwarves rarely leave their clans to travel beyond the boreal forest.

Granite dwarves tend to live in large community caves or within massive cottages, where large trees and overgrowth can conceal them in both summer and winter. Some of the smaller clans live on the shores near the glaciers or on the forest's outskirts.

RACIAL TRAITS AND ABILITIES

COLD RESISTANCE: Hailing from icy terrains, granite dwarves' bodies are developed to resist the harmful effects of the cold. Any cold-based damage that the granite dwarf would normally suffer is reduced by half. If the effect grants the granite dwarf a saving throw and the saving throw is successful the damage is reduced to ¼.

DEEPCONVISION: Ages spent beneath the earth in the dark and quiet places of the world have imbued dwarves with the ability to see in darkness which a human would find it impenetrable.

This vision extends up to 120 feet in even the darkest of nights and deepest of tunnels. Colors tend to erode with deepvision, and objects appear in many shades of gray. It is otherwise like normal sight, and dwarves can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil deepvision. A dwarf requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of deepvision.

DETERMINE DEPTH AND DIRECTION: The cold mountains and forests are the natural homes of the granite dwarf. Granite dwarves can sense their approximate depth and direction as naturally as a human can sense which way is up.

DEFENSIVE EXPERTISE (Giants/Ogres): Long regarded as a food source by many giants, dwarves have developed considerable expertise in fighting them. Combined with their small size, this tactical expertise allows dwarves to offer resistance to the powerful giants. When fighting giants or ogres, dwarves receive a +4 bonus to armor class.

RESISTANT TO ARCANES: As unshakeable as granite or iron, granite dwarves are particularly resistant to arcane magic. They receive a +3 bonus to all saving throws against arcane spells and spell-like effects.

RESISTANT TO FEAR: Dwarven loyalty, duty, stubbornness, and honor lend them courage where other races might falter. Dwarves receive a +2 bonus to all saving throws against fear.

RESISTANT TO POISONS (Constitution): Dwarves are imbued with great constitutional fortitude. Poisons that might fell a normal human are less likely to affect a dwarf. Dwarves receive a +2 bonus to all poison saving throws.

WOODCRAFT/BONECRAFT (Wisdom): Dwarves spend much of their lives carving weapons/items from wood and bone, so they possess an extensive knowledge of crafting with these two mediums. They possess almost a sixth sense in this regard, which gives them various bonuses and abilities.

Granite dwarves receive + 4 when crafting anything from wood or bone as small as a toothpick to as large as a cottage.

LANGUAGES: Common, Dwarven, Goblinoid, Ogrish, Giant, Troll

SIZE: Small

MOVEMENT: 20 feet

TYPICAL CLASSES: Fighter, Ranger, Barbarian, Cleric

ATTRIBUTE MODIFIERS: +1 Constitution, +1 Wisdom, -1 Dexterity, -1 Charisma

ABILITY MODIFIERS: +2 to Deerslayer +2 to Survival

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OPTIONAL: Alternate Racial Traits

If your Castle Keeper allows, you may select one of the following alternate racial traits in place of one or more of the standard racial traits above.

BEAR STRENGTH: Twice a day, granite dwarves can summon their inner strength when needed. A granite dwarf's strength raises by 1d2+1 points for 4 rounds. This racial trait replaces defensive expertise.

ICELAND LORE: A granite dwarf can identify plants and animals with perfect accuracy in the icelands. This identification ability allows the granite dwarf to determine the species of a plant or animal and the special qualities or abilities of the species. The granite dwarf can also determine whether water is safe or dangerous to drink. This racial trait replaces determine depth and direction.

ICELAND STRIDE: Granite dwarves have the ability to move through snow and over ice without impairment. When doing so, granite dwarves leave no trail and cannot be tracked. However, enchanted or magically manipulated snow or ice still effect the granite dwarf. This racial trait replaces determine depth and direction.

MOUNT (Polar Bear): Granite dwarves have a strong bond with polar bears. The granite dwarf starts with a polar bear mount. Without the need for an attribute check, granite dwarves can mount, ride and dismount; perform simple leaps and obstacle maneuvers (no more than 3 feet in height and move around small items such as barrels); fight from the mount during combat (melee and ranged) without penalty; control the mount in combat; guide a mount with the knees; and stay on the mount when it rears or bolts. This racial trait replaces defensive expertise.

SURVIVAL: In the icelands a granite dwarf can find shelter, food, and water for himself, start a fire, and determine direction. Also, a granite dwarf can start a fire in 1d10 turns by natural means, as long as the needed materials are available. This racial trait replaces determine depth and direction.

TRACK (Wisdom): The granite dwarf can successfully track any creature in an iceland setting that leaves a discernible trace. He can also determine characteristics about the creature being tracked. With a successful wisdom check, a granite dwarf can find and follow a creature's tracks or trail for 5 hours. The granite dwarf can also hide tracks at the same level of ability.

When tracking or hiding tracks from humanoids or giants, a granite dwarf receives a +2 bonus to the attribute check. The Castle Keeper may apply bonuses or penalties for varying conditions, such as the length of time elapsed since the tracks were made, weather conditions, the number of creatures tracked and whether the tracked creature moved through water or a secret door.

A successful track check may also impart information about the creature(s) being tracked. Once a trail is found, a track check can determine the general number and type of creatures being tracked. The number of creatures tracked should be disclosed to the player by using one of the following categories: individuals (1-6), band (6-30), troop (20-100), or army (100+), and also one from the following categories: beast, fey, giant, humanoid, plant, vermin, or other (aberration, construct, dragon, elemental, magical beast, ooze, outsider, shapeshifter, or undead). For many creatures, the granite dwarf cannot identify its exact type; only that it is a creature of such nature until some experience has been gained tracking it. A granite dwarf can identify specific animal tracks with no effort. After having tracked a particular type of creature several times, the granite dwarf can later identify its tracks. This racial trait replaces determine depth and direction.

SAMPLE CHARACTERS

TYPICAL 1ST-LEVEL GRANITE DWARF FIGHTER

SIRTAG is a 1st-level fighter, chaotic good granite dwarf. His vital stats are 1d10 HD, 10 HP, MV 20 ft. AC 16 (DEX +1, studded leather armor). His primary attributes are strength and constitution. His attributes are strength 18, dexterity 13, constitution 16, intelligence 9, wisdom 9, charisma 6. His basic to-hit bonus is +1. He speaks Common, Dwarven, Goblinoid, Ogrish, Giant, and Troll languages. He carries a longsword and wears studded leather armor.

TYPICAL 5TH-LEVEL GRANITE DWARF CLERIC

LOREHU is a 5th-level cleric, lawful neutral granite dwarf. Her vital stats are 1d8 HD, 7 HP, MV 20 ft. AC 18 (leather armor). Her primary attributes are constitution and wisdom. Her attributes are strength 10, dexterity 11, constitution 16, intelligence 13, wisdom 17, charisma 7. Her basic to-hit bonus is +0. She speaks Common, Dwarf, and Goblinoid, Ogrish, Giant, and Troll languages. She carries a mace, leather armor.

ENCOUNTERS WITH GRANITE DWARVES

Granite dwarves can be found in most cold-forested climates. Few have been discovered near the desolate poles, where there is only snow and hardship. Granite dwarves are clan-bound, so meeting a solitaire one is a rare event in their homeland. Most clans stay close together and do most activities in groups. Additionally, few granite dwarves encountered are ever rogues or assassins—those are alien concepts to them.

A typical granite dwarf warband is 3-5 granite dwarves, armed with sword, axe, and spear. They usually wear studded leather armor. Only during a time of great battle do granite dwarves don full metal armor.

In some rare cases, the warband travels with a sled-bearing polar bear in studded leather armor. The polar bear's presence indicates the dwarves are hunting something dangerous.

Granite dwarves live in the side of mountains next to glaciers. They also carve caves and tunnels into the glaciers themselves. This is where they grow some of the special grains and other vegetables they have discovered over the millennia. These specialized plants grow in the soil beneath the glaciers, and they get energy from the sunlight filtered through the ice itself. Some chambers are used as cold storage for meat collected from the hunters. These chambers do not last forever, as the glacier makes its slow crawl down the valley. Every season, new chambers must be made.

In a few chambers, some dwarves, mostly the older ones who can no longer hunt, carve into the ice itself, making intricate patterns and designs. When the sunlight filters through the ice, it creates dazzling colors and shapes that change as the glacier moves. Many dwarves use these chambers to pray to their clan's ancestors.

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Most granite dwarven magic users and clerics use bone-carved wands and holy symbols. One of the most important events of the year is Sharntoth, the week in which the clan travels to the nearest coast and hunts for whales. They then use the meat, blubber, and bone all year around.

The granite dwarves are not alone in the boreal forest. Frigid goblins live amongst the trees and shoreline. Frigid goblins hunt seals, bears, and other present game. They especially love the taste of granite dwarf. They have been known to hide beneath seal holes in the ice and jump out of the water to drown unsuspecting hunters in the cold—eating them later.

CREATURES OF NOTE

GOBLIN, FRIGID

NO. ENCOUNTERED: 1-6, 20-200

SIZE: Small

HD: 1 (d8)

MOVE: 20 ft.

AC: 15

ATTACKS: By weapon

SPECIAL: Darkvision 60 ft., Hold Breath, Immunity to Cold

SAVES: P

INT: High

ALIGNMENT: Lawful Evil

TYPE: Humanoid

TREASURE: 1

XP: 10+1

These hardy, clever creatures have adapted to the glacial wastelands, tundra, boreal forests, etc. As long as the goblin has an even moderate amount of food on which to survive, it can overcome its environmental circumstances.

Goblins can and will eat anything, deriving some small sustenance from even from normally non-edible objects. Frigid goblins tend to be squat and stocky. Their skin tone is a milky white, and what hair they have, ranges from blue to green in hue.

COMBAT: Goblins only attack if they are confident of victory, whether by greater numbers, or some infallible trap. They carry all manner of arms, particularly favoring axes, clubs, mallets, and spears. They use bows occasionally, wear leather and metal-ring garments for armor, and carry simple wooden shields.

HOLD BREATH: Frigid goblins have the ability to hold their breath for up to 1 hour. Whenever exposed to an effect that requires inhalation, such as poisonous vapors, frigid goblins are allowed a constitution save. If the save is successful, the goblin does not suffer any of the effects. If the save is unsuccessful, the frigid goblin is still entitled to make any other saves allowed to avoid or minimize the effects.

ITEMS OF NOTE

WHALE SALVE

This healing salve coats wounds and heals for 1d6 HP. It can only be used once per day. It is usually held in a small glass or bone canister, and most granite dwarves use a wood or bone appliqué to apply it. [Value: 200 gp.]

SHARDS OF THE NORTH

This is a +1 sword that causes an additional 1d6 cold damage. These rare, unique blades are usually falchions, and they have very intricate detailing on their bone handles. The blade emits a cold mist, as if the blade is wet and is being cooled by the arctic temperatures. [Value: 14,725 gp.]

