

OPEN DESIGN



DESIGNERS Wolfgang Baur, Michael Furlanetto, Brandon Hodge, Joshua Stevens ADDITIONAL DESIGN Ben McFarland, Jaye Sonia, Trevor Stamper, Russ Taylor, Dan Voyce EDITOR Mike McArtor LAYOUT ARTIST Stephen Wark COVER ARTIST David Wenzel INTERIOR ARTISTS Gustav Doré, Pat Loboyko, Piranesi, Arthur Rackham, Jonathan Roberts, Elmer Boyd Smith, and Hugo Solis CARTOGRAPHER Jonathan Roberts

ZOBECK GAZETTEER VOLUME 2: DWARVES OF THE IRONCRAGS is © 2009 Open Design LLC. All rights reserved.

Open Design, Zobeck and all proper names and their associated logos are trademarks of Open Design LLC.

The following content is Open: stat blocks for creatures and the elements labelled New Monster, New Template, or New Item. All other text not designated as Open under the Open Game License, especially Zobeck, place names and character names, is designated as Product Identity.

www.koboldquarterly.com

PATRONS OF THE IRONCRAG MOUNTAINS

Jason Alexander Mike Alkema Sara Ashbaugh Andrew Baggott Michael Baker Chris Banks John Baxter Stefan Beate Glenn Bednarek Mark Bibler Robert Biskup **Richard Blair** Alain Bourgeois Sean Bradley Daniel Brumme Simon Bull Jesse Butler David Campbell James Carlson Thomas Carpenter Jr. **Charles Carrier** John Carrington Scott Carter John Chastain Jeremy Chee **Orville Clark** Jez Clement Jesse Cole-Goldberg Bill Collins Brad Colver **Tim Connors** Liz Courts **Brian Cross** Adam Crossingham Christopher Cumming Patrick Curtin Matthew Cutter Adam Daigle Mark Daymude Michael Dean David DeRocha James Dezomits Robert Doran Randy Dorman Matthias Drexler Andrew Eakett Patrick Enders Duncan Eshelman Mark Evers

Jarrod Farquhar-Nicol **Guild Fetridge** John Fetridge Matthew Filla Patrick Fitzgerald **Clay Fleischer** Gary Francisco Dale Friesen Steven Furlanetto Michael Furlanetto James Alan Gardner Mark Gedak Georg-Simon Gerleigner Alex Gersh Thilo Graf James Graham **Richard Green** James Groves Brian Gute Patrick Halverson Günther Hamprecht Dustin Harbuck Geoffrev Hart Kristian Hartmann Morgan Hazel Christopher Hill Brandon Hodge Lutz Hofmann John Hogland Ronald Hopkins Kraig Horigan Brandon Horn Eric Hortop Graeme Innes Phillip Ives Laurent Jeanmeure Anthony Jones **Christopher Jones** Jay Joyner Alex Kanous Joshua Kaufman Ed Kearns Phillip Kendall Alan Kohler Brian Koonce Jason Kramer David Lai James Landry Troy Larson

DeWitt Latimer Kevin Lawrence Adam Leckie John Leonas David Levenstam Christian Lindke John Lina Ignacio Blasco López Eric Ludy Sean Macdonald **Donald MacLean** Benjamin Madden Alex Manduley Will Maranto **Emiliano Marchetti** Gary McBride Robert McCreary Silas McDermott **Benjamin McFarland** Ken McKinney B.T. McTeer Jon Michaels **Brett Michalson** Francois Michel Nicholas Milasich **Tony Milici Olivier Miralles** Paul Mollard Sean Molley Matthew Monteiro Joff Morgan Matthew Morris Chris Mortika Paul Munson Paul Munson Charles Myers Juan Natera Scott Nolan Andrew Nuxoll Britian Oates Zachary OConnor Ronald Olszewski Mats Ondin John Overath Jeff Oyler Jeff Oyler Kevin Patterson James Patterson Daniel Petersen

Roy Pettitt Otto Pfefferkorn Tom Phillips Gavin Phillips Markus Plate Patrick Plouffe Gregory Pope Charles Powell Chris Pramas Daniel Gago Prieto Callum Prior Eric Pullen Stefan Radermacher Andreas Reimer Mathew Repasky Trent Revis Kevin Reynolds John Reyst Jan Cornelius Rodewald Jan Cornelius Rodewald Toby Rogers Kelley Rogers Steve Russell Stephan Saraidarian Angelo Sargentini Rowdy Scarlett Chris Schletter Robert Schmahl Erich Schmidt Eddy Schmidt Steven Schutt Beniamin Sennitt Patrick Seymour John Sharp Chris Sharp **Richard Shatto** Frank Shea Andrew Shiel **Dave Shlafer** William Shuster Sean Silva-Miramon Warren Sistrom Justin Sluder Robert Smith Bret Smith Hugo Solis Jason Sonia Jeffrey Spencer Christian Spies

Trevor Stamper Robert Stehwien Erik Steine Phillip Stepp Joshua Stevens **Beniamin Stowell** Stefen Styrsky Paul Sudlow Shannon Sullivan Sloan Summerfelt **Brian Suskind** John Tanzini **Russell Taylor** Constantin Terton Karl Thiebolt Soren Thustrup Eric Tillemans Don Tucker Keith Unger Machiel van der Wal Eltjo Veentjer Giorgio Vergani Oliver von Spreckelsen **Daniel Voyce** Jani Waara Mark Wadlington Michael Waite Sean Walters Phil Ward Stephen Wark Oliver Weigel Michael Welham Steve Weston Liam Whalen **Daniel White Robert Whitney** Matthew Widman Andrew Wild Mark Wilkins George Williams Michael Wilson Adam Windsor Gillian Wiseman Ed Withers Paul Woods Jonathan Yeung Craig Youn

WHY DWARVES ARE THE PERECT PC RACE

Dwarves are the most powerful, ancient, and widespread bit of fantasy in the world—because they are not, after all, really fantasy, but are in fact human beings who live right alongside tall people, and have as long as humanity has been around. As a result, it's not surprising that dwarves appear in the myths and legends of every culture from England to Japan and from the Incans to the Egyptians.

Dwarves first appear in Egyptian burials in the Badarian predynastic period around 4500 BCE. In the Old Kingdom, among the Pharaohs around 2700 to 2200 BCE, they were honored by being depicted in tomb art, where they served as dancers, entertainers, jewelers, and members of great households. Some were buried near the pyramids. It seems their size was no hindrance, and indeed the god Ptah was depicted as a dwarf.

Among the Greeks and Romans, dwarves served Hephaetus in forging iron and steel into weapons of war. Dwarves were also creatures of fun and frolic in the Coliseum.

In later times, such as the Dark Ages and the Medieval period in Europe, dwarves were seen as more dangerous. They served the Norse gods as smiths and tricksters, more aligned with Loki than Odin. They forged golden hair for the goddess Sif, Thor's bride. Their king, Alberich, made the ring of the Niebelungen, which has the power to rule the world, and the dwarves guarded that treasure against Seigfried. Indeed, Alberich's curse on the ring sounds pretty familiar to those who know only Tolkien's dwarves, but Alberich's story came first. Dwarves are perfect PCs because they spit at the gods, they hold tight to their treasure, and damned be he who dares take a dwarven PC's treasure from his grasp.

And that's all before John Ronald Ruel showed up and gave dwarves a new spin as gritty engineers capable of hollowing out pretty much an entire world in the stony deeps.

Dwarves are the perfect fantasy race because dwarves really do live among us, because they have a long history of magic, and because they are so very human. They drink beer, they get fat, they quarrel and fuss and work hard. They are outsized versions of ourselves, exaggerating our virtues and our faults as Sleepy, Dopey, Happy, and Bashful did. Dwarves make us happy because we recognize them.

Dwarves are bigger than life. They are not weirdly mystical, or reptilian, or inhumanly cute. They're not more than human, but humans turned up to the max. And they grow a killer beard.

For all these reasons and more, I love dwarves. I hope you do as well, as the **DWARVES OF THE IRONCRAGS** takes a decided turn into the mysteries of the dwarves, and the dangers of their metallic obsessions. I hope you find this trip into the fiery heart of the dwarven soul as exciting as I have.

Wolfgang Baur

Kirkland, Washington April 15, 2009

CONTENTS

1. HISTORY, LORE AND CULTURE

Rise of the Reaver Dwarves	1
FLIGHT FROM THE NORTH	1
The Free Dwarven Cantons	
OF THE IRONCRAGS	2
The Lost Halls	7
Northern Clans	8
DWARVES OF ZOBECK	9
DWARVEN SOCIETY IN THE CANTONS	9
Dwarven Law and Justice	10
Clan Feuds and Raiding	11
Thralls and Slavery	11
Cloistered Dwarves and Free Dwarves	12
Courtship, Marriage, and Children	12
Mining, Forgework, and Trade	13
Gods and Faith	14
WAR, DEATH, AND BURIAL	15

2. THE ILLUMINATED BROTHERHOOD

Lodges	17
Dress and Ceremonial Attire	18
Proceedings	18
Symbolism	19
RANK, ORDER, AND DEGREE	20
ILLUMINATED BROTHERHOOD PRESTIGE	
CLASSES	20
Illuminated Brother	20
Silent Master	23
Brotherhood Items	25

3. THE KARIV

CHILDREN OF THE WANDER CURSE	27
CLAN STRUCTURE	28
Shrives	29
Bloodkin and Dwarves	29
The Fallen	30
Religion	31
KARIV MAGIC	32
Divinations	32
Hexes	33
KARIV AS PLAYER CHARACTERS	34
KARIV FEATS	36

4. DWARVEN MAGIC

SPELL LISTS	38
NEW SPELLS	39
MAGIC ITEMS AND DWARVEN TECHNOLOGY	43
Derro Equipment	46
Derro Insanity Tech	47

5. MONSTERS

18	CAVELIGHT MOSS	49
19	Crag Drake	51
20	DARAKHUL (TEMPLATE)	52
	Derro Fetal Savants	55
20	Dogmole	56 57
20	Dogmole Juggernaut	57
23	Fellforged	58 59
25	Gilded Devil	
	Goldveined (Template)	60
	Stone-Dead Dwarf (Témplate)	62
	OGL	65







The dwarves are a race of makers, warriors, and miners who have prided themselves on their craft and their toughness for long generations. Although their origins are in the frozen northlands and the glacial peaks, a significant group of dwarven settlers came across the northern ice and the piney forests to settle in the Ironcrags. This is their history and a recounting of their traditions.

R ise of the Reaver Dwarves

No one knows when the first dwarves were raised from the earth. Their patron gods, Volund the Smith and Perun the Thunderer, both gave them gifts to help them make their way in the world: Perun gave a hammer, Volund an anvil. And some say the dwarves hammered themselves a silver rattle before they learned to walk.

What is known is that they lived first in the north, near Trollheim and Jotunheim, and their way was the way of war. They fought for the shield maidens and at the command of trickster gods, slaying trolls and giants and ogres in great numbers, and raiding into the shivering birch forests of the Alfar elves and plundering the southern coasts as far as Thorn, Varshava, and the River Court. Their magic made them powerful: They were the first to learn the runes from Wotan One-Eye, they were the first to fight in the shield-wall ranks with heavy spear and helm, and they were the first to tear iron from the womb of the earth. They took slaves, livestock, sacks of grain, and chunks of amber in tribute or by force. Either way, wealth flowed to the north.

In time, they turned their efforts into great armies that marched each summer, as well as reaving ships. Their iron they worked into greater weapons to drive the elves south, into the forests of Roatgard and the Seven Cities, and into the Rothenian plains, until few of the fey dared remain in the north. Despite their many successes, there was a limit beyond which the dwarves raided but never settled. The dwarves grew nervous in the warm plains without their mountain halls.

Mithral was not their discovery, but as soon as they saw it they lusted for it in their hearts. At first, they gained it from the elves in tribute; later in trade.

Flight From the North

The Reaver's Age passed quietly into a time of trade, and then into a decline, as the great reaver clans turned their attentions to mining and the smithing of things beyond ever greater instruments of war. A few of the dwarves grew to love the rhythm of trade almost as much as the rhythm of the forge and hammer—or the rhythm of marching boots. They traded gold and iron for great casks of ale, for wondrous spun silk for their cloistered women, for finer alchemy for the free dwarven women and their own growing wisdom. The dwarves learned peace, and their gods cursed them for it.

The first great crack in dwarven strength was the fall of Nordheim, first and greatest of the dwarven kingdoms. Creatures did not conquer the Nordheim Hall from without, say the sages, but from within some demon or ghoul or monstrosity of the depths quenched the hearths and forgefires of the dwarves. Others say the Thunderer grew so disappointed with what his children became that he punished them. With

deific fury, he drove them from their homes under the earth, stripping away the gifts of divine fire he once gave them to shape the earth and master dragons, elementals, and demons.

In time, these homeless, banished dwarves founded the first dwarven cantons, restoring to a large extent bruised dwarven pride.

The Free Dwarven Cantons of the Ironcrags

Dwarves think of their canton first, their race or clan second. The canton is home and hearth, family and wealth, and safety from an uncaring world. These traits, however, do not guarantee greater harmony or joy among cantonal dwarves than among other races. Indeed, cantonal dwarves are notoriously dour, fractious, and opinionated about everything. Cantonal dwarves unify only in the presence of some external threat, which gives their elders and the leaders of their Free Companies an excuse to go on about the importance of the Free Dwarven Cantons to the younger generation.

The Ironcrag Cantons currently number 14, each defined by a settlement existing at least 100 years that contains both free and cloistered dwarves and that encompasses a set of halls—not just mines and simple shelter. Proper halls include a set of forges or smelters, a brewery, a set of clan homes, and at least one temple or shrine. The total population of the cantons is difficult to determine (dwarves are reticent to count their numbers, or at least to share those numbers with anyone outside their own canton). The best guesses say the cantons hold as many as 150,000 dwarves and perhaps 25,000 slaves—most of whom are human.

The 14 settled cantons are Bareicks, Bundhausen (Liadmura), Grisal, Gunnacks, Hammerfell (Mazzot), Juralt, Kubourg (Friunsgorla), Nordmansch, St. Mishau, Templeforge (Favgia Baselgia), Tijino, Vursalis, and Wintersheim (Inviernusa). Some of the cantons have two or three names: one in Common, one in Dwarven, and one in the southern speech.

Other cantons besides the 14 constantly rise and fall and are not counted among the active settlements. Most notably, the small settlements of Roglett and Mynnasgard have been inhabited for about 50 and 80 years, respectively. While they are not yet established enough to merit mention among the cantons, they are certainly on their way to that status. The former canton of Citadel (Friundor) lies mostly abandoned. Although gold has been found there recently, drawing prospectors, priests, and the curious back to its halls. Also abandoned are the Fallen Halls of Sargau, Villershall, and Volund's Beard.

The dwarven cantons all lie in the Ironcrags, although varying altitudes and passes make some much more accessible than others, and a few are separated from the main cantons by lowlands and rivers inhabited by humans. The two outliers are Wintersheim to the north, and the dark canton of Grisal, which stands across the River Argent, near the Morgau and Doresh border.



BAREICKS POPULATION 2,500

This is the smallest of the cantons, known mostly for the poverty of its mines and the wealth of its sheep and cattle herds, such that dwarven herders are generally assumed to hail from Bareicks. The canton also possesses several dense forested lowlands. In addition, the most dangerous mercenaries in the Ironcrags hail from Bareicks. With nothing to lose and no interest in going home unless wealthy or dead, the Bareicks berserkers earn their fearsome reputation. The death of a Bareicks berserker is usually reason enough for his canton companions to break camp and carry him home the next day.





BUNDHAUSEN (LIADMURA) POPULATION 24,000

This is the central canton, located above Lake Soizal—a place that once served as an elven mountain retreat in ages long past. The dwarves built half their city on the surface, and that section serves as both a powerful hub of trade and market fairs and as the home of the Canton's yearly Dwarfmoot.

Cantons gather for the annual Dwarfmoot to air grievances, make new laws, administer justice between cantons by common vote, and (at times) declare war or negotiate peace with outsiders from the lowlands (which is everything outside the Ironcrags).



GRISAL POPULATION 22,000

The "Black Canton" lies on the northern or eastern bank of the River Argent, not far from the undeadruled Principality of Morgau and Doresh. The folk of Grisal are among the most pious of the cantonal dwarves, with special emphasis in worship placed on Volund and his son, the solar god Khors, as well as the Grajava Shield Maiden and both Wotan and Perun. Fully one-tenth of the canton's dwarves are clerics, paladins, or servants of the temples in some fashion.

Grisal's priests are kept busy, as its halls stand above the Zombie Wood of Zwargau and within sight of the Great Temple of the Red Goddess, where the dead are brought to serve the living. For the most part, the Black Canton strives merely to keep the undead at bay. From time to time, though, its younger warriors mount raids against the principality, slaughtering zombies and skeletons by the score during daylight and attempting to return across running water before nightfall. Those who fail to return are sometimes seen again as black-armored servants of the Red Goddess.



GUNNACKS POPULATION 27,000

One of the few cantons to have kept a king until fairly recent times, Gunnacks is the hearth and home of the exceedingly numerous Gunnacksen clan, merchants and caravaneers of note who travel from Wolfheim to Siwal and Rothenia. They are travelers unlike any others, with young dwarves learning to drive mule teams before they fully grow their beards. The Gunnacks canton (some still refer to it as a clanhold or kingdom out of habit) is traditional in all other ways, but for some reason, its people were among the first to strike out for the south from the old halls in the north. As a result, their new halls possess the finest locations in the Ironcrags, with upper halls looking out over three beautiful valleys below; fine rivers and easy passes to both north and east; and plentiful forests and iron, limestone, and mineral deposits. The Gunnacks have it so good, quip the other cantons, they have no reason to leave home. But leave home they do.

The Gunnacks leave their idyllic home to trade and barter and see the world, and then (when they are wealthy enough) to settle down and have enormous numbers of children. The worth of a Gunnacks canton dwarf is measured in some degree by his offspring, and so (despite its great wealth) the Gunnacks canton is numerous but also demanding of food, clothing, and goods of all sorts to raise an ever-increasing number of Gunnacksmen and Gunnackswomen. Some even speak of splitting the canton in two, although nothing has come of it so far.



HAMMERFELL (MAZZOT) POPULATION 14,000

One of the great iron working halls, Hammerfell recently withdrew into itself, sealing the hall doors for an entire summer. This is often a sign among the cantons that the withdrawn canton fights a war against creatures from the depths, although sometimes it merely signals that work is at a critical phase in some new feat of forgecraft, engineering, or item enchantment. Dwarves outside of Hammerfell do not yet know the cause for its withdrawal.

Traditionally, Hammerfell is a place of great armorers and weaponsmiths, and many suits of the finest dwarven plate armor comes from here. Some of its shields bear magic runes, while others display magic blazons, such as heraldic animals that can be summoned to serve. These magic shields are often called Hammershields and their creation is both a long tradition and entirely a secret of the canton.



JURALT POPULATION 8,000

The warm lowlands of the Juralt Valley are surrounded by a ring of peaks that cut off some of the finest pasture in the Ironcrags. The canton is defended by swarms of half-tamed griffons (fed by the dwarves, but not ridden into battle) and by mountain troops who depend on both their powerful pike walls and a system of battle wagons used as mobile strongpoints within the pike square formations for which the canton is known.

While the land seems peaceful, the dwarves are not. They are among the most warlike of the cantons, seemingly finding an enemy among the lowlands every other year. This has not endeared them to their neighbors or trading partners. Despite the great reputation as mercenaries enjoyed by the Juralt dwarves, they are considered a bit of a reckless and greedy bunch, more interested in plunder than in proper mining and smithwork. Still, the armorsmiths at Hammerfell take their coin in exchange for new armor and fresh pikes each year.

Priests of Ninkash in Juralt supervise the brewing of very potent "firethroat" ales for sale in the lowlands, to both command high prices for it and to incapacitate non-dwarves often and thoroughly. Human drunkards who spend their time inebriated thanks to firethroat are sometimes referred to as "thralls of Juralt."



KUBOURG (FRIUNSGORLA) POPULATION 9,000

The Kubourg is a great castle on the surface, built atop a small hill and surrounded by verdant fields. Unlike the Bareicks or Vursalis folk, the Kubourgers are not just herders for the sheep and cows, but also the Ironcrag's butchers, cheesemakers, and leatherworkers. They also breed fine donkeys, mules, and dogmoles and are purveyors of jewel-toned inks and black powder. The Kobourgers settled rich valley bottomland rather than ore-bearing land, and have earned their gold through trade for generations. In addition, they have moreor-less cornered the hops supply, making themselves critical to the brewing of stout dwarven beer. All of these factors make them one of the wealthier cantons.

Outsiders sometimes ask why their neighbors do not overrun the shepherds, merchants, and cheesemakers of Kubourg. While the dwarves of Kubourg might not mine much ore, their arquebus and heavy crossbows keep greedy neighbors at bay, and their money buys them many friends. That the Dwarfmoot halls stand just across the lake also might discourage the wilder clans from raiding Kubourg too often.



Nordmansch Population 7,500

The dark black pine forests of Nordmansch are home to not one, but two settled halls: Upper Nordmansch under the peak called the Sentinel and Lower Nordmansch in the heart of the forested hills. The two settlements get along as friendly rivals. Their trades include silver, iron, and mithral mines; the making of enchanted steel; and the forging of magical rings. Stories say the Nordmansch have kept alive more of the dwarven traditions of rune magic and lithomancy than any other canton, and certainly, many believe the Ordenn Forest is a place of enchantments.

The lands of Nordmansch are among the best forests for pine, yew, and ash in the Ironcrags, and many of the timbers bracing dwarven mines hail from those black woods. The dwarves of Nordmansch are believed to make the best axes in the cantons, both for lumbering work and for war.

Oddly, Nordmansch is the only canton that does not take and hold slaves among its people. The dwarves of Nordmansch accept weregeld for blood feuds readily, and take token ransoms from hostages who can afford no real price (a boot, a shirt, even a piece of soap might be accepted as a ransom). This seems to be related to the teachings of their version of the Golden Goddess Lada, whose healing arts they revere almost as much as the sterner words of Wotan and Volund.





POPULATION 4,000

The strange little canton of St. Mishau is one that leaves even its neighbors scratching their beards in wonder. All female dwarves within the canton are entirely cloistered—none are free at all to make war or serve in the great crafting forges. Most cantonal dwarves consider this restriction at least slightly bizarre, perhaps even a bit sinister. The male dwarves of St. Mishau speak with a strange accent (for they keep to themselves and barter but rarely), and they serve in Free Companies only every five or six years. The rest of the time, they mine adamantine, cartloads of coal, a few enormous gems, and a large quantity of quicksilver and other alchemical materials from a dozen hidden little mines around their canton.

Rumors circulate that the dwarves of St. Mishau are truly servants of Mammon, of St. Charon, or of some dark goddess of the fey, but these are likely nothing more than tales spread by jealousy and envy. What is known is that the dwarves of St. Mishau trade with kobold merchants from Zobeck, which other dwarves consider dishonorable at best, and they maintain peculiar customs for their women and their dead (see pages 15 and 16).



Templeforge (Favgia Baselgia) Population 5,000

The holy ground of Templeforge is also the home of the dwarven airship, as the maker of the first such ships was a priest of Volund living here. Liftgas is still mined here and new ships are built every 20 years or so to replace lost ones, but the industry remains a tiny one: almost no one can afford the sums required to keep an airship flying.

Dwarves of the Ironcrags 5

The canton makes its reputation as a place of pilgrimage, as Volund's Hammer rests within the temple here. The god used this sacred hammer to make the first gearforged and imbue it with life. As a result, pilgrims from Zobeck are a common sight, and dwarven smiths of all kinds make a point to visit Templeforge for a blessing at least once a decade or so.



TIJINO POPULATION 11,000

The southernmost of the cantons is Tijino, not far north of the human cities of Melano and Triolo. It is known for ironwork and weapons sold to humans, gnomes, and anyone else with money to pay, and also as a source of good wood for spears, ax hafts, and crossbows. The great hall of Tijino is a springtime gathering point for Free Companies, who sell their services to Fiorna, Remulus, Triolo, and the feuding cities of the south. "When we cross Tijino Pass" is roughly equivalent to "When we go raiding" in the argot of the Ironcrags.



VURSALIS POPULATION 6,000

The purest and snowiest of the cantons, boasting the peaks of Mount Mergansar, the Kronhorn, and the Peshvai Glaciers in its crown, Vursalis is also a bit of a breadbasket. Although it has great deposits of copper and salt, the Vursalis fields of barley, wheat, and potatoes are well-tended enough to feed some of its neighbors. The work itself is not considered especially noble or pleasing to the dwarven ancestors, and so most of the planting and harvest is done by slaves captured in war by the Juralt canton (and bought as thralls) and also by the youngest of the Vursalis canton dwarves. Fodder and grains from its fields and fruit from its orchards are sent to nearby cantons or stored away against future need, as the dwarves decide each year.

The canton's elders ensure that the young learn the traditional ways of mining, worship, and the history of the canton by a law preventing them from leaving the fieldwork for the mines, merchant caravans, or mercenary companies until the young dwarves pass a test of knowledge and dwarven deportment. The young dwarves resent this law, but it does ensure the fields are well-tended and the lessons well-learned.



WINTERSHEIM (INVIERNUSA) POPULATION 18,000

Northernmost of the cantons, Wintersheim keeps close ties with Stannasgard and the clan-centric—or (as the Ironcrags sometimes call them) "the kingly cantons" of the lands beyond the Ironcrags. The Wintersheim dwarves are famous for the ranger society they formed (the Order of the White Wolf) as well as for the quality of their jewelry and runecarving. Much of the ancient lore of the north is kept alive in their records and the sagas are faithfully copied for temples and the libraries of the wealthy.

Beyond that, though, Winterheim is famous for its dragon, Hrothvengr, a white dragon of middle years tamed by the Wintersheim dwarves. He guards the entrance to their hall on an enormous bed of copper coins and odd little pebbles, and seems to be a bit dimwitted (even for a white dragon), as he is convinced his hoard is worth a great deal. Other cantons try magic, various drugs and poisons, and even simple bribery to convince other dragons to take similar positions guarding their halls, but thus far none have succeeded.

Hrothvengr is treated with respect by the Wintersheim dwarves. Visitors who mock the dragon are punished soon enough, as Hrothvengr can cast *charm person* on those he feels are insufficiently awed by his wealth and status. Some of these charmed thralls stay for years, helpfully shining copper coins to a warm, reddish glow.

THE LOST HALLS

Not all cantons thrive. In particular, the Lost Halls of the Golden Citadel (Friundor), Krongard, Sargau, Villershall, and Volund's Beard were abandoned for one reason or another.

THE GOLDEN CITADEL (FRIUNDOR)

This abandoned canton is high enough to include alpine meadows and lakes, but it is not centrally located. At one time, it was the wealthiest of all the cantons, with mines that produced a steady stream of gold ore and with a reputation for hard work and silent votes (meaning, few complaints when it came time to go to Bundhausen for the settlement of grievances). The place was abandoned under snow more than a hundred years ago, ever since the mines ran out. Most of the other cantons all lie west of it; Zobeck lies 200 miles to the east, over hills and a river plain and through a forest.



KRONGARD

This enormous castle guarded the western approaches to the Ironcrags for years and was the most militant of the cantons, raiding frequently into the magocracy of Allain, the Kingdom of Burgoyne, and the forest lands of the west. This lasted right until the moment the mages of Allain decided it should end. In retribution to decades of raids, the mages razed the castle at the pass and threatened to raze any further fortification built on the ruins. As one of the few serious defeats the cantons suffered, Krongard remains a site of shame and embarrassment to the dwarves.



Destroyed from below by ghouls and derro, the halls of Sargau are celebrated by the other cantons in song and story. The halls were built on a rich deposit of mithral (like others in the eastern Ironcrags) as well as the value of its woodlands. The people there sought to dominate the lowlands to the east, toward Zobeck, Srevresta, and the Magdar territories. Their early assaults were quite successful, ensuring that the lowlands and hills remained friendly to dwarven interests and offered good terms to the caravans and mule trains that came down from the mountains each spring.

In time, though, Sargau grew a little too bold and demanded too much. The men of Zobeck and Srevresta did not come to Sargau's aid when tired, red-eyed messengers came telling tales of the assault from the darkness. Other halls have moderated their claims on the trade fairs, the noble houses of the lowlands, and the forebearance of human and other merchants. Sargau's empty halls remain a testament to the friendless house, and a byword for a canton that seeks too much glory.



VILLERSHALL

Villershall was undone by a Free Company of Ironcrag mercenaries (although its members were all of the Gunnacks canton). This makes Villershall the only hall destroyed by fellow dwarves. Villershall was a competitor to the Gunnacksen mule caravans and charged tolls on goods travelling down the River Road. Every few years, the taxes increased, often exponentially, until finally it proved too much.

After a summer and winter siege, a final Gunnacksen assault took down one of the gates into the lower halls,

and those who would not surrender and become thralls of Gunnacks were slain or exiled from the lands. The Gunnacksen masons set *explosive runes* to destroy the great pillars of the main halls, and nothing but rubble remains. Occasional attempts to revive the canton all fail.



VOLUND'S BEARD

Once a great temple-hall and forging hall, Volund's Beard was abandoned when the iron ore ran out and the surrounding meadows were no longer attractive as a site of settlement. The halls are still visited by a few pilgrims and priests every spring, but it is always empty come winter.



Although the most important clans are now those of the Ironcrag Cantons, three great holdings remain in the north: Stannasgard, Tannasgard, and Wolfheim. These three are all considered homes of the greatest and most ancient of the dwarves, and many dwarves of the cantons aspire to visit them.

STANNASGARD

Stannasgard is the friendliest and southernmost of the three. Just across the straits from the ruins of Thorn, it is home to great temples of Wotan, Perun, Volund, and Grajava the Shield-Maiden. Its priesthood is immense, and much of its wealth is derived from the crafting of holy items infused with the power of the gods. The shields and armor of Stannasgard are considered the finest forged anywhere, and its paladins and defenders are often asked for aid by one or another lordling from the south. Rarely do the dwarves of Stannasgard ride to war, but when they do, their cause has never failed.

TANNASGARD

Tannasgard is the lorekeeper's hall and the most ancient of all dwarven halls, where legends say Volund and Wotan created the dwarven race from stone and iron. The deepest and most sacred hall there is called "the Cradle," where dwarven creation myths claim the first dwarves were carved with the knowledge of the runes and given the breath of life. As holy ground, only pilgrims and priests are permitted to see it, and nondwarves are forbidden from Tannasgard almost entirely.

WOLFHEIM

Wolfheim is another of the great northern halls. It specializes in breeding winter wolves, which some of the younger dwarves use to keep great herds of reindeer and caribou. The Wolfheim hall is also famous for its wild winter revels, when enormous brewing barrels of ale are drained in a single night, when fire-magic is presented by the forge-priests and rune-magic by the one-eyed priests of Wotan. Wolfheim attracts many young warriors who dream of the reaver days and who fight gladly against the giants, ogres, and trolls in the Trollheim hills.

Relations with the Cantons

The three great northern halls exert a remarkable influence over the southern halls. Their priests, their ways, and their wisdom are revered as more pure and more "dwarven" than the culture of the Ironcrags, although to most humans and others, the Ironcrags seem plenty dwarven. Still, the sagas, the myths, and the magic of the north often pull the Ironcrag dwarves to undertake a pilgrimage there, to see the bones of evenmore-ancient ancestors, and to somehow gather up some of the sanctity and strength of the icebound hills where the dwarves were born.

All their achievements and their vastly greater success in living with and among humans, elves, and kobolds does not give the dwarves of the Ironcrags quite as much confidence, even in maturity, as the wolf-wrestling Northerners seem to have at birth. A few Northern dwarves take advantage of this insecurity by hiring themselves out as bodyguards or priests to the cantonal captains and clan leaders in the south at usurious rates.



The dwarves of Zobeck are, in some senses, the weakest and least martial of all the dwarven clans and cantons. For a time, they were considered a strange sort of Lowland Cantons by their fellows in the Ironcrags, but they rarely gather for war, they do not cloister their women but rarely, and they show little interest in the Old Gods Wotan and Perun, devoting themselves instead of the strange cult of Rava the Gear Maiden and her devices, and to the construction of ever-moresophisticated mechanisms and tools. They are master jewelers and craftsmen, excellent diviners and even respectable bards, but they seem to lack the reaver's temperament entirely.

The dwarves of Zobeck live in the Gear District, to be closer to their work, and some say, to keep one ear open for what the kobolds might be doing to their forges during the night hours. Their lives are ones of toil and often great wealth; a few maintain summer villas in the alpine reaches, and a few are factors for the great dwarven trade houses, but they show much less passion for the ancient ways than most of their kind. Indeed, when pressed for their clan, canton, and lineage, some merely reply that they are "children of the city and the Goddess Rava," a formulation that troubles the more devout visitors from Stannasgard or Winterheim. The most famous among them is Ondli Firedrake, the priest of Volund and First Consul of the city.

DWARVEN SOCIETY IN THE CANTONS

The Ironcrag cantons are democracies, and each canton is a small city-state unto itself. For big decisions, every adult present in the hall can vote. Those who are not present do not vote, which sometimes leads to some interesting consequences. Most of all, in times of war, famine, or feud, cantonal dwarves tend not to wander too far from their halls, for fear their canton makes some foolish decision. Naturally, those voting are limited to the male dwarves and the free females. Cloistered dwarven women do not vote, and neither do children or nondwarven servants. Dwarven thralls, however, may vote—if they are in a canton, they have a say in its future. Smart thralls, though, vote as their owners tell them.

Why do the dwarves of the cantons vote? It is a mystery to the northern dwarves, who consider the practice "too human" and profoundly disquieting. The northern dwarves feel much more comfortable with their kings and queens, and a ruling class of wealthy nobles. It is one of the great schisms between the two dwarven realms. The cantonal dwarves come by this practice from the earliest days of settlement, when war with the lowlanders was common, as were wars among the dwarves over the upland vales and meadows where pasturage and fields of food were grown. The wars remained popular because they brought home more slaves.

The cantons became separate entities allied to a hall or founder's mine, but despite many attempts, no single canton could raise up a "King of the Dwarves," as existed in the north. The cantons fought too often to listen to any singular king. Over time, a few cantons set up federations, leagues, and even small empires with vassal states in the lowlands, but none could claim the entire Ironcrags. In time, they stopped trying.

Instead, when the cantons went to war, all the dwarves had to agree to that war. These federations overthrew the lowland principalities if those rulers failed to trade favorably with the dwarves, and they set up client or puppet states more favorable to their own interests. And most of all, they took prisoners and enslaved them to a decade's labor for daring to oppose the dwarves. When dwarves go to war, after all, someone must continue to mine iron and gold and mithral, and someone must pump the bellows and shear the sheep. The dirty work of keeping the cantons on a war footing is a burden always borne by the slaves, and yet the dwarven democracy grew out of the freedom that raiding brought. Oddly enough, slavery gave the cantons the confidence to set aside their kings, and rule themselves.

DWARVEN LAW AND JUSTICE

In the cantons, the concepts of Law and Justice are familiar to every dwarf, but they are bounded and limited in their scope. That is, Law and Justice exist for dwarves—everyone else should mind their manners while visiting.

PILLARS OF THE LAW

The main elements of the law for each canton are spelled out clearly to every visitor to a dwarven hall, as they are carved runes set into great pillars flanking the hall's main entrance. All those who walk through are believed to be aware of the canton's laws and to agree to the laws of that hall.

The laws themselves are written in an ancient and convoluted form of Dwarven not easily puzzled out by non-dwarves (and even some dwarves!). The language is called Law Dwarven or (rarely) Anvil Dwarven, for the courts themselves used to be held in the smithies or at a forge, where oaths could be forged and reinforced with magic. A Knowledge (local) check reveals the details of a particular hold's laws, most of which concern property rights over ore, wood, coal, ingots, and sheep, but other elements discuss the rights of married dwarves, free dwarves, and slaves.

Married Dwarves

Married dwarves enjoy the widest and most extensive privileges, and include

- rights to speech and calling votes,
- freedom to travel,
- right to property,
- the right to vote for war or peace,
- and the right to challenge other free dwarves to single combat.

Free Dwarves

The rights of free but unmarried dwarves are also substantial, and include

- the right to property,
- the right to vote for war,
- the right to challenge unmarried dwarves to single combat,
- the right to enlist in mercenary companies and a share of plunder,

- the right to leave the canton with the permission of an elder, priest, or other dwarf,
- and the right to marry as they please.

SLAVES

Most limited of all are the rights of slaves, but they nonetheless do exist. These rights are

- the right to complain against a master who fails to provide nourishment
- and the right to accuse a dwarf who kills a slave.

The details are more complex and extensive, but these are the basics in every canton. In some cantons, more details might exist on herding; mining; guarantees or redress for shoddy goods; standards of weights and measures; standards of toil for slaves or miners; and requirements for priests, warriors, and captains of the mercenary companies. Most of these laws bind only the cantonal dwarves and their slaves, of course. Visitors essentially possess no rights but the right of hospitality. If visitors should break that hospitality by attacking or (worse) killing a dwarf, they are often slain on the word of two reliable witnesses. No court is convened, nor is any challenge permitted to non-dwarves.

The great gray area in cantonal law is the status of non-cantonal dwarves. Some treat these dwarves with much the same status as a free-but-unmarried dwarf. Some treat them as a separate category that allows them no voting or shares in plunder, but acknowledges their property rights and compels them to uphold contracts.

COURTS AND PUNISHMENT

Those who break an oath, violate the terms of an agreed and witnessed contract, or break the Law itself are subject to justice at the hands of the cantonal authorities. In most cases, the reeve and bailiff oversee violations within a canton. A prisoner is brought in by the canton's soldiers or by bounty hunters and is given over to the reeve for sentencing and the bailiff to be kept in prison or in shackles as a slave for as long as the reeve says. Dwarves are not great believers in prison, for the most part. They prefer criminals pay off their crimes, deep under the earth in heavy shackles.



CLAN FEUDS AND RAIDING

The Ironcrag dwarves have a reputation as staunchly independent, isolated except in matters of trade, and quite willing to declare themselves superior to all lowlanders of any race or kind. The foes they respect most are dragons and their fellow dwarves. As a result, many of the conflicts the cantons get involved in are feuds within a clan or canton: a broken engagement, a conflicting mining claim, or a simple insult in a fit of drunken foolishness can all be enough to stir dwarven blood to battle.

Most such feuds end with the death of one or more (typically male) dwarves. A rare few grow to involve entire houses, with cantons raiding one another, but even those rarely last more than a single year. When the Dwarfmoot happens at the spring equinox at Bundhausen, under the stones of Loccishtal, each recognized feud is brought forward to be weighed by the cantons as a whole. To continue the feud, each side must pay a feudgeld. If both sides pay, the feud continues. If neither pays, the feud ends. If only one side chooses to pay, the money is held in trust until the next Dwarfmoot. In that case, the side that is attacked receives the feudgeld at the next Dwarfmoot. If instead both sides abandon the feud, the trust returns the money after a year. This system of feudgeld confuses outsiders, but dwarves seem to find it congenial.

Compared to the rarity of long-term feuds, raids happen frequently. Two kinds of raids exist.

Raids between cantons occur to establish bragging rights (although stealing some prime cattle is always nice as well). They are not struggles to the death, although younger and more enthusiastic dwarves do sometimes wind up killing someone, thus sparking a blood feud.

The second form of raiding targets the lowlands, usually the Seven Cities, Zobeck, Morgau, Bourgund Magdar or even Allain. These raids aim to take prisoners or lay siege to rival cities, and are deadly earnest affairs, with real losses in prisoners, deaths, and dwarven honor. Most such raids happen in the spring and summer months, before the harvest. Reciprocal raids against the dwarves in their mountains are universal failures, with the notable exception of the Mage's Raid against Kronburg.

THRALLS AND SLAVERY

"Ten years under the mountain" is a common complaint among those who visited the Ironcrags against their will and survive their period of enslavement. The dwarves hostage other dwarves for a fee in gold, but all others are held for 10 years of captivity; not long for a dwarf, perhaps, but an age for a human or halfling.

Why do they do it? The dwarves take their thralls in war, they say, as a way of discouraging their enemies. As they see it, each slave is a hostage of sorts, and each is returned to his home, someday, if the gods will it, to tell others not to fight against the Ironcrags. Better still, the threat of being taken and forced into picking through the dust of a salt mine or crushing rock for a smelter is enough to make many mercenaries think twice before agreeing to fight the dwarves. Some mercenary companies simply refuse to take such work at all, which in turn gives dwarven companies more opportunities for work.

In practice, the work is grueling and some do die, although the dwarves are not nearly such harsh taskmasters as goblins, ogres, or giants of the north. The dwarves do mark their thralls with a brand or tattoo on the shoulder, but otherwise the thralls are generally given adequate food and rest, so long as they cause no trouble. Those who rise up against their captors, who malinger, or who conspire to escape are put in the stocks for a few days, where dwarven children taunt them and the slaves starve unless someone takes pity on them.

The rhythm of slavery and thralldom (the two terms are interchangeable among dwarves) is one of long years. In the spring, 10 years after a great war, the dwarves might release hundreds of slaves at the top of a pass, and send home the thralls with a warning never to take up arms against the dwarves again. Most former slaves heed this advice, but a few carry rage and bitterness all their lives, becoming fierce foes of the dwarves, plundering mule trains and chasing airships. These few know what they face, and they want vengeance at any price.

Any soldier caught taking up arms against the

dwarves a second time is put to death as soon as his brand or tattoo is found.

Cloistered Dwarves and Free Dwarves

Cantonal dwarven women live in one of two social classes: the free women and the cloistered women. As far as humans, kobolds, and elves are concerned, the free women are the only ones that exist, which makes some human sages and scholars conclude (incorrectly) that far more dwarven men exist than dwarven women.

In fact, the free women are a minority. They have all the rights of free male dwarves and are treated as any other adult in law, contracts, warfare, and the wider society. Free women are often adventurers. They may lead a merchant house or join the priesthood, and no dwarven male cares (or dares) to say no. They marry whomever they please, although the wise free women listen to their clan elders and matrons before taking such a step. The free women are widely considered more honest and compassionate leaders than the menfolk, and more liable to drive a hard bargain and a secure peace. Their leadership is less valued in times of warfare, when male dwarves tend to step to the fore, but free women mark the runes on most peace deals.

Cloistered women, by contrast, are invisible to outsiders. They never leave the canton and they form the power behind dwarven craftsmen, from brewers to coppersmiths to armorers and gemcutters. Male and free female dwarves alike revere the cloistered women, but their rights are extremely limited. They cannot vote or choose who they marry, but they may vote among their fellow cloistered women on matters that concern only themselves.

Cloistered women can leave the cloisters at any time, but by doing so, they lose status and the cloisters' protection. Those who leave the cloisters are variously called "fallen from the mountain" or "left the halls," even if they choose to remain in the same canton. The loss of protection is more serious. For while cloistered women are perfectly capable fighters (and some generally specialize in defense of the cloisters), they also have golems, shield guardians, tame griffons, or other powerful, nondwarven guards to ensure those fools who seek to violate the sanctity of the cloisters are slain quickly and quietly—and without creating a feud.

Courtship, Marriage, and Children

Volund is the god of marriage as well as the god of horses, mules, and the forge, and dwarves are great fans of the practice of marriage, at least for older, settled dwarves. Dwarven courtship typically begins when a dwarf has gone and made a sizeable fortune in the mines or in the lowlands, enough to afford a brideprice. When he reaches the age of 50, it is expected of dwarven men to at least court one free or cloistered dwarven woman. Those who do not marry by 125 or so are considered bachelors and followers of the Raven Road—men who wander for trade or war.

Courtship is the more common path of dwarven men in most cantons. Courting a free dwarven woman is no more or less honorable than courting a cloistered one, but the arrangements are quite different. For cloistered women, the visits of a dwarven man are occasions of much concern, fuss, and gossip. Such visits follow a pattern proscribed by tradition: three visits before the suitor may hold a cloistered-dwarf-maiden's hand, three more visits before they may embrace, and three more still before they kiss. At each stage, the suitor is expected to bring first copper, wood, and pewterwork; then silver, glass, and iron; and finally, gold, mithral, and gems. There are exceptions for the poor, and not all dwarves hold to the nine visits of a courtship precisely, but most do.

If a dwarf does not make a proposal of marriage on or before the ninth visit, the thing is done and the courtship ended. If he does make such an offer, the haggling over a bride-price begins. Only dwarves understand the full details of this process. The relative standing of the two cantons is often involved, if the courtship crosses borders, or family and clan rivalries can interfere, if the courting is done within a single hall (the more common case for less wealthy dwarves).

Once the suitor settles with the maiden's family or clan, he does not pay until the bride is delivered on the wedding day, and at that time, the groom displays the gold prominently. This is considered genteel among dwarves, rather than insulting as it might be among humans or elves. A bride's price shows how much her groom values her, and male dwarves make every effort to pay in a large volume of coin (gold layered over silver layered over copper, for instance). If the bride-price is low, the shame adheres to both the groom (for being cheap or poor) and to the bride (whose family failed to find her a wealthier groom or to bargain hard). "Married without a price" is a dwarven expression meaning roughly "eloped" or "living in sin".

The guests put on marriage feasts in the Ironcrags they pay for the beer, boar, and brandy, which are considered the finest wedding fare. Gifts to the young couple are only given by their immediate families parents and siblings. The musicians are traditionally gnomes or human gypsies: travelers are considered good luck, so long as their command of Dwarven song is passable. Once the last dance is done and the wedding songs are sung, the newlyweds travel to another canton or even to Trollheim for at least a month.

Dwarven women take their husband's clan-name in addition to their own if they marry outside the clan, but their children always take the male's clan-name. Thus, Eiga Fradomir, marrying the priest Gunnar Milosal, becomes Eiga Fradomir of Milosal. Her children are of clan Milosal.

MINING, FORGEWORK, AND TRADE

Dwarves are, more than any other race of civilized people, born to trade. Their work as miners and smiths demands it. Their wealth makes it easier for them to purchase food than to try to survive on what the hills and mountains provide, as the fields of some cantons are often just enough to grow fodder for their mules and some hops for their beer.

TRADE

Dwarven goods come in three main categories: Raw metals and gems; worked metals and gems; and specialty items, such as rune magic, clockwork devices, engineering services, and masonry.

The Bride-Price and Groom's Road

The practice of a bride-price in the Ironcrags carries with it a number of practical complications long ago woven into saga and legend. In particular, cross-cantonal weddings are the wellspring of dozens of great love stories—and almost as many war stories. This stems from the practice of the groom bringing the bride-price with him when he goes to claim his bride. Weddings might be sacred to Volund, but many dwarven bandits are tempted by the sight of a heavily-laden wagon moving slowly, slowly up the pass to a widely-rumored wedding. Not all bandits resist the temptation.

Even if the groom and his treasure-chests arrive safely for the wedding, the danger is not yet over. While free brides may settle anywhere, cloistered brides always return to their husband's hall to start their household. On the way back, bandits see the same treasures pass by them, plus all the bride's gowns, armor, weavings, and household goods. Many a feud lingers, even after centuries, because of actions of bandits along the groom's road. Dwarven bards often sing a "bride-price saga" when they truly want to move a crowd to tears.

These items are carried down to the lowlands by their caravans and by their allies in human houses. Three main groups among the dwarves themselves vie to control trade: the great merchant houses; the cantonal monopolies; and the independent caravan and airship companies, who specialize not in goods, but in shipment.

The Merchant Houses: The individual merchant houses exist by the hundreds, involved in salt mining, ironwork, logging, charcoal making, coal mining, leatherworking, gold and silver mining, and the creation of arms and armor. Most of these were or are familybased or clan-based efforts, using a family network to spread the work around and to connect the chain of supplies from raw to refined materials to worked goods.

The Cantonal Monopolies: A few goods come from monopolies created by the charters and laws of the cantons, and are enforced within the Ironcrag confederation. These monopolies provide one of two benefits: most are meant to affirm the status of certain

clans, while a few help the smaller and weaker cantons retain enough trade that they can afford food in less hospitable terrain. The seven public monopolies are the Hammerkeep monopoly on armor sold to non-dwarves, the Kybourg monopoly on hops and barley, the Vursalis monopoly on salt mining, the St. Mischau monopoly on coal, the Templeforge monopoly on airships and certain religious items and rituals, the Tijino monopoly on ash and yew wood (for spears and crossbows), and the Bareicks monopoly on parchment and vellum.

The Drovers and Carriers: Drayage and hauling, the dirty work of moving materials from point A to point B, are dwarven specialties. Dwarven mule skinners, carters, and drovers are very skilled, and even the Kariv gypsies tend to step aside when wagons from the mountains roll down the road—although that might be due to the reputation of mule train guards as overzealous against thieves.

The drovers and carters trade across the passes from north to south and east to west, but because snow and ice close many passes from fall to spring, geography dictates that a few cantons control most of the trade. The Gunnacksen canton houses control goods moving east and north, while Kybourg controls many of the routes to the west, and the southern routes fall under Juralt's jurisdiction. Templeforge, with its airships, controls the richest cargos in all directions, but it also runs riskier routes. Fortunately, as the saying goes, "Volund smiles on the Templeforge," and the angels of Grajava do seem to watch over the small handful of active airships.

MINING

14

The most traditional of all dwarven occupations is the one perhaps least noteworthy to outsiders—dwarves mine deeper, faster, and better than any other race. They use Archimedean screws and liftgas to draw water out of mines; special digging hammers and devices to tunnel through rock and carve galleries miles long; and magic and sheer doggedness to crush ore and extract the rarest of metals and minerals, such as mithral, adamantine, liftgas, and orichalcum, from the earth. They overcome more problems than merely magma, poison gas, and flooding: they fight and defend their wealth from the creatures of the deep, dark places of the earth.

These successes make dwarves very successful in trade (for few other races devote such passion to matters of geology and engineering). Elves prize mithral dearly, but do not stoop to tearing it from stone with tools. Humans and kobolds mine as well, but with less skill in engineering and less fortitude to survive at crushing depths.

Forgework

In some respects, where trade brings food and mining brings wealth, forgecraft of all kinds is the artistic expression of the dwarves (stonemasons would differ, of course). A talented jeweler or ironmonger is held in high regard, and a talented swordsmith or goldsmith even more so. Working metal is an act of dwarven creation. Working weapons and shields is an expression of love for one's canton and one's family, making tools to defend and protect.

There is no such thing as mass production, although dwarves know well the value of simple nails, simple wire, simple tin and pewter tankards cast in molds. They sell some such goods cheap to lowlanders who do not know enough to make them for themselves, and who consider dwarven goods the finest. That might be, but the truly finest works of the dwarven forges are never sold and rarely bartered or given as gifts. They are passed down through generations, each of which adds anew to their enchantments: rings, blades, and armor are the traditional forms, although helms and shields are also popular.

In general, even items a dwarf might consider inferior are masterwork quality, and priced accordingly. No dwarf allows shoddy work to leave his smithy. To do so is a reflection on the worth of the smith who let bad work out into the world, thus tarnishing his own name and the names of his hearth-hall and canton.



The dwarven pantheon is much like the human pantheon, although dwarves number Volund as the greatest of the gods and grant him many names: Forge-Father, Master of the Roads, Creator of Mules, and First Ancestor, among others. The priests of Volund, the Many-Bearded and the Wise, are organized around various temples and smithies in the cantons, where they do their work. They are the stable rock of dwarven faith, and blessings from Volund are the most important to any canton.

That said, the dwarves hold to some of their other ancient gods of the north: Wotan the Rune Father, Perun the Thunderer, and even the trickster Loki have sometimes found favor among some cantons for a time. For the most part, though, the great gods begin and end with those. Their ceremonies are grand at solstices and equinoxes, at the blessing of blades and armies, at the opening of a new mine, and at the launch of a raid.

The lesser gods are another matter, and all are quite popular in their own way. The dwarves revere St. Mischau, patron saint of gems and gold; Ice-Gold Hilda, Maiden of the Snows; Grajava the Shield-Maiden, Angel of the High Peaks; and Ninkash, Matron Goddess of Beer. The first two are believed to be gods of the Ironcrags, and are not worshiped elsewhere. The last of them is a gift of the Kariv, a goddess brought from the south and immediately given a hearth and home by Volund's side. Some say she is the goddess who told the dwarves to speak and vote and throw down Wotan and his kings (who is still held as the greatest god of the northern dwarves). Others say she is a gypsy trick to keep dwarves drunk and happy, to keep them from raiding the lowlands too often. In the canton of St. Mishau, the cloistered dwarf women worship Ninkash apart from all males (even the priests who lead them in worship are female), and their rituals include immersion in ale—ale that is subsequently consumed in rituals by the males of the canton.

The last portion of the dwarven faith is in many ways the most personal and most important. Each household among the dwarves has a set of household gods, who watch over and protect the hearth and children. Volund is always the father of these household gods, called the hearth gods or *härdgudar*. Kept as a set of figurines, the other hearth gods themselves are the ancestors of the clan, the grandfathers and grandmothers, the great warriors of a lineage. These figurines are sometimes made of gold and sometimes clay, but all are valued by the descendants. They are brought out on holy days and for major family occasions such as a birth, coming of age, marriage, or death, to witness the event. All dwarves pray and sacrifice to these ancestors, offering them crumbs of coal and food, lighting weekly candles, and keeping them near the hearthfires. The figurines are sometimes haunted or enchanted to speak with the dwarves they represent. Other times they are simply symbols of the long history of the dwarven people, going back to the northlands and the making of the dwarves.

In all cases, the elders of a clan hold take the household gods with them when they depart, or occasionally give some of the figurines to a favored elder daughter who moves away to another canton. The household gods are passed down through the years, each tiny god with his own story repeated through the generations. When the elders say, "Go pack up the gods, and prepare to march," the children and families of a hold know they are truly homeless and without shelter. Where the dwarves go, their gods go with them.

War, Death, and Burial

When the dwarves of the cantons go to war, they all go to war: all free men and women are expected to contribute, and only elders, cloistered dwarves, and children are left behind. All others march out of their halls to bring retribution to those who wronged the cantons. Warfare typically begins as soon as the snows start to melt in the alpine passes. Caravans of supplies travel down by sled, with dwarven ski-troops alongside. The heavier siege weaponry travels while the last snows still make travel swift—dwarves use mules to haul them when they must, or airships to position a few key trebuchets and bombards near their foes, but they prefer to sled these massive instruments into place.

Once the snow really melts, the dwarves come down from the mountain for the summer, lay siege to any place they believe wronged them or their merchants, and sometimes raid neighboring valleys for their goats and sheep. Dwarves consider raiding more sport than anything; the cantonal dwarves do not murder one

another over livestock, although they do wound one another and often takes hostages for ransom.

Death among the dwarves is typically the result of a mining accident, a lowland raid or mercenary work, or death by natural causes. In all cases, dwarves are prone to lengthy wakes and somber mourning: mournful songs are sung, mournful toasts and eulogies are made to the deceased, and in time, the clan's elders mournfully pass on the deceased's tools.

This passing of the tools is the most visible and emotional moment of dwarven mourning. The tools are not the weapons buried with a warrior, nor the pick or shovel that a miner takes into the tomb, nor the smith's hammer he clutches forevermore. Those belong to the deceased. The tools passed on to a wife, son, or daughter (or sometimes a niece, nephew, cousin, or even a stranger) are those too valuable to bury, but that do not necessarily define the dwarf. They might be a second-best chisel, mallet, or locks for a stonemason, or else a jeweler's loupe, a brewmatron's copper ladle, or a warrior's dagger and quiver of crossbow bolts. Larger tools used by multiple dwarves but owned by the deceased also pass down, such as an anvil that belonged to a master craftsman's shop. In passing on these things, a piece of the spirit of the departed is thought to pass on to his heirs, and the skill and luck of the former owner to pass to another generation. Once the tools are passed (and it may only be one or two whetstones and an ax in a poor family), the wake ends, and the mourners leave.

After the wake, mourning continues among the family with the fashioning of the ancestor's likeness in stone, wood, or metal as a hand-sized figurine that joins the family's ancestral pantheon. Periods of formal mourning can last up to two years. Dwarves sometimes cut out a hank of their beard for the death of a spouse or child, and many wear "mourning mail" on raids (a form of chainmail with bearskin underneath rather than regular cuir bolli). This mail is black and somewhat furry, but the wearers are often prone to feats of daring and strength believed to stem from their grief. Those dwarves who cannot pass through their grief become reavers, constantly seeking mercenary work. When none is available, they go raiding..

Burial itself is simple: most of the cantons bury their dead deep within the halls, in a section of cool and dry stone where the bodies become mummified and where the deeds of the interred are carved in runic stories by the surviving dwarves. A few cantons (notably Hammerfell and Templeforge) practice fire burial or cremation; the ashes and bones resulting from this are buried in tombs similar to those of the other cantons, although of course they take less space and great importance is placed on proper stone urns and seals.

Glacier Burial of St. Mischau and Soul Blades of Grisal

The strangest burial and ancestral customs are those practised by the dwarves of St. Mischau and Grisal; both groups neither bury their dead or leave them atop peaks. Instead, they dig a hole in a glacier, place the body and grave goods within that ice, and then refill the hole with water, which quickly freezes. This glacier burial preserves the body perfectly for a long period of time, and allows descendants to visit ancestors in good condition.

In St. Mischau, glacier burial is most common among the well-off. Those who cannot afford to be buried in a glacier sometimes donate their bodies, which are pickled in ale and then set alight on pyres; their ashes are used by the ale-priests of St. Mishau for drawing holy runes, borders, and warning-messages.

In Grisal, glacier burial is most common among women. The men largely prefer cremation and a scattering of ashes or, less commonly, infusion of the ashes into a soul blade. These weapons are well-tempered carbon-steel swords and great axes—flexible, sharp and durable—that are said to contain part of the warrior himself. In most cases, the runes of the warrior's name are engraved into the tang or even along the blood runnel near the sword's crosspiece or the greataxe's haft.



THE MOST HONORABLE AND RIGHTEOUS FRATERNAL ORDER OF ILLUMINATED BROTHERS

The Most Honorable and Righteous Fraternal Order of Illuminated Brothers, or the Illuminated Brotherhood as it more often called, is an ancient dwarven secret society that seeks to promote fellowship, personal enlightenment, and skilled craftmanship among its members.

riginally formed to protect dwarven trading secrets and strengthen moral character among members, the esoteric society is open to all dwarves who qualify and seek perfection in their chosen craft, from magical arts to metalworking to personal achievement. The society can be found in any settlement with a significant population of dwarven craftsmen, and most groups operate under the moral codes of the Great Founding Fathers while operating with independent jurisdiction and welcoming members of other groups openly. Members congregate weekly in great meeting halls to share knowledge and study their unique system of principles, veiled in lessons of morality taught through symbolism and allegory, which they call the Craft. As members learn these lessons and apply them to their livelihoods, the brotherhood awards them progressions of accomplishment known as degrees, of which there are 33. Rare indeed are those who attain such high standing within the organization, and few members ever reach the 20th degree, much less the 33rd.

Historically, the order discouraged clerics in the society, many of whom look with disdain on the quasi-religious rituals and initiations the brotherhood performs. Some clerical leaders in the past deemed heretical the members' pledges of loyalty to other members, superceding loyalty even to a deity. In more recent years, however, the entry of priests into the Rite of Most Worthy Esoterics has increased, and as a result the vague pledges to "a higher deity" are shifting to honoring specific dwarven gods. Many high-ranking members of dwarven society, including some kings, count themselves among the ranks of the Illuminated Brotherhood. Rumors and legends of the mysterious society persist, with outsiders often accusing the order of hiding terrible secrets and negotiating behind-the-scenes manipulations of craft guilds and government.

LODGES

Divided into three orders, members meet in secret assemblies known as lodges, a name also frequently given to the meeting halls themselves. The centerpiece of dwarven life in many communities, these great halls are extravagant and often gaudy displays of the rich excesses of the brotherhood. Tessellated checkerboard tiles typically cover the vast expanse, and massive, intricately embossed pillars burning with continual flames loom threateningly over the secret proceedings. Great steps lead to carved chairs of heavy stone perched atop the dais of the council of silent masters who officiate the congregations. The esoteric symbolism of the secret society is etched into every stone surface of the chamber, predominantly scenes of morality for those seeking knowledge and enlightenment. Immense libraries of secret lore contain ancient scrolls and tomes that provide arcane formulas and diagrams that illustrate the construction of not only physical creations, but also the less tangible lessons that such artistic pursuits teach the creator.

The Illuminated Brothers

Heavy tapestries or delicately designed mosaics serve as "morality stations" for members and metaphorically depict the 33 degrees on the path to illumination. Such stations reflect allegorical scenes of dwarven life, mythology, and legend, and are filled with symbolic posturings of the subject's actions within. The entire dwarven lifespan is usually depicted, with each central protagonist growing in knowledge, wealth, age, and adornments as the mosaics progress.

DRESS AND CEREMONIAL ATTIRE

Outside their lodges, members of the order go to great lengths to conceal their membership in the brotherhood to outsiders, especially non-dwarves, and appear as ordinary members of their professions. Only the most subtle hints of their involvement might give away their membership to other brothers in the society. Often, a simple ring embossed with a runic "B," a belt of golden chain, or a spinning fob are the only indication of membership. In addition, members know certain markers, most predominantly secret handshakes and specific cadences tapped out by the hot hammers of the forge, that broadcast their membership to other initiates of the order.

Within a lodge, however, gaudiness of ceremonial dress pervades, and the allegorical and mythical elements of a brother's training takes physical embodiment in his adornments, medals, and uniforms. Many brothers often wear rich robes of maroon velvet lined with thick ermine and held tight with belts of golden chains. White-gloved gauntlets and pure white blacksmithing aprons lined in gold trim and festooned with symbols of the brotherhood display order, degree, and privilege among brothers. Dangling from their chain belts hang numerous small ceremonial tools and implements, such as trowels, small picks, and adamantine hammers. As members rise in degrees, more sashes, medals, and adornments stack upon those of previous degrees, until high-ranking brothers become absolutely encrusted with gaudy adornments.



PROCEEDINGS

Members congregate weekly in elaborate ceremonies staged in the central hall of their local lodge, known as the Great Hall. Here, new members are initiated with mysterious rites that depict the metaphorical journey of the ignorant craftsman toward enlightenment, while awards of higher degree and honors are granted to members for achievements in the Craft. The brotherhood elects new officers at these gatherings, and also promotes members and recognizes master works in individual crafts, all under the quiet eyes of the silent masters of ceremony. These quasi-religious proceedings are shrouded in mystery, and few outsiders



can comprehend the strange morality plays, ceremonial theater, and secret rites that elevate members into a higher understanding of the lives, their brethren, and their crafts.

When important decisions must be made in council, controversies within the lodge are discussed and voted upon after vigorous debate and lengthy, weighted argument. Occasionally, charitable events are staged for the immediate family of members, and individual orders sometimes use the halls for private committees, craft studies, and lessons and seminars pertaining to their specific interests and pursuits.



The brotherhood relies on symbols, taken from blacksmithing and stonecutting, to illustrate the attainment of knowledge and the long journey from the darkness of ignorance toward illumination. While a member might learn numerous symbols as he progresses in degrees, only the most prominent and universal follow, listed in order of decreasing importance.

Flaming Pillar of Knowledge: The most important and pervasive of brotherhood symbols, the flaming pillars are significant in the locking and unlocking of the doors of hidden truth and the key to seeking enlightenment. A lone, unlit pillar represents a single dwarf seeking fellowship in the darkness of ignorance, while flaming pillars, typically embossed with a runic "B," represent ascendancy toward illumination—a dwarf crowned with the fires of enlightenment. Shattered pillars represent death and final ascendancy. The pillars have their origin in rituals of the distant past, when dark dwarven secrets were forever locked away with their use in forgotten ceremonies.

Codex of Secret Memory: Often displayed shrouded in symbolic flames of knowledge, books and codices are the source of arcane secrets and concealed brotherhood rites and rituals. Open, the books represent the sharing of knowledge among members of the fellowship. Closed, the books denote mysteries, obscure knowledge, or truths yet to be uncovered. The Doors of Hidden Truth: Barred and shut doors both symbolically and realistically represent concealed secrets, ignorance, or close-mindedness. Open doors are usually depicted as burst asunder with the flames of enlightenment. Steps preceding doors marked with the runic "B" symbolically welcome all who seek illumination to simply knock and ask for guidance.

Hammer of Righteousness: The hammer is viewed as the unyielding guiding force, divine or otherwise, that shapes the dwarven people and beats the rough, raw ore of the young and ignorant apprentice into sharp, finished blades of master craftsmen. Crossed, two hammers denote fellowship in this ascendant path.

Anvil of Fort: The anvil is the symbol of the lodge, the foundation of fellowship upon which the hammer might mold the ignorant apprentice toward enlightenment. Sundered anvils represent failure, betrayal and jealousy.

The Golden Chain: The binding links of fellowship are symbolized by the chain, which is never shown broken. A golden chain represents the brotherhood view of, "once a brother, always a brother."

Forge of Illumination: The tempering flames of a roaring forge represent the cleansing divine guidance and burning desire for perfection of craft inherent in the dwarven people.

Flames of Enlightenment: Flames represent knowledge, enlightenment, and illumination, pushing back the oppressive darkness of ignorance. Flames are pervasive in brotherhood symbolism, and usually appear in tandem with other symbols to denote the pursuit and acquisition of knowledge, and the discovery of secret lore. In most instances, a naked hand fearlessly thrust into flames represents a dauntless pursuit of brotherhood mysteries.

The Pick, the Trowel, the Tongs: These tools represent the craft of the miner, the stonecutter, and the blacksmith, the three primary crafts of the dwarven people. They correspond symbolically with the three primary orders of the lodge, who wear the tools as badges of office. The pick stands for those most worthy esoterics, who mine the deep mysteries of arcane and divine knowledge. The tongs denote inclusion in the

The Illuminated Brothers

preceptory of the iron forge, where dwarves seek to attain physical perfection in their craft. Lastly, the trowel (usually paired with a chisel) represents those skillful brothers who seek pureness of thought and mind to attain perfection in action.

Numerology: Important numbers in the brotherhood are one (representing the self, also usually representing ignorance or lack of fellowship), three (fellowship, one's order, and desire to obtain knowledge), and five (master works, fraternity, lodge, community, and family). Meetings among peers are often referred to by members of a congregation as "five and one and also three," which also serves as a popular password.

There are a total of 33 degrees within the brotherhood, with 34 representing the final degree all must one day obtain—death. This number is usually displayed with a skull and crossbones, a shattered pillar, or a coffin. Magic squares are also a popular display of important symbolic numbers, and such squares where each row, column, and diagonal carries the symbolic sum of a significant degree. Such squares are often cleverly concealed in brotherhood artifacts.

Rank, Order, and Degree

The pursuits of individual brothers vary widely, and members are free to pursue the path of knowledge and enlightenment as they most see fit. In this way, members can choose among three orders within the lodge, each concentrating on a different path to illumination: The Rite of Most Worthy Esoterics encourages the development of arcane and divine enhancement and the study of the high art of magic, the Preceptory of the Iron Forge focuses on strength of character and body, while the Lodge of Trowel and Chisel seeks to hone the mental and physical skills of members to become exemplars of the dwarven race.

Members of the three orders seek knowledge and wisdom in their own way, unrestricted by the progress of other members. Specific numbered degrees are awarded as members pass through stages of initiations through different orders and post significant achievements in their Craft. In this way, individual progress through

the degrees of the organization is hard to define by those not knowledgeable in the esoteric rites of the society. Even members are hard pressed to explain the complicated rituals that allow a brother to advance from one degree to the next, as even those taking similar paths along this journey find themselves awarded different degrees and honors. Degrees are always awarded progressively, so that higher degrees confer more ranks and authority than those lower. The highest degree attainable by a normal member of the Illuminated Brotherhood is 30, as the three highest degrees are reserved for silent masters.

LLUMINATED BROTHERHOOD PRESTIGE CLASSES

Many, but not all, illuminated brothers belong to one of two prestige classes that reflect the highest ideals of the brotherhood. The illuminated brother prestige class is the more generalized class and is relatively easy to enter. The silent master prestige class, on the other hand, is both far more exacting in its requirements and much more restrictive in the abilities it grants.

Illuminated Brother

Known simply as "brothers" to other members of this secretive society of skilled craftsmen, members of this prestige class have shown the moral, fortitude, talent at craft, and strength of character to undergo initiation into the Fraternal Order of Illuminated Brothers. The organization fosters personal growth through allegorical lessons and protects the secrets of dwarven craftsmanship through degreed initiations. Those wishing membership must be invited by their peers and display certain personal characteristics while seeking to hone their craft and perfect their skills in stone and metalworking. Members promote respect, admiration, and support to fellow initiates of the order.

Prospective members, once accepted into the brotherhood, must apply for an order within the lodge. Each order presents different challenges and rewards for its members, and membership is denied if an applicant is not deemed worthy. The Rite of Most Worthy Esoterics is reserved for those practicing



arcane and divine magic, although non-spellcasting but studious brothers in good standing could conceivably pursue this path, although they gain no spellcasting ability by doing so. The Preceptory of the Iron Forge attracts blacksmiths, smelters and metalworkers, as well as warriors seeking an edge in martial skill, while the Lodge of Trowel and Chisel is most apt for stonemasons and cutters, as well as those seeking to enhance skills of body and mind. It is from this last order that members skilled at espionage are developed and put to use by the brotherhood for the gathering and protection of society secrets.

Entry into each order is a matter of pursuit, background, and taste, and while characters may multiclass as they see fit, they must begin each order at 1st level, with the approval of their silent masters.

Hit Die (based on Order)

Rite of Most Worthy Esoterics: d4

Preceptory of the Iron Forge: d10

Lodge of Trowel and Chisel: d6

Requirements

To qualify to become a Most Honorable and Righteous Member of the Fraternal Order of Illuminated Brothers, a character must fulfill all the following criteria.

Alignment Any lawful.

Skills Craft (any two) 8 ranks in each.

Feats Skill Focus (Knowledge) [any individual Knowledge skill]

Race Dwarf

Class Skills

The Illuminated Brother's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (all skills taken individually) (Int), Decipher Script (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Perform (Cha), Search (Int), Sense Motive (Wis), Spellcraft (Int), Use Magic Device (Cha), Skill Points at Each Level

Rite of Most Worthy Esoterics: 6 + Int modifier Preceptory of the Iron Forge: 4 + Int modifier Lodge of Trowel and Chisel: 8 + Int modifier

Rite of Most Worthy Esoterics

Lvl	BAB	Fort	Reflex	Will	Special	Spells/ Day
1	+0	+0	+0	+2	Sprig of Acacia, craft of 1 st degree	+1 level of existing class
2	+0	+0	+0	+3	Craft of 1 st degree	+1 level of existing class
3	+1	+1	+1	+3	Craft of 2 nd degree	+1 level of existing class
4	+1	+1	+1	+4	Craft of 2 nd degree	+1 level of existing class
5	+1	+1	+1	+4	Craft of 3 rd degree	+1 level of existing class

Preceptory of the Iron Forge

Lvl	BAB	Fort	Reflex	Will	Special
1	+1	+2	+0	+2	Sprig of Acacia, craft of 1st degree
2	+2	+3	+0	+3	Craft of 1 st degree
3	+3	+3	+1	+3	Craft of 2 nd degree
4	+4	+4	+1	+4	Craft of 2 nd degree
5	+5	+4	+1	+4	Craft of 3 rd degree

Lodge of Trowel and Chisel

Lvl	BAB	Fort	Reflex	Will	Special
1	+0	+2	+0	+2	Sprig of Acacia, craft of 1 st degree
2	+1	+3	+0	+3	Craft of 2 nd degree
3	+2	+3	+1	+3	Craft of 2 nd degree
4	+3	+4	+1	+4	Craft of 3 rd degree
5	+3	+4	+1	+4	Craft of 3 rd degree

Class Features

All of the following are class features of the illuminated brotherhood prestige class. A character may enter into the worthy orders freely, progressing in each as personal lessons guide him.

The Illuminated Brothers

- Sprig of Acacia (Ex) So secretive are the actions of initiates that if a brother is ever the target of a bardic knowledge, Gather Information, Knowledge, or similar check and it succeeds by less than 10, the person making the check learns entirely false information. This secrecy carries over even into death: the brother gains immunity to *speak with dead* and other similar divinations cast after the brother has passed beyond the veil.
- **Craft of Ordered Degrees** Each level, an illuminated brother is initiated further into the secret rites and privileges of his order and may choose one craft from the level-permitted degrees below. He cannot choose the same secret twice, but may choose freely from craft secrets of lower degrees.

Crafts of 1st Degree

- House Not Made with Hands (Ex) Choose a saving throw. The illuminated brother gains a +2 bonus on all saving throws of the chosen type.
- Arts, Parts, and Points (Ex) The brother gains any one feat for which he meets all prerequisites.
- Ask, Seek, Knock (Ex) An illuminated brother can call on the order's information regarding various topics, just as a bard can with bardic knowledge. The brother adds his class level and Intelligence modifier to the check, which functions otherwise exactly like a bardic knowledge check.
- *The Attentive Ear (Ex)* Careful study has rewards, and the brother immediately gains 5 skill points, which may be spent as normal.
- *Clandestine Cowan (Ex)* The brother is versed at intruding where unwanted. Add Disable Device, Hide, and Move Silently to the brother's class skills.
- *Fiat Lux et Lux Fit (Ex)* Brotherhood motto meaning "Let there be light, and there was light." Three times per day, a flash of wisdom grants a +5 check on any one Knowledge or Craft skill check.
- *Neither Naked nor Clothed (Ex)* Always defended, the brother gains a +1 dodge bonus to AC.

- *Temple of the Body (Ex)* The illuminated brother gains +3 hit points.
- *Tessellated Pavement (Ex)* The brother gains an additional 5 feet to movement.

Crafts of 2nd Degree

- Adverse Ballot (Ex) Once per day, the illuminated brother may "recast" his fate and reroll one roll that he has just made before the GM declares whether the roll results in success or failure. The result of the reroll must be taken, even if it's worse than the original roll.
- Duly and Truly Prepared (Ex) An illuminated brother can react to danger before his senses would normally allow him to do so. As per uncanny dodge, he retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. He still loses his Dexterity bonus to AC if immobilized. If the brother already has uncanny dodge from a different class he automatically gains all seeing eye (see below) instead.
- I Am That I Am (Ex) Followers of this craft stack previous class levels and illuminated brotherhood levels for the purpose of one of the following: determining the extra damage granted for sneak attack, favored enemy bonuses, bardic music, or unarmed strike damage. Each selection of this craft can apply to a different type of progression.
- Perfect Points of Entrance (Ex) Due to the obscure, esoteric nature of his allegorical, metaphorical, and ritualistic retraining, the brother adds +5 to Spellcraft DCs to identify spells he casts. In addition, he gains a +2 bonus on Spellcraft checks made to identify spells being cast by others.
- Lux E Tenebris (Ex) If an illuminated brother is affected by an enchantment and fails his saving throw, 1 round later he can attempt his saving throw again. He only gets this one extra chance to succeed at his saving throw. If it fails as well, the spell's effects occur normally.



- Stand To and Abide By (Ex) The brother gains a +1 bonus on all attack rolls, skill checks, and saving throws when within 30 feet of another brother.
- Sword Pointing to the Naked Heart (Ex) The brother becomes enlightened in the ways of combat, gaining a +1 competence bonus on all attack rolls.

Crafts of 3rd Degree

- All Seeing Eye (Ex) The illuminated brother can no longer be flanked. This defense denies rogues the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue levels than the brother, who uses his class level to determine his equivalent rogue level. If the brother already has uncanny dodge from a second class, he automatically gains all seeing eye instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.
- *Circumambulation (Ex)* The brother can flank enemies from seemingly impossible angles. He can designate any square adjacent to himself as the square from which flanking against an ally is determined (including the square where he stands, as normal). He can designate the square at the beginning of his turn or at any time during his turn. The designated square remains his effective square for flanking until he is no longer adjacent to it or until he chooses a different square (at the start of one of his turns). The brother can even choose a square that is impassable or occupied.
- Distressed Worthy Brother (Ex) The study of metaphor and allegory are so inured that the brother can use some skills reliably even under adverse conditions. On gaining this ability, he selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent him from doing so.

- *Hele (Ex)* The brother trains his mind and body to protect himself from scrying, gaining SR equal to 15+ class level against all divinations, similar to a permanent *nondetection* spell.
- Hoodwink (Ex) A properly trained brother can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, the brother can hide himself from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow.

SILENT MASTER

As typical members of the brotherhood seek to attain perfection in mind, body, and craft, others seek enlightenment through the rich history of the order and the deeper understanding of their dwarven character. Those rising to such a high degree eventually assume the rare mantle of leadership termed silent mastery. Most brothers who pursue this path are accomplished and knowledgeable seekers of lore and masters of high arcane arts. In the more recent history of the society, many clerics and priests have assumed this rank as well, attempting to turn members away from heretical pledges to an anonymous higher power and toward the more clearly defined worship of Volund. This turn has caused some conflict and consternation within the ancient order.

Silent masters delve into the dark secrets held by the order so the secrets might, in turn, pass on to successive generations. The more such members learn of the true nature of their dwarven heritage, the history of their society, and the revelations that led to the formation of their organization, the more drawn into the brotherhood they become, so that many are rarely seen outside their lodges. So dark are some of these secrets that those who ascend to this high rite are struck with both a natural and magical silence that, if ever broken, strips them of power and memory.

The three highest degrees (31st, 32nd, and 33rd) are reserved for the silent masters. There is typically only one silent master of each degree per order in any given lodge, and they officiate all proceedings, rites and rituals in an uncanny, impenetrable silence. If a second silent

The Illuminated Brothers

master ascends within a lodge, he either leaves the lodge to serve in another canton or else forsakes gaining the degree and instead waits until the current silent master abdicates or dies.

Hit Die

d8

Requirements

To qualify to become a silent master of the Most Honorable and Righteous Fraternal Order of Illuminated Brothers, a character must fulfill all the following criteria.

Skills Craft (any two) 10 ranks in each

Class Level Illuminated brother prestige class (any order) level 4^{th}

Race Dwarf

Class Skills

The silent master's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (all skills taken individually) (Int), Decipher Script (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Perform (Cha), Search (Int), Sense Motive (Wis), Spellcraft (Int), Use Magic Device (Cha),

Skill Points at Each Level

6 + Int modifier

Silent Master of Illuminated Brotherhood

Lvl	BAB	Fort	Reflex	Will	Special	Spells/ Day
1	+0	+2	+0	+2	Audi, Vide, Tace	+1 level of existing class
2	+0	+3	+0	+3	Desires Shall Fail	+1 level of existing class
3	+1	+3	+1	+3	Doors Shall Be Shut	+1 level of existing class

Class Features

All of the following are class features of the silent master prestige class.

Audi, Vide, Tace (Ex) The secret knowledge learned in this rite is so severe that an oath of silence is

24

undertaken. The silent master may not make a single utterance or loses all illuminated brotherhood and silent master class abilities, including spell level increases gained through advancement in this class, and is then struck with a powerful *modify memory* effect that scrambles the moments of revelation to an extent that specific rites and mysteries cannot be recalled with any clarity. In return for the silence of secrets, the silent master gains the ability to understand any intelligent creature and communicate in return through glares, body language, and silent stares that grant a +5 inherent bonus on Intimidate checks. In addition, the silent master gains the Silent Spell feat, usable with no increased cost in spell levels.

Desires Shall Fail (Ex) At 2nd level, the silent master gains protection from all devices, abilities, effects, and spells that influence the mind. This ability shields him against all mind-affecting spells and effects (although the silent master can selectively allow powers or spells to affect him). The ability even foils *limited wish* and *wish* used to mentally influence a silent master.

Doors Shall Be Shut (Ex) The 3rd-level silent master is protected from all devices, abilities, effects, and spells that reveal location. This ability protects against information gathering by divinations or effects that reveal location. The ability even foils *limited wish* and *wish* used to gain information about the silent master's location. In the case of scrying that scans an area the silent master is in, the effect works, but the silent master simply is not detected. Divination attempts that are targeted specifically at a silent master do not work.



BROTHERHOOD ITEMS

Through the years, the brothers of the Illuminated Brotherhood created new items both magic and mundane to aid them in their mysterious practices. Some of the most common and useful of these items are described here.

BROTHERHOOD CODEX

These specially prepared spellbooks serve members of the Illuminated Brotherhood as keys to the cabalistic secrets and occult rituals of their secret order. They are disguised as high-quality spellbooks and perfectly suitable as such; as a result, many owners are naively unaware of the powerful secrets the book contains. The unorthodox hand gestures and high degree of allegorical and esoteric symbolism shown in the spells increases the Spellcraft DC by +5 to learn, decipher, prepare, or copy any spell from this source.

Every third page is affected by a *secret page* spell, concealing society mysteries of initiation, profane rites, and arcane gestures meant to raise the consciousness of the member. No password exists to circumvent the *secret page*. Rather, the true nature of these pages is revealed only by thrusting the book into the symbolic fires of the Pillars of Enlightenment. For this reason, most society members carry a *mnemonic fob* to do just that. Even when so revealed, the confusing symbolic nature of the texts requires a DC 25 Decipher Script check to interpret. *Read magic* only grants a +2 circumstance bonus on this check, while *comprehend languages* provides a +5 circumstance bonus.

Moderate transmutation; CL 7th; Craft Wondrous Item, *secret page*; Price 10,500 gp + cost of spellbook; Weight 4 lb.

MNEMONIC FOB

This small bauble consists of a flat crescent binding a small disc that freely spins in its housing, each side intricately etched with an incomplete pillar and pyre.

Once per day, the owner may spin the disc as a standard action and concentrate on the resulting illusory flaming pillar, enabling you to recall any one 1st-level spell you previously cast.

In addition, the owner may remove the disc from the fob and place it on the ground. Speaking a command word creates a 5-foot-tall flaming pillar of intricately carved stone, providing light as a *continual flame* spell. The pillar lasts for up to 20 rounds per day, although the rounds need not be consecutive. Touching the brass embossed "B" of the pillar returns it to disc form.

Strong transmutation; CL 12th; Craft Wondrous Item, *major creation*, creator must be able to cast 1st-level spells; Price 1,400 gp.

TERRESTRIAL TROWEL

This adamantine trowel, embossed with the Flaming Pillar of Enlightenment, is the symbolic tool of stoneworking brothers. It is a +1 adamantine dagger that grants the following spell-like abilities.

3/day—*soften earth and stone* (centered on trowel, which must be thrust into the stone or earth) 1/day—*mending* (masonry and stonework only)

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *mending, soften earth and stone*; Price 9,300 gp.



THE KARIV: CLANS, MAGIC, AND SECRETS

The Kariv (pronounced KUH-reev) are perhaps the most persecuted and misunderstood people in history. Often dismissed as nothing more than a roving band of reaver-eyed cutthroats, the Kariv are as welcome in most communities as a horde of descending locusts.

o blunt the suspicions of their would-be hosts, the Kariv learned to draw attention with one hand before they steal with the other. To that end, Kariv clans adorn their copper-shingled wagons with bright colors and enter towns playing raucous music, while their jugglers spin flaming clubs and their acrobats tumble through city gates. To outsiders, Kariv life is a never-ending carnival.

This lighthearted public face is a necessity, as the Kariv must occasionally stop to trade and restock their supplies before taking to the road again. The promise of a good time gains them entry to locales where they might otherwise be turned away (or worse) at the outer walls. Regardless, the Kariv loathe the fool's role they are forced to play and burn with a smoldering rage at the depths they must stoop to survive.

Young, headstrong Kariv who have not learned to strain their hate through a smile often find themselves bound for the gallows, victims of both real and fabricated charges. These young men often either kill or are killed in drunken gambling spats, defending against some minor slight to their honor, or fighting back against some injustice levied against them. So eager to stab someone in the heart during a heated disagreement with one of their infamously concealed switchpikes—easily hidden telescoping spears (see **KOBOLD QUARTERLY #4**)—the violent temperaments of Kariv youth cast a pall over their entire kind.

Spat upon and insulted, their children beaten in open streets, their women violated with little recourse in

the law—it is small wonder the Kariv hold together so tightly. Conflicts are handled internally and outsiders are rarely trusted. After centuries of abuse, the Kariv feel no remorse for taking full advantage of *dechas*, or non-Kariv, at every opportunity. Kariv believe their cons, swindles, and robberies balance the scales in a world where they are denied the opportunities and fortunes granted others. Every time a decha wonders why a Kariv commits murder, the Kariv merely point to any of their recently lynched people and shrug.

Thus, the Kariv never stay in one place for long, as to remain is to grow stagnant, and the Kariv know that moving targets are always harder to hit. By their own laws, the Kariv may never stay in any location longer than a single season, and most visits are considerably shorter. Misfortune always seems to follow them, however, regardless of how fast or how far they ride. Known throughout all lands as harbingers of ill luck, the Kariv are quickly blamed whenever plague breaks out, crops fail, babes are stillborn, or when any number of other maladies occur. The reprisals against the Kariv for these perceived wrongs are often vicious. Accordingly, Kariv are careful to steal only what is not immediately missed and leave at the first murmurings of trouble, often fleeing in the night halfway through a promised run of performances.

All Kariv know that worldly possessions are transitory at best, as they can be destroyed or taken away at a moment's notice. While a pouch of gold keep the drinks flowing and purchase many shiny baubles, to the Kariv, the only things of true value in this world are blood and horseflesh. Blood because suffers the same hardships, and horseflesh because it allows escape and preserves blood so future generations might find a home.

All hardships are thus borne for the benefit of future generations. Such is the life of the Kariv—always on the run from those who would harm them, taking what they can and giving nothing back, and dogged at every step by black luck. Kariv seers frequently peer into the future for any sign their stars might change and their journey might finally end, but until that time, the ballad of the open road plays on.

CHILDREN OF THE WANDER CURSE

The Kariv trace their ancestry back to before the founding of the Usmavoti Sultanate, with whom their people share ethnicity. Possessing the same dark hair, coal-hued eyes, and olive-toned skin, the Kariv for centuries represented a small religious minority that lived in the hills at the Usmavoti border in clannish villages, eking out an existence on the terraces. Famed for their nigh-legendary horsemanship, the Kariv sought only to lead a quiet life, and often rebuked offers of serving in the Sultan's elite cavalry.

The ancient Kariv long worshiped Svarog, the Horse Father, but the reigning Usmavoti dynasty always bristled at this interpretation of the deity they knew as Volund—a greater god whose domain covered fire, metalworking, and only in a minor sense (to Usmavoti thinking) horsemanship. Emissaries of the Usmavoti dynasty often tried to convert the Kariv to the true worship of Volund, rather than the Kariv corruption of his likeness, whenever they came to purchase fine Kariv horses for the Sultan. The Kariv did not bend, and they continued to venerate Svarog in what the Usmavoti considered their unseemly rituals. Worse still, according to the Usmavoti, the Kariv held a rather accepting view of otherworldly beings, and regularly invoked angels and devils alike to achieve their desired ends without regards to their respective orientations.

Some 270 years ago, the Kariv's solitary existence was shattered by what they have come to remember in reverent tones as the Night of Axes. In the dead of night, Usmavoti troops simultaneously struck many of the Kariv villages, razing every structure that stood in the Usmavoti hills. The soldiers beheaded sleeping Kariv



The Kariv

by the score and forced the survivors to watch as they chopped the legs off of the Karivs' beloved horses. The sultan ordered his soldiers to exterminate all the Kariv vermin and to leave none alive. The proffered reasons for this genocide were many and conflicted, from allegations of widespread Kariv diabolism and human sacrifice to Kariv refusal to pay taxes, and from plots against the Sultan to rumors of Kariv secession.

Praying fervently to Svarog, a few Kariv escaped the carnage on the backs of their beloved horses—the sons and daughters of the Horse Father sent to carry the Kariv to safety. Fleeing the hills they called home, the Kariv held tight to their surviving family members and dispersed into several bordering countries seeking amnesty, but none would have them. At the borders, the Kariv were turned back into the cold night, for the Sultan had spread his lies about them far and wide, and all to whom the Kariv begged for help shunned them. Taking what they could to survive, the Kariv packed their belongings into hastily purchased wagons they covered against the elements. In these makeshift homes, the Kariv wandered ever further, looking for a place to stop, and have been searching ever since.

Since the Night of Axes, the Kariv's only constant companion is misfortune. As personae non gratae without land, titles, or political clout, the transient Kariv constantly find themselves unwelcome visitors in foreign lands. The Kariv believe in their hearts someone hexed them with "the Wander Curse" the night they fled their ancestral hills. The Kariv believe they must wander until their horses, guided by Svarog, find the one road that leads them to a home of their own, where they no longer must beg, borrow, or steal to survive. Some Kariv believe the curse tests them for some ultimate task by Svarog, while others believe Svarog is punishing them for a perceived lack of humility. Still other Kariv hold that the Sultan himself cursed their fleeing backs upon their flight. Whatever the cause, the Kariv seem plagued by a constant stream of nightmarish events that coincide with their arrival to new locations. At the first sign of trouble, they blame the Wander Curse and quickly take to the road, leaving all manner of hell in their wake.

The Night of Axes

The Kariv remember the most awful of nights in a somber ritual spanning three days. They spend the first day gathering the clan, purchasing supplies, and heading into the wilderness in a quiet procession at sunset, symbolizing a mass exodus from danger. All during this first day, the clan mothers bake special bloodcakes—sourtasting wafers made from the offered blood of clan members.

On the second day, the day of remembrance, the Kariv may not leave the sight of other Kariv, for fear of losing them forever. The Kariv do not sleep at all that day, from midnight to midnight, and stand guard against any who might harm them. They spend the day quietly honoring the departed and consume only bloodcakes, symbolizing the bitter continuance of the Kariv bloodlines.

At sunrise on the third day, the Kariv press their horses as fast as they can until exhaustion sets in, in a symbolic attempt to outride the Wander Curse for the coming year.



Kariv clans are matriarchal, ruled from the top-down by clan mothers. A clan mother is chosen by the previous clan mother, and the position usually falls to a daughter who shows great insight and interest in leading the clan. Daughters are typically chosen, but should a clan mother's daughters be unsuitable (or she lacks daughters), nieces or even special foundlings suffice. Birth order is meaningless in choosing a successor, who are often chosen on the basis of what the clan approves. A clan mother usually announces her successor during the Rider's Feast in the spring, which honors the birth of the clan's new foals. To avoid infighting, a clan mother announces her successor years before she expects to die, which also gives her time to train the girl. Further, a clan mother often carries clan heirlooms (usually an amulet or fetish) that symbolize her position. At the time of her death, she leaves them in a special place known only to her successor. By presenting the heirloom to the clan, the successor is acclaimed as the clan mother.

If a mother dies suddenly or before naming a successor, clans can be ripped apart in brutal internal wars, as various factions move to quiet their detractors and establish their chosen mother as the head of the clan. During these rare and bloody feuds, if the various sides cannot reach a compromise, they form new clans are formed, all of which frequently become bitter enemies. These blood feuds can last for generations, until one side is utterly destroyed or the clans reach an accord and go their separate ways.

Kariv prize their women highly, viewing them as sacred vessels containing the endangered Kariv bloodlines. Many Kariv women are born with an innate knack for divinatory magic, which often leads to more informed decision-making that benefits the entire clan. While women are trained in divinatory skills and are valued for their insight, men are not without their place. Kariv men protect the clan and acquire the things the clan needs to survive, becoming skilled warriors, shrewd merchants, or—as necessity requires—opportunistic thieves. To that end, a clan mother commonly surrounds herself with several male advisors. Both Kariv law and culture view the sexes as inherently equal, if not merely given to different roles that benefit the clan as a whole.

Clans are divided into separate families, led by siblings and cousins who started their own families and who all share the clan name. The family that produces the clan mother is known as the head family, while all others are known as branch families. The head family holds the most sway, has the most prestige, and is allowed to marry first. Regardless, a clan mother makes decisions that benefit the clan as a whole, rather than just her family.

Kariv society is matrilineal, and surnames are passed down on the female side. Men from other clans are considered part of their wife's clan at the moment of marriage, and take their wife's surname upon paying her father an accepted dowry. A Kariv man may marry more than one wife, but all of his wives must be from the same clan. This usually occurs pragmatically, when a widow marries her dead husband's brother or cousin for protection and resources. Kariv believe strongly in maintaining the purity of their blood, and bearing children with *dechas* is strongly frowned upon. As Kariv believe that their women are the vessels of their bloodlines, the offspring of Kariv women and *dechas* are considered halfbreeds, only grudgingly allowed into their circles. The offspring of Kariv men and *dechas* are cast aside, and are considered wholly of the mother's race. On rare occasions, daughters unlikely to be named as clan mother are given to another clan and become daughters of the receiving clan, often in a bid to gain prestige or curry favor with a more powerful clan. Ties can also be made (and feuds mended) through marrying males to females of more powerful clans, but not nearly so well as through gifting a daughter.

SHRIVES

These conventions are thrown into disarray by those born as hermaphroditic shrives, inherent krinomancers who can divine all lies told or written within their presence by first tasting the blood of the liar. The birth of a shrive to a Kariv family is a great honor and a very prestigious event, and occurs roughly in one birth per thousand. Kariv children born as hermaphrodites sometimes exhibit slight preferences toward one sex as they age. Their body and face are marked with special runes, tattooed in red ink, marking them as a shrive.

Shrives occupy positions of immense respect in Kariv culture, and they often serve as arbiters of disputes since they themselves are completely incapable of lying. Whenever clans gather regarding some event of import among the Kariv, a clan's shrive (should it have one) usually speaks on behalf of the clan. Shrives are thus highly prized for their keen ability to discern lies and maintain open and honest communications between rival factions.

BLOODKIN AND DWARVES

While true that Kariv care very little for *dechas*, such an outsider can earn Kariv respect. Individuals who prove themselves worthy can become bloodkin, who are treated as honorary Kariv and may travel with the clan as they please—but only with the specific clan whose respect they earned. The status does not carry over to other clans. To become bloodkin, a *dechas* must
Five Notable Kariv Clans

Most clans consider other clans as equals, but occasionally a clan becomes famous (or infamous).

Dakat: A medium-sized, upwardly mobile clan, Dakat currently has little standing, but looks to increase its position. The Dakats produce many merchants and artisans, and a significant number of the Kariv who take to the adventuring life. Three aged sisters, Tria, Giessa, and Arina (all NG wiz 6), lead their separate families and vote on issues concerning the clan, but Tria acts as final word.

Galati (fallen): The closest thing the Kariv have to royalty, this powerful clan's women are skilled diviners. The Kariv believe the Galati will produce the leader who unites the clans and leads them home. The Galati pact with the Cloven Nine was heartbreaking for the Kariv, who feel their destiny is caged as long as the Galatis remain bound. The matriarch Mama Rye (N sor 7/exp 4), one of the most famed crab diviners in the land, leads the Galati.

Heph (fallen): This small clan's bloodline carries a sorcerous taint that makes them skilled in summoning hellfire and bending the will of their enemies. Frequently referred to as the "Black Heph," the clan is shunned by all other Kariv for its eager entrance into pacts with the Cloven Nine in exchange for power. Unlike other Kariv, the Heph praise men over women and abolished the practice of clan mothers. Asirai Heph (NE sor 10), reputedly more than 140 years old, bound a number of minor devils to the various gemstones he wears to fuel his infernal powers and retain his hold on the clan.

Merceri: This large clan is known for producing healers and consorting with angels and devas. The Merceri pride themselves on their hospitality and frequently serve as arbiters in Kariv disputes, and produce more shrives than all other Kariv clans combined. Shirah Merceri (NG cleric 10), a wizened shrive who quickly discovers all hidden truths, leads the Merceri.

Sergin: This medium-sized clan is famed for its woodcraft, tracking, and skilled horsemanship. The Sergin clan produces trackers and crossbowmen who are respected by Kariv and dwarf alike for their keen eyes and lightning reflexes. Marab Sergin (CG ranger 7), a fiery woman in her mid-60s known for her quick draw and even quicker temper, leads the Sergin.

prove he respects the clan, is willing to give his life for any member of the clan, and must personally save a member of the clan from certain death. Regardless of their honorary status, bloodkin are never allowed to speak during clan gatherings (but may attend) and are never taught certain secrets of Kariv lore, such as crab divining (see **KOBOLD QUARTERLY #6**). Bloodkin may, however, freely marry members of the clan.

Aside from individuals who become bloodkin, special note must be made of the dwarven cantons. Several cantons welcome the Kariv and provide them with safe havens on their travels, especially Gunnacks, Hammerfell, Juralt, and Tijino. The majority of dwarves worship Volund, and do not begrudged the Kariv their worship of Svarog, which they simply see as another side of Volund. The two cultures have long coexisted peacefully. For this reason, dwarves from these cantons are automatically considered bloodkin to all Kariv, and the Kariv always deal fairly with them in trade and treat them as well as any member of the clan.

Not surprisingly, the cantons of the Ironcrags are beloved by the Kariv and receive regular visits from them. The dwarves often shoe Kariv horses for free in exchange for stories, fortunetelling, songs, and camaraderie, and the two groups tell stories of life on the road, the perfidy of horses and mules, and the foolishness of the lowlanders. The relationship holds during times of war as well. Kariv rogues and rangers often serve as scouts and suppliers to the Ironcrag mercenary companies, and throughout history, these Kariv scouts have saved many a company of free lances from destruction in an ambush or pitched battle.

THE FALLEN

Unfortunately, not all clans adhere to the typical Kariv way of life. Some 70 years ago, the Cloven Nine, infernal gangers based in Zobeck, sought out six Kariv clans and bound them to serve in exchange for power, beauty, and unnaturally long lives. The hellpacts these clans entered into bound not only them, but their children for six generations thereafter. The Cloven Nine cleverly worded their hollow promises and gave these clans little in the way of permanent gain. The other Kariv were mortified these clans traded their freedom and that of their children—so precious to the Kariv—for nothing more than snakeoil and lies.

These clans became the fallen, and they sunk deep into depravity as their masters commanded them to perform increasingly vile deeds. The fallen remain shunned, and to this day meetings between the fallen and members of other clans often end in bloodshed. Marriages between the two are strictly forbidden. As public marks of their shame, the fallen are easily identified by the "starbrands" they wear—black birthmarks of nine-pointed star on their left hands.

RELIGION

In matters of religion, the devout of other cultures view the Kariv as little better than finicky whores who bend the knee to any higher power who might give them aid on any given day. In some respects, these criticisms are fairly accurate. The Kariv are intensely pragmatic, with a rather open view of religion. That is to say, they pick and choose the parts that directly advance their interests and discard the rest.

The Kariv are largely agnostic, in that they freely seek the boons of angels and the succor of devils alike. Devils might request something vile in trade for their services, but they deliver on their end of the deal. Thus, the Kariv have no qualms when bartering with devils, often to the discomfort of any non-Kariv around them. Kariv believe demons, however, are accursed things who cannot be trusted. A Kariv caught practicing any form of demon worship is typically drawn and quartered on the spot, and the body is thereafter burned.

As a matter of priority, all Kariv venerate the Horse Father, Svarog, as their personal protector and place him above all other deities. The Kariv also believe Svarog is often preoccupied with other matters of cosmic import, or that he tests their people by placing challenges in their path, and thus he is not directly available to provide aid. For daily needs, the Kariv look to any number of other entities for guidance and security, and the beings one family prays to differs wildly from another, although commonalities exist within the same clan. Ultimately, the Kariv believe in good and evil

and living a virtuous life, but see nothing wrong with courting evil if it produces a greater good. The afterlife to Kariv is thus something of a summation of one's deeds, the balance of which determines whether the Kariv is banished to Hell or allowed to enter Heaven.

Out of necessity, Kariv families often form longstanding relationships with various entities, based on their particular preferences and beliefs. It is not uncommon for Kariv families to look to one or several unique angelic or infernal patrons. Families frequently scar or mark themselves on their bodies with the symbol, sign, or sigil of their patron entities. Some entities require additional sacrifices before granting their boons. See the *Kariv Feats* section for examples of boons (feats).

KARIV TABOOS AND SUPERSTITIONS

As might be expected of such a persecuted group, the Kariv believe in numerous superstitions and behavioral taboos. Some of these taboos are based in ancient wisdom, while others are simply borne of rampant superstition. Taboos and superstitions frequently differ among clans, but the following are the most common and universal.

Black Dogs: Never look a black dog directly in the eye, for to do so means death. When a Kariv wishes ill on another, he drapes the pelt of a black dog near his sleeping target or nails one to his target's wagon. Kariv believe that wicked people are dragged to hell by Old Gnash, an immense black dog who feasts on souls.

Bloodsworn Oaths: Words are meaningless, but when precious Kariv blood is spilled as part of an oath, the oath must never be broken or else that Kariv is forever cast out from the clan. Further, the one who kept the oath is honor-bound to slay the oathbreaker.

Clan Horses: Clans treat their horses as valued brothers and sisters and never intentionally place them in harm's way. Allowing a horse to die or face injury without attempting to intervene or—worse—to save themselves from death or injury subjects the Kariv's entire family to death or identical injury, as decided by the clan.

The Kariv

Rover's Burden: This ancient code requires the Kariv to heal, care for, feed, or take in anyone found on the road who needs help, even if that person is an enemy to the Kariv. Injured enemies found on the road must be tended to until well, and then challenged honorably.

The Dead: Corpses are unclean and must never be touched with bare flesh.



Magic is a part of everyday Kariv life, since even before their people fell to the Night of Axes. The Kariv find magic in common implements, read signs of importance in nature, and believe that dreams and omens hold great meaning. The Kariv also feel that items and heirlooms can, and often are, instilled with a power that can be released under the proper conditions. Above all else, Kariv magic tends to be subtle, slow to take effect, and long-lasting.

Of the schools of magic, Kariv rarely dabble (much less focus) in illusion and they rarely use destructive evocations (or "hell and thunder magic" as the Kariv call it) save for the most dire of emergencies. Necromancy that disturbs the dead is completely forbidden to all respectable Kariv, as the Kariv feel strongly that one's final rest should never be disturbed. Conjuration and abjuration spells are commonly used, as the Kariv are fond of summoning beings from other planes to commune with and forever look for ways to protect themselves. Enchantment spells are frequently used by the Kariv to chain the minds of their enemies, make short-term allies, or earn coin while on the road.

Many Kariv women are trained courtesans and dancers, who sometimes earn coin for their clans using their bodies in ways that might offend the morals of others. These Kariv women often combine enchantments with their performances to bind the minds of their audiences, leaving audience members aroused and confused when the performance is over and parted from their purses.

Divination and transmutation are of the utmost importance to the Kariv, and deserve special note. Since falling to the Wander Curse, the Kariv often peer into their futures (and those of the people they meet in their travels) using a variety of methods to discern what the future holds, and to guide them in choosing the best course of action to take. Additionally, the Kariv developed their own sub-school of magic in the form of hexes, intentional perversions of transmutation and necromancy spells used to punish those who wrong them.

DIVINATIONS

Kariv are famous for their practice of Caruth, more commonly known as crab divining, as an everyday means of obtaining guidance by using river crabs to cast a variant form of divination (see **KOBOLD QUARTERLY** #6).

Various Kariv clans practice different methods of divination passed down from generation to generation. Some clans, for example, read tea leaves to cast a variant form of *augury*, whereby the diviner asks a single question as the tea is poured and can discern a single yes-or-no answer through reading the configuration of the leaves after the person requesting the divination drinks the tea. The Kariv encourage leaving a little tea left in the cup, for if the answer provided is undesirable, the requestor can give the remainder of the tea to an animal to avoid the future thus predicted, whereas consuming all the tea indicates acceptance of what fate holds.

Mama Rye, clan mother of the powerful Galati clan, is sole holder of a variant *commune* spell, where she brews a potion with ergot that produces vivid hallucinations, granting the subject limited entry to the spirit world to beseech otherworldly entities. Caution must be exercised in using this method, though, as Mama Rye herself suffered a stroke some years back which left her right eye dead and clouded. Regardless, Mama Rye maintains that this only provided her with a powerful "second sight." Whether this is true or an attempt to compensate for a known disability is open for (whispered) debate.

Many Kariv use crystal balls to gaze into the future, except Kariv seers usually crack their crystal balls so each fractured piece of glass provides a different image of the subject's future, offering a tantalizing (and sometimes incomprehensible) array of images that produces an outof-sync story regarding what the future holds.

The Kariv readily practice palm-reading, but in a rather unconventional manner. Kariv women versed in the art usually only perform a reading under a full moon, and do so with their set of *hands of fate*. Allegedly, this reading provides a powerful clue about something unknown from the past, present, or future that holds great import for the client.

Hands of Fate

This is a set of three dismembered and preserved right hands, stacked on top of each other in a small pine box, which is believed to keep the hands at rest. The set includes the hand of a child who died young (representing the subject's past), the hand of a murderer (representing the looming present), and the hand of a father who died of exceedingly old age (representing the future). Their owner may use the *hands of fate* to cast an *augury* spell for someone else (who must be present) up to 50 times (when created, the item has 50 charges).

Being the subject of a *hands of fate* augury can be highly disconcerting the first time. First, the subject must curl the hands into fists and lay them on a flat surface. The subject then slowly moves his outstretched right hand over the closed fists until one of them suddenly opens and unerringly grabs the subject's hand. You may then read the palm of the hand that grasped the subject, at which time the spell effect occurs. The entire process takes 10 minutes.

Faint divination and necromancy; CL 3rd; Wondrous Item, *augury*, *gentle repose*; Price 10,000 gp; Weight 1 lb.

HEXES

Many clan mothers and their daughters have some degree of magical ability, and hexes play an important role in creating some of the mystique that surrounds them. Hexes combine select necromancy spells and intentionally bastardized transmutation spells, usually spoken backwards or missing key portions of the original spell. Kariv turn to hexes as a last resort, as a show of power or to instill fear in those who would do them harm. The heirlooms that clan mothers bear as evidence of their position, passed down from clan mother to clan mother, are usually metamagic *rods of extension*, which the clan mothers use to extend the duration of their hexes and curses.

The following list contains the hexes commonly known to Kariv spellcasters. If a hex exists based on a common spell, the hex's name follows the common spell, with any notation of spell change in parentheses. Hexes otherwise function to confer the exact opposite effect of the regular spell on the target, except where noted. For example, the *atrophy* hex (based on *bull's strength*) confers on its target a –4 penalty to his Strength score for 1 minute per caster level. All hexes allow for a Will save to avoid the effect (even if the original spell does not), and all are subject to spell resistance. Spells with a range of personal become touch spells, with the target becoming "one object or creature touched."

0-LEVEL SPELLS

Mending—Sunder Object less than 5 lb. breaks or otherwise becomes nonfunctional and useless, although is not completely destroyed. Touch of Fatigue 1ST-LEVEL SPELLS Cause Fear Frase

Expeditious Retreat—Gout

Reduces target's speed to 10 ft.

Jump—Cripple

Subject gains a –30 penalty on Jump checks.

Magic Weapon—Suppress Enchantment

Weapon gains a -1 penalty on attack and damage rolls.

Ray of Enfeeblement Reduce Person

2ND-LEVEL SPELLS

Alter Self—Black Rot

Target becomes foul-smelling and mildly deformed for spell's duration.

Bear's Endurance—Sloth

Target's Constitution reduced by -4.

Blindness/Deafness

Bull's Strength—Atrophy

Target's Strength reduced by –4. Cat's Grace—Stumble

Target's Dexterity reduced by -4.

The Kariv

Eagle's Splendor—Pox Hideous sores reduce target's Charisma by -4. Fox's Cunning—Simpleton Target's Intelligence reduced by -4. Ghoul Touch Known as "the black hand" to the Kariv. Owl's Wisdom-Dullard Target's Wisdom reduced by -4. Scare **3RD-LEVEL SPELLS** Keen Edge—Blunt Weapon Weapon threatens a critical hit only on a natural 20. Magic Weapon, Greater-Suppress Enchantment, Greater Weapon gains a -1 penalty on attack and damage rolls per 4 levels. Shrink Item

Slow Ray of Exhaustion Vampiric Touch

4TH-LEVEL SPELLS

Bestow Curse Contagion Enervation Fear Mnemonic Enhancer—Clouded Mind Target loses one prepared spell or spell slot of 3rd level or lower, determined randomly. Reduce Person, Mass

5TH-LEVEL SPELLS

Baleful Polymorph Blight Fabricate—Ruin Worked goods are converted into raw materials. No Craft check required. Magic Jar

Waves of Fatigue 6TH-LEVEL SPELLS

Bear's Endurance, Mass-Sloth, Mass All targets' Constitution reduced by -4. Bull's Strength, Mass—Atrophy, Mass All targets' Strength reduced by -4. Cat's Grace, Mass-Stumble, Mass All targets' Dexterity reduced by -4. Eagle's Splendor, Mass—Pox, Mass Hideous sores reduce all targets' Charisma by -4. Evebite Flesh to Stone Fox's Cunning, Mass—Simpleton, Mass All targets' Intelligence reduced by -4. Lucubration—Set the Mind Adrift Target forgets a prepared spell or spell slot of 5th level or lower, determined randomly (but the caster may select the school of the spell forgotten). Owl's Wisdom, Mass-Dullard, Mass All targets' Wisdom reduced by -4.

Target temporarily loses spellcasting ability but gains no bonuses.

7TH-LEVEL SPELLS

Control Weather-Black Cloud

Worst possible weather conditions are centered on the target and follow him.

Reverse Gravity Waves of Exhaustion

8TH-LEVEL SPELLS

Clone—Doppelganger

Clone is activated while the target is alive, but obeys caster.

Horrid Wilting

Iron Body-Frailty

Target's DR and immunities are negated and takes +5 extra damage from all attacks. Target's Strength and Dexterity reduced by -6, AC by -10, and speed by half (minimum 5 ft.).

Temporal Stasis—Ravages of Time Target physically ages 3 years per caster level.

9TH-LEVEL SPELLS

Energy Drain

Soul Bind

Time Stop—Stolen Moments

Target remains still, takes no actions for 1d4+1 rounds, is completely unaware of what occurs during that time, and recalls nothing. The caster can delay the effect for 1 hour per every 3 caster levels, to occur at a time selected by the caster.

ARIV AS PLAYER CHARACTERS

Kariv men are tall and slender, ranging from 5'10" to 6'3" and usually weighing between 150 and 190 pounds. Kariv women are typically a few inches shorter and about 40 pounds lighter, ranging from 5'6" to 6'0" and weighing between 110 and 150 pounds.

All Kariv have black hair and olive-toned skin, and most have eyes the color of coal, although blue and hazel occasionally appear. Kariv men tend to wear their hair long and most men at adulthood begin growing long mustaches in which they take exceptional pride. Kariv women rarely cut their hair and only occasionally trim it, allowing it grow very long and wearing it in intricate braids. Both sexes often weave beads, coins, pearls, or other similar decorations into their hair. All Kariv dress in a motley mixture of fabrics, ranging from silks and soft velvets to rich hides and rough

34

leathers. Kariv tend to adorn themselves in jewelry (as a portable means of wealth). They prefer crossbows to traditional bows and piercing weapons to slashing weapons. Due to the negative connotations axes have, the Kariv do not use them as weapons (although they still use axes as tools), and bringing one to a fight is considered both dishonorable and insulting.

Kariv frequently travel by horse, often in conjunction with their covered wagons. They usually spend at least some of their skill points on Ride and Handle Animal, and many take the Animal Affinity feat. A few spend skill points on Craft (carpentry) for the construction and repair of wagons.

Kariv enjoy singing and dancing around their campfires (or to earn coin), juggling, leaping, and performing in various other circus-like acts. Ranks in corresponding Perform, Acrobatics, and Balance skills are thus appropriate. Kariv are renowned as artists in a variety of fields, particularly in creating beautiful works of art and jewelry out of copper. The Kariv's association with copper is

symbolic, in that it is the least valuable form of currency and thus mirrors how the Kariv feel many people see them. Thus, Kariv are derogatively referred to as "coppergots" (as in, "All they gots is coppers") and some Kariv take ranks in Craft (coppersmith).

Young Kariv are nearly always up for a bare-knuckled boxing match to quell their otherwise rowdy nature, and frequently engage in sparring matches whenever families or different clans meet, occasionally settling matters of honor in this way. Accordingly, many of these would-be champions take the Improved Unarmed Strike feat to aid in their bloody bouts.

Life on the road is frequently chaotic and unstructured. Kariv do what they must to survive, and all-too-frequently find themselves on the wrong side of



the law. Thus, Kariv rarely become lawful in alignment, although their own sense of honor and stringent obedience to the rules, taboos, and social mores of their clans and families do not completely eliminate the possibility of a lawful alignment.

Many Kariv speak the Rover's Cant, which they can gain as one of their bonus languages for having a high Intelligence. Rover's Cant is a secret language derived by the Kariv and never taught to non-Kariv (not even bloodkins). Rover's Cant uses words from Common and Dwarven and only conveys basic ideas. It is comprised of double meanings, secret runes, ciphers, hand signals, hidden signs, and phrases known only to Kariv. Kariv usually sprinkle Rover's Cant into their conversations if non-Kariv are present, and tend to also use it among themselves in everyday life.

The Kariv



As a close-knit people, the Kariv develop and share many new innovations in applications practical to life on the road. Many of these innovations can be quantified as feats. If your campaign uses regional feats, any of the following non-boon feats that can be taken at 1st level are appropriate as regional feats for Kariv.

Born in the Saddle

To be born in the saddle is considered a blessing among the Kariv and gives you a knack for horsemanship.

 $\ensuremath{\text{Prerequisites}}$: Ride 4 ranks, Kariv, must be taken at $1^{\ensuremath{\text{st}}}$ level

Benefit: Any horse you ride gains a +10 ft. circumstance bonus to its speed while you ride it. In addition, you gain a +2 bonus on Ride checks when made on a horse.

Child of the Wander Curse

The Kariv are said to possess an ill luck that brings misfortune on those around them. You seem to embody this aspect of Kariv culture.

Prerequisites: Kariv, must be taken at 1st level

Benefit: Once per day, you may choose to activate this ability. When you do so, randomly select a single non-Kariv humanoid opponent within 30 feet hostile toward you or any other Kariv. That opponent takes a -1 penalty on all attack rolls made against any Kariv and a -1 penalty on all saving throws for the remainder of the encounter.

Special: An opponent robbed, cheated, or attacked by a Kariv is immune to the effects of this feat for that encounter.

You may gain this feat multiple times. Each time you do, you may randomly select one additional opponent affected by the -1 penalty, although those victimized by a Kariv remain immune.

Clan Seer

Your visions are stronger, clearer, and more penetrating than those of your peers.

Prerequisites: Kariv, must be taken at 1st level

Benefit: All non-instantaneous, non-permanent divination spells you cast last an additional 3 rounds.

Ever Vigilant

You are seldom welcome where you travel, thus you are always on the lookout for those who might wish you harm.

Prerequisite: Kariv

Benefit: You gain a +2 bonus on Spot checks and a +1 bonus on initiative rolls.

Fury of Lhasa-Ankar [Boon]

Lhasa-Ankar is an Angel of Vengeance. In return for his aid, you agree to seek out and punish the wicked.

Prerequisite: Kariv, you must slay someone in single combat who took the life of an innocent

Benefit: You gain a +1 bonus on the first attack roll you make in an encounter against an evil creature. You gain this bonus only once per encounter. You gain this bonus every encounter, even if you face the same evil creature in multiple encounters and always attack it first.

In addition, once per day, while in the process of seeking or punishing a wrongdoer, you may *smite evil* as a paladin of your level. The bonuses from the *smite evil* stack with the normal bonus of this feat, if appropriate.

Mark: A series of scars covers your heart, roughly resembling a blade.

Haunted Eyes

Faced with persecution and death many times, your eyes reflect what you have endured, and you are the stronger for it.

Prerequisites: Kariv

Benefit: You gain a +2 bonus on saving throws made to resist fear or death effects.

Kariv Trick Riding

As a skilled Kariv rider, you know several trick riding maneuvers.

Prerequisites: Born in the Saddle or Mounted Combat, Ride 5 ranks, Kariv

Benefit: You may use the following abilities, which expand on what you can do using the Ride skill and which require a successful Ride check to perform. Unless otherwise noted, using them requires a standard action.

- Concealed Rider (DC 15): By flattening your body and hanging onto the side of your horse, you gain total concealment from all creatures on the other side of your horse. Any attack or spell effect made against you from creatures against which you have concealment instead fully affect your horse. You may make a Hide check with a –5 penalty to hide from those against whom you have total concealment and make the horse appear riderless. If you fail the initial Ride check you fall from your horse and take 1d6 points of damage for each move action taken by your horse the previous round.
- Stirrup-Hang (DC 20): By leaving one leg in a stirrup and hooking the other under the horse, you can reach out from the side of the horse and grab objects or people, extending your reach by 5 feet. If you grab another person's hand, the other person can swing up onto the saddle with you if she succeeds on a DC 15 Jump check. If you fail the initial Ride check or your target fails her Jump check, you must immediately make another DC 20 Ride check or fall from the horse and take 1d6 points of damage for each move action taken by your horse the previous round.

Running Remount (DC 25): With a successful Ride check, you can time a leap from your horse to match your horse's gallop and, while maintaining a hold on the saddle, bounce in time to the gallop and retake your saddle. Using this maneuver, you may make another Ride check, adding a dodge bonus to your AC equal to 1/10th this Ride check. If you fail the initial Ride check you fall from your horse and take 1d6 points of damage for each move action taken by your horse the previous round.

Krinomancy

You are a shrive and can determine falsehoods, both spoken and written, made by anyone whose blood you have tasted. On the other hand, you yourself cannot lie.

Prerequisites: Wis 15, Kariv, must be taken at 1st level

Benefit: You can discern any lie told to you or written in your presence by someone whose blood you have tasted within the last year with absolute accuracy. In effect, you under a constant *discern lies* effect, but it only applies to creatures whose blood you have ingested. This ability does not protect you from any consequence of ingesting a creature's blood (if, for example, a creature's blood is poisonous or acidic, you suffer the full effects of exposure). The amount of blood required is minimal, but you cannot ingest it along with any other substance and must be able to taste it for the ability to have effect. The creature need not willingly give up its blood for you to use it.

Special: You are incapable of lying, but you may refrain from speaking or leave out parts of the truth that do not make the truth into a falsehood.

All shrives are hermaphrodites, but many identify more closely to one sex or the other.

Martyr of Grajava [Boon]

Grajava was once a penitent dwarf maiden who died a martyr. Like her, you seek to alleviate the suffering of others.

Prerequisite: Kariv, you must save someone from certain death

Benefit: Whenever you make a skill check or attack roll to aid another, you gain a +2 bonus on the check or roll.

In addition, once per day, after you take damage in combat, you may heal any creature with fewer Hit Dice than you by laying on hands, as a paladin of your level. You retain this ability for 24 hours after the first time you take damage in combat or until you use it.

Mark: Shallow but unhealing cuts in the shape of a shield appear on your back and bead up with blood whenever you use the healing ability of this feat.

Svarog's Chosen

Svarog grants you abilities to protect and guide your people.

Prerequisites: Kariv, must be taken at 1st level

Benefit: You gain the following spell-like abilities (CL 1st): 1/day—alarm, create water, guidance.

Supplicant of Abraxas [Boon]

Your quest for forbidden lore and things best left unknown led you into the service of Abraxas, the Whispering Lord.

Prerequisite: Kariv, Decipher Script 1 rank, you must divulge a secret to cause harm to someone in your family or clan

Benefit: Choose Knowledge (arcana) or Knowledge (religion). You gain a +2 bonus on all checks for that skill. You cannot later change the chosen skill.

In addition, once per day, when you succeed at a Decipher Script check with a DC equal to at least 10 + 1/2 your level, you gain the following spell-like ability for the next 24 hours: 1/day—*deeper darkness*. The caster level equals one-half your level.

Mark: A tattoo-like birthmark of a half-closed eye in bright, noticeable purple ink on your tongue.

Tithe of Mammon [Boon]

You seek wealth through whatever means available, paying homage to Mammon, the Gilded Lord of Avarice.

Prerequisite: Kariv, you must acquire through illegal means at least 300 gp from one person

Benefit: You gain a +2 bonus on Sleight of Hands checks and a +1 bonus on Appraise checks.

In addition, once per day, you may tithe at least 150 gp of coins, gems, or jewelry acquired through illegal means to Mammon to gain a +1 profane bonus on all attack rolls for 24 hours.

Special: You must at all times openly wear jewelry you acquired through illegal means worth at least 150 gp or else lose all benefits of this feat. If you remove this jewelry (or it is taken from you), you must illegally acquire different jewelry worth at least 150 gp and openly wear it for at least 24 hours to regain the benefits of this feat.

Mark: You must heat up a pilfered coin and brand an image of it on a part of your body that does not regularly see sunlight.





Dwarven magic takes many forms, but it has always grows from roots of stone and earth. Indeed, some of the mages of Allain call dwarven magic lithomancy, as it involves stone magic of all kinds, gem magic, and the crafting of runes and magic embedded deep in particular places.

SPELL LISTS

Although not considered among the most powerful, gifted, or innovative spellcasters, dwarves can and do create new spells to aid them in their toils and battles. The following new spells were created by dwarves or their derro cousins.

Bard Spell

2ND-LEVEL BARD SPELL

Curse of Harridin: Target suffers –2 penalty to Int, Wis, Cha.

Cleric Spells

1ST-LEVEL CLERIC SPELLS

Blessing of Volund: Grants bonus to allies for one skill. *Volund's Instant Pillar*. Pillar of stone knocks creatures prone, provides cover.

Volund's Vengeful Grasp: Target's speed reduced by 10 feet.

2ND-LEVEL CLERIC SPELL

Curse of Harridin: Target suffers –2 penalty to Int, Wis, Cha.

3RD-LEVEL CLERIC SPELLS

Call of Earth and Stone: Ask questions of earth spirit. *Lada's Sacred Servant*. Ball of light heals those it touches of 1d6+Wis hp.

Mother Stone: Gain AC bonus, hardness, and stability; reduce move to 0.

Volund's Instant Pillar, Greater: As Volund's instant pillar but affects area.

Volund's Rending Grasp: Target's speed reduced, cannot charge, takes damage.

4TH-LEVEL CLERIC SPELLS

Rune of Liadmura: Rune makes area difficult terrain when triggered.

Rune of Mardikon: Creatures affected by rune roll 2d20 and take worse roll

Rune of Orthing: Constructs awakened when rune triggered.

Rune of Pappurn: Rune gives weapons variety of special abilities.

Rune of Sigrunsen: Triggered rune blasts stone, deals 4d12 dmg and deafens.

Rune of Velund: Rune creates field of SR 16.

Speak with Ancestors: Dwarf may ask questions of ancestors.

5TH-LEVEL CLERIC SPELLS

Call of Fire: Held weapons gain flaming special ability. *Lada's Sacred Servant, Greater*. Ball of light heals those it touches of 2d6+Wis hp.

Druid Spells

1ST-LEVEL DRUID SPELLS

Volund's Instant Pillar. Pillar of stone knocks creatures prone, provides cover.

Volund's Vengeful Grasp: Target's speed reduced by 10 feet.

2ND-LEVEL DRUID SPELL

Call of Earth and Stone: Ask questions of earth spirit.

3RD-LEVEL DRUID SPELLS

Mother Stone: Gain AC bonus, hardness, and stability; reduce move to 0.

Volund's Instant Pillar, Greater. As Volund's instant pillar but affects area.



Volund's Rending Grasp: Target's speed reduced, cannot charge, takes damage.

5TH-LEVEL DRUID SPELL Bones of the Earth: Creates pit that can be collapsed.

Paladin Spell

5TH-LEVEL PALADIN SPELL Call of Fire: Held weapons gain flaming special ability.

Sorcerer/Wizard Spells

2ND-LEVEL SORCERER/WIZARD SPELLS

ENCH *Curse of Harridin*: Target suffers –2 penalty to Int, Wis, Cha.

Evoc Armor of the Mountains: Grants AC bonus and immunities and damages adjacent creatures.

3RD-LEVEL SORCERER/WIZARD SPELL TRANS *Mother Stone*: Gain AC bonus, hardness, and stability; reduce move to 0.

4TH-LEVEL SORCERER/WIZARD SPELLS

Evoc *Breath of the Dead*: 15-ft. cone sickens, deals nonlethal damage.

TRANS *Earth Glide*: Subject gains the earth glide special ability.

Rune of Liadmura: Rune makes area difficult terrain when triggered.

Rune of Mardikon: Creatures affected by rune roll 2d20 and take worse roll

Rune of Orthing: Constructs awakened when rune triggered.

Rune of Pappurn: Rune gives weapons variety of special abilities.

Rune of Sigrunsen: Triggered rune blasts stone, deals 4d12 dmg and deafens.

Rune of Velund: Rune creates field of SR 16.

5TH-LEVEL SORCERER/WIZARD SPELL

TRANS *Bones of the Earth*: Creates pit that can be collapsed.



Armor of the Mountains

Evocation [Earth] Level: Sorcerer/wizard 2 Components: V, S, M Casting Time: 1 standard action Range: Creature touched Area: One creature Effect: Provides +4 armor bonus and immunities, and deals damage Duration: 1 minute/level Saving Throw: Reflex half (see text) Spell Resistance: No This spell wraps its subject in jagged shards of stone and slabs of slate, granting a +4 armor bonus to Armor Class and immunity to paralysis and petrification. The armor does not confer an arcane spell failure chance or armor check penalty, nor does it slow movement.

In addition, any creature that moves adjacent to the subject or begins its turn adjacent to the subject takes 1d6 points of slashing damage +1 point per caster level (maximum +10). A Reflex save halves this damage. The spell does not differentiate between friend and foe, but the subject is never affected by his own *armor* of the mountains spell.

If the subject takes more than 10 points of damage in a round from a magical source with the air descriptor, the stone armor crumbles and the spell ends.

Material Component: A miniature helmet carved from basalt worth 5 gp.

Blessing of Volund

Enchantment (Compulsion) [Mind-Affecting] Level: Cleric 1 Components: DF, V Casting Time: 1 standard action Range: 30 ft. Targets: You and all allies within 30 ft. Duration: 1 min/level Saving Throw: None Spell Resistance: Yes (harmless)

When you cast this spell, you fill you and your allies with a divine courage that grants a morale bonus equal to 1 + 1 per 3 caster levels on skill checks made for one particular spell (chosen by the caster at the time of the spell's casting).

Bones of the Earth

Transmutation [earth] Level: Druid 5, sorcerer/wizard 5 Components: V, S, M Casting Time: 1 standard action Range: Close (25 ft. plus 5 ft./2 levels) Effect: 20-ft. square pit, 10 ft. deep plus 5 ft./2 levels Duration: 1 round/level (D) Saving Throw: Reflex negates Spell Resistance: No

You dig a pit through earth, clay, or stony ground, but you cannot dig through walls, worked stone, metal, or other harder materials. The pit you dig is 20 feet square and 10 feet deep, plus 5 feet deep per 2 caster levels. All creatures adjacent to the pit edge (or within one of the squares made suddenly into a pit) are entitled to a Reflex save to avoid falling (and thus take no damage). The Climb DC is 15.

You can dismiss the spell, but doing so collapses the pit. Creatures caught within a collapsed pit take 1d6 points of crushing damage per minute for every 20 feet of depth to all creatures within the pit (no save). Those creatures are held immobile and begin to suffocate until they make a successful DC 20 Strength check or DC 25 Escape Artist check per 10 feet they must climb.

At the end of the spell duration, you may choose to slowly restore the pit to its natural position rather than collapsing it. This slow closing is not possible if the pit is closed by external forces, such a *dispel magic* spell, which instantly collapse the pit.

Material Component: A spade made of mithral worth at least 100 gp.

Dwarven Magic

Breath of the Dead

Evocation Level: Sorcerer/wizard 4 Components: S, V Casting Time: 1 swift action Area: 15-ft. cone-shaped burst Duration: Instantaneous Saving Throw: Reflex half (see text) Spell Resistance: Yes

When this spell is completed, you breathe forth a noxious cone of foul gas. Creatures caught in the area of effect that fail their saves become sickened for 5 rounds. In addition, each creature takes 1d4 points of nonlethal damage per caster level (max 10d4). A successful Reflex save halves the damage and negates the sickness.

Call of Earth and Stone

Divination [Earth] Level: Druid 2, cleric 3 Components: DF, S, V Casting Time: 1 minute Range: Personal Effect: You ask 1d4 questions of an earth creature Duration: Varies

Upon completing this spell, you momentarily commune with the Elemental Plane of Earth. You may ask 1d4 questions, which are answered by any earth spirit (creatures with the earth subtype, Int 3 or greater) closest to you at the time. You have no control over the creatures that answer, but those that do must answer honestly, in a language you understand, and cannot attack you or your allies while the spell lasts. Any offensive action by you or your allies immediately breaks the spell, allowing the creature to retaliate or retreat.

The GM should roll secretly to determine how many questions you get to ask and whether the earth creature that answers the summons knows the answers you seeks. The responding earth creature has a 60% chance of knowing the answer + 1% per the creature's Intelligence score + 1% per caster level (to a maximum of 99%).

Earth elementals, mephits, and xorns commonly answer this call, with xorns sometimes trading additional questions or details for precious gems and minerals.

Call of Fire

Evocation [Fire] Level: Cleric 5, paladin 4 Components: DF, V Casting Time: 1 standard action Area: You and all allies within 30 feet Duration: 1 round/level. Saving Throw: None Spell Resistance: Yes (harmless)

This spell grants the flaming special ability (**DMG** 224) to all weapons held by you and your allies at the time of casting, for the duration of the spell. These weapons deal an extra +1d6 points of fire damage. Missile weapons affected by this spell bestow the fire energy upon their ammunition.

If a weapon affected by this spell is set down, sheathed, dropped, disarmed, given away, or otherwise lost, the spell effect ends for that weapon. A weapon that already has the flaming special ability gains no benefit from this spell. An ally with the Two-Weapon Fighting feat wielding two weapons gains the spell's benefit on both weapons. An ally without the feat wielding two weapons gains this benefit only once, and must choose which weapon is affected.

Curse of Harridin

Enchantment [Mind-Affecting] Level: Bard 2, cleric 2, sorcerer/wizard 2 Components: M, S, V Casting Time: 1 standard action Range: Close (25 ft. + 5 ft./2 levels) Targets: 1 creature/4 caster levels. Duration: 1 min/level Saving Throw: Will negates Spell Resistance: Yes

This spell weakens the target's mind, causing the creature to suffer a –2 penalty to Intelligence, Wisdom, and Charisma. **Material Component** Two uneven pieces of string, twisted together.

Earth Glide

Transmutation [Earth] Level: Sorcerer/wizard 4 Components: V, S, M, F Casting Time: 1 standard action Range: Touch Effect: One creature Duration: 1 round/level Saving Throw: Harmless (Reflex negates) Spell Resistance: No

The subject of the spell gains the earth glide special ability. The subject can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing the subject flings it back 30 feet, stunning it for 1 round unless the subject succeeds on a DC 15 Fort save.

Material Component A slurry of mud and a diamond dust worth 100 gp you drink from a geode cup (the cup is not consumed). Arcane Focus A geode cup.

Lada's Sacred Servant

Conjuration [Healing] Level: Cleric 3 Components: V, DF Casting Time: 1 standard action Range: Close (25 ft. +5 ft./level) Effect: One healing sphere of light Duration: 1 round/1 level (D) Saving Throw: None Spell Resistance: No

Upon completing this spell, you summon a small ball of light, similar to a will-o'-wisp in appearance, that hovers about a foot off the ground. As a move action, you can direct the *sacred servant* to move to and touch one living target in range, healing the target a number of hit points equal to 1d6 + your Wisdom modifier. The *sacred servant* cannot make attack rolls and thus cannot use its positive energy to damage undead or other creatures damaged by positive energy.

The sacred servant cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. The *sacred servant*'s AC against touch attacks is 12 (10 + size bonus for Tiny object).

If a touched creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the *sacred servant* touches it. If the *sacred servant* is successfully resisted, the spell is dispelled. If not, the *sacred servant* has its normal full effect on that creature for the duration of the spell.



Lada's Sacred Servant, Greater

Conjuration [Summoning] Level: Cleric 5 As Lada's sacred servant, but the greater sacred servant heals a number of hit points equal to 2d6 + your Wisdom modifier.

Mother Stone

Transmutation [Earth] Level: Cleric 3, druid 3, sorcerer/wizard 3 Components: V, S, M Casting Time: 1 standard action Range: Personal Effect: Increases AC and grants hardness Duration: 1 round/level (D)

You connect to the roots of the earth, becoming immobile but empowered with elemental earthen protection. You gain a +2 natural armor bonus to AC, hardness 5, and a +10 stability bonus on Strength checks to avoid being bull rushed and Dexterity checks to avoid being tripped. On the other hand, all of your move speeds become 0. If you are moved (through teleportation or a successful bull rush attempt, for example) the spell ends.

Rune of Liadmura (the Mire Rune)

Transmutation

Level: Cleric 4, sorcerer/wizard 4 Components: V. S. M Casting Time: 10 minutes Range: 60 feet; see text Effect: One rune Duration: Until triggered, then10 minutes per level (see text) Saving Throw: Fort negates Spell Resistance: Yes

Also called the mire rune and remembered for its role in the defeat of the elves at Liadmura, this spell allows you to scribe a potent rune of power on a hard surface such as stone or metal. When triggered, a rune of Liadmura creates a morass around it which clutches at those within 60 feet, dragging them down and making all the ground in the area of effect difficult terrain. Those who fail their saving throw lose their Dexterity bonus to Armor Class.

Once triggered, the rune becomes active and glows, lasting for 10 minutes per caster level or until it affects 1 creature per caster level, whichever comes first. Any creature that enters the area while the rune of Liadmura is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature must save against the rune only once as long as it remains within the area, although if it leaves the area and returns while the rune is still active, it must save again.

Until it is triggered, the rune of Liadmura is inactive (although visible and legible at a distance of 60 feet). To be effective, a rune of Liadmura must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders it ineffective, unless a creature removes the covering, in which case the rune of Liadmura works normally.

When you cast the spell, you must select one or more triggering conditions a creature must do to activate the rune: look at the rune; read the rune; touch the rune; pass over the rune; or pass through a doorway, archway, window, or portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a rune of Liadmura cannot trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a rune's triggering conditions cannot be changed.

Throwing a cover over a rune to render it inoperative triggers it if the symbol reacts to touch. You cannot use a rune offensively, such as by placing a touch-triggered rune of Liadmura on a

weapon or item and using it to touch an opponent.

You can also set special triggering limitations. These can be as simple or elaborate as you desire. Special conditions for triggering a rune can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points do not qualify.

When scribing a rune, you can specify a password or phrase that prevents a creature using it from triggering the effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the rune of Liadmura, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, while attuning a small group (as many as ten creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes proportionately longer. Any creature attuned to a rune cannot trigger it and is immune to its effects, even if within its radius when triggered. You are automatically considered attuned to your own rune, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a rune of Liadmura with a DC 15 Spellcraft check. If the rune is set to be triggered by reading it, this triggers it.

A rune can be removed by a successful dispel magic targeted solely on the rune. An erase spell has no effect on a rune. Destruction of the surface where a rune is inscribed destroys the rune but also triggers it.

The rune of Liadmura can be made permanent with a permanency spell. A permanent rune of Liadmura that is disabled or that has affected its maximum number of creatures becomes inactive for 10 minutes, then can be triggered again as normal.

Note: Magic traps such as rune of Liadmura are hard to detect and disable. A rogue (only) can use the Search skill to find a rune and Disable Device to thwart it. The DC in each case is 25 + spell level (29 for rune of Liadmura).

Material Component Bitumen and pitch, plus powdered emerald with a total value of at least 500 gp.

Rune of Mardikon (Rune of Doom)

Level: Cleric 4. Sorcerer/wizard 4 Saving Throw: Reflex negates

Also called the rune of doom, this spell functions like rune of Liadmura, except as noted. All affected creatures within the radius of the rune of Mardikon are subject to doom and failure, and must roll twice for attack rolls, saving throws, and skill checks, always taking the lower roll. Once triggered, a rune of Mardikon remains active for 1 round per caster level.

Material Component A flask of explosive mine gas, plus powdered ruby with a total value of at least 500 gp.

Rune of Orthing (the Waking Rune)

Level: Cleric 4, Sorcerer/wizard 4 Saving Throw: None

The rune of Orthing is more commonly called the waking rune. Except as noted, this spell functions like rune of Liadmura. The waking rune enables constructs and clockwork creatures to rest for long years undisturbed, and wakes them all at once when the rune is triggered. The rune is typically carved in the center of a space surrounded by statues or constructs, next to a pile of gold or other item of interest. When the rune is triggered, all the

Dwarven Magic

constructs move at once from a central point. This functions as a trap trigger as much as a *rune*, but is a very dwarven sort of magic.

If no constructs remain (for a permanent *rune* whose constructs are destroyed), the *rune of Orthing* calls up earth or fire elementals as determined by caster when rune is carved. These are Medium elementals.

Material Component An *everwound spring*, plus powdered mithral with a total value of at least 500 gp.

Rune of Pappurn (the Blade Rune)

Level: Cleric 4, Sorcerer/wizard 4 Casting Time: 1 standard action Range: Touch Effect: Improves one item's qualities Duration: 1 round/level Saving Throw: None

Also known as the *blade rune*, the *rune of Pappurn* is quickly written on a metal weapon with alchemical quicksilver, and grants temporary bonuses to an item, dependent on caster level. The bonuses are cumulative, so a weapon gains all of the bonuses listed for your caster level, plus for all lower caster levels as well. When a choice is offered, you must make the choice at the time of casting and cannot change it later.

CL	Effect
7	Weapon becomes either silver or cold iron
9	Improve enhancement bonus by +1
11	Weapon gains one property from this list: bane, defending, flaming burst, ghost touch, keen, or thundering
13	Weapon becomes good or lawful for the purpose of overcoming damage reduction
15	Weapon acts as adamanting for the purpose of

15 Weapon acts as adamantine for the purpose of overcoming damage reduction

Only a single *blade rune* may be placed on a weapon at a time. The effects are temporary; a silver sword does not remain silver when the duration expires. Arrows, sling bullets, or crossbow bolts may be affected as a group of 20. A missile weapon affected by this rune bestows its bonuses to its ammunition.

Rune of Sigrunsen (Stonebreaker Rune)

Level: Cleric 4, Sorcerer/wizard 4

Saving Throw: Reflex half

Also called the *stonebreaker rune*, this spell functions like *rune* of *Liadmura* (except as noted), and is primarily used in mining to shorten the labor of creating miles-long tunnels. When triggered, it breaks apart unworked stone (but not earth or masonry) in a violent explosion, dealing 4d12 points of damage to the stone and all creatures within 30 feet and deafening all creatures within 50 feet for 10 rounds. A successful Reflex save halves the damage and the duration of the deafening effect. The typical trigger for this *rune* is a rat or mouse sent into the radius of the spell. When time permits (such as in overland treks), it is sometimes carved onto a mountain path to delay pursuit.

Only a single such *rune* can be inscribed within a 60 foot radius. Attempts to inscribe a second such *rune* within triggering distance of an existing *rune* uses up the material components and the spell slot, but the second *rune* fades immediately and cannot be triggered.

Given its inherent instability and destruction of the surface beneath it, the *rune of Sigrunsen* cannot be made permanent.

Rune of Velund (the Magebane Rune)

Level: Cleric 4, Sorcerer/wizard 4 Saving Throw: None

The *rune of Velun*, often called the *magebane rune*, generates a magic dampening aura when triggered. Creatures within 60 feet of the *rune* have difficulty generating magical power, either arcane or divine. The *rune* creates an area of spell resistance, forcing any spell cast in its area to overcome SR 16 or be lost. Even spells of 4th level or lower not normally affected by spell resistance are affected by the *rune of Velun*. Whenever a spellcaster overcomes the rune's spell resistance, the rune's SR drops by 2 points. Whenever a spellcaster fails to overcome the rune's spell resistance, its SR remains unchanged.

When the *rune of Velun*'s counterspelling effect drops below SR 10, the spell ends.

Speak with Ancestors

Divination Level: Cleric 4 Components: V, S, M, DF, XP Casting Time: 10 minutes Range: Personal Target: You Duration: 10 minutes/level (see text)

You contact your dwarven ancestors or members of your clan and ask questions related to their lives and knowledge. You are allowed one such question per caster level. The answers given are correct within the limits of the ancestor's knowledge. "I do not know" is a legitimate answer, because dwarven ancestors

know primarily matters of Craft, Knowledge (architecture and engineering), Knowledge (dungeoneering), Knowledge (history), and the like. Most answers are a single sentence or a short phrase (five words or less), combined with patronizing wisdom and extended advice about how the questioner should proceed, and how much better things were during the ancestor's time. Each question requires 1 round to ask, and 10 minutes to answer.

The spell, at best, provides information to aid character decisions. The ancestors structure their answers to further their own purposes, especially to advance their own clan's causes and reputation, as they see it. If the caster lags, ignores the ancestor's long-winded advice, discusses the answers with others, or goes off to do anything else, the spell ends. Likewise, any especially distressing or dangerous answer requires the caster to make a DC 15 Diplomacy check. If the check fails, the spell ends.

This spell is not granted by deities to non-dwarves.

Material Component Holy (or unholy) water and an ancestor idol. XP Cost 50 XP

Volund's Instant Pillar

Transmutation [Earth] Level: Cleric 1, druid 1 Components: V, S, DF Casting Time: 1 standard action Range: Close (25 ft. +5 ft./level) Area: 5 ft. square Duration: 1 round/level Saving Throw: Special Spell Resistance: None

Upon completing this spell, a short pillar of stone and earth rises abruptly from the earth in the target area. The *pillar* reaches 5 feet high and is 3 feet in diameter. The column has hardness 8, 300 hit points, and a break DC of 25. Because the stone pillar does not fill the entire space, it does not block movement but is considered difficult terrain. The *pillar* grants cover to any Medium or smaller



creature in its square. A Medium or smaller creature in the square where the pillar rises must make a Reflex save to avoid being suddenly shoved upward with the force of the pillar. Those that fail are knocked prone in the square.

Volund's Instant Pillar, Greater

Transmutation [Earth] Level: Cleric 3, druid 3 Area: 15-ft. radius burst

This spell functions like Volund's instant pillar, except it creates numerous pillars (one per square in area of effect).

Volund's Rending Grasp

Transmutation [Earth] Level: Cleric 3, druid 3

This spell functions like Volund's vengeful grasp, but it also prevents the target from charging and deals 1d4 points of damage per round. Any round in which the target makes his Reflex save, he avoids taking damage and can move and charge freely (but this does not end the spell effect).

Material Component A small clay disc carved with an image of a claw

Volund's Vengeful Grasp

Transmutation [Earth] Level: Cleric 1, druid 1 Components: V, S, M Casting Time: 1 standard action Range: Touch Target: 1 creature Duration: 1 round/level Saving Throw: Special (see text) Spell Resistance: Yes

This spell causes tiny, grasping hands to burst up from the earth to grab and harass the target. Each round, the target must make a Reflex save as a swift action or suffer a 10 foot penalty to his base speed (minimum 0 ft.). Succeeding at a Reflex save does not end the spell, it merely frees the target from the spell's effects for 1 round. This spell affects other modes of movement as well, such as burrow and climb. Flying and swimming creatures are immune to its effects. The movement slowing effect of this spell does not stack with those of similar spells, such as slow.

Material Component A small clay disc.

AGIC ITEMS AND Dwarven Technology

The dwarves of the Ironcrag cantons are both steeped in the lore and traditions they brought with them from the north, and also caught up in the fire and fury of human, kobold, and even elven invention and discovery.

The work of cantonal dwarves in mining is closely tied to metalwork and forgecraft, and those discoveries keep their mountain fortresses relatively impregnableexcept from other dwarves and from the forsaken. Innovations of both dwarves and their derro kin are provided here, as well as magic items derived from dwarven craftsmanship.

WEAPONS

In addition to the dwarven urgrosh and waraxe, dwarves of the Cantons and far north developed two other specialized weapons: the Nordmansch greataxe and Tijino poleax.

Dwarven Weapons (Two-Handed Melee)

Martial Weapon	Cost	Dmg (S)	Dmg (M)	Crit	Range Incr.	Weight	Туре
Poleax, Tijino*	25 gp	2d4	2d6	×3	-	12 lb.	Slashing
Exotic Weapon	Cost	Dmg (S)		Crit	Range Incr.	Weight	Туре
Greataxe,	50 gp	1d10	1d12	×3	_	8 lb.	Slashing

* Reach weapon

NORDMANSCH GREATAXE

The Nordmansch greataxe likely originated with the foresters and lumberjacks of the Ordenn Forest, who found a secret way of making axe heads they continue to keep secret. The Nordmansch now make more axes than their woodsmen really need.

The Nordmansch greataxe is a two-handed weapon built to sunder other weapons. Its edge is hardened especially for this purpose, and its haft is likewise set with trapping prongs to catch and hold a foe's weapon.

If you have the Improved Sunder feat, the Nordmansch greataxe provides a +2 equipment bonus on all sunder attempts, in addition to the usual +4for using a two-handed slashing weapon in a sunder attempt.

TIJINO POLEAX

The Tijino poleax bears a long axe blade in front, with a long, looping backhook designed to unhorse riders.

The Tijino poleax has reach. You can strike opponents 10 feet away with it, but you cannot use it against an adjacent foe.

When you use a Tijino poleax and strike a mounted rider, the rider must immediately make a DC 25 Ride check or fall from his mount. Even if he succeeds, he suffers a -5 penalty on all other Ride checks until the beginning of his next turn.

Dwarves of the Ironcrags |43

Dwarven Magic

You can use the Tijino poleax to make trip attacks. If you are tripped during your own trip attempt, you can drop the Tijino poleax to avoid being tripped.

MAGIC ITEMS

Dwarven magical innovation and the innate dwarven love of creation combine in their crafting and development of magic items. The following is but a sample of new kinds of items created by the dwarves.

AIR SEED

When cracked or shattered (hardness 8, hp 2, Break DC 22), this plum-sized nearly spherical sandstone releases a 10 foot burst of fresh, breathable air, displacing other gases in that area. Within that area, the blast acts as a gust of wind spell (Fort DC 14), except that it can only blow back creatures a maximum of 10 feet. If used underwater or in a vacuum, the air lasts only long enough for those inside to fill their lungs once. Otherwise, it provides up to 10 minutes of breathable air for any number of creatures in the area.

Faint evocation; CL 5th; Craft Wondrous Item, *gust of wind*; Price 500 gp; Weight 1/2 lb.

BEAR CLOAK OF BAREICKS

This thick bear-fur cloak provides excellent protection against the cold in the form of cold resistance 10. In addition, the cloak also allows you to change into a brown bear (**MM** 269), as the spell *polymorph*. You may assume bear form no more than once per day, but you may stay in the form indefinitely. If killed, you revert to your normal form.

Your armor and equipment become part of your body and are nonfunctional. Whenever you shift forms, you regain lost hit points as if you rested for a night.

Moderate transmutation; CL 7th; Craft Wondrous Item, *polymorph, resist energy*; Price 16,000 gp; Weight 4 lb.

BLACK SHIELD OF GRISAL

A shield treated by Grisal to become a *black shield of Grisal* is specially empowered to provide protection against the undead. This special ability grants you a +2 divine bonus on all saving throws made against spells and abilities of any undead creatures. It can only be added to shields.

Moderate abjuration; CL 3rd; Craft Magic Arms and Armor, *resistance*; Price +2,000 gp.

DWARVEN OILCAN

These oilcans were created to assist dwarven engineers in the daily maintenance of their great works. A dwarven oilcan holds 2 quarts of oil and refills at the rate of 1 pint per hour (thus, if fully emptied, it takes 4 hours for the oilcan to refill). The lubricating oil produced by the dwarven oilcan is of superior quality. The oil is extremely difficult to light on fire. You can dump out the entire contents of a full dwarven oilcan as a fullround action, creating an oil slick identical to a *grease* spell. If used in this way, the oil lasts for 5 rounds and the dwarven oilcan requires then 4 hours to refill.

Faint conjuration; CL 1st; Craft Wondrous Item, *grease*; Price 2,000 gp; Weight 1 lb.

EVERFLOWING BOWL

This smooth, stone bowl feels especially cool to the touch. It holds up to a pint of water. When placed upon the ground, the bowl automatically draws water from the earth and air, filling itself in 1 hour. In especially arid environments, the bowl refills itself in 8 hours. The bowl never overflows itself.

Faint conjuration; CL 1st; Craft Wondrous Item, *create water*, Price 250 gp; Weight 1 lb.

HAMMERFALL SHIELD

A Hammerfall shield is a +1 heavy steel shield famed across the cantons for its special abilities. Two kinds of Hammerfall shields exist, differentiated by the symbols they bear.

Animal Symbol: A Hammerfall shield bearing a stylized animal symbol (either a bear or a wolf) can summon the appropriate animal as a swift action once per week. A shield with a bear summons one black bear (MM 269), while a shield with a wolf summons two wolves (MM 283). The animals last for 5 rounds and are absolutely loyal to you. You can command them as if using speak with animals, and they obey even suicidal commands without hesitation (of course, as summoned creatures, they do not actually die but are merely returned from whence they came).

Faint conjuration; CL 5th; Craft Magic Arms and Armor, Craft Wondrous Item, *summon nature's ally II*; Price 10,170 gp; Weight 15 lb.



Weapon Symbol: A Hammerfall shield with a weapon symbol (usually an axe or hammer, but sometimes a military pick or other iconic dwarven toollike weapon) can summon a *spiritual weapon* once per week, as the spell. The *spiritual weapon* that appears is the same kind as the weapon depicted on the shield. The spiritual weapon lasts for 5 rounds and uses your attack bonus to hit.

Faint conjuration; CL 5th; Craft Magic Arms and Armor, Craft Wondrous Item, *spiritual weapon*; Price 10,170 gp; Weight 15 lb.

INLAY ANVIL

These rare items were created within the Golden Citadel before it was sealed, and only a few were smuggled out before that canton's closure. An *inlay anvil* is a jeweler's anvil that heats nonferrous metals (including their alloys, such as brass or bronze) with a command word. You can control the temperature of the heated metal with great precision and can melt any kind of nonferrous metal without the anvil itself growing any warmer. Ferrous metals are immune to the abilities of the inlay anvil.

An *inlay anvil* grants a +5 competence bonus on any Profession check or Craft check when you are working exclusively with nonferrous metals.

Faint Transmutation; CL 3rd; Craft Wondrous Item, *heat metal*; Price 2,500 gp; Weight 30 lb.

PROSPECTING COMPASS

Miners use *prospecting compasses* to find veins of mineral-rich ore. By concentrating on the type of mineral you wish to mine, the needle of the compass points in the general direction you should dig, granting you a +5 competence bonus on Profession (Miner) and similar skill checks.

Faint Divination; CL 3rd; Craft Wondrous Item, *locate object*; Price 2,500 gp; Weight —.

SCREAMING BOLTS OF ST. MISCHAU

Screaming bolts of St. Mischau resemble normal crossbow bolts, but they explode on impact, generating a small blast of sound and concussive force. A creature struck by a *screaming bolt of St. Mischau*, and all creatures adjacent to him, must make a DC 15 Fort save or be stunned for 1 round. If the bolt misses its target, it does not release its blast and has a 50% chance of surviving the shot.

Moderate evocation; CL 3rd; Craft Magic Arms and Armor, *sound burst*; Price 200 gp each; Weight 10 per 1 lb.

Soul Blades of Grisal

A *soul blade of Grisal* is literally forged as a home to the spirit of a dwarven ancestor, someone revered by the clan and honored by the canton's greatest smiths after death. This typically involves first making a sword or ax using ashes from the deceased in the steel itself, and then a prolonged ritual ceremony to first question the ancestral spirit (not all wish to be bound in this way) and then to infuse that spirit into the blade. Once the blade is forged, blessed, and enchanted, it becomes a weapon with a soul.

You may, at the start of any combat, choose to allow the spirit of the blade to control your actions in the ensuing battle. In most cases, this means gaining a +2 bonus on attack and damage rolls, and the inability to choose targets or choose when to stop fighting (the GM determines your targets and when combat ends, although the *soul blade* never causes you to act suicidally). This is a popular gift for young or inexperienced warriors, a way to save themselves when overmatched. Some cantons, especially Nordmansch and Wintersheim, consider ceding control in this way somewhat shameful and the mark of poor training. In addition, once per month you may consult with the soul bound to your blade, as the *speak with ancestors* spell (see page 42).

The use of *soul blades* has a distinct history of peril. "Blade berserkers" are those who lose themselves in the red haze of bloodletting at the behest of an angry *soul blade*, and more than one dwarven warrior faced execution because his *soul blade* went too far and led to the murders of several companions. In addition, dark tales told at the deep of night tell of some souls becoming disgruntled with their existences and attempting to completely usurp control of their bladewielders, although most craftsmen and blade-wielders dismiss these tales as little more than urban legends.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *speak with ancestors*; Price +2.

Dwarven Magic

VOLUND'S BREASTPLATE

A *Volund's breastplate* at first glance appears foolishly ornate. The breastplace is always made to look like an elaborately detailed head of Volund the Smith, with complex hair in braids, a finely-etched beard, and deep eye sockets. All such areas are places a weapon can easily catch and bind, which is deliberate. The armor is designed to catch piercing and slashing weapons, possibly disarming the wielders.

Once per round as an immediate action, you may make a free disarm attempt (with a +4 bonus from the armor itself) against any creature attacking you with a manufactured piercing or slashing weapon. If you succeed, the attacker is disarmed and the weapon remains stuck in your *Volund's breastplate*.

Moderate transmutation; CL 7th; Craft Arms and Armor; Price +1 (can only be added to a breastplate).

WOLF CLOAK OF WINTERSHEIM

This layered wolf-pelt cloak provides cold resistance 10. In addition, the cloak also allows you to change into a dire wolf (**MM** 65), as the spell, *polymorph*. You may assume wolf form no more than once per day, but you may stay in the form indefinitely. If killed, you revert to your normal form.

Your armor and equipment become part of your body and are nonfunctional. Whenever you shift forms, you regain lost hit points as if you rested for a night.

Moderate transmutation; CL 7th; Craft Wondrous Item, polymorph, resist energy; Price 16,000 gp; Weight 3 lb.



Derro equipment is rarely well-kept, but some of it is surprisingly well-made and inventive. Derro wear good armor and clothes, but care for them sporadically. For the most part, derro make their own clothing, armor, weapons, and equipment, and as a result many such items bear peculiarities unique to the derro.

Cave Dragonscale Shields

The derro developed a method of attaching cave dragon scales to light shield frames that no other race seems able to emulate. These masterwork shields function in all ways like Small heavy steel shields, but with an armor check penalty of 0. A cave dragonscale shield costs 250 gp, if one can be purchased at all.

Derro Helmets

The strangest garment common among the derro is the beloved bone-inlaid helmets with openings for hair, ears, and eyes. The hair openings serve no practical purpose, but when successfully questioned, derro argue that they need to let their hair flow naturally in order to hear their leaders' voices.

Studded Leather

Derro often dye and decorate their studded leather much more elaborately than most other creatures and with greater love than they show better armors. Some suits are simply black with white spots, while others bear swirls in shades of brown, black, and gray. Those with more elaborate tastes or the rare flamboyant streak go so far as to add bright colors to their studded leather.

Messenger Bats

Some derro possess a strange affinity for tiny cave creatures, typically bats. Trained messenger bats go where they are told, and carry small messages in tiny scroll cases attached to their hind legs. Because they resemble all other cave bats, they are usually a safe way to transmit messages quickly; the bats cover 32 miles per 8 hours flying. Messenger bats usually sell for 25 gp apiece.

Poison Net

The derro have learned how to weave a complex type of netting using a combination of monstrous spider silk and fibers from a dried mushroom. They coat these nets with contact poison such as weeping poison. Any creature caught in a poison net is subjected to the poison once per round, as are any creatures attempting to help the victim out of the net. A poison net holds up to five doses of poison. Poison nets sell among the derro for 100 gp, but non-derro simply cannot purchase them.

Weeping Poison

Brewed from a potent combination of mineral toxin and vermin venom, derro bluetear, or weeping poison, is a powerful injected poison only made by derro elders and alchemists. It is named for the copious tears that its paralyzed victims shed, both when they are captured and when the derro begin their vile tortures.

Injury DC 17; initial 2 Dex, secondary 1d6+3 Dex and paralysis; 750 gp.

Weeping poison originally appeared in **KOBOLD** QUARTERLY #1 and **KOBOLD ECOLOGIES VOL I**.

DERRO INSANITY TECH

The forsaken deep beneath the mountains are madmen, but they are not fools. They remember how to craft weapons, brew poisons, and take and hold a foe's power. Totems, black magic, and devilish pacts are all meat and drink to the derro crafters. These are some of their creations.

Addrikah's Trophy

This severed head is kept in a net and usually tied to a belt, forever mumbling and muttering. Over time, it usually rots to nothing more than a chattering skull.

Once per day as a standard action, you may command the head (with a command word) to begin stridently cursing and babbling, replaying the final torturous moments that created it. When activated, all creatures other than yourself within a 30-foot-radius burst must make a DC 16 Will save or be confused, per the *confusion* spell, for 5 rounds.

Moderate enchantment; CL 7th; Craft Wondrous Item, *confusion*; Price 10,000 gp; Weight 1 lb.

Alembic of Essential Distillation

This massive contraption of connected pipes and glass globes features a central sphere spacious enough to seal a large creature inside.

Placing a living creature within the *alembic*, half-filling the spheres with water (about 200 gallons), and setting the center chamber to boil (this takes 10 minutes) activates the magic of the device. It can be used once per day. A living creature inside the *alembic* when it is activated must make a DC 16 Fort save or take 5d6 points of damage each round until dead. Bodies of creatures killed within the alembic are converted to a sludge. Placing an already dead body into the *alembic* and activating it has no effect.

When utilized to render certain creatures, the resulting sludge can fill the canisters of derro bombards, negating the spell requirements and halving the cost for creation. The *alembic* can hold one Large, two Medium, or eight Small creatures at a time.

Chaos Beast: A single Medium chaos beast provides enough sludge for two *mindshatter canisters*, while a large chaos beast fills four.

Humanoids: Each Small creature produces enough sludge for two *murderous bombard* canisters, a Medium creature fills four, and a Large creature fills eight canisters.

Oozes: A Medium ooze provides enough sludge for two *sloughide bombards*, while a Large ooze fills four. Strong transmutation; CL 11th; Craft Wondrous Item, *curse water, disintegrate*; Price 25,000 gp; Weight 1,500 lb.

MINDSHATTER BOMBARD

This brass and crystal cylinder has a funnel on one end and a wooden plunger on the other. A rare vermilion solution sloshes and boils inside the canister.

As a standard action, you can fire the *bombard* in a 45-foot-long line, emptying the cylinder of the solution within. All creatures on this line must make a DC 15 Fort save or take 1d2 points of Wisdom drain, followed by another 1 point of Wisdom drain every minute thereafter. Once begun, the effect lasts for a victim until it makes two consecutive successful saving throws or its Wisdom is reduced to 0. A single successful saving throw prevents Wisdom drain for that minute. Those who fail and are reduced to 0 Wisdom enter a vegetative state, able to shuffle along if led.

Similar to the chaos beast's corporeal instability ability, a *mindshatter bombard*'s Wisdom drain is not a disease, curse, or poison, and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but does prevent Wisdom drain (and the need

Dwarven Magic

to make saving throws) for the duration of the spell. A *greater restoration, heal*, or *restoration* spell removes the affliction, but a separate *restoration* is necessary to restore any Wisdom drain.

A *mindshatter bombard* is a single-used item. Faint necromancy; CL 9th; Craft Wondrous Item, *baleful polymorph*; Price 2,750 gp; Weight 4 lb.

Murderous Bombard

This crystal and brass cylinder is tipped with a silver funnel and sports a plunger on the opposite end. A gruesome crimson slurry sloshes inside with strange floating bits of ivory.

As a standard action that provokes attacks of opportunity, the *murderous bombard* creates a 40-footlong line of spewed blood, emptying it of the slurry within. Creatures along the line must make DC 16 Will saves or suffer from a homicidal rage for 5 rounds.

A victim suffering from homicidal rage always attacks the nearest target (even allies) using the best items and tactics available. This murderous frenzy prevents spellcasting but not magic item activation requiring spell completion.

A *murderous bombard* is a single-use item. Moderate enchantment; CL 7th; Craft Arms and Armor, *confusion*, *rage*; Price 2,150 gp; Weight 4 lb.

ROD OF REPOSSESSION

The appearance of this rod depends on the preferences of its crafter, but regardless of appearance, all *rods of repossession* bring items to their wielders' hands. As a standard action, three times per day, you can command the rod to draw an object weighing up to 25 pounds to itself from up to 30 feet away as a standard action. If you have a free hand, you can direct the object directly to it. Otherwise, the object adheres to the *rod* until removed or the effect is dismissed as a free action. An item adhering to the *rod* cannot be used and does not function while so adhered. Clothing, cloaks, capes, belts, footwear, and all worn magic items automatically resist the effect. Other objects that are held, worn, or otherwise attended to receive a DC 20 Will save to resist the effect. You can use the rod as part of a disarm attempt, gaining a +4 bonus on the disarm roll. This is a part of the disarm action and counts toward the daily limit of the rod's power.

Moderate Transmutation; CL 9th; Craft Rod, *telekinesis*; Price 24,000 gp.

SLOUGHIDE BOMBARD

This brass and crystal cylinder has a funnel on one end and a wooden plunger on the other. The *bombard* is filled with a clear gelatin-like solution.

As a standard action, you can fire the *bombard* in a 45foot line attack, emptying the cylinder of the solution within. Creatures along the line that fail a DC 15 Reflex save are paralyzed for 5 rounds and take 1d6 points of acid damage per round.

A *sloughide bombard* is a single-use item. Faint evocation; CL 3rd; Craft Wondrous Item, *acid splash*, *hold person*; 600 gp; Weight 4 lb.







The dark places under the mountains, hidden from the sun, seem to spawn no end of gruesome, foul, and loathsome things. The devil-tainted and gold-infested halls and caverns of Mount Rygar is no exception, and beneath the sleepy peaks of the Ironcrag Mountains dwell creatures fell and foul. Many of the creatures presented here find their unnatural genesis in the machinations of Mammon and his accursed cult.



A patch of tangled, lacey moss clings to the ceiling above, slowly pulsing with an eerie glow. Among the soft, feathery mass, stems gently writhe, periodically dusting the ground below with a twinkling of phosphorescent spores.

Cavelight Moss

CR 6

Always N Large plant Init +0; Senses blind, blindsight 30 ft., low-light vision; Listen +8, Spot +9

DEFENSE

AC 18, touch 9, flat-footed 18 (+9 natural, -1 size)

hp 72 (8d8+36)

Fort +10, Ref +2, Will +3

DR 5/slashing; Immune electricity, illusions and visual effects, plant traits; Resist acid 10, cold 10, fire 10

OFFENSE

Spd 5 ft., climb 5 ft. Melee 2 tendrils +12 (1d4+7 plus Strength drain) Space 10 ft.; Reach 10 ft. Special Atk improved grab, strength drain

TACTICS

- **Before Combat** Lacking much real intelligence, a cavelight moss attempts to avoid aggressors by appearing to be simply part of the environment. It waits until prey is nearby before thrusting its tendrils at them and sapping their strength.
- **During Combat** A cavelight moss relies on its strength and sticky tendrils to constrict and drain its victims of their strength before consuming them. When engaged by several foes, a cavelight moss grabs

one combatant with a tendril while lashing out at the others.

Morale A cavelight moss has little chance of escaping an attacker and, as such, fights to the death.

STATISTICS

Str 25, Dex 10, Con 18, Int 1, Wis 13, Cha 5 Base Atk +6; Grp +17 Feats Ability Focus (Strength Drain), Alertness, Power Attack

Skills Listen +8, Spot +9 SQ plant traits

ECOLOGY

Environment underground Organization solitary or infestation (2-10) Treasure none Advancement 9-13 HD (Large); 14-18 HD (Huge); 19-24 HD (Gargantuan) Level Adjustment —

SPECIAL ABILITIES

A cavelight moss has the following special abilities.

- Blindsight (Ex) A cavelight moss has no visual organs but can sense creatures within 30 feet due to their sounds, vibrations from movement, and pheromones.
- **Constrict (Ex)** A cavelight moss deals 1d4+7 points of damage with a successful grapple check.
- **Improved Grab (Ex)** To use this ability, a cavelight moss must hit with its tendril attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.
- **Lumination (Ex)** The chemicals within a cavelight moss cause the entire creature to glow and shed light as a torch. A cavelight moss cannot suppress this effect. It can, however, diminish the light produced to shed illumination as a candle.

Monsters

- Strength Drain (Su) Living creatures hit by a cavelight moss's tendril attack or caught up in its grapple must succeed on a DC 20 Fort saving throw or take 1d6 points of Strength drain. A creature that makes its Fort save is immune to that particular cavelight moss's strength drain ability for 24 hours. The save DC is Constitution-based. On each successful attack, a cavelight moss gains 5 temporary hit points.
- Skills When encountered among darkglow moss or other luminescent plant life, the cavelight moss gains a +12 racial bonus to Hide in order to blend in.

Appearing as a large patch of bio-luminescent flora, adventurers and subterranean inhabitants frequently mistake cavelight moss for a benign organism. This creature savors the taste of living flesh and renders its meal immobile before starting the long process of digestion. A cavelight moss glows a pale, yet warm, yellow light. When agitated, the light emitted changes to a cold blue hue.

Ecology

Like normal moss, a cavelight moss is a collective of smaller life forms patched together and sharing sensations. Barely cognitive, a cavelight moss spends its time positioning itself above well-traveled sections of caverns. A cavelight moss mostly feeds on cave rats, snared bats, and crawling insects that call the darkened depths home. When a cavelight moss becomes aware of larger prey, it begins the slow and arduous task of quietly moving toward the larger creatures, staying safely outside the main area of habitation. Many underground denizens understand the dangers of cavelight mosses and seek to eradicate them when found.

A cavelight moss lives a simple existence, and when in a safe area inhabited by weak animals, one can survive for close to 200 years. The spores from a cavelight moss glow like their parent and when a particular specimen stays in place for several decades, the place where it grew may glow for years after its death. If flesh and blood creatures die in such an area, a new cavelight moss has the potential to grow. When a cavelight moss disperses spores over the area in which it hunts, the fallen carcasses of its victims allow the spores to germinate into new organisms. In lean times, these spores can germinate, albeit slowly, on guano or other areas rich in moisture and organic nutrients.

Habitat And Society

Only in extreme cases, where a cave system has no true protectors and food is plentiful, do these creatures ever congregate. When they do, they form a close-knit colony covering strategic locations where prey typically roams. When the source of food moves on, the entire colony slowly disperses, following the lure of living flesh. Cavelight moss tends to drain an ecosystem of food sources before moving on. Cavelight mosses avoid lit areas and remain a safe distance from any busy habitations, just close enough to capture any unwitting, wandering prey.





Stone made predatory beast, this creature's thick limbs end in jagged metallic claws and chipped stone teeth fill its powerful jaws. Rocky protrusions mark its durable hide and a serpentine tail lashes wickedly behind it.

Crag Drake

CR 8

NE Large dragon (earth) Init +6; Senses darkvision 60 ft., low-light vision; Listen +11, Spot +11

Languages Draconic, Terran

DEFENSE

AC 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, -1 size) hp 86 (10d12+20); fast healing 2 (special) Fort +9, Ref +9, Will +8 Immune acid, sleep effects, paralysis; Resist fire 10

OFFENSE

Spd 40 ft., burrow 20 ft. Melee bite +14 (1d10+4) and 2 claws +8 (1d8+4) Space 10 ft.; Reach 10 ft. Special Atk breath weapon Spell-like Abilities (CL 10th) 1/day—stone tell

TACTICS

- **Before Combat** A crag drake prefers to lurk within the surrounding stone waiting to ambush its victims. If unaware of prey, a crag drake uses its stone tell ability to locate an appropriate victim.
- During Combat A crag drake makes its first attack with its acidic breath weapon and then launches into melee combat. A crag drake utilizes its mastery of its environment and stays in motion, weaving in between combatants and narrow passages to gain a strategic point to use its breath weapon whenever available.
- **Morale** When reduced to below 40 hit points, a crag drake uses its *meld with stone* ability to slip into the rock and regain hit points. Since it can remain inside the stone indefinitely, a crag drake attempts to wait out any enemies or else emerge suddenly once fully healed.

STATISTICS

Str 19, Dex 14, Con 15, Int 13, Wis 12, Cha 16 Base Atk +10; Grp +18

Feats Ability Focus (breath weapon), Improved Initiative, Power Attack, Weapon Focus (bite)

Skills Climb +18, Escape Artist +18, Hide +8, Intimidate +10, Jump +16, Listen +11, Move Silently +12, Search +9, Sense Motive +9, Spot +11



ECOLOGY

Environment Any underground or mountains Organization Solitary or clutch (2-8) Treasure None Advancement 11-16 HD (Large); 17-22 HD (Huge) Level Adjustment —

SPECIAL ABILITIES

A crag drake has the following special abilities.

- **Breath Weapon (Su)** 30-foot cone, once every 1d4 rounds, 6d6 acid, DC 19 Reflex halves. The save DC is Constitution-based.
- Fast Healing (Su) While using its *meld with stone* ability, a crag drake heals 2 points of damage each round, provided it has at least 1 hit point at the time it enters the stone.
- Meld with Stone (Su) A crag drake can *meld with stone*, as the spell, indefinitely.
- Squeeze (Ex) Able to compress and contort its body, a crag drake can easily slip through spaces not normally accessible to a creature of its size. For the purposes of determining when a crag drake must squeeze, treat it as one size category smaller. A crag drake can move into even smaller spaces by actually squeezing and treating its effective size as one size category smaller than its actual size.

Monsters

Skills A crag drake's powerful muscles and sharp claws lend well to its rocky habitat. The creature receives a +4 racial bonus on Climb and Jump checks. In addition, the crag drake is not considered flatfooted while climbing. A crag drake also receives a +8 racial bonus on Escape Artist checks due to its compressible form and slippery nature.

A crag drake is the bane of a successful mining operation. The creature stalks underground denizens and feeds on them and their precious minerals. Known to lie in wait for prospective miners and underground wanderers, the crag drake relies on a corrosive breath, vicious teeth and claws, and elusive tactics to wreak havoc on its victims. Since crag drakes rarely venture far from rich veins of metal or minerals, some prospectors consider them good luck—if not difficult obstacles to overcome. A crag drake's coloration and stealthy nature lends to its ability to skulk through darkened mine shafts and natural caverns. This hunting beast stands between 5 and 6 feet tall at the shoulder and nearly 15 feet long from flickering tongue to whipping tail. Powerful muscles and a dense rocky hide cause this creature to weigh in at roughly 1,200 pounds.

A crag drake lives only to hunt. Hunting both rich veins of minerals and precious metals as well as dwarves and other subterranean creatures, a crag drake makes its home at the top of the food chain. A crag drake prefers warm living flesh, but it delights in the rare delicacy of ore and mineral veins. These meals take much longer to consume, however, so a crag drake works to thin its competition to give it freedom to digest at its leisure.

Habitat And Society

A crag drake prefers to hunt alone, but in an especially rich location it might share the spoils with others of its kind. The clutch of crag drakes roam separate sections of the mountain in order to clear it of competitors, and then they convene on the vein to drain it dry, leaving pockets of corroded rock in their wake. A crag drake, being a creature of stone itself, finds comfort in the cramped bowels of the earth. The echoes of a quivering mountain rumbling through the yawning tunnels, the glittering of valuable materials lying just below the surface of rough stone, and the hiss and spew of pressurized steam and gasses seeping through slowsplitting fissures are the hallmarks of home for these prowling beasts.

ARAKHUL (TEMPLATE)

The darakhul are a race of intelligent ghouls that speak their own language and that feed with an eternal hunger for the flesh of sentient creatures. They visit the surface only when raiding. They call themselves "The People," and they consider all other races either food or slaves.

The darakhul retain their memories and skill after death, become ghoulish in appearance, and over time look less like they did in life. Darakhul hair falls out over decades, and its flesh and muscles sag and atrophy. A few are vain enough to use wigs or magic to maintain a mostly-living appearance, but most care nothing for the way they look.

A darakhul is created when a creature infected with darakhul fever survives the experience largely intact. Some necromancers claim becoming deliberately infected and thereafter eating only living flesh increases a creature's chance for success. The only person believed to succeed at this method was a necromancer named Uldar Ingreval, long since exiled from the Arcane Collegium.

Sample Darakhul

This creature was once a stout and hearty dwarf. His thick arms now end in wicked claws and his wide jaw is extended, grotesque, and filled with needle-sharp teeth. Despite his almost bestial undead appearance, a healthy glimmer of intelligence shines behind his eyes.

Darakhul Dwarven Fighter 6

CR 8

NE Medium undead Init +3; Senses darkvision 120 ft.; Listen +8, Spot +8 Languages Common, Dwarven, Undercommon DEFENSE

AC 27, touch 11, flat-footed 26 (+8 armor, +1 Dex, +4 natural armor, +4 shield)

hp 30 (6d12 HD)

Fort +7, Ref +8, Will +8

Immune undead immunities; Resistance +4 turn resistance; Weakness daylight vulnerability

OFFENSE

Spd 20 ft., burrow 10 ft.

Melee mwk dwarven waraxe +12/+7 (1d10+9) and bite +11 (1d8+3 and 1d4 Con [DC 16 resists] plus darakhul fever and paralysis) and claw +11 (1d4 +3



plus darakhul fever and paralysis) or mwk dwarven waraxe +14/+9 (1d10+9) or bite +13 (1d8+3 and 1d4 Con [DC 16 resists] plus darakhul fever and paralysis) or 2 claws +11 (1d4 +3 plus darakhul fever and paralysis)

Ranged light crossbow +10 ranged (1d8/19-20)

TACTICS

- During Combat Hronogar tries to keep the attention of heavily armored fighters and uses a full +6 Power Attack against lightly armored foes. If he misses more often than hits, he halves the amount of his Power Attack. If he still misses, he drops it completely.
- Morale Hronogar fights until destroyed, as he knows that captured undead tend to not survive long anyway.

STATISTICS

- Str 24, Dex 17, Con —, Int 16, Wis 18, Cha 14 Base Atk +6; Grp +13
- Feats Devour, Eater of the Dead, Great Fortitude, Iron Will^B, Lightning Reflexes^B, Multiattack^B, Power Attack, Tower Shield Proficiency, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)
- Skills Climb +24 (+15 if tower shield not stowed), Jump +16 (+7 if tower shield not stowed), Intimidate +19, Listen +8, Spot +8

SQ stability, stonecunning

Gear masterwork dwarven waraxe, masterwork light crossbow, masterwork full plate, masterwork tower shield, +2 gauntlets of strength, 15 gp of cursed gold.

SPECIAL ABILITIES

Darakhul Fever (Su) Disease—bite; DC 15; incubation 1 day; damage 1d6 Con and 1d3 Dex.

Creating a Darakhul

"Darakhul" is an acquired template that can be added to any corporeal dragon, fey, giant, humanoid, magical beast, or monstrous humanoid creature (referred to hereafter as the base creature).

A darakhul uses all the base creature's statistics and special abilities except as noted here.

Size and Type The creature's type changes to undead (with the appropriate augmented subtype). Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged. The creature retains any subtypes except alignment subtypes and retains all the base creature's statistics and special abilities except as noted here.

Hit Dice Increase all current and future Hit Dice to d12s.



Speed If the base creature has a burrow speed, the darakhul's burrow speed increases to match its base speed (if its burrow speed is greater, its base speed increases instead). If the base creature cannot burrow, the darakhul gains a burrow speed at half its normal speed. If the base creature can fly, its maneuverability rating drops one category (minimum of clumsy).

Armor Class The base creature's natural armor bonus improves by +4.

Attacks A darakhul retains all the attacks of the base creature and also gains a bite attack (as a primary natural attack) and two claw attacks (as secondary natural attacks) if it didn't already have them. If the base creature can use weapons, the darakhul retains this ability. A creature with natural weapons retains those natural weapons as secondary attacks. A darakhul

Monsters

fighting without weapons uses either its claws and bite or its primary natural weapon (if it has any). A darakhul armed with a weapon uses its bite and claw or a weapon, as it desires.

Damage Darakhul have bite and claw attacks. If the base creature does not have these attack forms, use the appropriate damage value from the table below according to the darakhul's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Bite	Claw
Fine	1	
Diminutive	1d2	1
Tiny	1d3	1
Small	1d4	1d3
Medium	1d8	1d4
Large	1d10	1d6
Huge	2d6	1d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Special Attacks A darakhul retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 darakhul's HD + darakhul's Cha modifier unless noted otherwise.

Darakhul Fever (Su) Disease—bite; incubation period 1 day; damage 1d6 Con and 1d3 Dex.

A creature that dies while infected with darakhul fever must make a DC 20 Fort save. If the creature makes its save, it rises as a darakhul rather than a standard ghoul within an hour. A darakhul is a free-willed undead. A creature that fails this save rises as a standard ghoul or ghast and is controlled by the darakhul whose fever infected it.

Paralysis (Ex) Those hit by a darakhul's natural weapons must succeed on a Fort save or be paralyzed for 1d4+1 rounds. Elves are immune to this paralysis.

Special Qualities A darakhul retains all special qualities of the base creature and gains the following.

Turn Resistance (Ex) A darakhul has +4 turn resistance.

Damage Reduction (Ex) A darakhul with 11 or more HD gains DR 5/magic.

Darkvision (Ex) A darakhul have darkvision to a range of 120 feet.

Daylight Weakness (Ex) A darakhul suffers a -4 penalty on attack rolls and saving throws when in full daylight. A daylight spell confers only a -2 penalty.

Abilities Increase from the base creature as follows: Str +6, Dex +4, Int +4, Wis +4, Cha +6. As an undead creature, a darakhul has no Constitution score.

Skills A darakhuls gains skill points by class level. Darakhul have a +8 racial bonus on Climb, Intimidate, and Knowledge (dungeoneering) checks.

Feats A darakhul retains the feats it had in life. It gains Iron Will, Lightning Reflexes, and Multiattack as bonus feats, as long as the base character meets the prerequisites and does not already have these feats.

Ecology

Environment Any underground.

Organization Solitary, pair, patrol (3-6), raiding party (3-18), or outpost (20+).

Challenge Rating Same as the base creature +2. Treasure Standard

Alignment Always evil (any).

Advancement By character class.

Favored Class Fighter.

Level Adjustment +4.



DERRO FETAL SAVANTS

This creature appears to be a blue-skinned infant no older than a year. Its limbs flail and its head lolls with obvious lack of coordination, and it screams incessantly.

Derro Fetal Servants

CR 7

CE Tiny monstrous humanoid Init -5; Senses darkvision 60 ft., Spot +2, Listen -3

DEFENSE

AC 11, touch 11, flat-footed 11 (+2 size, -5 dex, +4 cage cover) hp 4 (2d8-4) Fort -2 Ref -2 Will +6 SR 21; Immune confusion, insanity; Vulnerable sunlight

OFFENSE

Spd 5 ft. Special Atk babble, soul exchange

TACTICS

During Combat Fetal savants use their babble ability randomly, selecting an appropriate host body among combatants as a whim. While possessing a host body, the savant attacks opponents wildly, relishing the physical power of its host creature's form.

Morale Helpless without aid, a fetal savant greedily attempts to remain in a host body as long as viable, but is aware enough of its own limitations so as not to flee with the body out of range of its soul exchange ability. Its fate is otherwise in the hands of its bearer.

STATISTICS

Str 1 Dex 1 Con 6 Int 6 Wis 5* Cha 16* Base Atk -5; Grp -Feats Ability Focus (babble) Skills Hide +3 SQ enchanted cage, madness

ECOLOGY

Environment Any underground. Organization Solitary plus 1 derro, pair plus 2 derro, or gathering (3-6 plus 1 derro per fetal savant) Treasure None

Advancement 3-4 HD (Tiny)

Level Adjustment —

SPECIAL ABILITIES

A derro feral savant has the following special abilities.

Babble (Su) The sight of potential host bodies so excites the fetal savant that as a free action it begins to babble and giggle madly and childishly, creating an insanity effect. All sane creatures within 60 feet of the fetal savant must succeed on a DC 15 Will save or be affected as though by a *confusion* spell for 1d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same fetal savant's babbling for 24 hours. The save DC is Charismabased.

Soul Exchange (Sp) As a full-round action, the fetal savant can attempt to take control of a creature within 90 feet, forcing an exchange of souls as the *magic jar* spell (CL 10th), but without a receptacle. The fetal savant can use this power at will. The victim can resist the attack with a successful DC 18 Will save. A creature that successfully saves is immune to the same fetal savant's soul exchange for 24 hours. If the save fails, the fetal savant takes control of the target body and ferociously attacks nearby opponents.

As a standard action, the fetal savant can shift from its host body back to its own, as long as it is within range, returning the victim's soul to its own body. If the host body is slain within range, the fetal savant returns to its original body and the victim dies (its soul departs). If the host body is slain out of range or the fetal savant's body is destroyed, both the fetal savant and the victim perish.

When trapped in the fetal savant's withered body, the victim is effectively paralyzed and helpless.

Enchanted Cage (Ex) The iron bars of the cage that holds the fetal savant provide cover for the creature. The cage has a hardness of 10 and 30 hit points and is considered an attended object when borne by a derro. In addition, the cage can absorb up to 20 spell levels of spells 4th level or lower. This spell

Dwarves of the Ironcrags 55

Monsters

energy dissipates almost immediately and cannot be retained, collected, or reused in any way.

Madness (Ex) Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

Vulnerability to Sunlight (Ex) A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Of the madness and insanity that resonates so strongly in derro society, perhaps there are none so twisted as these premature infants, born insane, and destined to lead their people further into madness. These tiny infants are known as fetal savants. Only the rarest of derro are born with the rapidly fading, unique ability to exchange souls with other creatures, and when so discovered, the babbling infants are treated with bizarre and maddened reverence. Placed in small, intricately wrought pillowed cages and borne aloft on hooked golden staves, the wild-eyed newborns are carried standard-like behind battle lines to sow madness and confusion among enemy ranks.

DOGMOLE

This mole-like creature is the size of a large dog, but its thick, barrel-shaped body looks as heavy as a fullgrown dwarf. A ring of tentacles sprouts above a mouth dominated by spade-like incisors. It has no visible ears and possesses only tiny, cataract-filled eyes, but it seems to sense its environment nonetheless.

Dogmole

CR 2

Always N Medium animal Init +7; Senses blindsight 30 ft., scent; Spot +1, Listen +3

DEFENSE

AC 16, touch 13 flat-footed 13 (+3 Dex, +3 natural) hp 19 (3d8+6) Fort +7 Ref +6 Will +2

OFFENSE

Spd 30 ft., burrow 10 ft., swim 10 ft. Melee bite +4 (2d4+2) and 2 claws -1 (1d4+1) Special Atk wormkiller rage

TACTICS

Before Combat Not normally aggressive, dogmoles warn off most enemies with a rumbling growl. They often attack large invertebrates on sight.

During Combat Dogmoles begin combat with a charge, raking with their claws and long incisors.

Morale Dogmoles typically retreat if seriously inured (brought below half their hit points), but fight to the death to protect their pack mates and young. When in the grip of wormkiller rage they fight until slain.

STATISTICS

Str 14, Dex 17, Con 15, Int 2, Wis 12, Cha 10 Base Atk +2; Grp +4 Feats Great Fortitude, Improved Initiative Skill Survival +5

ECOLOGY

Environment Temperate underground Organization Solitary or labor (2-8) Treasure None Advancement 4-7 HD (medium), 8-9 HD (large) Level Adjustment —

SPECIAL ABILITIES

Dogmoles have the following special abilities.

- **Burrow (Ex)** Dogmoles cannot burrow into solid rock, but they can move through softer material like soil or loose rubble, leaving a usable tunnel 5 feet in diameter.
- Wormkiller Rage (Ex) Wild dogmole packs are famed for their battles against the monsters of the dark caverns of the world. If it draws blood against a vermin, purple worm, carrion crawler, or other underground invertebrate, the dogmole gains a +4 bonus to Str and Con but suffers a -2 penalty to Armor Class. The wormkiller rage lasts for a number of rounds equal to 1 + 1 per Con bonus (minimum 1 round). It cannot end the rage voluntarily while the creature(s) that sent it into a rage still live.

The Ironcrag dwarves domesticated many subterranean creatures, among them a breed of giant talpidae commonly called dogmoles. Energetic and obedient, dogmoles pull ore-trolleys through mines, sniff out toxic gases and polluted waters, and help dig out trapped miners. Dogmoles are renowned for their ability to detect imminent cave-ins and burrowing monsters, making them welcome companions in the

depths. Outside the mines, dogmoles serve as pack animals, guardbeasts, and bloodhounds.

Derro also utilize dogmoles, but such creatures are scarred and brutalized savages, barely controllable even by their handlers.



Hide armor and scraps of mail are nailed onto this scarred and tattooed mole-like beast. A ring of tentacles sprouts above its mouth, which is dominated by spade-like incisors. The beast has no visible ears and possesses only tiny, cataract-filled eyes. Blood and foam fleck from its tentacled maw.

Dogmole Juggernaut

CR 6

Always N Large animal Init +6; Senses blindsight 30 ft., scent; Spot +1, Listen +3

DEFENSE

AC 20, touch 11, flat-footed 18 (+4 armor, +2 Dex, +5 natural, -1 size,) hp 95 (10d8+50) Fort +12, Ref +9, Will +4

OFFENSE

Spd 30 ft., burrow 10 ft., swim 10 ft. **Melee** bite +15 (2d6+8) and 2 claws +10 (2d4+4)

Special Atk ferocity, wormkiller rage

TACTICS

Before Combat Dogmole juggernauts slather and growl with anticipation of battle, clawing at the ground, gnashing their teeth, and head-butting nearby walls. Unless under strict control, they attack anything that comes near.

During Combat Dogmole juggernauts attack rabidly, beginning with a bull rush and overrun if possible.

Morale Trained from birth to completely ignore pain, juggernauts fight until slain. Even their handlers find it difficult to persuade them otherwise.

STATISTICS

Str 26, Dex 14, Con 20, Int 2, Wis 10, Cha 2 Base Atk +7; Grp +23

Feats Great Fortitude, Improved Bull Rush, Improved Initiative, Power Attack

Skills Escape Artist +6, Survival +5 **SQ** powerful build

ECOLOGY

Environment Temperate underground Organization Solitary Treasure None Advancement 11-15 HD (Large), 16-20 HD (Huge) Level Adjustment —

SPECIAL ABILITIES

A dogmole juggernaut has the following special abilities.

Burrow (Ex) Dogmole juggernauts cannot burrow into solid rock, but they can move through softer material like soil or loose rubble, leaving a usable tunnel 10 feet in diameter.

Ferocity (Ex) Dogmole juggernauts continue to fight without penalty even while disabled or dying.

Powerful Build (Ex) A dogmole juggernaut is treated as one size larger if doing so is advantageous to it (such as during grapple checks, bull rush attempts, and trip attempts, but not for the purposes of squeezing or Armor Class).

Wormkiller Rage (Ex) Wild dogmole juggernaut packs are famed for their battles against the monsters of the dark caverns of the world. If it draws blood against a vermin, purple worm, carrion crawler, or other underground invertebrate, the dogmole juggernaut gains a +4 bonus to Str and Con but suffers a -2 penalty to Armor Class. The wormkiller rage lasts for a number of rounds equal to 1 + 1 per Con bonus (minimum 1 round). It cannot end the rage voluntarily while the creature(s) that sent it into a rage still live.

What the derro have done with certain breeds of dogmole almost defies description. Brutalized from

Dwarves of the Ironcrags |57

Monsters

birth and hardened by scarification, foul drugs, and warping magics, the dogmole juggernaut is barely recognizable as a relative of its smaller kin. A furless mass of muscle, scar tissue, and barbed piercings clad in haphazard barding, a dogmole juggernaut stands 7 feet high at the shoulder and stretches 9 to 12 feet long. Its incisors are the length of shortswords.

Derro use dogmole juggernauts as mounts and improvised siege engines, smashing through bulwarks and breaking up dwarven battle lines. When not at war, derro enjoy pitting rabid juggernauts against one another in frenzied gladiatorial combats.

Fellforged

This brass automaton looks like a common gearforged, but its facial features carry a vaguely disturbing angularity that gives it an infernal cast. A darkly foreboding intelligence glows behind its eyes, and the entire being gives off an unsettling aura.

Fellforged

CR 5

LE Medium construct Init +5; Senses darkvision 60 ft., low-light vision; Listen +12 Spot +12 Aura unnatural aura (30 ft. radius)

DEFENSE

AC 15, touch 11, flat-footed 15 (+1 Dex, +4 natural)

hp 36 (3d10+20) Fort +1, Ref +2 Will +5

Weakness light sensitivity

OFFENSE

Spd 30 ft. **Melee** slam +4 (1d6+2)

Special Atk Constitution damage, violent escapement

TACTICS

- During Combat Fellforged move to close with opponents as quickly as possible, in order to take advantage of their slam attack benefits and the ability to damage adjacent foes with their violent escapement attack. They have little regard for the bodies they inhabit, and are not conservative with using their damaging and debilitating abilitites.
- **Morale** Fellforged hate life and fight until destroyed or until they have rendered themselves immobile with the use of their violent escapement ability.

STATISTICS

Str 14 ,Dex 12, Con -, Int 14, Wis 14, Cha 15



Base Atk +2; Grp +4

Feats Alertness, Combat Reflexes, Improved Initiative
Skills Diplomacy +6, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks)
SQ exorcism sensitivity, unnatural aura

SPECIAL ABILITIES

A fellforged has the following special abilities.

- **Constitution Damage (Su)** Although somewhat dulled by the interference of the clockwork body, the fellforged still possesses a deadly thirst for life energy. Creatures struck by a fellforged's slam attack take 1d6 points of Constitution damage.
- **Exorcism Sensitivity (Ex)** While the scullion body the fellforged inhabits was constructed to specially bind spirits, the foul presence of the wraith within is not invulnerable from particularly strong clerics. The fellforged is considered an undead creature of a number of HD equal to the fellforged's Hit Dice +4. Any successful turn attempt (even one resulting in destruction) merely forces the wraith out of the clockwork body. The wraith retains its current hit point total, but in all other ways it is a normal wraith (**MM** 258).
- Light Sensitivity (Ex) Fellforged never adjust to the light of day, and are dazzled in bright sunlight or the radius of a *daylight* spell.
- Unnatural Aura (Su) All animals, whether wild or domesticated, can sense the unnatural presence of fellforged at a distance of 30 feet. They do not willingly approach nearer than that and panic if

forced to do so, and they remain panicked as long as they are within that range.

Violent Escapement (Ex) With little regard for the clockwork bodies they inhabit, fellforged wraiths can stress and strain their mechanisms in such a violent manner that flywheels unwind, gears shatter, and springs snap. Once per round, as a move action, this violent burst of gears and pulleys can deal 2d6 points of damage to all adjacent foes (Reflex save DC 13 for half). The save DC is Charisma-based.

Each use of this ability imposes a cumulative –1 penalty on attack and damage rolls, skill checks, and saving throws, and reduces movement by 5 feet. If its speed is reduced to 0 feet in this manner, the fellforged becomes immobile and helpless until repaired. Repairing a fellforged requires a DC 16 Craft (gearsmithing) check and the expenditure of replacement parts worth 100 gp.

Fellforged are the castoff seconds of Zobeck's clockwork watchmen production, given foul sentience when the bodies, specially constructed as they are to house the spirits of the dead, come into contact with curious wraiths yearning to feel the corporeal world. The clockwork bodies trap the wraiths, which dull many of their supernatural abilities and gives them physical form. The wraiths, in turn, twist the bodies to their own use—even going so far as to destroy the body in their attempts to harm the living.



This tall, bronze-complexioned man is abnormally longlimbed and clad in armor of stained and battered coins. His wiry frame is festooned with mismatched bracelets, rings, and necklaces, each gaudier than the last. The easy smile on his face is cold with envy.

Gilded Devil

CR 8

LE Medium outsider (evil, extraplanar, lawful) Init +2; Senses darkvision 60 ft.; Listen +8, Spot +14 Languages Infernal plus any 3 humanoid languages

DEFENSE

AC 24, touch 12, flat-footed 22 (+6 armor, +2 Dex, +6 natural) hp 76 (9d8+36) Fort +10, Ref +8, Will +8 DR 5/good and 3/mundane; Immune fire, poison; Resist acid 10, cold 10; SR 23



OFFENSE

Spd 30 ft.

Melee +2 heavy flail +16/+11 (1d10+8 + 1 Wis/17-20) or slam +13 (1d6+6)

- Special Atk betrayal of riches, scorn base metals, scourge of avarice
- Spell-Like Abilities (CL 11th)
 - 3/day—dominate person (DC 20), greater scrying (DC 23)
 - At will—detect thoughts (DC 18), greater teleport (self + 50 pounds only), major image (DC 19), misdirection, polymorph (humanoid form only, self only, no limit on duration), suggestion (DC 19)

TACTICS

During Combat Gilded devils prefer to leave battle to manipulated mortals or dominated thralls. If forced into combat, they use *dominate person* on weakminded foes and make liberal use of their betrayal of riches power, favoring necklaces and periapts

Morale Gilded devils consume their jewels to heal themselves if reduced below 25 hp and flee if reduced to 10 hp or less.

STATISTICS

Str 18, Dex 15, Con 19, Int 17, Wis 14, Cha 22 Base Atk +9; Grp +13

Feats Improved Critical (heavy flail), Power Attack, Skill Focus (Bluff), Weapon Focus (heavy flail)

Monsters

Skills Appraise +15, Bluff +21, Concentration +16, Diplomacy +20, Disguise +18 (+20 acting), Intimidate +8, Knowledge (any 2) +10, Listen +8, Sense Motive +14, Sleight of Hand +10, Spellcraft +15, Spot +14, Use Magic Device +18 (+20 scrolls)

SQ liar's largess, voracious greed

ECOLOGY

Environment Hell

Organization Solitary, pair, or band (3-6) **Treasure** 1/2 standard, plus mail of tainted coins, 2,000 gp of jewelry, 500 gp of assorted coins

Advancement By character class; Favored Class rogue SPECIAL ABILITIES

A gilded devil has the following special abilities.

Betrayal of Riches (Su) A gilded devil can turn rings, necklaces, and other jewelry against their wearer as a standard action. The devil can affect any visible item of jewelry within 200 feet, twisting and constricting it into cruel barbs and spikes. The item receives a DC 20 Will save to avoid this effect.

The victim takes 3d6 points of slashing and piercing damage and a possible additional effect based on the item slot targeted. A successful DC 20 save negates the extra effect.

Slot	Save	Effect		
Arms or wrists	Fort	1d4 points of Strength damage		
Hand	Fort	1d4 points of Dexterity damage		
Eyes	Reflex	Permanently blinded		
Head	Fort	1d4 points of Charisma damage		
Feet	Reflex	Speed halved for 24 hours		
Neck	Fort	Stunned, unable to breathe for 1 round		
Other slot		No additional effect		

An item is treated as jewelry if it is made of a precious material (such as silver, gold, ivory or adamantine), adorned with gems, or both, and is worth at least 100 gp. All save DCs are Charismabased.

- Liar's Largess (Su) A gilded devil has influence over the recipient of a gift for as long as that creature retains the gift. The recipient receives a -2 penalty on saving throws against the gilded devil's abilities, and a further -10 penalty against scrying attempts made by the gilded devil. A successful *remove curse* or *break enchantment* against CL 11th removes this effect.
- Voracious Greed (Ex) As a standard action, a gilded devil can consume precious metals or gems worth up to 1,000 gp. For each 200 gp consumed, it heals 5 hp of damage. A gilded devil can use this ability against the worn items of an opponent by pinning a foe and succeeding at an opposed grapple check. Magical or attended items receive a DC 19 Reflex save to avoid being consumed. This save DC is

Constitution-based.

- Scorn Base Metals (Su) A gilded devil's attacks ignore any armor or shield bonus provided by armor made of bronze, iron, steel or similar metals. Armor and shield bonuses provided by valuable metals such as adamantine, mithral, and gold apply, as do bonuses provided by non-metallic objects or cold iron.
- Scourge of Avarice (Su) As a free action, a gilded devil wearing at least jewelry worth at least 1,000 gp can reshape it into a +2 heavy flail. A creature struck by this jeweled flail takes 1 point of Wisdom damage, in addition to normal weapon damage. The flail reverts to its base components 1 minute after it leaves the devil's grasp, or upon the gilded devil's death.

Rarely seen in their natural form outside of Hell, gilded devils are the servitors of Mammon, archdevil of wealth. They tempt and corrupt with promises of wealth, power, and fame, twisting mortal greed into unforgivable damnation. Gilded devils prefer unassuming appearances, molding their flesh and gaudy trappings to make themselves look the parts of wise advisors, canny merchants, or sly confidants.

Followers of Mammon can summon a gilded devil with the *summon monster VII* spell.



Gold fever can afflict nearly any creature, regardless of its intellect. Even creatures with no need for gold, such as animals and vermin, can still fall victim to this unnatural disease. Those who cannot free themselves of the illness, or who are not cured with magic or longterm care, usually lose their sanity and devolve into goldveined creatures.

Sample Goldveined Creature

This bizarre creature has a wide, gold-hued body made of a pebbly, stonelike material. Golden saliva drools from the large mouth atop its head. Three long arms and stonelidded golden eyes alternate around its squat body with radial symmetry. A short, thick leg under each eye supports the creature.

Goldveined Elder Xorn

MM 260

LE Large outsider (earth, extraplanar, evil)

Init +0; Senses all-around vision, darkvision 60 ft., tremorsense 60 ft.; Listen +18, Spot +22

Languages Common, Terran

DEFENSE

AC 25, touch 9, flat-footed 25 (+16 natural, -1 size)

hp 130 (15d8+63 HD)

Fort +13, Ref +9, Will +11

DR 5/bludgeoning, 5/silver or gold; Immune cold, fire, confusion and insanity effects;

Resistance electricity/10, critical hit 50%; SR 25

OFFENSE

Spd 20 ft.; burrow 20 ft.; earth glide Melee +21 bite (4d8+7) and +19/+19/+19 claws (1d6+3)

Space 10 ft; Reach 10 ft.

Spell-like Abilities (CL 5th)

1/day-charm person (DC 12), rusting grasp.

TACTICS

During Combat While it likes to preserve as much of a meal as possible, the elder xorn uses its rusting grasp against heavily armed or armored foes.

Morale The elder xorn is insane and fights to the death.

STATISTICS

Str 25, Dex 10, Con 19, Int 10, Wis 11, Cha 12 Base Atk +15; Grp +26

Feats Awesome Blow, Cleave^B, Diehard^B, Great Cleave, Improved Bull Rush, Multiattack, Power Attack, Toughness

Skills Appraise +18, Hide +14, Intimidate +19, Knowledge (dungeoneering) +18, Listen +18, Move Silently +18, Search +22, Spot +22, Survival+18 (+20 following tracks or underground)

SQ all that glitters, like treasure piled high, madness, fatal bequest (15 gp), strength of metal, the spaces between

Creating a Goldveined Creature

"Goldveined" is an acquired template that can be added to any animal, dragon, magical beast, humanoid, giant, outsider, or vermin (referred to hereafter as the "base creature").

A goldveined creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type The creature's size and type remain unchanged, but it gains the evil and earth subtypes.

Spell-Like Ability A goldveined creature with an Intelligence score of 3 or higher can cast *rusting grasp* as a spell-like ability once per day. Caster level equals the

creature's HD, and the save DC is Charisma-based.

Special Qualities A goldveined creature retains all the special qualities of the base creature, and gains other special qualities depending on its Hit Dice, as indicated on the following table. Except where noted, the abilities are cumulative; a goldveined creature with 5 HD gains the charm person spell-like ability, damage reduction, fatal bequest, and strength of metal. Caster level equals the creature's HD, and the save DCs are Charismabased.

Abilities
DR 5/silver or gold; fatal bequest; madness
Strength of metal
1/day— <i>charm person</i> (spell-like ability)
What's yours is mine (replaces charm person)
For the love of money (replaces what's yours is mine)
SR 10 + creature's HD

Fatal Bequest (Su) Upon death, a goldveined creature vomits forth greed-tainted gold pieces equal to its Hit Dice.





Cr 10

Monsters

For Love of Money (Ex) A goldveined creature with 10 HD or more gains this ability instead of what's yours is mine. With this ability, a goldveined creature can mentally coerce an opponent to protect it just by looking into his eyes. This is similar to a gaze attack, except that the goldveined creature must use a standard action, and those merely looking at it are not affected. Anyone the goldveined creature targets must succeed on a Will save or becomes unable to harm the goldveined creature and makes nearly every effort to prevent others from harming it as well. The affected target does not fight to the death, perform any obviously suicidal action, or draw attacks of opportunity if reasonably able to avoid them on behalf of the goldveined creature, but he does otherwise put the goldveined creature's safety and well-being above his own. The ability has a range of 30 feet and can be used up to three times per day.

Madness (Ex) A goldveined creature uses its Charisma modifier on Will saves instead of its Wisdom modifier. It is immune to *confusion* and *insanity* effects and cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

Strength of Metal (Ex) A goldveined creature with 3 HD or more has a 50% chance to ignore a critical hit.

What's Yours is Mine (Ex) A goldveined creature with 7–9 HD gains this ability instead of its charm person spell-like ability. With this ability, the goldveined creature can vomit forth a 30-foot line of gold-flecked spittle once per day. Creatures struck by the line must make Will saves to resist succumbing to insatiable envy. A struck creature who fails his save attempts to take some item of value he can see in possession (worn, held, or equipped) of the ally closest to him, moving in as close to a direct line as possible toward his target and attempting disarm and grapple checks (only) to acquire the item. If the stricken creature succeeds in removing the item from his target, he drops it as a free action and attempts to take another item instead.

In order of preference, the stricken creature attempts to acquire a magic weapon, gold pouch, known permanent magic item, known single-use or charged magic item, spell component bag, or other item worth at least 10 gp. If the stricken creature's target carries more than one of a type of item from the list, he attempts to remove all such items (in a random order) before moving to the next type of item on the list. A stricken creature acts this way for 2d6 rounds or until he takes (and drops) 1d4+1 items.

Abilities A goldveined creature gains a +2 inherent bonus to Charisma.

Skills A goldveined creature with an Intelligence score of 3 or higher gains ranks in Appraise up to the maximum for a class skill at the appropriate Hit Dice or level.

Feats A goldveined creature gains Diehard as a bonus feat. Environment Any underground or mountain.

Organization As the base creature.

Challenge Rating HD 10 or less, as base creature + 1; HD 11 or more, as base creature +2.

Alignment Any evil.

Level Adjustment —.

Stone-Dead Dwarf (Template)

A stone-dead dwarf is a dwarf who willingly gives over most of his soul to the earth and stone that he loves more than anything else in life. In doing so, the dwarf melds with the stone and is fettered to it. The dwarf retains his memories and some individuality, although over time it becomes harder for him to separate himself from other stone-dead dwarves and the stone itself.

Sample Stone-Dead Dwarf

Sand and pebbles begin to shift and flow, quickly taking on a dwarven form. The gentle shifting of silt confers the still countenance of an earthen dwarf, bits of refuse and spiderwebs interrupting the otherwise perfect dusty rendition. A shudder knocks loose dirt to the floor, and gemlike eyes pop open and scrutinize the surroundings with a furrowed earthen brow.



Male Stone-Dead Dwarf Fighter 5/ Illuminated Brother, Preceptory Of Iron Forge 5

Cr 12

LN Medium outsider (earth) Init +0; Senses Listen +7, Spot +7 Languages Common, Dwarven, Ignan, Terran

DEFENSE

AC 23, touch 11, flatfooted 22 (+7 armor, +1 dodge, +5 natural) hp 85 (10d10+30); shield other

Fort +11, Ref +4, Will +5; +2 against spells and spell-like abilities and poison

OFFENSE

Spd 20 ft.

Melee slam +15/+10 (1d6+4) or

+2 adamantine warhammer +8/+3 melee (1d8+18) **Special Atk** stone touch +15 touch (Fort DC 15)

TACTICS

- During Combat A stone-dead dwarf alternates among his slam attack, stone touch attack, and damaging or sundering power attacks with his +2 adamantine warhammer. The stone-dead dwarf cannot leave the area to which he is fettered and makes oaths and curses in the direction of those who flee beyond his grasp. He is quick to use his adverse ballot ability on a failed roll.
- **Morale** With the knowledge that only his form, not his spirit, can be destroyed, a stone-dead dwarf fights until his apparent death.

Normal When not using Power Attack, the stone-dead dwarf's statistics are as follows.

+2 adamantine warhammer +18/+13 melee (1d8+8)

STATISTICS

- Str 18, Dex 10, Con 16, Int 16 , Wis 10, Cha 10 Base Atk +10/+5 Grp +14
- Feats Cleave, Great Cleave, Improved Sunder, Power Attack, Skill Focus (Craft [clockwork]), Weapon Focus (warhammer), Weapon Specialization (warhammer)
- Skills Appraise +11, Craft (blacksmithing) +16, Craft (clockwork) +19, Disable Device +7, Knowledge(architecture and engineering) +12, Listen +7, Sense Motive +7, Spot +7, Use Magic Device +7
- SQ adverse ballot, all seeing eye, fettered, house not made with hands (Will), stone homunculus, sword pointing to the naked heart, neither naked nor clothed, non-death, sprig of acacia
- Gear +2 breastplate (acts as shield guardian amulet), +2 adamantine warhammer

Creating A Stone-Dead Dwarf

"Stone-dead dwarf" is an acquired template that can be added to any still-living dwarf (referred to hereafter as the base creature). Gaining this template requires the dwarf to complete the Floating the Stone ritual. A stone-dead dwarf uses all the base creature's statistics and special abilities except as noted here.

Size and Type The creature's type changes to outsider (earth). Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Armor Class Natural armor improves by +5.

Attack A stone-dead dwarf has a slam attack as a primary natural weapon if it animates a body for itself. If the base creature can use weapons, the stone-dead dwarf retains this ability. A creature with natural weapons retains those natural weapons. A stone-dead dwarf fighting without weapons uses a slam when making an attack action. If armed with a weapon, it usually uses the weapon as its primary attack along with a touch as a natural secondary attack, provided it has a way to make that attack (either a free hand or a natural weapon that it can use as a secondary attack).

Damage Stone-dead dwarves have slam attacks that deal 1d6 points of damage.

Special Attacks A stone-dead dwarf retains all the base creature's special attacks and gains the stone touch ability as well. Save DCs Charisma-based.

Stone Touch (Su) As a standard action, a stone-dead dwarf using its homunculus form may make a touch attack against a living creature. If it succeeds, its target must immediately succeed on a Fort save or be turned to stone. This effect can be reversed with *flesh to stone* or any other effect that reverses petrification.

Special Qualities A stone-dead dwarf retains all the base creature's special qualities and gains those described below.

Fettered A stone-dead dwarf is attached to a specific location. This location is usually a place holy to dwarves or of supreme significance to the dwarf in question. The stone-dead dwarf cannot leave this location. See the *Floating the Stone Ritual* section for more information.

Stone Homunculus A stone-dead dwarf usually does not have a corporeal body but may form one from the earth and stone of its fettered location once per day. This body looks just like the dwarf did in life and is used by the stone-dead dwarf to interact with



the world around it, including wielding weapons or objects. If the dwarf undertook the Floating the Stone ritual with belongings, these are also present upon the homunculus. Such items can be taken from the dwarf while the homunculus is intact, but once it reverts to it's constituent elements, the items disappear as well and reform the next time the stone-dead dwarf creates its homunculus.

Non-Death A stone-dead dwarf is not slain when its homunculus is reduced to 0 hit points, disintegrated, or otherwise destroyed. Rather, the stone-dead dwarf's soul retreats into the fettered location and must reconsolidate itself in 1d10 days. During this time, the stone-dead dwarf is totally isolated from the world and cannot perceive or interact with its surroundings at all. It loses all other special qualities during this period.

Abilities Increase from the base creature as follows: Str+4, Wis +2.

Skills Stone-dead dwarves have a +8 racial bonus on Listen, Sense Motive, and Spot checks.

Organization Solitary.

Challenge Rating Same as the base creature + 2. **Treasure** None.

Alignment Any Advancement By character class; Favored Class Fighter. Level Adjustment —.

Floating The Stone Ritual

A dwarf becomes a stone-dead dwarf by surviving the Floating the Stone ritual. During this ritual, the dwarf lies down in the place where he wishes to fetter his soul. The area must be sanctified with a *hallow* spell cast by a dwarven cleric of a dwarven deity. The dwarf attempting the ritual attunes himself to the earth and stone of this place and initiates a test of willpower with the fettering site to see if it accepts him. Once the test begins, the dwarf melds into the earth and loses 1 hit point per round until he accumulates enough successful Will saves or dies. The dwarf cannot turn back—he either becomes a stone-dead dwarf or simply becomes entombed and dies.

Every round he remains alive within the earth, the dwarf performs a Will save (and can do nothing else), with the DC determined from the following table.

Location Size	Base DC
Small room (up to 100 square feet)	25
Large room (up to 1,000 square feet)	35
Series of rooms (up to 10,000 square feet)	45
Small cavern system (up to 1 mile long)	55
Large cavern system (up to 100 miles long)	65

The following modifiers can alter the base DC.

Condition	DC Modifier
The location is sanctified to the dwarf's deity	+5
The location is sanctified to a different deity	-2
Clerics of a different deity assist (per cleric)	+1 (max +5)
Clerics of the location's deity assist (per cleric)	+2 (max +10)
The dwarf sacrifices wealth to the location's	+1 (max +20)
deity. (per 1,000 gp)	
The dwarf brings magic items with him	+1 (no max)
(per 10, 000 gp value)	

To become stone-dead dwarf, the dwarf must accumulate a number of successful Will saves equal 30–his Constitution score before he dies. If he fails in this, his body and gear are absorbed the location and are forever lost. No mortal magic, not even a *wish* or *miracle*, can restore the dwarf.

64



OPEN GAMING LICENSE V.L.OA

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royaltyfree, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have suffi cient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

- System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.
- **Empire of the Ghouls**, Copyright 2007 Wolfgang Baur, www.wolfgangbaur.com. All rights reserved.
- Kobold Quarterly, Copyright 2007, Wolfgang Baur, www.wolfgangbaur.com. All rights reserved.

Pathfinder 24, Copyright Paizo 2009. All Rights Reserved.

Zobeck Gazetteer Volume 2: Dwarves of the Ironcrags Copyright 2009, Open Design LLC., www.koboldquarterly.com. All rights reserved.

More than taciturn miners and miserly smiths, the dwarves of Zobeck possess a richly varied culture that includes slavers, secretive fraternal orders, and magical blades containing the souls of the dead.

The **DWARVES OF THE IRONCRAGS GAZETTEER** describes all these aspects of Zobeck dwarven culture and more:

- Descriptions of all the dwarven cantons, including those that were lost.
- An examination of dwarven society, from bride-prices to the dwarven view of slavery.
- The Most Honorable and Righteous Fraternal Order of Illuminated Brothers, a secretive fraternal order, complete with prestige classes.
- The Kariv, a downtrodden group of wandering nomads often welcome among the dwarves.
- Dwarven magic, including new spells and magic items of dwarven and derro creation.
- A bestiary containing nine new monsters and templates.



The **Dwarves of the Ironcrags Gazetteer** contains many other secrets of the dwarves, including numerous spells, domains, and feats, as well as other new options for dwarven and Kariv characters in the Ironcrags. In addition, this gazetteer makes an excellent companion to the **HALLS OF THE MOUNTAIN KING** adventure arc, giving both GMs and players information you can use to better ground your game in the Zobeck world.

WHAT IS OPEN DESIGN?

Patrons commission *Open Design* adventures for their sole use. They are not sold in stores. Written with frequent feedback and critique by the patrons, the adventures are not shaped by a corporate branding strategy—they offer what players and DMs really want. That's *Open Design*.

To become a patron, please visit koboldquarterly.com.



PRINT \$15.95 PDF \$9.95