

SHATTERED SKIES

CAMPAIGN SETTING



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ROLEPLAYING GAME COMPATIBLE

OGL
3.5 SYSTEM COMPATIBLE

CULTURES OF CELMAE

Dwarves

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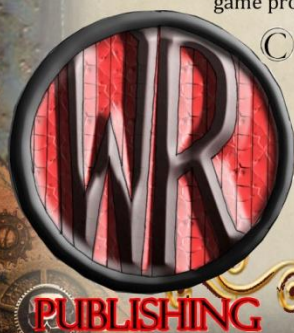
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SHATTERED SKIES

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THE DWARVES OF CELMAE

The dwarves of Celmae are a hardy, stoic people, known world-wide for their superior weapons crafting, and the ferocity with which they employ these weapons in war. Deeply religious, dwarven culture revolves around the worship of Adan, the Forge Father and many cities feature opulent temples dedicated to him. This piety has an origin wrapped in remorse however, as long ago the dwarves, in their greed, dug too deep and shattered the world.

Dwarven history is quite long, with the cataclysmic event known as The Shattering playing a significant role. Before that time great dwarf kings ruled Teran-Jarraian; the world below. Citing ancient religious texts, each clan dominated one of the precious metals, platinum, gold, silver, copper, and osmium. By remaining faithful, the pious were rewarded by finding gem mines, and abundant veins of their clans' ore. For centuries these arrangements led to a peaceful, unified dwarf culture. This harmony allowed for giant leaps in artistic and military advancement. Many of the secrets the dwarves learned in forging weapons they keep secret to this day, much to the chagrin of their enemies. The great 11 kings met every hundred years to review laws, direct military campaigns

against the hated grimlocks, and create new policies to help guide their future.

This peace eventually ended as the armor crafting osmium dwarves began to envy the more valuable ore produced by the other clans. This began the first of the Kingslayer Wars- a period that lasted almost 500 years-forever afterward dividing their culture.

Legends hold it was during one of these many conflicts that miners from one of the clans dug into a treacherous cave filled with bladeshine, discovering the first vein of adamantine; The Deep Metal. Quickly cultivating this ore caused The Shattering, a world breaking explosion that destroyed countless dwarven lives and thrust half of the surface into the sky.

The dwarves could not deny that it was their greed that caused the devastation. Out of a sense of shame and deep responsibility, many began migrating to the broken surface, pledging to fix the planet they destroyed.

There were other dwarves that remained below however, believing that their failure to follow the old ways were the reasons the Forge Father punished Celmae. As the surface dwarves spread out and created new cities in the mountains, the underground dwarves dug in, pledging to protect Teran-Jarraian from the awakened horrors from below.

Over time these two factions of dwarves began to hate and loathe each other, each side insisting the other are heretics of the teachings of Adan. The surface dwarves are the most well-known among the other races. Their lives under the open sky have trained them to expect danger from above but at the cost of their ancient connection to stone. The deep dwarves, also called duergar, often shave and tattoo their heads while training in fighting styles specialized to cramped tunnels. Some duergar have lost the battle against the evil from below however, turning away from Adan all together an embracing the worship of The Ash King.

Dwarf adventurers, both above and below, often see it as their duty to defeat the horrors reawakened by The Shattering; giants, trolls, dragons, and worse. Their superior weapons technology is envied by many, but dwarf custom forbids them from sharing these secrets with non-dwarves. Armor crafted by dwarves is far denser than any created by other cultures as it is made from osmium. The dwarves of Brynnfell have access to iron weapons, a metal they reluctantly trade to outsiders but rarely use due to the negative effect the magnetic pull from nearby floating Corbaara has on them.



Surface Dwarf Racial Traits

+2 Constitution, +2 Wisdom, -2 Charisma: Dwarves are both tough and wise, but also a bit gruff.

Medium: Dwarves are Medium creatures and have no bonuses or penalties due to their size.

Slow and Steady: Dwarves have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Darkvision: Dwarves can see in the dark up to 60 feet.

Greed: Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

Hardy: Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Sky Sentinel: As creatures with a deep affinity for the ground, dwarves are wary of attacks from above. Enemies on higher ground gain no attack roll bonus against dwarves with this racial trait, and they gain a +1 racial bonus on attack rolls, a +2 dodge bonus to AC, and a +2 bonus on Perception checks against flying creatures.

Stability: Dwarves receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Weapon Familiarity: Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Languages: Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Duergar (Deep Dwarf) Racial Traits

+2 Constitution, +2 Wisdom, -4 Charisma: Duergar are hearty and observant, but also belligerent.

Medium: Duergar are Medium creatures and have no bonuses or penalties due to their size.

Dwarf: Duergar are humanoids with the dwarf subtype.

Slow and Steady: Duergar have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Superior Darkvision: Duergar can see in the dark up to 120 feet.

Deep Magic: Duergar spellcasters labor long to overcome the in-born spell resistance held by so many of their underground foes. Duergar with this racial trait receive a +2 racial bonus on caster level checks made to overcome spell resistance and a +2 racial bonus on dispel checks.

Deep Warrior: Duergar with this racial trait grew up facing the abominations that live deep beneath the surface. They receive a +2 dodge bonus to AC against monsters of the aberration type and a +2 racial bonus on combat maneuver checks made to grapple such creatures (or to continue a grapple).

Stability: Duergar receive a +4 racial bonus to their CMD against bull rush or trip attempts while on solid ground.

Light Sensitivity: Duergar are dazzled in areas of bright light.

Languages: Duergar begin play speaking Common, Dwarven, and Undercommon. Duergar with high Intelligence scores can choose from the following: Aklo, Draconic, Giant, Goblin, Orc, and Terran.

Copper Crown Mountains

Proper Name Kormandor, Realm of the Seven Kings

Ruler: His Everlasting Overthane, Baru-Khazik, The Lord of Iron

Government: Theocratic Monarchy. The six clans that reside within the mountain range each have a king who's pledged their clan's loyalty to the Lord of Iron.

Cities: Kormandor (LC), Ironwall (LC), Oregate (LC), Argaz (SC), Pommelton (LT)

Resources: Copper, iron, weapons, armor, gems

Population: 97% dwarf, 3% other

Law: LG

Allies: Brynndell

Enemies: Endiel, Outpost, Creatures from Below



When the Shattering shook the world, the dwarven miners of the copper crown mountains were simultaneously devastated and provided with a fortunate opportunity.

The Quest of Metal and the new, race-wide dedication to Adan, propelled the isolated clans of the mountains to venture out to the surface and explore the surrounding valley. Before the cataclysm, the continent had been occupied by one of the largest orc empires the world had ever known. When the Shattering occurred, the empire was erased from the planet. The orcs were largely destroyed, with only a small handful of survivors scattered amongst the ruins. No longer faced with this once overwhelming enemy, the dwarves were able to rebuild their outer defenses quickly while strengthening their interior. Within a hundred years, the former mining colonies became the most powerful realm on the continent. Each clan in the mountain named a king, and the six kingdoms lived in harmony.

The peace would not last long however. In 113 AS, the red dragon, Zolphurnus, awoke deep below the Mountains. The ancient wyrm wreaked havoc, destroying several cities and devouring two of the dwarf kings. Morally defeated, the clans prepared to flee the mountains interior.

And then, as if sent by Adan himself, the champion Baru-Khazik appeared to rally the dwarves. His rousing speeches and oaths of protection rallied the desperate clans. Displaying unmatched magical power and martial prowess, Baru set out against the red dragon. The tales of the battle are legendary and account for a third of all dwarven songs. As the story goes, Baru fearlessly faced Zolphurnus, shrugging off his spells like they were annoying gnats. When the creature had exhausted his arcane ability, Baru struck fast with his magical, iron ax, decapitating the dragon in one, mighty blow.

When he returned victorious, he selflessly distributed the dragons hoard amongst the other clans. This display of generosity endeared him more to the kings of the mountain than defeating the dragon. They named Baru-Khazik their overthane, and built a castle for him in the largest mountain.

Baru-Khazik still rules the Copper Crowns, his longevity said to be a gift from The Forge Father. The overthane spends most of his time in the castle at Kormandor, and hasn't entertained visitors in nearly twenty years. Rumors about Khazik's isolation claim that he has died, and that the other kings are guarding this secret to prevent rebellion. Another story, far more fantastical, is that Khazik is himself, the dreaded dragon Zolphurnus, and he has fallen back into the slumber he enjoyed before the Shattering.

KORMANDOR

LG Large city

Corruption +1; **Crime** +4; **Economy** +5; **Law** +3; **Lore** +5; **Society** +2

Qualities government capitol, magically attuned, notorious, prosperous, strategic location

Danger +20

DEMOGRAPHICS

Government Magical

Population (97% dwarf, 3% other)

Notable NPC's Overthane Bar-Khazik, King Ultham Bronzebeard, Mastersmith Goran Din

MARKETPLACE

Base Value 16,000 gp; **Purchase Limit** 115,000 gp;

Spellcasting 9th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

Zamcelty

Proper Name: Mountain Bastion of Zamcelty

Ruler: The Five-Fold Council; Rasar Firefist (N, male duergar, sorcerer 13), Nalin Blackhelm (LN, male duergar, magus 13), Glorta Groundtracker (N, female duergar, witch 12), Gilgan Axecarver (CN, male duergar, fighter 1/wizard 5/Eldritch Knight 7) and Ranalsia Bronzeback (CG, female duergar, bard 13).

Government: Magocratic Council

Cities: Zamcelty (SC)

Resources: Copper, tin ore, and other precious minerals. The farms outside of the mountain contain cattle and crops, which they harvest yearly.

Population: Duergar 98%; other 2%.

Law: N

Allies: Very few trading partners.

Enemies: non-duergar

The region surrounding Zamcelty was once lush forest, with a great mountain at its center, and home to various humanoid tribes. They worshipped the Mountain at the center of the forest, believing it the home of the Creator. Instead, it contained a reclusive duergar nation.

800 years ago during a terrible month-long hailstorm, many of the tribes joined together in seeking refuge inside the mountain.

The dwarves defended their home from their apparent invaders. Unprepared, the humanoid tribes were quickly defeated. This event convinced the duergar it was time they stopped hiding inside their caves and started defending their mountain. Over the next 500 years they strengthened their defenses and turned their cave homes into a great fortress city.

With the completion of Zamcelty, the duergar chose their most powerful spellcasters to form the Five-Fold Council. The council creates the laws of the city. Once every five years, the greatest spellcasters of Zamcelty gather to hold arcane duels for the chance at a council position. During this celebration no outsiders are allowed within the halls of Zamcelty.

The city is divided into quarters: the Trader's Hall (where foreigners are allowed access) the Garrison, the Dormitories, and in the deepest part of Zamcelty, the Five-Fold Chamber.

Outside of the mountain is now mostly a barren wasteland. The dwarves scorched the lands to prevent settlers. Duergar patrols guard their crop and cattle farms. They detain anyone they find entering these lands.

Zamcelty is transforming into a militaristic state. Duergar youth are recruited into the army, the Axecasters. They are relocated outside of the city and trained to hone their magical abilities. While this arcane army grows, the council keeps a close eye and a tighter grip on them, making sure they know who their masters are.

Zamceltians revere arcane magic. It's common to see



illusionists performing in the streets or necromancers with undead following them around. Some stables specialize in undead horses, seeing them as a superior breed with no upkeep.

No divine spellcasters have arisen in Zamcelty, leading many to believe that divine magic is not real. Foreigners that visit are viewed with mistrust, and those arriving possessing divine magic, with contempt. Guards may even "escort" them around wherever they go, documenting their activities. To date, no divine spellcaster has been allowed to remain overnight in Zamcelty. Moreover, surface dwarves are simply barred entry, unless the Five-Fold Council directly invites them inside.

MOUNTAIN BASTION OF ZAMCELTY

N Small City

Corruption -1; Crime 0; Economy +2; Law +3; Lore +5; Society -1

Qualities: insular, magically attuned, military presence, racially intolerant (divine casters and surface dwarves) Danger +5

DEMOGRAPHICS

Government: Magocratic Council

Population (98% Duergar, 2% other.)

Notable NPC's Rasar Firefist (NG, male duergar, sorcerer 13), Nalin Blackhelm (LN, male duergar, magus 13), Glorta Groundtracker (N, female duergar, witch 12), Gilgan Axecarver (CN, male duergar, fighter 1/wizard 5/Eldritch Knight 7) and Ranalsia Bronzeback (CG, female duergar, bard 13), Knight Commander of the Axecasters Norin Onixblood (LN male duergar Magus 11)

MARKETPLACE

Base Value: 5,200 gp; Purchase Limit 30,00 gp

Spellcasting: 9th

Minor Items 4d4; Medium Items 3d4; Major Items 1d6

ADAN

Alignment: Lawful Good

Domains: Artifice, Earth, Good, Law, Strength.

Subdomains: Archon, Construct, Inevitable, Metal, Resolve.

Symbol: Hammer and anvil.

Garb: Armor of osmium or steel.

Favored Weapons: Warhammer

Worship and Holidays: Priests worship Adan at forges, crafting items of steel and osmium. The most sacred metals are tempered in virgin snow during the first full moon after midwinter atop the highest mountaintops. Worshipers recognize the middle of Glorysun as a week of celebration. midwinter atop the highest mountaintops. Worshipers recognize the middle of Glorysun as a week of celebration.

Typical Worshipers: Dwarves, Gnomes, Azer.

Center of Worship: Dwarven and Gnome lands.



Adan is the first of the Creator's progeny. He is the master of the Star Forge and the father of the azer, dwarf, and gnome races. It is said that he created them to further craft the universe. He rewards his children for their works of art, occasionally imbuing these crafts with divine properties. Adan made the world, forging it from stone and earth. He created the oceans to quench his work and then the storm god Krokaar sealed it from the hostile universe in a shield of air. Worshipers of Amaura insist it was the goddess that filled the world with water, but the dwarves vehemently deny this, leading to animosity between the religions.

After the Shattering broke the world, many dwarves began to question the direction the church had led them. Some believed the Forge Father had allowed the cataclysm as punishment for deviating from his laws, and resumed the Old Ways. Others turned from him completely, citing his apathy during the devastation. In truth Adan believes that to survive in the harsh realities of the world, one must be able to weather its wrath, and to grow stronger from enduring it. Following the Shattering, he sent a decree to his remaining high priests, instructing them to gather and collect the rest of the deep metal throughout Celmae. Known as The Quest of Metal, dwarven followers of Adan believe it is their responsibility to repair the world they broke in their war-mongering greed.

Dwarven worshipers consider themselves to be the chosen people of Adan. They preach that after death, their souls join the Forge Father in the sweet scented lands of Elysium, not ferried to the Dustlands to wait in limbo like other mortal races. The small number of dwarf spirits encountered in this plane of purgatory, testify to the truth of these claims.

Adan is a lawful good god. He teaches that order provides strength; the column crafted to hold up a cavern ceiling is stronger than one made from haphazardly piled rocks. The

same goes for an army; one that trains as one strikes harder than one made of disparate parts. He despises cowardice, considering it the root of all evil. For those afraid to face action, allow it to flourish. Ironically, duergar worshipers of the Ashen King cite this aphorism as an example of Adan's hypocrisy, and use it to sow dissent among the Forge Fathers faith.

Adan appears as an ancient dwarf with copper colored skin and a metallic beard of platinum that reaches to his feet. He always wears a blackened leather apron over a coat of osmium mail and is never without his mighty warhammer, *Worldsmith*.

He considers kobolds, grimlocks, and giants his enemies and instructs his followers to strike out against these monsters. Of the gods, he is on good terms with nearly all of them except for the beings known as the Ashen King, and the World Dragon. Krokaar remains an uneasy ally, while Amaura is often his adversary due to conflicting dogmas among their followers.

CLERICS

Adan's priesthood often dedicates themselves to guiding dwarven culture and its advancement. They encourage others to work hard to provide for their families and to be good citizens by following the laws of the land. They are often craftsman who aspire to erect great temples that double as works of art, or as military commanders for the rulers of nations.

A typical day involves praying for spells, working on a craft dedicated to Adan, and assisting the common folk against kobolds and grimlocks.

Clerics pray at dawn, led by a ranking church official before a red-hot forge. Without a church official, a lone cleric may pray over hot coals.

Clerics of other races may serve this god.

THE ASHEN KING

Alignment: Lawful Evil

Domains: Death, Earth, Evil, Fire

Subdomains: Catastrophe, Metal, Ash, Greed

Symbols: A blackened skull with a scythe in it's mouth (Brynnish, most other common civilized races), crown of black iron (Dwarves), fire-blackened rat skull with garnets in the orbits (Kobolds), grasping hand (Adherers)

Garb: ashes smeared on face and hands (Brynnish), gray robes and metal-toed boots (Dwarves), loincloths, necklaces of charred vermin sacrifices (Kobolds), lead pectoral in shape of clutching hand, glued to body (Adherer)

Favored Weapons: pick, scythe

Worship and Holidays: any important occasion: after a disaster, before a battle, opening a new shaft, cremating the dead. Sacrifices or flesh offered by burning, treasure offered by ritual burial.

Typical Worshippers: Duergar and renegade Dwarves; Kobolds; Adherers; miners, gong-farmers, rat-catchers, sappers, treasure hunters, thieves

Centers of Worship: The Ashen King is served by evil humans and humanoid cultures throughout Celmae.

The Ashen King may appear in any of several forms; as a man wielding a miner's pick and a wearing a crown decked with blue-burning candles, a skeletal Gray Dwarf in blackened armor, or a Kobold with garnets for eyes. But more often he does not show his body, manifesting instead as words written in ashes or a hollow voice whispering from the dark. Kobolds refer to him as the Master with Red Eyes. Brynnish folk call him the Hell-Candle.

Most myths about him agree he was once a mortal and that his actions helped cause the Cataclysm. The race of the King changes to match the people telling the tale, so that among Kobolds he was one of that kind, among Deep Dwarves he is a Deep Dwarf, and so on. The duergar say that the old world was unstable and that the powers the gods had sealed could not be contained; the Ashen King actually saved the world from a worse destruction by breaking it.

Kobolds credit him hurling their greatest enemies up into the airy hells, and adherers serve him.

The most common myth about this god, among Men, tells of a petty king of ancient times, ruler of a small realm whose only source of wealth lay in its mines. This king pushed his workers deeper and deeper in search of wealth, even joining them, setting his scepter aside for a miner's pick. At last, ignoring warnings from the priests and augurs, he breached the barriers placed by the Old Gods and thus unleashed the Cataclysm. The king perished in darkness, pick in hand and still digging even as his last followers died or fled screaming towards the upper works. But the evil powers he released did not fail to reward him. He rose again, a king among the ashes.



Miners in Bryndell say that when the lamp-fire turns blue and the air below ground turns foul and choking, then The Ashen King has come to inspect the works. Prudent men know to offer a hasty sacrifice, such as a few copper coins dropped down a darkened shaft or a rat crushed with a stone. Failure to placate the god can bring disaster; floods, cave-ins, gas eruptions. Some workers take that worship much further, meeting in secret, dark places where they offer greater sacrifices for greater gains: the blood of men for the treasures hidden underground.

The Ashen King calls on servants from the Elemental realms of Earth and Fire; genies, mephitis, and true elementals. He also uses mummies, spectres, and wights as minions. In his home plane (which may be reached by subterranean portals) zombies and skeletons toil in ever-expanding mines. The Ashen King does not trust fiends.

CLERICS

Clerics of The Ashen King among the surface Dwarves work from the shadows to subvert the Dwarf people through a campaign of bribery, blackmail, theft, and assassination.

Among the Duergar, from whom the surface Dwarf cult originated, the clerics operate in the open, commanding great respect.

Adherer elders may become huecuvas or mummies after dying and desiccating. Adherer and mummy clerics sacrifice captives by hurling them into gray ooze pits.

Brynnish clerics of the Hell Candle often work with thieves' guilds and corrupt officials for mutual profit. Meet in cellars, sewers, and mines.

Kobolds who serve The Master with Red Eyes can create toxic false silver, which they use in traps for miners and adventurers. Looks like bluish silver, but acts as a slow contact poison.

Clerics of other races may serve this god.

FORGEPRIEST

Among the dwarves there are crafters, said to be blessed by The Forge Father himself, who create legendary arms, and imbue existing weapons, and armor with runes of powerful magic. Most forgepriests never stray far from their clan, preferring to bolster the defense of their homes with their abilities. Some however, strike out into the world to use their superior skills against the horrors that populate Celmae.

Role: The forgepriest can serve as the party healer or as a source of boosting magic for the rest of the group's abilities. His ability to imbue magical runes onto weapons makes him a benefit to any party facing creatures with supernatural defenses.

Alignment: forgepriests are almost always lawful good, but are permitted to be within one step of Adan's alignment (chaotic good or lawful neutral). Rumors in hushed dwarf tones suggest that evil followers of the Ashen King have wicked forgepriests in their ranks. While unsubstantiated, this makes the dark dwarves a more powerful threat than earlier imagined.

Hit Die: d8

Skill Points Per Level: 4 + Int Modifier

Starting Wealth: 5d6 x10 gp (175 gp average)

Parent Classes: Cleric and Fighter

CLASS SKILLS

The forgepriest's class skills are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal, (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcane) (Int), Knowledge (engineering) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str).

CLASS FEATURES

The following are the class features of the forgepriest.

Weapon and armor proficiencies: A forgepriest is proficient with all simple and martial weapons, dwarven weapons, and with all armor (heavy, light, and medium) and shields (except tower shields).

Spell Casting (Divine)

A forgepriest casts divine spells drawn from the cleric spell list. His alignment, however, can restrict him from casting certain spells opposed to his moral or ethical beliefs; see the Chaotic, Evil, Good, and Lawful Spells section. A forgepriest must choose and prepare his spells in advance.

A forgepriest's highest level of spells is 6th. Cleric spells of 7th level and above are not on the forgepriest class spell list, and a forgepriest cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of cleric spells of 7th level or higher.

To prepare or cast a spell, a forgepriest must have a Wisdom score equal to at least 10 + the spell's level. The saving throw DC against a forgepriest's spell is 10 + the spell's level + the forgepriest's Wisdom modifier.

Like other spellcasters, a forgepriest can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table Forgepriest. In addition, he receives bonus spells per day if he had a high Wisdom score.

Forgepriests meditate or pray for their spells. Each forgepriest must choose a time when he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. A forgepriest can prepare and cast any spell on the cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.



TABLE: FORGEPRIEST

Level	Base Attack	Fort	Ref	Will	Special	Spells per day						
	Bonus	Save	Save	Save		0	1	2	3	4	5	6
1st	+0	+2	+0	+2	Aura, Domains, Natural Crafter, Orisons	3	1	-	-	-	-	-
2nd	+1	+3	+0	+3	Artistic Crafter, Channel Energy +1d6	4	2	-	-	-	-	-
3rd	+2	+3	+1	+3	Endurance	4	3	-	-	-	-	-
4th	+3	+4	+1	+4	Hammer Focus	4	3	1	-	-	-	-
5th	+3	+4	+1	+4	Channel Energy +2d6	4	4	2	-	-	-	-
6th	+4	+5	+2	+5	Scribe Scroll	5	4	3	-	-	-	-
7th	+5	+5	+2	+5	Sacred Armor	5	4	3	1	-	-	-
8th	+6/+1	+6	+2	+6	Forge Mysteries, Channel Energy +3d6	5	4	4	2	-	-	-
9th	+7/+2	+6	+3	+6	Bonus Feat	5	5	4	3	-	-	-
10th	+8/+3	+7	+3	+7	Forge Hardened, Sacred Armor +2	5	5	4	3	1	-	-
11th	+9/+4	+7	+3	+7	Channel Energy +4d6	5	5	4	4	1	-	-
12th	+10/+5	+8	+4	+8	Anvil Strong	5	5	5	4	3	-	-
13th	+10/+5	+8	+4	+8	Runesmith, Sacred Armor +3	5	5	5	4	3	1	-
14th	+11/+6/+1	+9	+4	+9	Craft Expertise, Channel Energy +5d6	5	5	5	4	4	2	-
15th	+11/+6/+1	+9	+5	+9	Runic Arms	5	5	5	5	4	3	-
16th	+12/+7/+2	+9	+5	+9	Runic Mark, Sacred Armor +4	5	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Channel Energy +6d6	5	5	5	5	4	4	2
18th	+13/+8/+3	+10	+5	+10	Bonus Feat	5	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Sacred Armor +5	5	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Perfect Weapon, Channel Energy +7d6	5	5	5	5	5	5	5

Orisons: Forgepriests can prepare a number of orisons, or 0-level spells, each day as noted on Table Forgepriest. These spells are cast as any other spell, but aren't expended when cast and can be used again.

Spontaneous Casting: A good forgepriest (or a neutral forgepriest of a good deity) can channel stored spell energy into healing spells that he did not prepare ahead of time. The forgepriest can expend any prepared spell that isn't an orison to cast any cure spell of the same spell level or lower. A cure spell is any spell with "cure" in its name.

An evil forgepriest (or a neutral forgepriest of an evil deity) can't convert spells to cure spells, but can convert them to inflict spells. An inflict spell is any spell with "inflict" in its name.

A forgepriest that is neither good nor evil and whose deity is neither good nor evil chooses whether he can convert spells into either cure spells or inflict spells. Once this choice is made, it cannot be changed. This choice also determines whether the forgepriest channels positive or negative energy (see Channel Energy, below).

Chaotic, Evil, Good, and Lawful Spells: A forgepriest cannot cast spells of an alignment opposed to his own or his deity's (if he has a deity). Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

Aura (Ex): A forgepriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura (as a cleric) corresponding to the deity's alignment (see detect evil).

SHATTERED SKIES

CAMPAIGN SETTING

Natural Crafter (Ex): The forgepriest receives a bonus skill point each level that must be spent in one of the following Craft skills: armorsmith, bowmaking, or weaponsmith. These bonus points do not increase a skills rank beyond its level maximum, thus a level 2 forgepriest can only have 2 ranks in any skill.

Artistic Crafter (Ex): At second level the forgepriest gains artistic crafter as a bonus feat.

Channel Energy (Su): Starting at 2nd level a forgepriest can release a wave of energy by channeling the power of his faith through his holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good forgepriest (or a neutral forgepriest who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil forgepriest (or a neutral forgepriest who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral forgepriest of a neutral deity (or one who is not devoted to a particular deity) must choose whether he channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the forgepriest can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the forgepriest. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every three forgepriest levels beyond 2nd (2d6 at 5th, 3d6 at 8th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the forgepriest's level + the forgepriest's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A forgepriest may channel energy a number of times per day equal to 3 + his Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A forgepriest can choose whether or not to include himself in this effect.

A forgepriest must be able to present his holy symbol to use this ability.

Endurance (Ex): At third level the forgepriest gains endurance as a bonus feat.

Hammerfocus (Ex): At 4th level the forgepriest gains weapon focus: warhammer, as a bonus feat. If the forgepriest already possesses weapon focus: warhammer, he gains weapon specialization: warhammer, but the benefits of weapon specialization do not apply until the forgepriest has attained a base attack of +4.

Scribe Scroll (Ex): At 6th level, a forgepriest receives scribe scroll as a bonus feat.

Sacred Armor (Su): At 7th level, the forgepriest gains the ability to enhance his armor with divine power as a swift action. This power grants the armor a +1 enhancement bonus. For every 3 levels beyond 7th, this bonus increases by 1 (to a maximum of +5 at 19th level). The forgepriest can use this ability a number of minutes per day equal to his forgepriest level. This duration must be used in 1-minute increments, but they don't need to be consecutive.

These bonuses stack with any existing bonuses the armor might have, to a maximum of +5. The forgepriest can enhance armor any of the following armor special abilities: energy resistance (normal, improved, and greater), fortification (heavy, light, or moderate), glamered, and spell resistance (13, 15, 17, and 19). Adding any of these special abilities replaces an amount of bonus equal to the special ability's base cost. For this purpose, glamered counts as a +1 bonus, energy resistance counts as +2, improved energy resistance counts as +4, and greater energy resistance counts as +5. Duplicate abilities do not stack. The armor must have at least a +1 enhancement bonus before any other special abilities can be added.

The enhancement bonus and armor special abilities are determined the first time the ability is used each day and cannot be changed until the next day. These bonuses apply only while the forgepriest is wearing the armor, and end immediately if the armor is removed or leaves the forgepriest's possession. This ability can be ended as a free action at the start of the forgepriest's turn. This ability cannot be applied to a shield.

Forge Mysteries (Ex): A forgepriest learns some of the great dwarven secrets of forging weapons and armor.

He receives Craft Magic Arms and Armor as a bonus feat, regardless of his caster level.

Forge Hardened (Ex): Beginning at 10th level, a forgepriest becomes hardened against the effects of fatigue. Whenever an effect would cause him to become fatigued, the forgepriest is unaffected. If an effect would make him become exhausted, he is instead, under the effects of fatigued.

Anvil Strong (Ex): Once per day the forgepriest can attempt to resist the damage from a single blow. The forgepriest can attempt a Fortitude save (DC + damage dealt) when struck and damaged from a melee attack with a weapon or a natural attack (but not from spells or spell-like effects). If the save succeeds, the forgepriest takes only half the damage from the blow; if it fails, he takes normal damage. The forgepriest must be aware of the attack and able to react to it to use this ability. If he is denied his Dex bonus to AC, he cannot benefit from this ability.

Runesmith (Ex): Beginning at 13th level, the forgepriest gains the ability to cast a handful of arcane spells in addition to his divine spells. Each time the forgepriest gains a level, he chooses a spell, 5th level, or lower, from the sorcerer/ wizard list. He commits this spell to memory in the form of a magical rune. All material components of these spells are ignored, replaced by the somantic component of drawing the memorized rune in the air before the forgepriest. The rune flashes with magical light once drawn and then the spell effect goes off. For spells that target objects, the forgepriest traces the rune onto the object where it remains, visibly glowing, until the spells duration wears off.

Spells gained through the runesmith ability do not use any of the forgepriest's spell slots. Instead, he can cast one of these spells twice per day. He must possess the appropriate attribute score needed to cast and prepare the spell gained. These spells must be prepared ahead of time. The forgepriest gains these spells during the meditation period spent to regain his daily allotment of spells.

Craft Expertise (Ex): Beginning at 14th level, the forgepriest gains a bonus on Appraise and Craft checks related to objects made of stone.

Runic Arms (Ex): Starting at 15th level, a forgepriest can prepare spells from his runesmith ability that can be activated (cast) by any character. The spells casting time remains the same, and it is just as effective as a spell cast by the forgepriest himself. The forgepriest designates up to five targets that can cast the spell. Regardless of targets chosen, only one may cast the spell. Once cast, the spell slot of the forgepriest is used up.

To prepare a runesmith spell to be activated by any character, takes a spell slot two levels higher than the spell's normal level. For example, preparing a fly spell to be activated by any character takes up 1 fifth level spell slot instead of its normal 3rd level spell slot.

Permanent Rune (Ex): Once a forgepriest reaches 16th level he unlocks the secrets of inscribing a permanent arcane rune onto an object or target. To use this ability, the forgepriest must sacrifice 1 spell slot of the spells level wishing to be inscribed. Thus, inscribing a rune of scorching ray onto a weapon costs the forgepriest a permanent level 2 spell slot. Once the rune is inscribed, the forgepriest may cast it at his forgepriest's caster level, twice per day. To inscribe a permanent rune for any other character to activate requires sacrificing a spell slot two levels higher then spells normal level. Thus, creating boots with a permanent fly rune, would sacrifice one f the forgepriest's 5th level spell slots.

It takes 24 hours to inscribe a permanent rune onto an object or target.

Bonus Feat: At 18th level, the forgepriest selects one bonus feat for which he meets the prerequisites.

Perfect Weapon (Su): At 20th level, the forgepriest becomes an aspect of battle, growing in power and martial ability. After activating this ability, for 1 minute the forgepriest treats his level as his base attack bonus, gains DR 10/—, and can move at his full normal speed regardless of the armor he is wearing or his encumbrance. In addition, any prepared runesmith spells he can cast don't count against his daily limit during this time.



NEW FEATS

ARTISTIC CRAFTER (GENERAL)

You have a unique, artistic eye, and you employ it when crafting your signature arms, and armor.

Prerequisite: Craft (weaponsmithing, armorsmithing, or bowmaking) 1 rank.

Benefit: Pick among the following craft skills you have at least 1 rank in: weaponsmithing, armorsmithing, or bow making. Whenever you craft a masterwork metal item, and you apply a quality to the item, such as acid-washing or razor-sharp, you may apply a +2 bonus to the Craft skill check. For every 5 ranks in one of the craft skills you possess, this bonus increases by +1.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat it applies to a different Craft skill.

CLAN PRESTIGE (GENERAL)

Your actions have brought you some measure of fame and respect from your clan, whether from battle prowess or years of service to your clan.

Prerequisites: Dwarf, Cha 13

Benefit: Your prestigious actions grant you a +4 on all Charisma based skill checks when dealing with other members of your clan. The clan must be specified when the feat is taken and it cannot be changed.

Special: This feat is applicable to one clan only, typically the one with which the character is affiliated. It cannot be taken more than once.

GRIP OF STONE (GENERAL)

You are adept at maneuvering and fighting in tight spaces and underground passages.

Prerequisites: Dwarf, Str 13, Improved Disarm.

Benefit: You gain a +4 bonus to your CMD against Disarm attempts, but gain no extra bonus to CMD for making a disarm attempt. This stacks with Improved Disarm and Greater Disarm.

TUNNEL COMBATANT (GENERAL)

You are adept at maneuvering and fighting in tight spaces and underground passages.

Prerequisites: Base Attack +1

Benefit: You do not take a penalty on attack rolls or to Armor Class when squeezing into or through tight spaces.

Normal: Each movement into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space a character takes a -4 penalty on attack rolls and a -4 penalty to AC.

Special: Fighters may select Tunnel Combatant as one of his bonus feats.

TUNNEL CAVALRY (GENERAL)

You are skilled at maneuvering mounts through tight spaces and underground passages.

Prerequisites: Mounted Combat, Tunnel Fighting

Benefit: You and your mount do not take penalties on attack rolls or to Armor Class when squeezing into or through tight spaces. You can fight in any space large enough for the mount to squeeze through. Having this feat does not allow a mount to squeeze through a space it would not normally be able to pass through.

NEW TRAITS

COMBAT TRAITS

Divine Bane: You were raised to believe that those that use divine magic consort with fiends and are even controlled by them; therefore you have trained yourself to strike harder against those that wield divine magic. You gain a +1 trait bonus to damage rolls when attacking targets that can cast divine spells.

Shielded Mage: Your specialized training has culminated in the discovery of how to utilize shields effectively while casting spells. You reduce the arcane spell failure chance when wielding shields by 5%.

MAGIC TRAITS

Arcane Militia: You were found to possess great magical aptitude at a young age, as such, you were taken to the training grounds in Zamcelty. There you were taught the best ways to combine sword and spell. Whenever you use spell combat or spellstrike you gain a +1 trait bonus to attack rolls.

REGIONAL TRAITS

Child of Zamcelty: Living inside the mountain, surrounded by minerals and stoneworkers has allowed you to know the worth of minerals and other goods, just by examining them. You gain a +1 trait bonus on all Appraise skill checks and Appraise is always a class skill for you.

Zamceltian Heitage (Duergar): You were born in Zamcelty or both your parents were. Regardless, whenever you are inside that city your arcane abilities become even greater. While you are inside the Mountain Bastion of Zamcelty your caster level is treated as being 1 level higher.

SOCIAL TRAITS

Famous Blacksmith: Your blacksmithing skills are well known, many people even line up to buy your wares, sometimes paying a little bit extra. When rolling a Profession skill check, you gain your total check in gold pieces per week of work, rather than half your check.

DWARVEN WEAPONRY

The dwarves of Celmae were master weapons and armor crafters long before the Shattering remade the world. During the Battles of the Seven Kings many of the most powerful arms were created for the champions of the clans. After the cataclysm, the dwarves united under the religious banner of Adan, and pledged to bring peace to the world they broke through war. The first step was to begin the Quest for Metal, reclaiming the deep metal ore so it couldn't be re-forged by the wrong hands. For the next thousand years the dwarves guarded deposits of iron and bronze to prevent its use for weaponry. Soon however, other races learned to mine so they turned to protecting their greatest military secrets.

NEW ITEM QUALITIES

Below are some special, non-magical weapon properties that dwarves have the knowledge of adding to arms and armor. While some avaricious dwarves might sell items with these properties to non-dwarves, ancient laws forbid teaching the knowledge of crafting them to outsiders. Many legends speak of beings called inevitables, undying entities who unfailingly punish such transgressors. Real or not, fear of the inevitables has up to this point, prevented dwarven arms technology from spreading throughout Celmae.

ACID-WASHED

Weapons and armor formed from two metals are usually acid washed to bring out their contrast. Most often applied to blades, dwarves have also perfected the art of acid washing armor. Craftsmen use the process to create beautiful patterns on metal surfaces. Items made using this technique gain a +4 bonus on saving throws against acid, disintegration, and rust.

Restriction: May only be applied to items formed from two separate metals.

Additional Cost: +100 gp (weapons and light armor), +200 gp (medium armor and shields), +25 (Heavy armor and tower shields). The Craft DC to add acid-washing while crafting an item increases by +2.

BLOOD-GROOVE

The fuller, also known as the blood-groove, is a furrow that travels down the length of the blade from the hilt to just before the tip, designed to reduce the weight of the blade and increase its strength. This allows the craftsman to create a lighter blade without diminishing the strength of the weapon, a process difficult to perfect but, when successful, produces a weapon both strong and light. The fuller reduces the weight of the weapon by 20%, or ½ pound, whichever is greater, and increases the hardness by +2.

Restriction: May only be applied to blades.

Additional Cost: +100 gp. The Craft DC to add a blood-groove to a blade while crafting increases by +5.

OSMIUM

Osmium is an extremely dense metal of the platinum family, and favored by dwarven weapon and armor smiths alike for its ability to endure heavy blows.

Armor made from osmium grants its wearer damage reduction of 1/— if it's light armor, 2/— if it's medium armor, and 3/— if it's heavy armor. Osmium is so costly that weapons and armor made from it are always of masterwork quality; the masterwork cost is included in the prices given. Thus, osmium weapons and ammunition have a +1 enhancement bonus on attack rolls, and the armor check penalty of osmium armor is increased by 1 compared to ordinary armor of its type. Items without metal parts cannot be made from osmium. An arrow could be made of osmium, but a quarterstaff could not.

HP/inch 40 (weapons and armor normally made of steel that are made of osmium have one-half more hit points than normal.

Hardness 20.

Cost Osmium is so costly that weapons and armor made from it are always of masterwork quality; the masterwork cost is included in the prices given. Finally, Osmium items weigh 25% more than items made from steel due to its density.

FOLDED METAL

A technique pioneered by dwarven blacksmiths to increase the strength of their creations, folding metal makes for highly durable weapons. This process involves folding two or more heated metals onto each other several times during forging. An item crafted with this item quality adds +4 to its hardness.

Restrictions: May only be applied to metal items, such as armor, doors, tankards, or weapons.

Additional Cost: +200 gp. The Craft DC to create a folded metal item increases by +7.

ORNATE

Although most soldiers in the field care little for the decorative aspect of a weapon or a suit of armor, many craftsmen come to pride themselves on the ability to make an item both beautiful and utilitarian. An ornate weapon or suit of armor brings with it a certain amount of prestige, especially since quality decoration is often a sign of great honor or station among the dwarven people. Ornate weapons and armor grant the owner a +2 circumstance bonus to diplomacy or intimidate checks (chosen when the item is crafted) when wielded or worn in an appropriate setting. Furthermore, if this item is worn by an individual other than who it was originally crafted for, the wearer receives a +2 circumstance bonus to bluff and disguise checks to pass themselves off as the legitimate owner, in the appropriate situation.

Restriction: May only be applied to armor and weapons.

Additional Cost: +400 gp for light armor; +600 gp for weapons and medium armor, and +800 for heavy armor.

NEW WEAPON MAGICAL PROPERTY

PRIEST BANE

A priest bane weapon craves the blood of the divine. Against any creature with the ability to prepare or spontaneously cast divine spells, this weapon's enhancement bonus is +2 better than its actual bonus. It also deals an extra 2d6 points of damage against the foe.

Moderate abjuration; CL 7th; Craft Magic Arms and Armor, dispel magic; Price +1 bonus.

DEEP METAL

Deep Metal is extremely strong and favored by weapon and armor smiths alike for its ability to cut through solid barriers with ease and endure heavy blows. Legend has it that Celmae's core was once encapsulated by a sphere of this precious metal. However due to its rarity and the tenacity with witch dwarves pursue it, weapons and armor made from deep metal is very costly.

Weapons fashioned from deep metal have a natural ability to bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 25. Furthermore they possess all of the properties of a cold iron weapon.

Armor made from deep metal grants its wearer damage reduction of 2/— if it's light armor, 3/— if it's medium armor, and 4/— if it's heavy armor. Deep metal is so costly that weapons and armor made from it are always of masterwork quality; the masterwork cost is included in the prices given. Thus, deep metal weapons and ammunition have a +1 enhancement bonus on attack rolls, and the armor check penalty of deep metal armor is lessened by 1 compared to ordinary armor of its type. Items without metal parts cannot be made from deep metal. An arrow could be made of deep metal, but a quarterstaff could not.

HP/inch 40 (weapons and armor normally made of steel that are made of adamantite have one-third more hit points than normal.

Hardness: 25

Cost: Deep Metal is so costly that weapons and armor made from it are always of masterwork quality; the masterwork cost is included in the prices given on Table: Item Materials and Qualities.

Special: Many dwarves see the collection of deep metal ore their sacred duty and are likely to confiscate such items, if able.

Table: Item Materials and Qualities

Special Material	Type of Item	Item Cost Modifier
Deep Metal	Ammunition	+90 gp per missile
	Light armor	+10,000 gp
	Medium armor	+15,000 gp
	Heavy armor	+20,000 gp
Osmium	Weapon	+6,000 gp
	Ammunition	+30 gp per missile
	Light armor	+2,500 gp
	Medium armor	+5,000 gp
	Heavy armor	+10,000 gp
	Weapon	+1,500 gp

Item Quality	Light	Medium	Large	Weapon	Craft DC	Restriction
Acid Washed	+100	+200	+250	+100	+2	none
Blood-Groove	-	-	-	+100	+5	blades
Folded Metal	-	-	-	+200	+7	metal items
Ornate	+400	+600	+600	+500	+5	none

Magical Weapon Quality	Price
Priest Bane	+1

Special Materials	Price	HP/inch	Hardness	Special
Deep Metal	See Text	40	25	includes Cold Iron properties, dwarf ire
Osmium	See Text	40	20	items made from osmium 25% heavier

SHATTERED SKIES

CAMPAIGN SETTING

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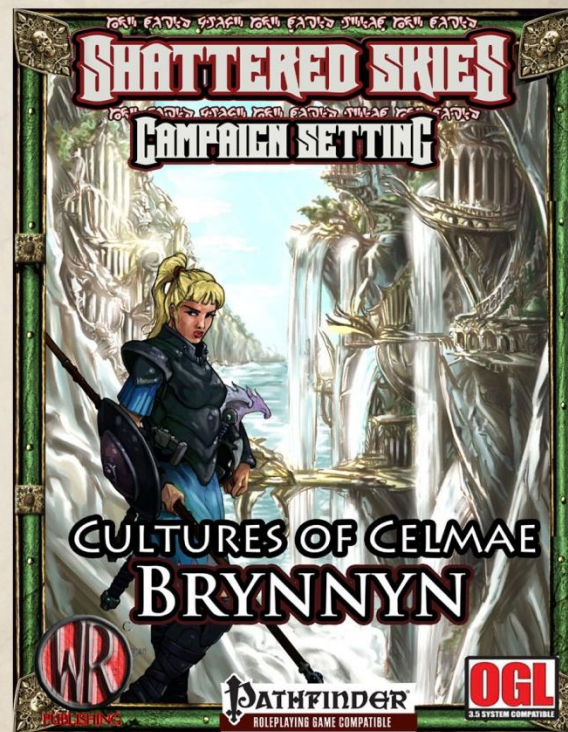
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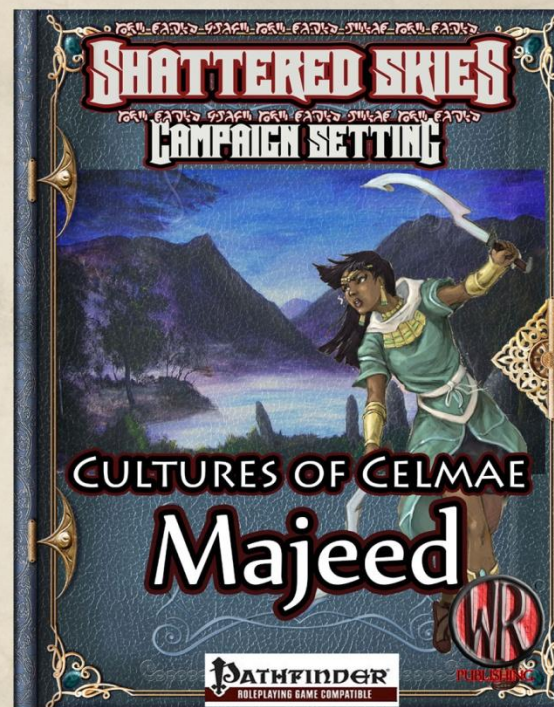
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CULTURES OF CELMAE

Dwarves

THE DWARVES OF CELMAE ARE SIMULTANEOUSLY YOUR TYPICAL DWARVES AND ANYTHING BUT.

HAUNTED BY GUILT, THIS PIOUS RACE HAS DEVOTED THEMSELVES TO RIGHTING THE WRONGS OF THEIR PAST. ABOVE THE SURFACE AND BELOW, THE UNITED DWARF CLANS CONSIDER THEMSELVES THE CHOSEN PEOPLE OF ADAN, AND THEIR MISSION IS TO SAVE THE WORLD.

- THE FORGE PRIEST HYBRID CLASS: A SPECIALIST CRAFTER THAT CAN IMBUE HIS ALLIES WITH THE ABILITY TO SHARE HIS SPELLS.
 - NEW FEATS.
 - NEW SPELLS.
 - NEW TRAITS.
- NEW ITEM QUALITIES KNOWN ONLY TO DWARVES.
- OVERVIEW OF TWO DWARVEN KINGDOMS: THE COPPER CROWN MOUNTAINS AND THE DUERGAR CONTROLLED ZAMCELTY.

AND MUCH, MUCH MORE!



PUBLISHING

