

DUNGEONS & DRAGONS®

9227

GAZETTEER

OFFICIAL GAME ACCESSORY

The Dwarves of Rockhome

by Aaron Allston



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GAZETTEER

An Official DUNGEONS & DRAGONS® Game Supplement

THE DWARVES OF ROCKHOME

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CREDITS

Design: Aaron Allston
Editing: Karen S. Boomgarden
Product Manager: Bruce Heard
Cover Artist: Clyde Caldwell
Interior Artist: Stephen Fabian
Cartography: David C. Sutherland III,
Dave Laforce, Dennis
Kauth

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TSR Inc.
POB 756
Lake Geneva,
WI 53147 USA



TSR UK Ltd.
The Mill, Rathmore Road
Cambridge CB14AD
United Kingdom

Welcome to Rockhome

The Dwarves of Rockhome is a sourcebook. Some of it is written for players, the rest for the eyes of Dungeon Masters only. It describes, in great detail, the dwarven nation of Rockhome, its great cities and other important sites, and its people: the dwarves.

Dwarves have been mentioned throughout the D&D® game system's series of rulebooks and modules, but always on a bit by bit and piece by piece basis. In one place, we explained how to roll up a dwarf character; in another, we told how to build strongholds; elsewhere, we presented little facts and rules about dwarven non-player characters and dwarven life.

In *The Dwarves of Rockhome*, we put it all together. You learn the history of the dwarves; you're introduced to a new character class, the dwarf-cleric, a rare specialist responsible for the philosophical well-being of the dwarves; you learn why dwarves are the way they are (gold-mad, work-mad, fonder of stalactite roofs than open skies, suspicious and surly one moment, open and merry the next).

You'll see the homes of the dwarves, both their open cities and their subterranean capitals; you'll pierce the veils of secrecy which shield their politics and master craftsmanship from prying eyes.

You'll also learn how to use the dwarves and their cities in your campaign: as friends and places to visit, as the sites of important adventures, and even as the setting of an all-dwarf campaign, if you wish.

Who Should Read This Gazetteer?

Everyone, players and DM alike, should read all the chapters of the Players' Section. Only the DM should read the Gazetteer Section and the Adventure Section.

ARRANGEMENT OF THE Gazetteer

The Dwarves of Rockhome is arranged in this fashion:

The Players' Section is written for everyone who will be playing in a dwarven campaign; anyone can read it.

The first chapter is "Welcome to Rockhome," which you're reading now.

The second chapter, "Character Creation," shows how to create dwarven characters from Rockhome, how to create an optional character class, the dwarf-cleric, and how to use the optional rules for general skills.

"Dwarven Society and Politics" discusses just what it is to be a dwarf. Here are the explanations on the extensive clan structure of the dwarves of Rockhome, their politics, the dwarven army, and more.

"Special Dwarven Tasks" is a chapter devoted to things the dwarves, and dwarves alone, do—such as the attainment of a fantastic level of engineering, the creation of dwarven magical items, and the development of dwarven science.

The Gazetteer Section is the Dungeon Master's guide- and travel-book to Rockhome; players should not read it.

"History of Rockhome" describes the history of the area and its inhabitants, as known to the DM and the Immortals; it also discusses what the dwarves and other historians think they know, where they're wrong and where they're right.

"The Nation of Rockhome" is a basic description of the dwarven homeland, its geography, and its geological makeup.

"Dengar" describes the capital city of Rockhome—both the surface-level Upper Dengar and the subterranean Lower Dengar.

"Other Sites of Interest" describes the other notable sites within the bound-

aries of Rockhome: its other cities, towns, forts, and settlements.

"Characters" expands on information presented in earlier chapters by providing character sheets for the most important and interesting characters in Rockhome.

"Monsters," in turn, describes new creatures native to Rockhome, and lists which monsters given in previous D&D game rulebooks can be found within this nation's borders.

The Adventure Section talks about the whole dwarven campaign—how to arrange it, play it, sustain it.

"The Rockhome Campaign" talks about using the Rockhome setting—as a place for existing player-characters to visit and as a setting for an all-dwarf campaign.

After that chapter follow three full-length adventures written specifically for dwarven characters—though, with information provided in the text, you can adapt them for existing heroes who are visiting Rockhome.

At the end of the book you'll find numerous adventure ideas both for dwarf-characters and for visitors to the nation of Rockhome.

And in the inside covers, you'll find handouts which you may give to your players: descriptions of Rockhome from the viewpoint of foreigners.

Final Notes

This sourcebook, and in fact this whole series, has been written for you to use in your campaign and to your own ends. This means you can, and should, change whatever you don't like before fitting it into your campaign. Do you want your dwarves to be friendly and outgoing to strangers? Do you not want to deal with dwarf-clerics? Change whatever you want, and have fun.

Character Creation

In this section, we'll show players and the DM how to create dwarven characters from Rockhome.

Rockhome

Rockhome is the name of the ancestral nation of dwarves. In the D&D® game's Known World, Rockhome lies in the northeastern part of the continent, bordered to the north by the Ethengar Khanate and Vestland, to the east by the Soderford Jarldoms, to the southeast by Ylaruam, to the west and southwest by Darokin. It's a landlocked mountain region, beautiful with its ice-capped mountaintops, green valleys and large clear lakes.

Though the human eye first notices the land's natural beauties, it is the nation's mineral resources which endear it to the dwarven inhabitants. The mountains are riddled with caves and extensive cavern networks, the preferred homes of the dwarves, and are rich in various metal ores.

Additionally, the rough and rocky

nature of the land—there are only three major roads which enter Rockhome, all along easily-defended mountain passes—makes Rockhome easy to defend. Standing garrisons, and in some places the terrible winters, keep the nation safe from invasion.

Dwarves

Rockhome is widely known as the Kingdom of the Dwarves. Though the hardy dwarven race is not confined to Rockhome, and can make a home just about everywhere (excepting the politically dangerous Principalities of Glantri), this nation is the dwarven homeland, celebrated in legend as the birthplace and cradle of the dwarven race.

Dwarves, of course, are tough, short humanoids. As a race, they are expert miners and engineers, smiths of precious metals and jewelwrights, as well as fierce fighters. Humans regard them as particularly greedy when it comes to the acquisition of gold and jewels. Dwarves tend to be suspicious and sullen around

strangers, giving them a reputation for rude behavior and standoffishness.

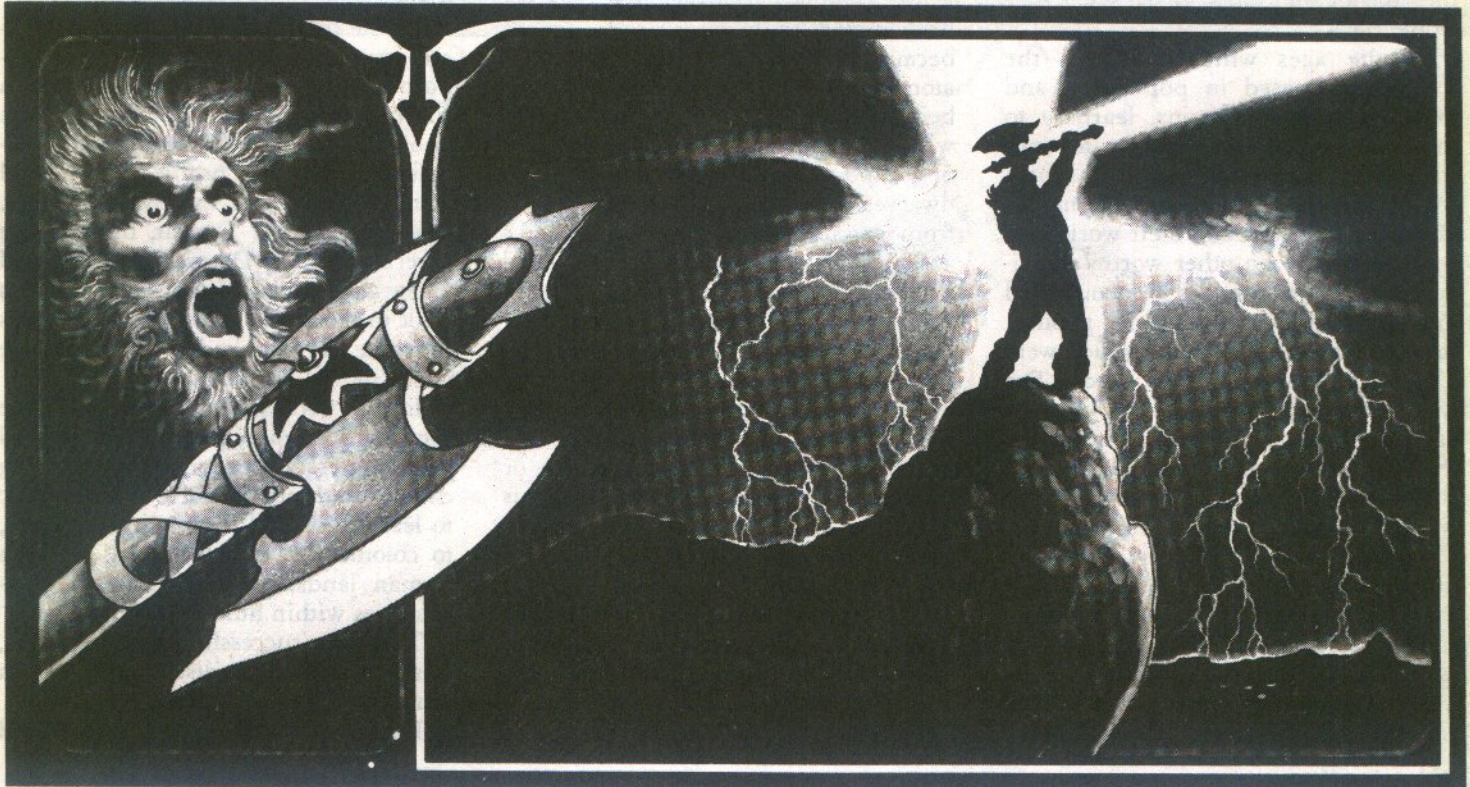
A little later in this section, we'll show you how to create dwarf characters—and what these character traits, real and imagined, actually mean to the dwarf character.

History

As the dwarf of Rockhome knows it, here is a brief history of the land and its inhabitants.

In the dim ages of the world's past, the land that was to become Rockhome lay under thick ice. It was not devoid of life, for monsters and creatures suited to icy existence lived and bred beneath the frosty crust, but it was inhospitable to human and demihuman inhabitants.

The Immortal known as Kagyar—celebrated in different parts of the world as Kagyar the Artisan and Flasheyes Kagyar—saw this dim landscape as nothing but an unpainted canvas. He whipped the curtain of ice from it and began to alter it to his liking.



Character Creation

To begin, he created a creature which would be master of this land and celebrant of Kagyar's philosophies. From a boulder, with his magics and consummate artistry, he fashioned a powerful mortal being, short of stature, strong of thew, clever of mind, long of patience. He called this being "Rockborn"—in the dwarven language, Denwarf. Denwarf was the first of the dwarves and their first king as well.

Kagyar created many more of Denwarf's folk, separating them into males and females in the fashion of nature's creatures. He infected them with a desire akin to his own, a desire to craft beauty from all things which come from the land. He gave them a language which was uniquely their own. He taught them about both hunting and agriculture, as he had seen them practiced by humans and demihumans elsewhere on the continent. He gave them abilities which would allow them to thrive both above and below the ground—and to enjoy and revere the subterranean world as no other intelligent mortal race could. Then he withdrew from the land of these folk to see what they would do.

In the ages which followed, the dwarves increased in population and explored their mountains, learning to mine out precious materials, to craft them into wondrous things. In these times, they believed that their mountains were the center of their world and that there were no other worthy intelligent races to be found: they encountered only the warlike and primitive goblins, orcs, gnolls, and hill giants which were also to be found in these lands. The dwarves, always pursuing the glorious cause of creating art from whatever materials were put in their way, had no time or affection for races which merely wanted lands on which to hunt. In terrible battles and wars, they drove the other races from the mountains and made eternal enemies of these tribes.

Denwarf never did grow old. Decade after decade he served the dwarves as king. He was known for his stony impassiveness, his merciless fighting ability,

his chilling impartiality in judgment of crimes. Larger than the other dwarves, more hardy, just but unsympathetic, he was revered but was never precisely loved. In the 400th year of his reign, he discovered a massive cavern complex in the foothills east of Lake Stahl, and commanded that the clans he directly governed move to this lovely subterranean land. He named the place "Dengar," which translates as Rockhome in other tongues. Then he set about exploring the deeper and darker passages of the caverns, and was never again seen by dwarven eyes.

Eventually the dwarves, in their explorations of the lands surrounding Rockhome, encountered the higher forms of life known to the world—higher, in their eyes, because they had crafts and made things of beauty.

The humans elicited both their admiration and their scorn: admiration, because they were capable of leaps of fancy and imagination beyond even those of the dwarves, and could craft many wonderful things, especially from materials (such as glass and cloth and leather and wood) which the dwarves had never truly mastered; scorn, because so few of them really were creators, or heroes, or visionaries, most being like the orcs and goblins, content with a stretch of woods to hunt or a plot of ground to farm. So relations between dwarves and humans varied greatly from clan to clan and dwarf to human.

The elves mainly elicited scorn—and a grudging envy. These tall and light-hearted folk could craft gold and silver and jewels as well as dwarves, and in fashions and designs far different from those of the dwarves. But they were such a shallow race, imagining that they saw as much beauty in a song as a crown, or in an abstractly-carved piece of wood as an inlaid axe-head. They were impossible people: too friendly too fast, no sense of restraint, no idea of the slow and comfortable pace which the dwarves needed to *learn* the character of another before showing him inner faces and inner thoughts. The elves were too free, too embarrassing, too flighty—a

pity all that craftsman brilliance had to be locked up in a silly and vapid mind.

In the gnomes, the dwarves found kinship—if the gnomes did not bear the mark of Kagyar's creation, they at least had similar drives and characteristics. Dwarves and gnomes found friendship, mutual interests and similar habits.

The halflings, too, were comfortably similar—but sadly, like the humans, not all had the craftsman's drive and the explorer's itch.

So Rockhome—regarded from outside and from within now as a nation, a dwarven nation—gradually began trading out its surplus craft goods and even raw ores for the goods created by neighboring tribes and states. For its exports, Rockhome received foods, drinks, leather and wooden goods, work animals, and more. Information, too, flowed from all directions. The dwarves had become quite expert in the techniques of mining and engineering; as this expertise was sought by the human lands, so they learned from the humans more sophisticated means of growing food, recording facts, waging war, and many other things.

By the time the first emperor of Thyatis was crowned, the king of Rockhome, too, was widely known in surrounding lands. Rockhome was known as a small but strong and well-defended land; fine profits could be had from working with the dwarves there. The great city of Dengar, built in the caverns found by Denwarf, thrived, and a new city—called Upper Dengar—was built in the lands above the caverns, as the trade city from and to which all these goods moved.

In the centuries that followed, the kings of Rockhome began a determined and aggressive program of sending dwarves out into the surrounding lands: to learn and send their learnings back, to colonize, to establish relations with human lands, even to establish communities within human communities.

This was successful in some areas, unsuccessful—even disastrously so—in others.

Dwarven clans made inroads and

established good, strong colonies in the mountains of Darokin, with whom they had good trade relations; Vestland and the Jarldoms, who admired the sturdy fighting dwarves; Traladara (later Karamaikos), whose gnomish community welcomed them as allies; and Ylaruam, whose humans liked dwarvish craftsmen and the dwarves' lack of affinity for things magical. They found less of a welcome in Thyatis, with its labyrinthine politics and procedures for colonization and trade. And they suffered disaster in the Principalities of Glantri: there, when they arrived some two hundred years ago to pursue rumors of a gold rush, they appeared at about the same time as a devastating plague. Suspected of bringing the plague, and fascinating to the sorcerers of Glantri because of their resistance to magic, dwarves there were hunted down, driven out, captured, studied and tortured over a twenty-year period. Since then, dwarves have spoken only in terms of contempt or hatred for the magocracy of Glantri.

Today, Rockhome is as solid as ever, the center of dwarven civilization and trade. Dwarf colonies and communities in other parts of the continent keep in communication with their motherland. In the face of harsh winters, trade wars and occasional invasions by orc and goblin tribes, Rockhome stands powerful and indomitable in its own corner of the world.

The Map

For a better idea of Rockhome's layout and lands, take a look at the map on this page.

In brief, these are the important sites on the map:

Altan Tepe Mountains: This mountain range forms the southern and western boundaries of Rockhome.

Darokin Tunnel: This is a game trail and pass through the Altan Tepe Mountains and into Darokin. The pass, which is not known to the humans of Darokin, is often used by adventuresome young

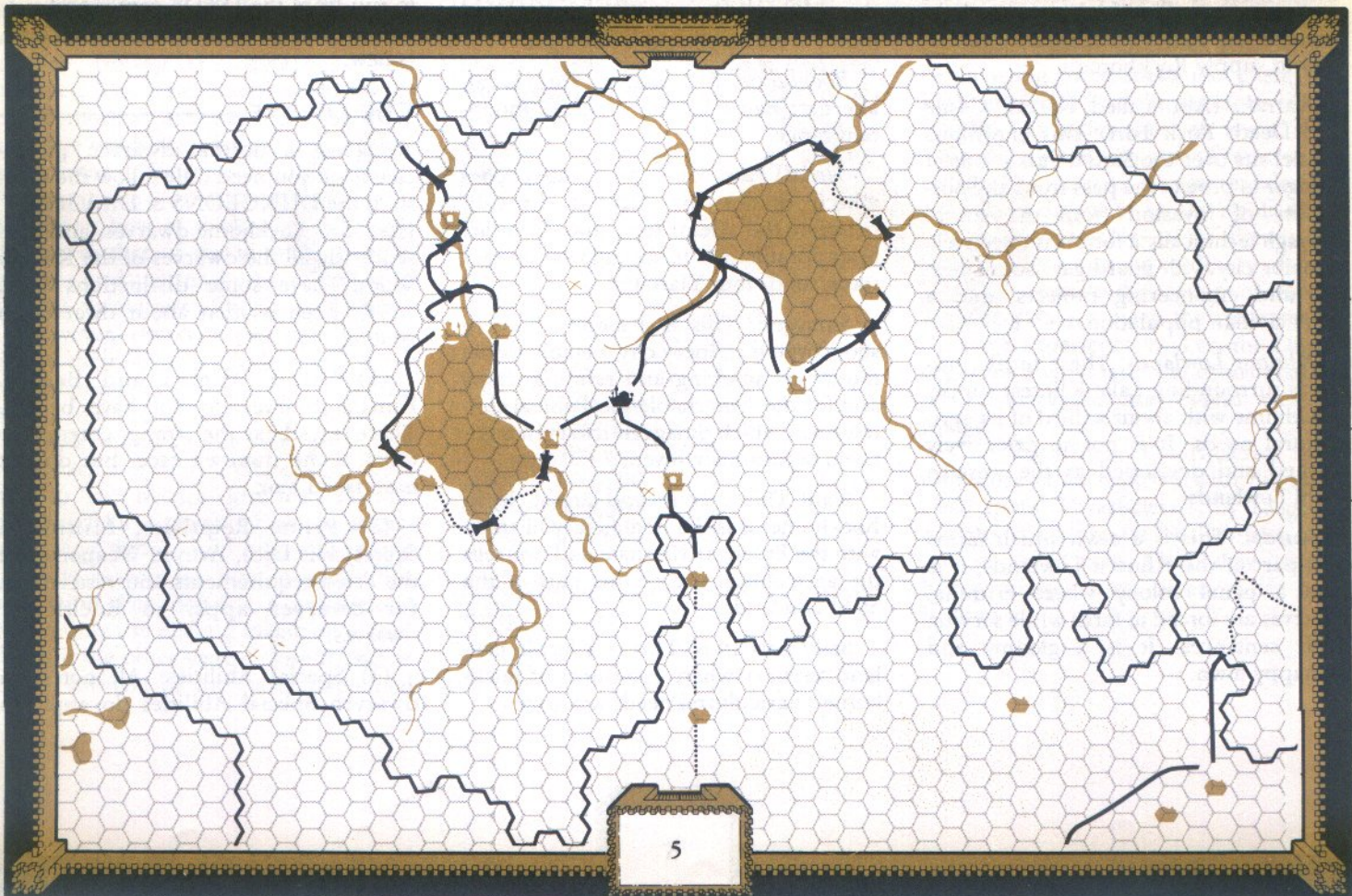
dwarves for quick raids into the Alfheim forests.

Dengar: This is the capital city of the dwarves. Upper Dengar lies at the foot of Point Everast, while Lower Dengar, the greater city, is built within the vast caverns far beneath.

Denwarf Spur: This is the small, central spur of mountains between the Altan Tepes in the west and the Makkres Mountains (also called the Broken Teeth and the Rockhome Mountains) in the east. Point Everast is one of the Denwarf Spur mountains.

Evekarr Pass: This is a dangerous high-mountain pass which allows hardy travelers to cross the mountain ridge where the Kur River has its headwaters. Mostly passable in warm-weather months, absolutely impassable in cold-weather months, its name translates as "High Death."

Evemur: This is a large city responsible for about a third of the fertile Stahl



Character Creation

lowlands; its main business is the growth and distribution of crops. Many humans live here.

Fort Denwarf (Rak Denwarf): This fort, built at the narrowest point of the Styr Valley, is the northern defense of Rockhome, responsible for protecting the nation from possible invasion from that direction.

Fort Evekarr (Rak Evekarr): This is a large, gloomy, miserable fortress built in the grim Evekarr Pass. Its business is to protect Rockhome from possible invasion along the Evekarr Road. It is manned from the beginning of spring to the end of fall, abandoned for the winter.

Greenston: This is a mostly human community, settled with the permission of the kings of Rockhome about a hundred years ago. It is a farming community which produces much grain needed by Rockhome; dwarven administrators here govern this part of the Stahl Lowlands. (Dwarves, in general, do not think much of the farming profession, and are quite willing for humans to help provide the agricultural bounty necessary to supply Rockhome.)

Karrak: (Also called Karrak Castle and Death Rock Fort) This enormous citadel sits over the Sardal Pass south of Dengar to protect the pass from any possibility of invasion from the south. Though technically a fort, it is effectively a major city with guard garrisons, mining and engineering projects, and a large civilian population.

Klintest Lowlands: These fertile lowlands surrounding Lake Klintest supply Rockhome with about a third of its agricultural needs. It is not so extensively farmed and developed as the western Stahl Lowlands.

Kurdal: This is a town which farms this part of the Klintest Lowlands; it is also a penal colony where criminal dwarves are forced to farm while serving their sentences. It is a gloomy and unhappy town.

Lake Klintest: This is a large freshwater lake formed from the rivers Everast, Hrap, Kur, Klintest, and Makkres; it becomes very deep very quickly and is perhaps bottomless. It is notorious for the "Lake Klintest Monster" which inebriated shoredwellers tend to see from time to time.

Lake Stahl: This is a large freshwater lake formed from the rivers Larodar, Evemur, Norden, and Stahl, and from which the mighty Styrdal River flows north into the Ethengar Khanate. Not as cold as Lake Klintest, it may be just as deep, and is famous for the shade of blue water which generations of painters and enamel-craftsmen have tried to duplicate.

Makkres Mountains: These mountains, high, jagged, and ugly, form the eastern and southeastern border of Rockhome.

Point Everast: This, the highest mountain of the Denwarf Spur, is (in dwarven tradition) supposed to be where Denwarf, the first and greatest dwarf-king, was created. At its southern foot lies the upper city of Dengar.

Rockhome Mountains: This is an alternate name for the Makkres mountain range.

Sardal Pass: This is a valley pass which marks the official division between the Altan Tepe and Denwarf Spur Mountains. It also allows for easy trade south into Ylaruam.

Smaggeft: This is a smoky, homely, soot-covered refinery city, notable for its numerous smelting and refining shops and for the remarkable mechanical contrivances which Smaggeft dwarven engineers occasionally invent.

Stahl: This is the second-largest city in Rockhome; it is the beneficiary of trade with the Ethengar Khanate and oversees the agricultural use of this part of the Stahl Lowlands.

Stahl Lowlands: This is a fertile lowland territory where two-thirds of Rockhome's agricultural needs are grown.

Stahl Road: This is the old and well-built road from Dengar to Stahl.

Styr Valley: The Styrdal River has carved a broad and fertile valley as it heads north into the Ethengar Khanate; numerous small farming villages dot the valley, becoming less numerous as you reach the northern foothills region.

Not named on this map, but an important part of Rockhome, are the hundreds of small villages, particularly farming villages in the lowlands and mining villages dotting the Altan Tepe and Makkres Mountain ranges. Some are above-ground, but the majority are underground settlements, some established in existing caverns and others dug from the living rock.

Character Creation

Now that you have an idea of what Rockhome looks like, let's talk about creating dwarven characters from the Rockhome area.

There are two dwarven character classes. The first, the dwarf, is familiar to you from the D&D® games and supplements. The second, the dwarf-cleric, is new.

The Dwarf

To create a normal dwarven player-character, you need only follow the rules from the DUNGEONS & DRAGONS® Basic Set. Rockhome dwarves, and consequently all the dwarves of the Known World, have some distinctions from what's been written about dwarves in general:

(1) Dwarf Women and Beards. Female dwarves do not have beards. Their faces bear the strong, craggy features of the dwarven race, but do not have facial hair.

(2) Prime Requisite, Minimum Scores, Hit Dice, Armor, Weapons. All the listed requirements and restrictions for dwarves apply to Rockhome dwarves.

(3) Special Abilities. All notes on dwarven Special Abilities do apply to

Rockhome dwarves. However, a little further on, we describe an optional system for using various types of skills in the D&D® game; if your DM decides to use this system in your campaign, then the dwarves' special abilities of detection become general skills.

(4) Experience. Rockhome dwarves gain experience levels just as described in the rulebooks.

(5) Titles. In Rockhome, dwarves do not refer to themselves by the descriptive titles given in the D&D® game, titles such as Veteran, Warrior, Swordmaster, etc. Think about it—the dwarf-characters don't know that they're at some specific level of experience, or how many hit points they have, or what their saving throws are. The dwarf's player may let the other players know what his level is if he so wishes, but it's not knowledge which the characters have; they'll only have an idea of who is better than whom in combat.

The Dwarf-Cleric

Though humans and other demihuman races are mostly unaware of it, there are clerics among the dwarves. The dwarves, too, have a relationship with the Immortals, and need to have their spiritual needs attended to, and so some take oaths of service to Kagyar, the Immortal who created the dwarven race, and learn how to wield clerical magic similar to that of the humans, how to advise and counsel their dwarven charges on matters of honor and ethics.

However, dwarves are very private about their clerical studies and their philosophies regarding Kagyar and the other Immortals. For this reason, a dwarf-cleric will almost never reveal to a nondwarf that he is a cleric. He would have to have been a close friend of the nondwarf for a matter of several game-years, and there would have to be some pressing reason for him to make this admission. For instance, a dwarf-cleric would only use healing magic on a nondwarf if the other were a close friend or if the survival of the party depended

upon it.

It's easy for a dwarf-cleric to maintain the illusion that he's an ordinary dwarf, though, as the following rules will describe.

If, in your own campaign, the players have the habit of looking at one another's sheets, or secrets are hard to keep, ask your DM if you can keep two different record sheets for your dwarf-cleric character. One, which you use in normal play, just contains the normal information about the character's dwarven fighting abilities, attributes, hit points, level, equipment, and so on. The other, which you don't drag out at a game except when you can be sure you aren't observed, also contains the information about his clerical spells and his actual experience totals. This way, you can keep the truth about the character's class from the other players for a longer time, and it will be more of a surprise if and when the truth finally does out.

For now, though, let's talk about the dwarf-cleric and how to become one.

Dwarf-Cleric Experience Table

Dwarf-clerics, like ordinary dwarves, are able to attain the 12th level of experience.

Level	XP	Spells/Level					
		1	2	3	4	5	6
1	0	-	-	-	-	-	-
2	4,000	1	-	-	-	-	-
3	8,000	2	-	-	-	-	-
4	16,000	2	1	-	-	-	-
5	32,000	2	2	-	-	-	-
6	64,000	2	2	1	-	-	-
7	120,000	2	2	2	-	-	-
8	250,000	2	2	2	1	-	-
9	400,000	3	2	2	2	-	-
10*	600,000	3	3	2	2	1	-
11*	800,000	4	3	3	2	2	-
12*	1,000,000	4	4	3	3	2	1

*Constitution Adjustments no longer apply.

Dwarf-Clerics and Alignment

Player-character dwarf-clerics are all followers of Kagyar and Lawful in alignment.

It's possible for there to be NPC dwarf-clerics who follow other, chaotic Immortals. This is left to the discretion of the DM, naturally. No player-character dwarf can choose to start play as a chaotic cleric, but it's possible for a chaotic warrior-dwarf to be approached by a chaotic Immortal, be swayed to his worship, and change character class to a first-level chaotic dwarf-cleric. Again, that's at the DM's discretion.

Dwarf-Clerics and Their Spells

Dwarf-clerics may learn any spell which their human counterparts could use (subject to DM approval, of course). They use and regain them in precisely the same manner that human clerics do.

Note, however, that the dwarven Immortal patron, Kagyar, is a creator. He does not approve of destructive spells, particularly the reversed versions of clerical spells. Should a dwarf-cleric begin using these spells too often, the DM can decide that the character is falling or has fallen out of favor with Kagyar. This can have one of two results: either the character is reprimanded by Kagyar, in dream or by the application of a *geas* or *quest*, or—if it's already too late—he becomes an ordinary dwarf. The DM subtracts the amount of experience necessary to keep the character in his same experience level on the Dwarf experience table, and the dwarf character never again may wield clerical magic.

One last thing: Dwarf-clerics may only raise other dwarves with the *raise dead* spells. Dwarf-clerics, by Kagyar's definition, are avatars for their own race and no other race. Thus, they cannot bring representatives of any other race back to life.

Character Creation

Dwarf-Clerics and Turning Undead

Dwarf-clerics do not have the human clerical power of turning undead. Kagyar found it difficult enough to create a race which was resistant to magic but could wield clerical magic; he couldn't give the dwarf-clerics the power to turn undead.

Prime Requisite

Dwarf-clerics have two Prime Requisites: Strength and Wisdom. If a dwarf has a score of 13 or more in both Ability Scores, the character gains a 5% bonus to experience points earned in every adventure. If the Wisdom score is 16 or greater (along with Strength of 13 or more), the XP bonus is 10%.

Minimum Scores

A dwarf-cleric must have Constitution and Wisdom scores of 9 or greater when first played.

Hit Dice

A six-sided die (1d6) is used to determine a dwarf-cleric's hit points. A dwarf-cleric starts with 1-6 hit points (plus Constitution bonus, if any) and gains 1d6 more hit points (plus bonus) with each level of experience.

The dwarf-cleric only gains 1d6 hit points per level up to 9th level; above 9th level, he earns +2 hit points per level thereafter.

Armor

A dwarf-cleric may wear any kind of armor, and may use a shield.

Weapons and Fighting

The dwarf-clerics are supposed to be exemplary leaders of dwarvenkind. For that reason, their order severely restricts the types of weapons they may use—weapons which are considered to be dwarven racial weapons. For this reason, a dwarf-cleric may only use axes (two-handed battle axes and hand axes) and war hammers under ordinary cir-

cumstances.

If you are using the Masters set of rules, a dwarf-cleric can also use the throwing hammer, the halberd, the pole axe, the bardiche, and the lochaber axe—but remember that a dwarf using any pole arm suffers a -3 hit roll modifier because the dwarf is undertall for the weapon.

However, a dwarf-cleric can, in desperate situations, use any weapon an ordinary dwarf can—but only with the ability of a normal man. A dwarf-cleric can never increase his fighting ability with weapons other than axes and war-hammers.

Dwarf-clerics attack on the Fighters column of the Character Hit Rolls table. Therefore, a 12th-level dwarf-cleric trying to hit AC 3 with a war-hammer would have to roll a 10; if he were forced to use a dagger or a sword, however, he would have to roll a 17.

Dwarf-Cleric Saving Throws

The dwarf-cleric saving throws are identical to the ordinary dwarf saving throws. (Don't forget, though, that dwarf-clerics with a Wisdom of 13 or more will receive bonuses to some saving throws.)

Special Abilities

Dwarf-clerics have the same special dwarven abilities of infravision, extra languages, and detection that ordinary dwarves have.

High-Experience Dwarf-Clerics

Dwarf-clerics, like ordinary dwarves, can improve their fighting ability even after they've reached 12th experience level. This isn't at the same experience point totals or in the same order as ordinary dwarves, however, as you will see on the table below.

As with ordinary dwarves, four attacks per round cannot be gained, and the Disarm option cannot be used successfully against a giant-sized opponent.

Also as with ordinary dwarves, dwarf-clerics become more resistant to magic. But dwarf-clerics attain this magic resistance before they gain the fighter options, unlike ordinary dwarves.

Dwarf XP	Attack Rank
1,000,000	a) C
1,200,000	D
1,400,000	E
1,800,000	F
2,000,000	b) G
2,200,000	H
2,400,000	I
2,600,000	c) J
2,800,000	K
3,000,000	L
3,200,000	d) M

- (a) Automatically takes 1/2 damage from any damage-causing spell or spell-like effect.
- (b) Gain Combat Options for Fighters. Two attacks are possible at this level.
- (c) Same as a Fighter of levels 22-24. Three attacks per round possible at this level.
- (d) Same as a Fighter of levels 25-27.

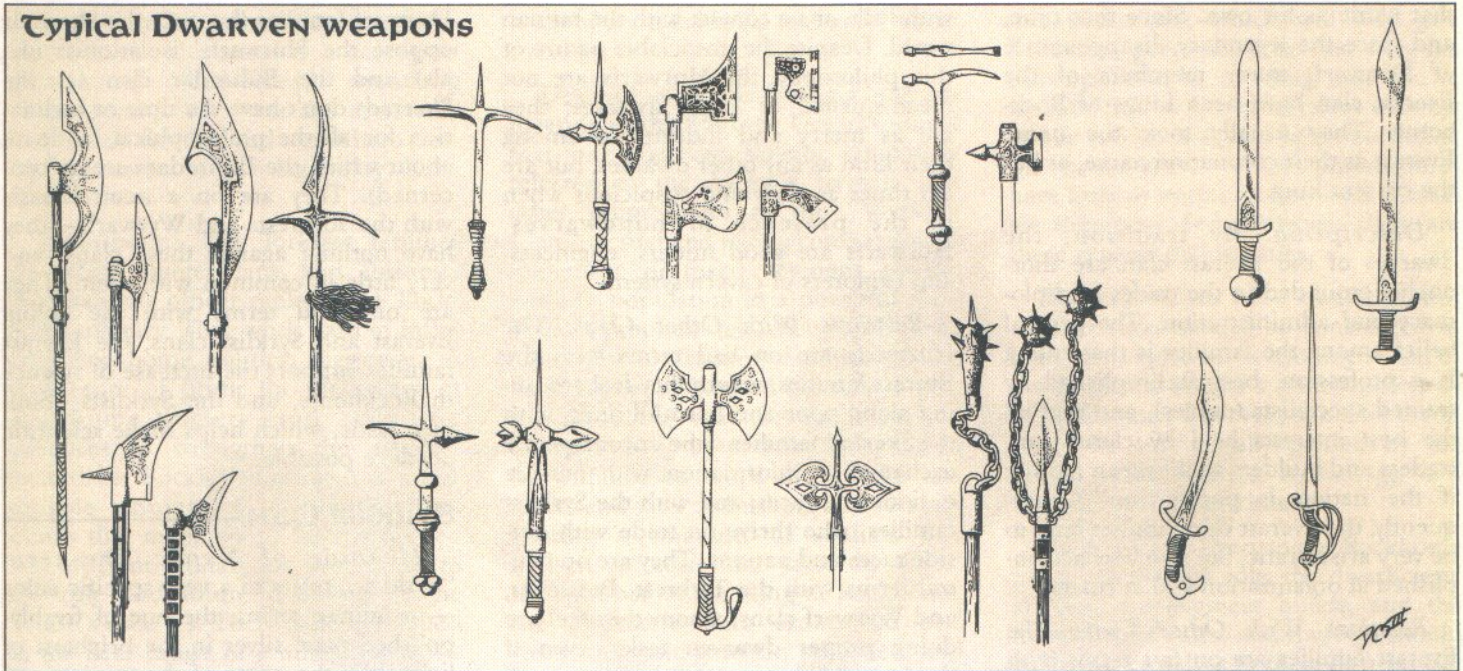
Character Backgrounds for Rockhome Dwarves

Now that you've created a dwarven character—either a dwarf or a dwarf-cleric—you can begin to fill in the details of his background, his standing within the nation of Rockhome, etc.

Clan and Family

Every Rockhome dwarf belongs to a dwarven family, and every dwarven family belongs to one of the seven major clans of Rockhome. If your DM will allow it, you may simply choose one of the seven clans to which your dwarf's family may belong. Otherwise, roll percentile dice and consult the table below to find your family's clan.

Typical DWARVEN weapons



(Roll 1d100)

Roll	Clan	Description of Clan
01-10	Buhrodar	Theocratic Dogooders
11-20	Everast	High-Brow Aristocrats
21-30	Hurwarf	Isolationist Zealots
31-40	Skarrad	Progressive Technocrats
41-60	Syrklist	Free-Trade Agitators
61-80	Torkrest	Military Imperialists
81-100	Wyrwarf	Dwarven Pariahs

What do these clan designations mean? Let's describe each clan in turn.

Buhrodar Clan

Meaning of Name: The Buhrodar Family is descended from a dwarven religious fighting brotherhood, the "Order of Golden Battle"—or "Buhrad-hrodar." The order, conceived nearly two thousand years ago, regarded the struggle against nonhumans (such as orcs and goblins) to secure Rockhome's borders as a holy crusade. Over a period of 500 years, the Buhrad-hrodar were

instrumental in pushing the nonhumans out of Rockhome's borders, but their numbers were whittled down to practically nothing in the process. Around 500 BC, when Rockhome's borders had become more or less secure, the Order was formally disbanded, but certain of its members banded together as a family. This Buhrodar family was deeply involved in the spiritual needs of the Rockhome dwarves, and a disproportionate number of Buhrodars were (and are) dwarf-clerics. Gradually, the Buhrodar family grew large and prosperous, coming to dominate other families of similar interests.

Description: Today, the Buhrodars are a theocratic clan: they believe that the power of Rockhome government should be in the hands of the clerics devoted to the Immortal Kagyar. Kagyar had given them their first laws and commands, and what is government, after all, but an organization dedicated to the carrying out of laws? They are not, however, malevolent clerics plotting to take over the nation; patient and industrious, they work to fulfill the needs of their people, and take on all the duties

and responsibilities they can manage, thus keeping a strong hand in the management of the kingdom of Rockhome.

Relations With Other Clans: The Buhrodar families tend to be on good terms with the militaristic Torkrests. They are on fair terms with the Everast clan—would be on better terms but for their slow, patient efforts to jockey power away from the Everasts. They are on more or less neutral terms with the Hurwarfs, Syrklists, and Wyrwarfs, but do not like the Skarrads, believing that the intense pursuit of technology detracts from the pursuit of faith and philosophy.

Everast Clan

Meaning of Name: "Everast," which has been often mispronounced in human tongues as "Everest," simply means "High Mountain." It is the name of one of the oldest dwarven clans: dwarf genealogists say that the legendary dwarf-king Denwarf was created on the slopes of the highest of Rockhome's mountains, itself called Everast or The High Mountain, and that one of the first dwarves created to serve Denwarf took

Character Creation

that name as his own. Since that time, and since the legendary disappearance of Denwarf, many members of the Everast clan have been kings of Rockhome. They usually took the name Everast as their coronation name, as has the current king.

Description: By tradition, the dwarves of the Everast clan are thoroughly grounded in the trades of diplomacy and administration. The general belief among the families is that ruling is a profession, best accomplished by trained specialists (nobles), and that all the best interests held by clerics and traders and builders won't mean a thing if the nation is poorly run. Consequently, the Everast clan families tend to be very aristocratic, but also very accomplished at organization and at rulership.

Relations With Other Clans: The Everast families are on fair terms with the Buhrodar and Torkrest clans, and would be on better terms but for those clans' meddling attempts to increase their power. They are on good terms with the Skarrads and Syrklists, whom they see as of pursuing ends very much in the interests of Rockhome. They are neutral to the Wyrwarfs, and on bad terms with the Hurwarfs, whom they see as working against the best interests of Rockhome.

Hurwarf Clan

Meaning of Name: The clan name translates literally as "Caveborn."

Description: There is actually no Hurwarf Family; the Hurwarfs sprang not from the leadership of a specific family but from the cooperation of several families which share a philosophy. That philosophy is Isolationism: The theory that dwarves have their nation and their mountains, and that they don't need any other race, nor does any race need them. Were the Hurwarfs to come into power, trade with the outside world would gradually be shut off, the mountain passes to the outside world further fortified, and the dwarves of Rockhome would live their existences

with little or no contact with the human world. Despite the unsociable nature of this philosophy, the Hurwarfs are not mean-spirited or angry dwarves; they are as merry and industrious among their kind as any other dwarves, but are ten times as surly and suspicious when in the presence of nondwarves. Hurwarfs are good miners, engineers, and explorers of cavern systems.

Relations With Other Clans: The Hurwarfs are on bad terms with the Everast families, whom they feel are ruling along poor and harmful lines; with the Skarrad families, who encourage the exchange of information with outside nations and races; and with the Syrklist families, who thrive on trade with outside races and nations. They are on neutral terms with the Torkrest, Buhrodar, and Wyrwarf clans, whom they feel are doing proper dwarven tasks, even if they're not helping to crack down on all this free trade and communication with nondwarves.

Skarrad Clan

Meaning of Name: The clan name is corrupted from "Skyr-rad," or "Iron-forge."

Description: The Skarrad families, in general, are experts in the advancement of architecture and engineering, but are more widely known for their developments in the creation of machinery and technology. Though a dwarf belonging to one of the Skarrad families does not have to be a technological whiz himself, he is likely to be a firm believer in the Skarrad philosophy. This is the idea that only by pursuing the arts of mechanical engineering and mechanical sciences can dwarves keep enough of an edge or advantage over the other humanoid races to remain powerful and free. Consequently, they strive to put Skarrad representatives in key dwarven policy-making positions to advance their cause. They are notorious workhorses, even for dwarves.

Relations With Other Clans: The Skarrads are on bad terms with the

Hurwarf families (because the Skarrads oppose the Hurwarfs' isolationist ideals) and the Buhrodar clan (as the Skarrads don't have the time or inclination for all the philosophical fol-de-rol about which the Buhrodars are so concerned). They are on a neutral basis with the Torkrests and Wyrwarfs—they have nothing against these clans, and very little in common with them. They are on good terms with the ruling Everast and Syrklist clans; the Everast families support the increase of science in Rockhome, and the Syrklists dominate trade, which helps make scientific advance possible.

Syrklist Clan

Meaning of Name: The term "Syrklist" refers to a very specific color—in human terms, the hue of freshly-polished plate silver in the brightest of light. It is the name of the mining and trading family which eventually came to dominate other such families and became the head of the Syrklist Clan.

Description: Members of Syrklist families tend to be miners, craftsmen, and traders. They are disinterested in politics, except to keep restrictions on mining and trade light and tolerable; they are interested in adventure as a way of gaining precious materials and knowledge about the level of craftsmanship among other races in the outside world. Collectively, the Syrklist families are wealthy and influential.

Relations With Other Clans: The Syrklists are on good terms with the Everast and Skarrad clans, because of the mutual interests the three clans have; they are neutral to the Torkrest, Buhrodar, and Wyrwarf families, who just do their duties and leave the Syrklists more or less alone; and they are bitterly opposed to the Hurwarfs' isolationist policies, more so even than the Skarrad families.

Torkrest Clan

Meaning of Name: The Torkrests are another of the oldest of Rockhome

dwarven families, famous for their fighting abilities. The name is a corrupted version of "Tor-Kres," meaning "Strongtooth," who was the eponymic founder of the clan and was a hero during the reign of the legendary King Denwarf.

Description: The Torkrest families are mostly fighter-clans, and Torkrests dominate the officer ranks of the Rockhome military. They work hard to influence Rockhome politics; they want to make sure of profit for the cream of Rockhome society and scientific advances to strengthen the already-formidable Rockhome army. It is a reasonable assumption of the Torkrest minds that members of the disciplined and efficient military are best suited to the rule and future planning of the nation's dwarves. There is no likelihood in the near future of a military coup—Rockhome is sound, its dwarves are happy, and there is no need (yet) for a military takeover. Should the nation go soft or slack, though, the Torkrests are ready to take the responsibility for the future of Rockhome.

Relations With Other Clans: The Torkrests are on good terms with the Buhrodars, who have a history of precise military application in the interests of the dwarves. They are on fair terms with the Everast families, who understand the nation's need for these capable military personnel but mistrust them. They are neutral to the Skarrads, Hurwarfs, and Syrklists, with whom they have little in common. They are on bad terms with the Wyrwarfs, whom they hold in contempt.

WYRWARF CLAN

Meaning of Name: The term "Wyrwarf" translates roughly as "Born to Hunger." It's a derogatory term the dwarves apply to a variety of lower-class families: criminals and descendants of criminals, outcasts from the more respectable clans, and farmers (especially farmers). The dwarves hold the menial chore of growing food to be the

work of the most lowly and unfortunate dwarves.

Description: It was during a long-ago meeting of the dwarven Grand Council that one dwarven senator laughingly referred to the nation's farmers and other unfortunates as the "Wyrwarf Clan," a cruel and joking comparison of the most despised segment of the nation's population to a powerful clan. It was a prophetic jest, though. Not long after, several farming families of the Stahl Lowlands banded together to protest the abuse that the Stahl garrison tended to heap upon them. They did so by withholding crops due to the tax-takers and then ambushing and savagely beating a company of soldiers that arrived to seize the taxes by force. Brought before the King of Rockhome, the protesters were exonerated and freed, the Stahl garrison punished, and the "Wyrwarf Clan" had its first success. Over the next several decades, the farmers of Rockhome banded together and began to exert more and more pressure on the nobles of Rockhome, based on a simple and unspoken threat: "Leave us be or go hungry." Over a period of two centuries, this political leverage has given the Wyrwarfs official recognition as a clan and places on the Senate. Most of the other clans of Rockhome have chosen to ignore the Wyrwarfs, now regarding them as just another clan with a working specialty, albeit a sorry and somewhat despised one.

Relations With Other Clans: The Wyrwarfs are on neutral terms with most of Rockhome's clans. The exception is the Torkrest clan, which still considers the Wyrwarfs to be contemptible upstarts who need to be broken up and put back in their place.

WHAT THIS MEANS

What it means, when you choose or roll up the clan to which your character's family belongs, is that you're choosing a philosophy with which your character grew up. The character may adhere to

this philosophy, which will help you define his personality; he may defy his clan's philosophy, in which case you've decided that he is on bad terms with his family (which will also help you define his personality). These philosophies have little or nothing to do with character alignment. For the record, here are these general philosophies.

Buhrodar Clan: All a dwarf's duties and activities should be considered in light of his spiritual development and of the Immortal Kagyar's philosophies; all of Rockhome's dwarves should let themselves be substantially guided by the nation's dwarf-clerics; technology is a distraction from spirituality.

Everast Clan: Everyone in Rockhome has a place and a role; the dwarf-cleric advises, the engineer builds, and the Everast ruler rules, and dwarves should confine themselves to their own proper roles.

Hurwarf Clan: Dwarf society is slowly being polluted and stretched out of shape by all this ill-advised contact with outside races; the only reason for a dwarf to adventure outside Rockhome is to gain information on the outside world which should be used against it; trade and communications with humans and other races serve only to turn dwarves into pale reflections of these other races.

Skarrad Clan: Only by learning how the world and the sciences work can dwarves continue to be the craftmasters of the world; every new scientific development enriches the craftsman's art; nothing should be allowed to stand in the way of technological progress.

Syrklist Clan: If Rockhome is to remain rich, strong, and in the forefront of the craftsman's art, it must keep up frequent and prosperous trade with the nondwarf nations outside Rockhome, particularly with the busy and inventive humans.

Torkrest Clan: Rockhome can only remain strong through the maintenance and strengthening of its army, and so

Character Creation

long as the Rockhome government considers the military to be merely equal with its trade families and engineering clans and clans fostering other, lesser functions, the military must continue to seek to increase its role in Rockhome politics. Let us not forget the need to remind these other clans of their true place in the world, particularly the much-despised diggers in soil, the farmers.

Wyrwarf Clan: If they bother you, let 'em starve. If they bother you some more, stick 'em with a pitchfork. Without food, the nation dies: we are therefore equal in importance to the most bombastic of senators, mightiest of generals, and cleverest of engineers, and we shall let no slight go unpunished.

What This Doesn't Mean —

This *doesn't* mean that your character has to belong to the profession for which the clan is best-known.

In every clan, there are one or two occupations for which the clan is known, but within every clan are examples of every profession. There are soldiers from the Wyrwarf families (they receive considerable contempt from their officers and many of the other soldiers, but they improve their families' conditions). There are mechanical tinkers from the Everast families; there are farmer families in the Syrklist clan (usually associated with mountain mining villages, providing the majority of their food); there are dwarf-clerics from Torkrest clans.

So, basically, once you've chosen your dwarf-character's clan (or had it chosen for you by the DM or the throw of the dice), you're not stuck in a profession or character class you don't want. If you use the general skills system described later, you may wish to learn the family's best-known skill, at least at a basic level, but this does not prevent you from learning other skills dearer to your heart.

Family and Social Standing

Once you've rolled up or chosen your character's clan, you should talk with your DM and make up more details about your character's family, which is a subordinate family within that clan.

First, you get an idea of its standing within the clan and within Rockhome. With your DM's permission, you can choose what sort of social standing your family enjoys (but remember that low- and middle-class characters are just as much fun to play as higher-class characters, often more so). If you don't have that permission, you must roll on this table.

(Roll 1d100)
01-30 Poor & Despised
31-60 Struggling
61-75 Comfortable
76-85 Influential
86-95 Influential/Posted
96-97 Ruling
98-99 Ruling/Clan Head
00 King Everast's Family

Definition of Social Standing

When you roll on or choose from the above table, you're determining at what social level the character's *family* is. The character himself is a member of that family, but not the head of it... not even, necessarily, an important member of it.

Regardless of his family's social standing, the first-level dwarf or dwarf-cleric character begins with $(3d6) \times 10$ in gold pieces as his starting money. For poor dwarf families, this represents a fortune, a large amount lavished on a son or daughter in the hopes that it will help him become a success, then return to help the family. For wealthier dwarf families, this is just the amount given to children when they leave the home to begin training as apprentices or clerics, or when they join the military or begin an adventuring life.

Here's what these various social standings mean:

Poor & Despised: The character's family is a dwarven farming family. It does not necessarily belong to the Wyrwarf clan; it could just as easily be a farming family associated with any other clan. Most of the family members spend all their lives in backbreaking farm labor; some few go into the military or trades, where they suffer contempt for years, perhaps forever if they acquire no respect or power. The player-character's "starting gold" represents every coin that the family could save, and the family is hoping that the character will become famous and/or wealthy by adventuring and will return home to elevate the family's status.

Struggling: The family is poor; family members, regardless of their professions, work all their lives for very little gain. The character's "starting gold" represents several years' worth of scrimping and saving for the head of the household, and the family is hoping that the character, in his life and adventures, will become wealthy and influential so that the family may gain in status.

Comfortable: The family is not rich but does not suffer from want. Family members make a decent living with occasional periods of prosperity or financial turmoil. The character's "starting gold" represents the approximate amount the family gives to every youth in the family when he leaves the family for the military, an apprenticeship, or adventuring. The family hopes the character will prove worthy of the family name and will bring honor to it.

Influential: The family is wealthy; its members do not suffer from want, its members make a decent living from their efforts, and the family is high in the eyes of the family that heads the Clan. The character's "starting gold" represents the approximate amount given to every youth in the family when he leaves for the military, an apprenticeship, or adventuring. The family hopes that the character will live up to or surpass their reputation.

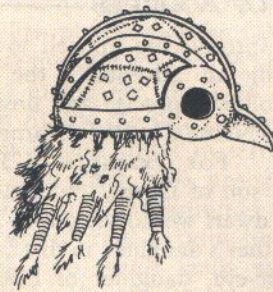
Typical Clan helmets



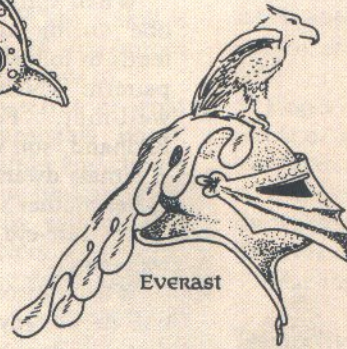
Buhrobar



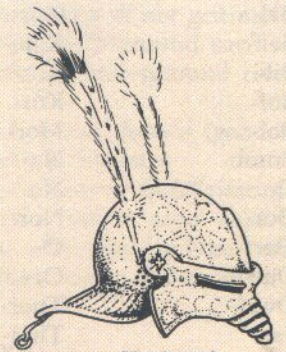
Aristocrat



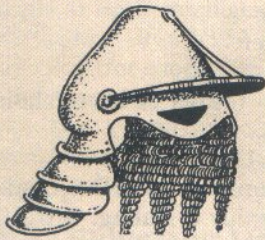
Wyrwarf



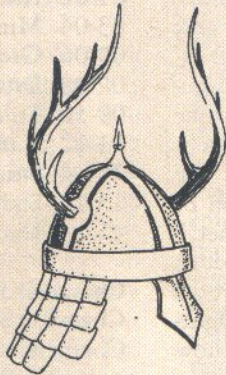
Everast



Torkrest



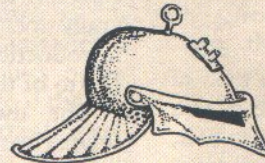
Skarrad



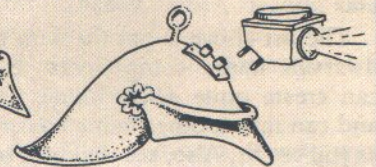
Northern Reaches Dwarf



Hurwarf



Syrclist



Miners Lamp

Influential/Posted: The family is wealthy, like "Influential," above, except that the head of the family has a post in the Rockhome government. The precise post is up to the DM. Sample postings: senator, governor of a community, captain or general in the military, minister to the king, ambassador to another nation.

Ruling: The family is very wealthy, as "Influential," above. Though it does not rule a clan, it is probably the second-most or third-most prosperous family within the clan, and the family is in charge of some important enterprise; it may have a monopoly on one point of trade, or have numerous military generals or several ministers among its members, enough to apply substantial leverage upon the government.

Ruling/Clan Head: This family dominates one of the nation's seven great clans. Since there is a limited number of such clans, the names of the families are already established; the character rolling this social status will look at the clan he chose or rolled earlier and compare it to this list to learn the name of his immediate family. The

seven families currently heading the seven clans are: Buhrodar, leading the Buhrodars; Everast, leading the Everasts; Lhyrrast, leading the Hurwarfs; Nordenshield, leading the Skarrads; Syrclist, leading the Syrclists; Torkrest, leading the Torkrests; and Kurutar, leading the Wyrwarfs. The player-character himself, especially at first level, hasn't got much political pull, but his family certainly does.

King Everast's Family: The character belongs to the immediate family of King Everast, and is probably his own daughter or son. If he's to adventure, the character may wish to do so under an assumed name. This prevents political enemies from easily kidnaping him and lets him learn about Rockhome and the outer world as other people do.

Names

Dwarven names are very simple to work up. Most dwarven names are derived from the same set of prefixes; different suffixes are added to indicate whether the dwarf is male or female. Take a look at the following list:

Given Names

MALE SUFFIXES	FEMALE SUFFIXES
-ar	-a
-ed	-as
-ic	-i
-in	-ia
-lum	-if
-or	-il
-to	-is
-ur	-la

Other Character Traits

Having created your character and determined the social standing of his family and the clan to which his family belongs, you'll want to figure out a few more things about him.

Character Creation

PREFIXES

Bal-	Gor-
Belf-	Kon-
Bif-	Kor-
Bof-	Kur-
Bol-	Mor-
Bomb-	Na-
D-	No-
Dor-	Nor-
Dorf-	O-
Dur-	Or-
Dwal-	Thor-
Far-	Thra-
Fil-	Thro-
Gil-	Tor-
Glo-	Whar-

The list above is not the sum total of dwarven name components, but you can create quite a few names from it, and can invent other name components as you see fit. Also, see the dwarven dictionary in the "Dwarven Society and Politics" chapter for more name components and the meanings of many dwarven words.

Use common sense when combining the components; some names just don't sound good. Thoric, for example, is a fine male dwarf name, as Kori is a fine female dwarf name; but Moror, Belfto, and Oil don't sound very good.

Epithets

If you wish, your dwarf-character can have a secondary name, a descriptive name called an *epithet*.

The epithet is a name added to the end of the dwarf's true name, and used to describe some feature or feat and add some color to his name.

Some sample epithets: Shieldcracker, Orcslayer, Cliffscaler, Blackbrow, Redhand, Longbeard, Skullsplitter, Rockcutter, Goblinsbane, Manfriend.

Make up your dwarf's epithet if you wish him to have one, then make up the story describing how he acquired his epithet (make sure this previous history is fine with your DM as well). Many epithets are nicknames the dwarves acquired as children; just as many are honorific names given to them because of remarkable feats on the battlefield or in adventures.

FORMS OF ADDRESS

When introducing himself to someone during an adventure, the dwarf tends to follow a precise and unvarying pattern: "(Name), son of (Name), and well-met." For example: "Thoric Redhand, son of Dorto, and well-met." A female dwarf would introduce herself as her mother's daughter, in this fashion: "Kori Fire-eye, daughter of Filia, and well-met."

When introducing himself to someone he already respects, or to another dwarf of Rockhome, the dwarf will generally include his family name in the introduction: "Thoric Redhand, son of Dorto of the Buhrodars, and well-met."

The dwarves will often introduce themselves with impeccable politeness to an enemy just before they begin fighting. They prefer for an enemy to know the name of his slayer.

LANGUAGES

As stated in the D&D® Basic Set, dwarves learn to speak a variety of languages from youth. Their birth-tongue is Rockhome Dwarvish, naturally called Dengar by the dwarves. They learn to speak gnomish, goblin, and kobold, again with a Rockhome accent which marks where they learned the languages.

Each dwarf can learn a human Common tongue. Choose one human tongue for your character. The most common human tongues in Rockhome, because of the way trade is conducted, are Ylari, Darokin, Ethengar, and Vestland.

Each dwarf learns the combination of recognition-words and hand-signs which are referred to as his "alignment tongue." Whichever language he is speaking, he can surreptitiously use these cues, especially the hand-signs, and know that those who respond with the same signs are of his same moral philosophy, or alignment.

Exceptionally intelligent dwarves may learn extra languages, in the same way humans do, as described in the Basic Set.

HOME

Finally, you should decide on your character's home city. You can just choose your dwarf's home, or you can roll on the table below, whichever you and your DM prefer.

(Roll 1d20, add modifiers listed below)

01-02	Kurdal
03-04	Minor Village (choose name)
05-06	Greenston
07-08	Evemur
09-10	Ft. Denwarf
11-12	Karrak
13-14	Smaggeft
15-16	Stahl
17+	Dengar (upper or lower, choice)

Character is a Dwarf-Cleric: +4
Character's Family is Poor/Despised: -6
Character's Family is Ruling: +6

(These modifiers are cumulative. If all these circumstances are in effect, use all the modifiers.)

If the character has rolled a Ruling/Clan Head family, ask your DM where the clan family's center is (he'll find out later in this book). If the character has rolled himself a place in King Everast's family, then he's from Dengar.

However, families belonging to every clan live in every community, so your clan choice has very little effect on where your character is from. However, you can be sure there are more Everasts and Buhrodars in Dengar, more Wyrwarfs in Evemur and Greenston, more Torkrests in Karrak and Ft. Denwarf, and so forth.

GENERAL SKILLS

If the DM wishes, he may allow characters to know certain skills not directly related to the dwarf or dwarf-cleric character classes.

This is an optional addition to your campaign, and if the DM does not wish to deal with it, these rules will not be used.

However, we do recommend the use of these skills in your campaign; they

add considerably to the characters' role-playing options and help you develop a better understanding of your character and other characters in the campaign.

Beginning General Skills

A beginning (first-level) dwarf or dwarf-cleric knows four general skills. Some will be chosen for him, and some he may choose himself.

A beginning character knows more skills if he is particularly intelligent—exactly as a character knows more languages if he is intelligent. If he has an Intelligence of 13-15, he knows one extra skill (for a total of five). If he has an Intelligence of 16-17, he knows two extra (for a total of six). If he has an Intelligence of 18, he knows three extra (for a total of seven).

How Skills are Used

Each general skill is based on one of the character's Abilities (specifically, Intelligence, Wisdom, Dexterity, or Charisma).

Whenever a circumstance arises in which the DM feels the character's skill is appropriate, he will ask or allow the player to roll one twenty-sided die (1d20) against his current pertinent Ability. If the roll on the 1d20 is equal to or less than the Ability, the skill has been used successfully. A roll of 20 *always* fails.

Example: Thoric has engineering skill as all dwarves do. Engineering is based on Intelligence, and Thoric has an Intelligence of 13. Thoric is trying to figure out if a chamber wall has a sliding panel in it. The DM decides that this is an application of Thoric's engineering skill and has Thoric roll 1d20. Thoric rolls a 10, which is less than his Intelligence of 13. Thoric has successfully used his skill, and the DM tells him that, yes, the wall has a sliding panel in it.

Sample Skills

Following are sample skills which are appropriate to a fantasy campaign, and are particularly appropriate to a Rock-

home campaign. This is far from a complete list; players and the DM may add to it as the DM sees fit. When a skill is added to the list, the DM determines which Ability the skill pertains to.

You should think in terms of what your characters will probably know, based on their backgrounds, and choose skills appropriate to those backgrounds. In addition, some skills will be pre-chosen for dwarf characters.

Class-related skills, such as a thief's ability with locks, are not included in the lists below.

Literacy, which in the game is normally given to anyone of appropriate Intelligence, is not in the lists below, though it can be placed there if the DM wishes. But if it is placed in this list, anyone can learn it, regardless of Intelligence, but *nobody* gets it free, also regardless of Intelligence.

Intelligence Skills

— *Craftsman* (one type of craft, choice; examples include smithing, goldsmithing, silversmithing, armoring, gemcrafting, sculpting, weaponmaking, engraving, etc.)

— *Knowledge* (one field of study, choice; examples include history, knowledge of another culture, knowledge of another land, military tactics, etc.)

— *Labor* (one type of laborer profession, choice; examples include farming, bricklaying, stonecutting, mining, etc.)

— *Profession* (one type of non-labor profession, choice; examples appropriate for dwarves include engineering and architecture)

— *Science* (one branch of science, choice; the DM may wish to disallow choices such as alchemy and poisons; examples appropriate for dwarves include metallurgy and geology)

— *Survival* (one type of terrain, choice; mountainous is most appropriate to dwarves)

— *Tracking* (not common to dwarves, but some know it, especially military dwarves; outdoor tracking is one skill, underground tracking another, and if a dwarf wants both he must buy them separately)

Wisdom Skills

— *Caving* (the ability of not getting lost while exploring underground cave and cavern complexes, underground rivers, etc.)

— *Codes of Law and Justice* (good for noble or judiciary dwarves)

— *Gambling* (a favorite dwarf pastime)

— *Guidance/Counsel* (a good skill for dwarf-clerics, who must advise other dwarves on the courses of their lives)

— *Teaching*

Dexterity Skills

— *Cheating/Gambling* (the skill of winning through con games, dealing cards from the bottom of the deck, etc.)

— *Climbing* (handy for mountaineering and caving dwarves)

— *Juggling*

— *Riding* (not common among most dwarves, but known to many of those in the adventuring business or the military)

Charisma Skills

— *Bargaining* (another skill appropriate to dwarves, especially to trader-dwarves)

— *Music* (one group of related instruments, choice; groups include stringed instruments, brass, percussion, etc.)

— *Persuasion* (also good for traders!)

— *Singing* (yes, even dwarves have their bards)

— *Storytelling* (another favorite dwarf pastime)

Improving Skills

If you wish, you may increase your skill roll to a higher score than the Ability on which it is based. For instance, you may wish your character to be a superior goldcraftsman, and wish his goldsmithing skill roll to be better than his normal Intelligence ability.

To do this you can "trade in" one or more of the other skill choices in order to improve this skill roll at a rate of +1 per skill choice traded.

Example: Thoric is a dwarven historian; his skill is dwarven history, and the pertinent Ability is Intelligence. But he wants his roll to be better than a 13,

Character Creation

which is what his Intelligence is. He is supposed to have five general skills, like all beginning characters with 13 Intelligence (four for being a beginning character, +1 for his higher intelligence). He takes mining and engineering, as all dwarves do, leaving him with three choices. Instead of taking three different choices, he uses them all for dwarven history. The first choice gives him his Intelligence score, 13, as his skill roll. Each additional choice gives him a +1 to the roll. When he's through, his dwarven history roll is a 15.

Learning More Skills

As time goes by, your character may choose to purchase more skills or improve existing ones.

All characters get a new skill choice every four experience levels, or the equivalent of four experience levels. Thus, dwarves and dwarf-clerics get their first skills at Level 1, then a new skill at Level 5, and another at Level 9.

Above 12th level, the ceiling for dwarf and dwarf-cleric characters, dwarves may still acquire new skills. They get one more at 1,200,000 experience points, and an additional skill choice for every 800,000 experience points earned after that.

Each new skill choice may be used to buy a new skill or to improve one old skill in the manner described above.

Appropriate Skill Choice

Important Note: All dwarf and dwarf-cleric characters must take these two skills: mining and engineering, two Intelligence skills.

Regardless of whether they're being raised as a lowly farmer or the next king of Rockhome, all dwarves receive a strong education in mining and engineering, the two skills at which dwarves traditionally excel.

Other than that, you are free to choose your dwarf's other skills. Think about choosing some skills which relate to your character's family background; a dwarf from a Torkrest family might have military tactics, for instance, while one

from a Wyrwarf family might have agriculture or animal husbandry.

The DM is within his rights to insist that some of your beginning skills be appropriate to your character's origin. If you've established that your character is from a small silver-mining village and that your family is noted for its silversmithing efforts, the DM may insist that your character take the skill silversmithing; it's only reasonable.

We recommend that all adventuring dwarf characters buy riding as one of their skill choices. Of course, dwarves cannot sit astride destriers or even ordinarily large horses, but they can ride ponies, donkeys and mules. Without riding skill, the character may still sit atop a mount to travel, but any time there's trouble the mount will do precisely as it pleases, possibly throwing and trampling the character in the process.

Skills and the Character Sheet

Record your skills on your character sheet in this fashion:

Find a blank spot on the sheet. Write "Number of Skill Choices:" there and leave room beneath that line.

Record the number of starting skill choices you received in the blank. Below the line, record the skills you buy. For each one, record its name, the Ability on which it is based, any permanent modifiers purchased by using extra skill choices, and its current skill roll.

Example: Kori Fire-eye is a dwarven woman of the Skarrad families, living in the industrial city of Smageft. She is S13, I15, W8, D10, Co 13, Ch11, and beginning her adventuring career. Because she has an Intelligence of 15, she gets one extra skill choice. After she chooses her skills, her sheet looks like this:

Number of Skill Choices: 5

Mining (I) 15
Engineering (I) +1 16
Metallurgy (I) 15
Riding (D) 10

As you can see, she has chosen to capitalize on her high Intelligence and her Skarrad clan background. Most of these skills will be of very little use in the ordinary progress of a campaign. Visiting a distant city, though, she may be able to earn large fees for her technical knowledge. Trapped in a ruined tower with her adventuring companions, she may be able to turn her surroundings into a series of brutal death-traps for her enemies. These are some of the practical and role-playing uses for these skills.

Skills and the DM

It's the responsibility of the DM to see to it that the players don't abuse these skill rolls, achieving results totally inappropriate to the skills. It's also the responsibility of the DM to reward characters who use their skills cleverly and in the context of the adventure.

Who Decides

It's the DM who decides when a character may try his skill roll, and the DM also decides what sort of effect the skill can have in this situation.

Example: A character wishes to use his persuasion skill to convert a chaotic vampire-lord to lawful behavior, let him and his comrades go, and cease all these nasty actions. The DM can ignore this silly request utterly, or (at best) can allow the character to use his persuasion to keep the characters alive for one more day to see the results of the vampire's evil plans.

When to Roll

The DM shouldn't make the characters roll over and over again for the same task—only at critical points in play.

Example: A party of dwarves is holding a hilltop against a large force of attacking goblins. The commanding dwarf makes his military tactics roll to determine how best to fortify the top of the hill, what approaches to cover, where to station archers, etc., all based on what he knows of goblin tactics. He only needs to roll once; if he succeeds, the

DM gives him truthful advice, and if he fails, the DM gives him misleading advice. As the battle begins and continues, the commander will not need to roll again unless circumstances change dramatically: for instance, if the hill is overrun, or if the dwarves suddenly discover that a human magic-user is among the goblins and tossing fireballs at the top of the hill. At this point, the dwarf-commander can reinterpret the situation with another military tactics roll.

In the *War Machine* rules, this skill is good for commanders to have. When rolling to determine the Combat Result, the commanders of both sides (one commander per side) rolls his military tactics skill. If he makes it, the number by which he made it, multiplied by 10, is added to the Combat Roll. If he fails it, the number by which he failed it, multiplied by 10, is subtracted from the Combat Roll. If he made it only exactly, he receives no modifier to the Combat Roll from his skill. This skill is rolled once per battle.

Positive and Negative Modifiers

When the character has to use a skill, the DM may wish to assign him positive or negative modifiers to make his roll easier or harder. These modifiers are based on the current circumstances the character is encountering.

Example: Kori Fire-Eye is on a mountain slope, trying desperately to rig a landslide trap to roll boulders onto her pursuers. If the mountain slope is mostly bare of vegetation, with some boulders to be had, her engineering skill roll should be adequate to the task. But this mountain slope is very green and has only a few stones to work with. The DM assigns Kori a -4 modifier to her skill roll. Her normal roll of 15 becomes an 11. Trying to rig her trap, she rolls a 12. Ordinarily this would be a success for her, but under these circumstances it is a failure. Had the mountain slope been entirely bare of greenery and chock-full of boulders, the DM might

have assigned her a positive modifier: a +2 or +3 to make it even easier for her to be successful.

Circumstances which make the job slightly more difficult warrant a -1 or -2 modifier. Circumstances which make the job substantially more difficult warrant a -3 or -4 modifier. Circumstances which make the job very hard—such as blinding rainfalls, earthquakes, meteor showers, mass ignorance, utter lack of materials, or whatever—can warrant modifiers of -5 on to -10 or -15.

Conversely, circumstances which make the job easier—such as having all the materials needed, having lots of time or lots of help—warrant positive modifiers, at the same approximate scale.

The character always has a chance of success, however bad the odds, as long as the DM says it's remotely possible. A natural roll of 1 on 1d20 is an automatic success.

Time Use

The DM decides how long each skill roll takes. The time it takes to look over a plot of ground and make a tracking roll will be about thirty seconds; the time it takes to make a superior crossbow may be several days; the time it takes to use geology science skill to recognize a type of stone may be a second or two.

Other Uses for Skills

The DM must also allow or deny other uses for characters' skills as he sees fit.

For instance, a character with weaponcrafting should not allowed to make "free" warhammers for everyone in the party. The DM should rule that he can make them such equipment for as little as half the price they'd pay elsewhere, but the DM must insist that the character miss some adventures that his friends are performing (otherwise the weapons would never be made!).

The DM can also use these skills as "hooks" to get characters involved in adventures, especially if a character has

a peculiar or unusual talent. Representatives of other nations are often hiring dwarves to perform complicated engineering or mining tasks in other places, for example, which often precipitates the dwarves into exciting adventures.

A hired dwarf laborer will receive moneys when hired for work. To find out how much dwarves earn, read the rules on "Player-Characters and Jobs" in the "Dwarven Society and Politics" chapter.

Final Notes

In general, there are two things the DM should remember when using skills.

First, many of these skills are for use on non-player characters only. A character cannot roll his persuasion skill to convince another player's character to do something; he may only use the skill on a character controlled by the DM.

Second, the DM should always try to recognize when a character is trying to abuse a skill and get some foolish result from the skill use. He should ignore or penalize such behavior. Conversely, when the character is using his skill to role-play better or because it is very appropriate to the scene at hand, he should reward such behavior (by letting plans succeed with more ease, by letting the character make new friends and allies, etc.).

The DM and Character Background

By now, you've created your character from top to bottom. You know his class (dwarf or dwarf-cleric), his abilities, his social and economic background, and his skills.

This puts the ball in the DM's court. He should spend some time looking over each character. He'll create NPCs whom the character knows—family members, personal friends and enemies, etc.; he'll work out a way for the player-characters to come together into a like-minded party; and he'll launch that party on its path to adventure.

DWARVEN SOCIETY AND POLITICS

This section discusses life in Rockhome—what it is to be a dwarf and to live in a nation of dwarves.

The Character of the Dwarf

First—what is it to be a dwarf? To think like one? Here, we'll discuss how dwarves think and what they think about various things. Among the dwarven attitudes which humans and other races find curious are these.

Work

If there is a race of workoholics, it is the dwarven race. Laziness, as a character trait, is practically unknown among them; when it appears, it is considered a disease of the mind. From the lowliest convict or farmer working the land to the king crafting a cunning crown to leave to his heir, every dwarf works an average of ten hours a day.

If denied work—by illness or lack of opportunity—a dwarf will feel edgy, uncomfortable, and irritable. Adventuring dwarves, who spend a lot of time between workshops or opportunities to do creative work, will often spend much time planning their next projects; some keep track of their plans in their heads, others carry portable drafting kits or craftsman's tools on their adventures.

Play and Sleep

The dwarves' work-mania doesn't mean that they're incapable of relaxation. Dwarves enjoy company, the telling of stories, feasting (heavily), swilling alcoholic beverages, playing games, gambling, wrestling, and dancing.

They also enjoy a good night's sleep, which for a dwarf is about six hours' worth.

Craftsmanship

Tied in with their need to work is a strong drive to create things, strong, tactile works of art which will outlast them and say to hundreds of future generations that they were here and they were talented.

Every dwarf, from birth, is trained in the trades of mining and engineering: how to dig into the earth and how to make things out of what is dug. These are considered the cornerstones of dwarven education.

However, many dwarves don't want to limit themselves to these two professions. For every type of metal or gem there is another craftsman skill. Some dwarves even delve into woodcraft or leathercraft, but most prefer the less perishable media of stone, gold, silver, steel, bronze, and precious gems.

It's important not to diminish the role that the creative urge has in the dwarven player-character or NPC. If a dwarf sees a boulder, some inner part of his mind is turning it into a sculpture or a rock-trap. Every construction he sees is subjected to his professional scrutiny, every wall or building or tower or road. This doesn't mean that the dwarf-character is constantly harping about how everything he sees is inferior to dwarven craftsmanship, but it does mean that some part of the dwarven mind is constantly, incessantly devoted to evaluating the craftsmanship and engineering he sees around him, and learning from it.

Transitory Arts

Dwarves, in general, have less affection for perishable or transitory arts than humans, elves, and other races do.

For example, things such as embroidery, painting and even flower arrangement tend to make them a little sad. It's not that they don't recognize the beauty of these things—on the contrary, they do—but they feel bad because the art has been performed on media which will soon disappear, in a few days or only a couple of centuries.

Dwarves appreciate music; though a song goes up into the air and disappears, it can be sung again. However, few dwarves tend to be imaginative bards; they eagerly record and sing good music created by other races, but few write memorable music themselves.

Storytelling is a craft much prized by the dwarves, but to be really appreci-

ated, the tale must be a true one, and told in exactly the same manner in each telling. When a story is embroidered or embellished to make it more to the liking of an audience, the dwarves consider it to be showing signs of spoil; they do not like it so much then. The only time they accept fiction is when it is a cautionary tale with an unnamed protagonist. Human drama and theater hold no pleasure for them.

Agriculture

As you've probably noticed, the dwarves have a curious attitude about agriculture—especially about farmers.

Though they know they cannot survive without agriculture, and though they understand that someone has to do the job of raising food, they still hold farmers in contempt or pity. This is because farmers, as farmers, contribute nothing lasting to dwarven culture—as the dwarves see it. They raise a crop of grain, and within a year or two it is gone—utterly, completely gone, with no trace left of its passage. Dwarves have no respect for those who leave so little trace of their passing.

Peculiarly, though, the dwarves are expert farmers! With techniques they have developed over the centuries (the use of nitrate fertilizers, crop rotation, more efficient plowing tools and irrigation techniques), they grow much more food per acre than humans. This is the result of a simple philosophy: the more food each dwarf can grow, the fewer dwarves have to grow food. The end result is that only 10% of dwarves are full-time farmers, and yet they provide 60% of the food needed by the non-farming population. Another 10% is grown by human farmers living in Rockhome, the remaining 30% imported from Darokin, Vestland, and the Jaldoms.

Warfare

Though their main drive is for the creation of physical works of art, the dwarves like to fight as much as humans do. Fighting makes for good stories, it

protects the country, it earns gold, it keeps dwarves fit. So they do lavish a good deal of their creative time on making glorious weapons and suits of armor, and then take their goods out in the field—as mercenaries for the human realms, or in raids into orc or elf territory.

PROGRESS OF THE DWARVEN LIFE

DWARVEN AGE

The dwarven lifespan averages about 200 years. Dwarves who kept themselves fit and healthy into their old age have lived as long as 275 years.

The dwarves divide their lives into 50-year periods.

In the first 50 years, or *Youth*, dwarves grow to adulthood. They are considered children for the first 20 years; during this time they stay with their parents and receive the traditional dwarven grounding in mining and engineering skills. At the end of this time, around age 20, they approximate adult size and are ready to begin their trades. At this time, all dwarves enter an apprenticeship, the military, the clergy—or go on Learnings (i.e., forego formal education to go out adventuring in the wild world). In the next 30 years, they are expected to learn their trades and get all of the adventuring craziness out of their systems. Youths may not be posted to government positions, nor may they take the throne. Player-character dwarves should choose to be between 20 and 49 years of age.

In the next 50 years, or *Adulthood*, dwarves are expected to become adult members of their community. They are expected to leave behind apprenticeships and journeyman status and attain mastery in their professions. Many marry and commence families at this time; it is to be noted, though, that nearly 40% of all dwarves die unmarried, too wrapped up in their work to live family lives. Adult dwarves may take government posts and are eligible to rule. Some few continue to adventure, particularly those who have been very

successful at it (from a standpoint of reputation and financial reward).

In the next 50 years, or *Seniority*, the equivalent of human middle age, the dwarves are expected to pass on what they have learned. Senior dwarves teach the children, write manuals of instruction, chronicle histories, correspond with dwarves and nondwarves outside Rockhome, collate information, plan and attend councils designed for the exchange of information, etc. The heads of clans and large families are almost always Seniors.

In the last part of their lives, the *Veneration*, dwarves are traditionally not *required* to do anything. Typically, they continue to work, at their own pace, doing precisely as they please; some achieve their ultimate levels of craftsmanship during this period. Some prefer to continue to teach. Only those who are much diminished by illness or age do no work at all, and of these, many are so touched by despair that they die of sadness. Venerable dwarves are treated with respect, even those severely afflicted by age or senility.

When they die, dwarves are entombed with solemn ritual. Larger or wealthier dwarf families have great cave chambers reserved as their family crypts; very poor families, such as surface-dwelling farm families, content themselves with burial or mausoleum entombment. Dwarves refer to death as “returning to earth,” and believe that their dead sleep until, in some fantastically distant future, all the dwarves will awaken and build a world of glorious design. They consider this death and afterlife opposed to the sort of ends which Thanatos, Immortal of the Sphere of Entropy, tries to bring about.

MARRIAGE AND FAMILY

Dwarves are not particularly romantic beings. When considering marriage, they tend to look for a mate who is similar in interests, opinions, and temperament; many dwarves also consider the political ramifications of alliances with particular families.

Dwarves often marry their co-workers, thus miner to miner, goldsmith to goldsmith, engineer to engineer, and so forth. Dwarves who are or were adventurers often marry representatives of other trades; they've been out in the world and have met more dwarves of different backgrounds.

There is no sexual discrimination among the dwarves; female dwarves are represented in every profession that male dwarves are, including the military, and in similar proportions. Female dwarves also lead families and clans. The husband and wife theoretically exert identical control over their families; in practice, the stronger personality of the two tends to take more control, but that has no relationship to gender.

Father and mother, similarly, are supposed to be equally responsible for the care and rearing of their children. In practice, it's the Seniors of the family who do most of the work; the parent who is more temperamentally suited to it tends to be in charge of disciplining children.

CRIME

The dwarves don't possess many of the traits which lead to the majority of human crimes.

In particular, *laziness* and *irresponsibility*, the banes of human culture, are practically unknown among the dwarves, and the crimes which result from them are similarly rare.

What constitutes crimes, and how crimes are punished, are discussed in the Law and Punishment description, later on.

DWARVEN DRESS AND EQUIPMENT

Clothes

The dwarves don't think much of clothes as ornamentation. Most dwarves, male and female alike, tend to wear heavy clothes in muted colors—browns, rusts, and black, especially.

A typical dwarven outfit, for male or

DWARVEN Society AND Politics

female, is something like this: heavy boots and broad belt of leather; breeches of heavy cloth or thin leather; a tunic of heavy cloth, often flannel; a vest of heavy cloth or leather. Outdoors, he wears a heavy, short cloak of wool and a cap or bonnet of felt or suede.

Such an outfit is suited to mining or to court (though court affairs call for very clean clothes), to commoner or to noble. The reason that dwarven clothes are so dull and so similar is because, once again, they see no need to lavish craftsmen's efforts on objects which will be worn out or decayed in a few years.

Jewels and Accoutrements —

On the other hand, the dwarf's accoutrements will show off his social status and reflect the event at hand.

A wealthier dwarf's metalworks—the brooch on his cloak, his belt buckle, ornamental buckles and studs on his boots, his shirt and breeches buttons, his rings, his dagger and its sheath, his axe or hammer, his crown—in the case

of the King and his family—all reflect his standing and the pride his family has in its work. A wealthy dwarf may be an odd contradiction of drab, durable brown clothes set off with glittering gold-and-diamond jewelry, beautifully engraved axe-heads, shining finger-rings and necklaces, and so on.

ADVENTURERS AND Nobles —

The adventuring dwarf tends to leave his fine jewelry back with the family; the jewelry he carries will be marvellously-crafted but plainer, or carried in a pouch under his tunic so as not to attract thieves.

Dwarves, particularly the noble dwarves, do occasionally dress in brighter outfits, such as white coronation robes, bright red or yellow tunics (designed to attract the eye when the dwarf is clamoring for attention at a Grand Council meeting), or even colorful garments imported to Rockhome and derived from human clothing... but, in general, most dwarves are content

with simple, tough clothing for most events.

WEAPONS —

Most dwarves carry around a dagger at all times, for simple tool use and for eating.

It is not inappropriate for a dwarf to carry an axe; it's one of the dwarf ancestral weapons. Adventuring dwarves tend to prefer various types of axes and hammers; for missile weapons, they lean to crossbows.

FOOD AND DRINK —

Though dwarves have peculiar prejudices about where their food and drink come from, they certainly consume enough of each. Items normally found in the dwarven diet include the following.

Apples, widely grown in the Rockhome lowlands;

Beer, domestic and imported;



Breads, made from both barley and wheat;

Cheeses, from Rockhome cattle and goats (cattle from the lowlands, goats from all over Rockhome);

Cider, from domestic apples;

Fungus, extensively grown in the cavern systems—mostly giant mushroom-like fungus, often cut into large strips and cooked as “steaks”;

Liquors, mostly imported (a vodka-like potato liquor is made locally);

Mead, imported;

Meat, including beef, mutton, and goat;

Milk, from Rockhome cattle and goats;

Potatoes, domestic;

Puddings;

Spices, mostly imported; and

Wines, mostly imported from warmer climates.

Green vegetables are almost completely absent from the dwarven diet, and they are apparently unimportant.

In the event that the dwarves have to keep to a subterranean city for a long time—because of siege, or perhaps the disaster that Kagyar was preparing for—the dwarves would subsist mostly on underground springs and on their fungus crops. This is a dreadfully dull diet, but they'd manage. Additionally, dwarves, being careful planners, lay in huge stores of dried and preserved foods; every city will have great supplies of foods laid in against hard times, usually several months' to a year's worth.

DWARVEN GOVERNMENT —

The dwarves have a relatively simple government and social structure. It's based on family relationships and clan cooperation, all under the ruling hand of a royal family and its head, the dwarf-king.

Classes of Society —

Every dwarf and nondwarf in Rockhome falls into one of several social classes. In order of ascending importance, these classes are:

The Wretched (Hraken): Convicts and prisoners of war

The Worker (Toren): Most dwarves, specifically ordinary workers, craftsmen, non-officer military dwarves, etc.

The Leader: Includes the head of a family (Dotar) and the dwarven company commander/captain (Evedar)

The Official: Includes the senator (Krey), ambassador (Sarkrey), community governor (Dulgardar), minister (Larodin), and army commander/general (Rasdar).

The Lord: The head of a clan (Evedotar)

The Noble: Includes the members of the royal family (Tordar, literally “Patient Chiefs,” i.e. those waiting to inherit the kingship) and the king (Gardar).

Visitors to Rockhome are typically given the courtesy and called by the titles most closely corresponding to the rank they bear in their home nation.

Most player-character dwarves will begin play as Workers, regardless of the social level of their family. (Exception: If they were rolled up as members of King Everast's own family, naturally they are Nobles.) We discuss means for them to increase their social standing later in this section.

All these social ranks, except Worker (the rank at which most dwarves are born) are considered to be earned ranks. This even includes the family and clan heads and kingship; a dwarf “earns” these positions by making himself the best dwarf suited to inherit the title.

In practice, in a campaign, social ranks tend to mean very little among the dwarves. A dwarf of a lesser rank should normally address one of higher rank by his title and name, or just title. Thus, in a campaign situation, a lower-rank dwarf should address Thoric Redhand,

Court Historian (i.e., Minister of Histories), as “Larodin Thoric,” or just “Larodin,” or (if you don't want to bother memorizing lots of dwarf-language titles) “Minister Thoric” or just “Minister.” To address him as just “Thoric,” or “Redhand,” you'd have to be of an equal or superior social status or a good friend of his.

GOVERNMENT STRUCTURE —

The Dwarf-King —

Rockhome is ruled by a king, the Dwarf-King or Gardar (“Home-Chief”). The kingship is an inherited title. The king makes and interprets the laws of Rockhome. He is the overall commander of the Rockhome military. He sets trade policies for his people. He makes taxation policies and allots those taxes between such things as military expenditures, building programs, incidental expenses, and his own personal wealth.

The Senate —

After the king, the next most-powerful political body in Rockhome is the Senate. The Senate was introduced into the government structure more than a thousand years ago and the dwarf-kings have never been able to get rid of it.

The Senate is composed of one representative from each family which counts more than a thousand members. (We're talking about *extended families* here: usually several Venerable dwarves; their Senior children and the Seniors to whom they're married; *their* Adult children, and the Adults to whom they're married; *their* children; adopted childrens, fosterlings, apprentices from outside the family, etc.; all under the leadership of one or two dwarves who lead the extended family.)

In a nation of dwarves, who are a clannish people, and in a nation of just over *half a million* dwarves, this means that there are usually about 250 Senators.

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In essence, the Senate meets (in what is called the Grand Council) to vote on whether it will obey the king's laws as they're introduced. All new laws are debated and votes taken. If more than two-thirds of the total number of Senators vote against a law, the king repeals it. (It's not that there's some document which says that the government is laid out in this fashion and that the king must do so. It is, instead, that the king who makes laws which are contrary to the overwhelming opinion of his people soon finds himself in the position of a Worker serving another Dwarf-King.)

The Senate also serves as an effective tool of communication. Say something interesting to a senator, and it will be all over Rockhome with amazing speed.

The senators can also vote to introduce a law before the King. They structure the wording of the law, constantly revising it until they can achieve a two-thirds majority, and then present it before the King. For the reasons listed above, the King usually then introduces it into law.

In Grand Council, each senator tends to vote according to the opinion of the leader of his clan. Effective politicking in Rockhome, then, consists of persuading the clan leaders to a particular opinion. No law says that a senator has to vote according to the whim of his clan leader, but those who don't are sure to face the anger of their clan heads. Such incidents can result in struggles within a clan, sometimes leading to the rise of a new clan leader.

Below, we'll talk about the individual clans and the amount of power each holds.

The Dwarven Clan Structure

You've already seen that everyone in Rockhome (excepting nondwarves) belongs to one of seven greater clans. Each clan is composed of many, many families recognizing the leadership of one particular family; the leaders of that family, the clan heads (or Evedotars) wield a great deal of power in Rockhome.

You've already read about the histories and philosophies of the clans (in the "Character Creation" chapter). Here, let's present a little more concrete information about each one and its power in government.

Buhrodar

Primary Interest: Philosophical, clerical

Clan Leaders: Lord Dorto and Lady Koris

Power in Government: Controls 33 Senators (13% of Senate voting power)

Everast

Primary Interest: Aristocracy, professional rulership

Clan Leader: King Everast (his queen is deceased)

Power in Government: Controls 35 senators (14% of Senate voting power)

Hurwarf

Primary Interest: Isolationism from rest of world

Clan Leaders: Lord Duric and Lady Bifia

Power in Government: Controls 25 senators (10% of Senate voting power)

Skarrad

Primary Interest: Technological development

Clan Leader: Lady Thrais (her husband is deceased)

Power in Government: Controls 23 senators (9% of Senate voting power)

Syrklist

Primary Interest: Mining and trade

Clan Leaders: Lord Dwalur and Lady Dia

Power in Government: Controls 51 senators (20% of Senate voting power)

Torkrest

Primary Interest: Military might

Clan Leaders: Lord Korin and Lady Bali

Power in Government: Controls 49 senators (20% of Senate voting power)

Wyrwarf

Primary Interest: Protection of agricultural families

Clan Leaders: Lord Belfin and Lady Gilia

Power in Government: Controls 36 senators (14% of Senate voting power)

Clan Relations

As a quick and convenient reminder, below is a table showing how these dwarven clans get along. Select one clan from the columns and one from the rows, and where you cross-index them you'll see a letter which describes how the two clans generally get along. For instance, if you take the Torkrest row and the Wyrwarf column, you get a letter "P" which, as you see below the table, means the two clans enjoy a Poor relationship.

	Buhrodar	Everast	Hurwarf	Skarrad	Syrklist	Torkrest	Wyrwarf
Buhrodar	-	F	N	P	N	G	N
Everast	F	-	P	G	G	F	N
Hurwarf	N	P	-	P	B	N	N
Skarrad	P	G	P	-	G	N	N
Syrklist	N	G	P	G	-	N	N
Torkrest	G	F	N	N	N	-	P
Wyrwarf	N	N	N	N	N	P	-

G = Good

F = Fair

N = Neutral

P = Poor

Some ways to introduce dwarven politics into your campaign adventures are discussed in the "Rockhome Campaign" section.

Other Dwarven Organizations: Guilds, Fellowships, Secret Societies

Dwarves form themselves into mutual-interest societies, and here are some of the ones which will appear in a Rockhome campaign.

The Guilds

Dwarven guilds are not economic organizations designed to improve the financial conditions of their members. They're more like hobbyist clubs: a collection of several dwarves of the same profession meeting once or twice a week in their off-hours in order to toss back some ale, exchange stories and techniques, and relax.

Every city will have several guilds dedicated to the same art or hobby, and competition between them can be fierce—sometimes friendly, sometimes not.

Guilds tend to take involved and peculiar names, such as "The King's Plaza At The Fountain Goldleafers," "The Quail-Before-Us Wrestlers," "The Easily-Distracted Stonecutters," and "The Treacherous Footsteps In The Night Bakers." These peculiar appellations are more evidence of an off-beat sense of humor which dwarves have but which few other races recognize in them.

The Thorns

The name is short for "The Thorns In the Sides of Those Blasted Elves," a society of dwarves who are too old to stay at home and too young to know better. Every few weeks or months, they mount a small party of adventurers, take a hidden pass through the mountains (the Darokin Tunnel), and cross through a narrow band of Darokin territory into Alfheim. There, they perform mischief against the elves, setting traps, sometimes very involved ones such as rigging mudslides to cover entire villages.

Naturally, the Alfheim elves know their forests a lot better than the dwarves do, and so the Thorns are often

caught in the act. This usually results in a running several-days battle back to the mountains.

The dwarves don't set out to kill the elves, and the elves don't attack to kill the dwarves; so, while injuries, even serious ones, are common on both sides, death is not. If it became so, it's possible that the situation would escalate to more formal battles between the nations.

Though the elves have complained to King Everast, the Dwarf-King either does not know and not believe that his dwarves are doing this, or does know and secretly approves.

The Clergy

The clerics of Rockhome do form a sort of society; they meet in forum on a regular basis to discuss their philosophies, the current spiritual state of the nation, how they can better guide the dwarves in communion with Kagyar and the earth, etc.

About 50% of dwarf-clerics are from the Buhrodar clan, and the remaining 50% are more or less evenly divided among the other clans.

The Hammer

This society is a rather nasty one. Composed mostly of Torkrest military dwarves, its purpose is to keep the wretched Wyrwarfs and other farming families in their place.

Every few weeks, the Hammer dwarves meet in secret places, don identical and featureless black clothes and masks, and charge forth to wreak some havoc on farmers who have been behaving in an uppity manner. Particularly irritating farm-leaders sometimes have their homes burned, their livestock run off, or offensive signs painted on their barns.

Death sometimes results from these raids, as over-eager Hammers do a little too much pounding on their victims, or when their victims are unexpectedly ready for their attacks, and respond with lethal force.

King Everast does not approve of the Hammer and does what he can to curb

its activities, but it is impossible to contain it completely.

The Underside

Every civilized community has its crazies, and though the dwarves aren't afflicted with them as much as humans, they aren't immune, either. Some dwarves steal. Others like to hide in shadows and beat the living daylight out of passersby. Some like to kill in a random manner. While the numbers of these "mad" dwarves are very low, they do exist. Sometimes they find one another and band together.

In the city of Dengar, upper and lower, there is a small criminal sub-community consisting of a few dwarves and (in Upper Dengar) a few humans as well, whose purpose is merely to do exactly as they please, no matter how dangerous or unsociable their deeds are. This isn't a Thieves' Guild, but it's as close as the dwarves have, and the depredations of these dwarven criminals are a constant worry for the King and his court.

The Economy of Rockhome

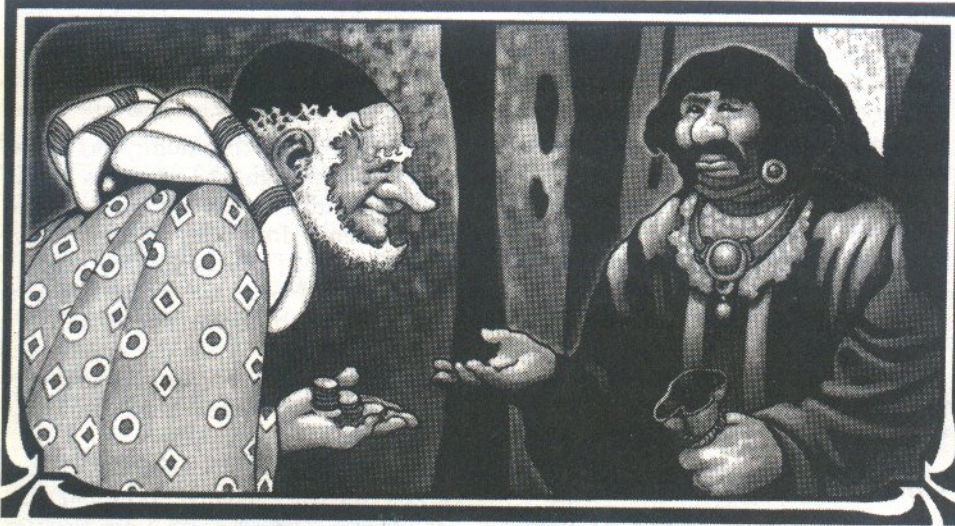
Though the Rockhome government is built on lines that are fairly familiar to human eyes, its economy is a little strange.

The Family/Company

Every Rockhome family corresponds, in human terms, to a business or company. The husband and wife in charge of the family, or Dotars, correspond to the "company presidents," and all other members of the family are employees.

Each family/company is unique in the way it handles its finances. In general, the members of the family produce some service or product—or, more commonly, a variety of them; the surplus (that not needed by the family) is sold or traded outside the family. The revenues from this are kept by the heads of the family, who assign monies to each member of the family based on his productiv-

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ity—i.e., by how much his goods are going for.

For instance, let's say a sample extended family has twenty workers in it. The family consists of four engineers, four goldsmiths, two stonemasons, four common laborers (haulers of stone or refuse, for instance), four weaponsmiths, a minister, and a brewer.

The engineers receive fees for doing engineering projects—for the government, for foreign employers, for other families. The goldsmiths receive gold from the family head and make golden objects which may then be sold for further profit. The stonemasons do stone-cutting work for the same types of employers as the engineers. The common laborers have jobs in the city: carrying stones in engineering projects, acting as sanitation engineers, promoting and assisting the family's engineers and masons, etc. The weaponsmiths receive supplies from the family head and turn out weapons. The minister does advisory work for the government. The brewer makes beer and sells the excess outside the family.

All these workers receive moneys from their employers. All the moneys go to the family head. Some of that money goes to maintaining the family: buying food, clothing, raw supplies for the goldsmiths and weaponsmiths and brewers. Some of that money, roughly 35%, will

go to government taxes. The rest will go back to the workers, usually in proportion to the profits they are bringing into the families; naturally, a good goldsmith or weaponsmith can bring in a high profit, and will receive a lot more money back than the common laborers.

An exception to this arrangement is the Rockhome military. Military dwarves receive salaries from the government (derived from the taxes, of course) and keep all their salaries. While employed by the army, they do not live with their families, cost their families nothing in food and upkeep, and so do not advance their salaries to the families. When a dwarf reaches officer rank, though, he is generally expected to "re-enter his family" and send his salary to the family head; most or all of it is generally returned to him, unless the family is poor and needs his support.

Player-Characters and Jobs

If a character is spending a lot of time between adventures with his family, he may be participating in a trade and earning money. If you spend a lot of time between adventures, you may wish to allow him to benefit for his job-time.

To calculate how much a dwarf makes at a steady employment, you must use the General Skills rules from the "Char-

acter Creation" chapter.

Begin by taking the skill roll for the dwarf's main employment-related skill. If he has more than one job-related skill, use the one with the highest skill roll. Now apply the appropriate modifier from the following table.

Poor and Despised	× .5
Struggling	no change
Comfortable	× 2
Influential or Influential/Posted	× 4
Ruling or Ruling/Clan Head	× 6
King Everast's Family	× 10

Round up all fractions to the next whole number.

The number you've achieved is the character's gross monthly income, in gold pieces. Subtract half that amount, or a minimum of 5 gp from that to account for minimum living expenses and taxes, and you have the character's net monthly income—how much he still has left in his pocket at the end of a month. (If the amount is zero or negative, which is possible in low-skill and low-rank families, well, that's what poverty is all about. Treat negative amounts as zero.)

As you can see, steady work, especially in higher social ranks, earns a fair amount of money, but adventuring is usually more profitable.

ADVENTURING INCOME

Dwarves are expected to give one-third of their adventuring incomes, the money they earn from exciting careers outside Rockhome, to the Rockhome government as part of their family's taxes. Naturally, when the dwarf is outside Rockhome, there's usually no one to keep track of their incomes. But most dwarves feel the family obligation and do send on one-third of their revenues to the family, particularly when the family is struggling.

If a dwarf doesn't do so, and other dwarves find out, he's likely to be scorned and reviled by them for ducking his family obligations. If his family finds out, he may be disinherited and cut off.

Rockhome Coinage

The Rockhome coins are minted in gold, silver, and copper. They include:

The Sun. This is a large gold coin worth 10 gp. On the obverse, it shows the sun rising over Point Everast; on the reverse, it shows the (presumed) profile of the mythic king Denwarf and is inscribed with the word "Sun" in dwarvish runes.

The Trader. This is a gold coin of ordinary size (worth 1 gp) and is, as the name hints, the usual means of exchange by traders in Rockhome. On the obverse, it shows a cart piled high with goods; on the reverse, it shows the profile of King Everast XV, the current king, and is inscribed with the word "Trader" in dwarvish runes. (The Trader coin always bears the profile of the current king, and collectors try to get collections of all the Rockhome kings' profiles on this coin.)

The Moon. This is a large silver coin (worth 1 gp) and is another common trader coin. On the obverse, it shows the moon over Karrak Castle; on the reverse, it bears the dwarvish rune for the word "Moon."

The Star. This is an ordinary silver coin (worth 1 sp). On the obverse, it shows a dwarven silhouette surrounded by stars; on the reverse, it bears the dwarvish rune for the word "Stars."

The Stone. This is an ordinary copper coin (worth 1 cp). On the obverse and reverse it shows a boulder carved with the dwarvish rune for the word "Stone."

The Rockhome Military

Rockhome has a population of about half a million dwarves, some 2% of whom belong to the military—in other words, the nation has a standing army of 10,000 dwarves.

Most of these military dwarves man the fortresses protecting the passes and cities of Rockhome. In times of war, though, Rockhome can mount a monstrous defensive army. All dwarves are trained in the use of arms; all dwarves acquire weapons and armor before

they're 20; all dwarves are expected to come to the defense of their country in times of invasion. In short, a force invading a dwarven community will find that 95% of the population is armed and armored and ready to fight. Perhaps only 60% are fit to fight, but the rest are still willing to fight and die to protect their families and cities. It's a daunting prospect for invaders.

However, this doesn't mean we have an *offensive* force half a million dwarves strong. If Rockhome chooses to launch an offensive force, it sends out about half its standing army, bolstered by squads of new recruits; this new army is called a dwarven expeditionary force. Not quite so disciplined as the standing army, it's still a formidable group. New recruits are also mixed into the garrisons still manning Rockhome's forts, so the fortress garrisons will, during times of expeditionary assaults, be of the same type as the expeditionary force.

The standing forces in Rockhome, built according to the "War Machine" rules from the Companion set, are divided into divisions, each of which is divided into companies. For role-playing purposes—such as a campaign where the player-characters are military dwarves—each company is also divided into squads. A division will be commanded by an 8th-12th-level dwarf or dwarf-cleric general (Rasdar), and comprises a variable number of companies, up to eight; a company is commanded by a 4th-8th-level dwarf or dwarf-cleric captain (Evedar), and comprises 250 dwarves; a squad is commanded by a 3rd-4th-level dwarf or dwarf-cleric sergeant (Dar), and comprises 25 dwarves. In times of invasion into Rockhome, when everyone fights, the typical militia company will be led by a second-level dwarf or dwarf-cleric carrying the brevet rank of sergeant (Dar).

Dwarven generals tend to have an average of +3 in adjustments for IN, WI, and CH, and average hit points for their level (including an average +2 per level for Constitution adjustments); 2% of their forces tend to be at name level. Dwarven captains tend to have an aver-

age of +2 in adjustments for IN, WI, and CH, and average hit points for their level (including an average +1 per level for Constitution adjustments); 0% of their forces are name level. Dwarven sergeants tend to have an average of +1 in adjustments for IN, WI, and CH, with average hit points for their level; 0% of their forces are name level.

The average officer level is 4, and average troop level is 1, with no recent wars (or victories or routs, aside from occasional clashes with humanoids), giving most dwarven forces an Experience Factor of 14.

Dwarven troops are very well-trained, training for 20 weeks per year, with their leaders, and being on duty for 12-month hitches.

Dwarven equipment is Good. Dwarves receive a Special Troop Factor of 15.

About 20% of dwarven troops carry crossbows, which do have ranges over 100'.

The result is that the dwarven armies are fairly strong. In *War Machine* terms, their stats are these.

Karrak Castle Garrison, at Sardal Pass

MV 4, BR 132

Personnel: 1,000 (four companies under one general and four captains)

Troop Class: Excellent

Fort Denwarf Garrison, on Styrdal Road

MV 4, BR 132

Personnel: 1,000 (four companies under one general and four captains)

Troop Class: Excellent

Evekarr Fort Garrison, at Evekarr Pass

MV 4, BR 121

Personnel: 250 (one company under a captain)

Troop Class: Excellent

Dengar Garrison, in Dengar

MV 4, BR 132

Personnel: 1,000 (four companies under one general and four captains; two in Upper Dengar, two in Lower

Dwarven Society and Politics

Dengar, general in upper city)
Troop Class: Excellent

Evemur Garrison, in Evemur
MV 4, BR 121
Personnel: 250 (one company under a captain)
Troop Class: Excellent

Stahl Garrison, in Stahl
MV 4, BR 132
Personnel: 500 (two companies under one general and two captains)
Troop Class: Excellent

Greenston Garrison, in Greenston
MV 4, BR 121
Personnel: 250 (one company under one captain)
Troop Class: Excellent

Smaggeft Garrison, in Smaggeft
MV 4, BR 121
Personnel: 250 (one company under a captain)
Troop Class: Excellent

Kurdal Garrison, in Kurdal
MV 4, BR 121
Personnel: 250 (one company under a captain)
Troop Class: Excellent

Typical Village Squad, in Villages of Population 1,000 or More
MV 4, BR 116
Personnel: 25 (one squad under one sergeant; approximately 20 such villages in Rockhome)
Troop Class: Good

Dwarven Expeditionary Force (not part of the standing army; only for wars waged outside Rockhome)
MV 4, BR 98
Personnel: 1242 (four companies under one general and four captains; extra personnel divided as reserves among companies)
Troop Class: Good

Wartime Militia Company (not part of the standing army; invasion circumstances, defensive only)

MV 4, BR 36
Personnel: 250 (one company under a sergeant; approximately 900 such companies in times of full-scale invasion, scattered throughout Rockhome)
Troop Class: Poor

Other Military Tasks

One last note on the military: In addition to protecting Rockhome's borders and launching occasional expeditionary forces in times of war, the dwarven army also acts as Rockhome's police force and Corps of Engineers, all rolled into one enforcement body.

Law and Punishment — Suspicion of Crime

When a dwarf is suspected of doing something reprehensible, he is reported to the leaders of his family. If the dwarf is the leader of his family, he's reported to the clan leader. If he's the clan leader, he's reported to the king. If he's the king, it's better to keep quiet.

There are no written codes for what is a crime and what is not among the dwarves; they rely on the precedent of their ancestors. In general, the same things which humans consider crimes, including assault, theft, murder, and destruction of private property are considered crimes by the dwarves.

Trial

When a dwarf is suspected of a crime, a trial is conducted. If the crime is against another dwarf in the same family, the family leaders conduct the trial. If the crime is against a dwarf in another family in the same clan, the clan leaders conduct the trial or appoint someone to do so. If the crime is against a dwarf in another clan, the trial is conducted by the Minister of Justice or a dwarf appointed by that Minister. The dwarf conducting the trial is solely in charge of the trial decisions; there is no jury.

The suspected dwarf speaks for himself. The accuser, or accusers, speak for themselves. The dwarf conducting the trial questions the witnesses. Then he makes a decision.

Punishments

For minor transgressions—such as negligently letting a dwarf or object of art come to harm, or assaulting another dwarf without provocation (without use of weapons)—the dwarf, if convicted, will be sentenced to imprisonment for several weeks of forced inactivity. If the family is too poor to afford one of its members not working, too bad: this is another reason not to commit crimes, for your family suffers too.

For major transgressions—such as intentionally causing harm to an object of art, or assaulting another dwarf with a weapon (when the other had none), or lying in testimony, or theft—the dwarf, if convicted, faces one of a number of different sentences. He may receive a beating and a period of exile outside Rockhome. He may be disinherited by his family and clan, forever, which is a harsh sentence to these family-loving dwarves. He may be disinherited by family and clan and permanently exiled from Rockhome, which is even worse. Or he may be sentenced to spend several years as a convict-farmer in the penal colony of Kurdal, the ultimate humiliation for a dwarf.

For capital crimes—specifically, unwarranted murder—the dwarf, if convicted, faces one of three sentences. He will be disinherited by family and clan and permanently exiled from Rockhome; he will be sentenced to life in the penal colony of Kurdal; or he will be killed. The Dwarf-King must approve any sentence in a capital trial.

The Calendar of Rockhome

Below is the calendar of Rockhome. It is derived from the human calendars, and uses the same day-names and month divisions, but they use their traditional dwarvish month names. Each month-name has a meaning; for instance, "Hralin," the first month of spring in Rockhome, translates as "Greenmonth," the month in which plants begin to grow again after the hard winter.

DATES OF IMPORTANCE

On the calendar, the following dates are of particular importance to Rockhome dwarves.

1 Hralin (Thaumont): This is the dwarvish New Year and is celebrated by much feasting and swilling, trade shows in the open air where the dwarves show what they've been working on throughout the cold winter, singing, dancing, and wicked hangovers.

15 Hralin (Thaumont): Traditionally, the first dwarven caravans (wagons pulled by oxen and donkeys) leaving Rockhome for the human realms depart at this time.

7 Hwyrlyn (Flaurmont): Arrangements. This is the traditional date for the beginning of the year's negotiations for marriages. All over Rockhome, dwarves who've just reached Adult status begin the fearful work of asking one another for the privilege of matrimony. Humans visiting Rockhome should be aware that

these youthful dwarves tend to be under stress, jumpy, and irritable during this two-week period. (Matrimonial arrangements are not limited to this time, but as this is the traditional date, more of them are negotiated at this time than any other.)

21 Styrlin (Yarthmont): This is the date of what is called the Clerics' Forum, a grand conclave of dwarf-clerics from all over Rockhome who meet in Lower Dengar for seven days to discuss the state of clerical philosophy and practice among the dwarves. The 21st of every month is the date for the lesser Clerics' Forums which take place in every community.

7 Bahrlin (Klarmont): Weddings. As humans have their "Klarmont Brides," dwarves, too, arrange for many of their marriages to take place in the month of Bahrlin. This is therefore a month of heavy, heavy celebration in dwarven communities.

16 Buhrlin (Felmont): This is the anni-

versary of the legendary Battle of Sardal Pass, and is also high summer. The dwarves celebrate with military games and demonstration.

3 Barrlin (Ambyrmont): This is the Showing Day, a sort of "Show and Tell" celebration day of the dwarves. Great fairs are held for the sale and trading of crafts and, especially, for the demonstration of new techniques in craftsmanship and engineering. By this date, humans from all over the continent will have flooded into Rockhome to see the great fair held in Upper Dengar and learn from the dwarves.

15 Jhyrlyn (Eirmont): Trading dwarves try to return to Rockhome by this date, called Caravan Day. This is a major celebration of and for the traders of the nation. It is quiet and peaceful, a thanksgiving among dwarves for their traders' and craftsmen's prosperity, characterized by wonderful feasts and reflective storytelling.

1 Kuldlin (Kaldmont): This is the final

Main Calendar Key	NUWMONT							VATERMONT							THAUMONT																
	<ul style="list-style-type: none"> ● New Moon ◐ Quarter Moon Waning ◑ Quarter Moon Waxing ◌ Half Moon ◐ Three Quarter Moon Waning ◑ Three Quarter Moon Waxing ◌ Full Moon ✧ Shooting Star—A comet crosses the night sky (20% chance), in a direction helpful to one who seeks an unknown destination. ● Eclipse—The sun disappears behind the moon for 1d6 turns (15% chance). ★ New Star—An unusual star of any color shines during one night (5% chance), or stays permanently (3% chance). ☆ Missing Star—A well-known star permanently disappears from the known constellations (10% chance). ✧ Stellar Cataclysm—Unusual celestial activities cause the sky to change color for one day, or glow eerily for one night, causing fear and disorder among the population (3% chance). All-magic is totally ineffective during that day. 	Lunadain	1	●	□	8	●	15	○	22	●	Lunadain	1	●	□	8	●	15	○	22	●	Lunadain	1	●	□	8	●	15	○	22	●
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	Tserdain	3	10	17	24	●				Tserdain	3	10	△	17	24					Tserdain	3	10	17	24							
	Moldain	4	11	18	25					Moldain	4	★	11	18	+	25				Moldain	4	11	18	25	△	●					
	Nytdain	5	●	12	○	19	○	26	●	Nytdain	5	●	12	○	19	○	26	●		Nytdain	5	●	12	○	19	○	26	●			
	Loshdain	6	13	20	27					Loshdain	6	13	20	✧	27					Loshdain	6	13	20	27							
	Soladain	7	✧	14	◇	21	28			Soladain	7	14	21	★	28					Soladain	7	14	✧	21	28						
	FLAURMONT							YARTHMONT							KLARMONT																
	Lunadain	1	●	□	8	●	15	○	22	●	Lunadain	1	●	□	8	●	15	○	22	●	Lunadain	1	●	□	8	●	15	○	△	22	●
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	Moldain	4	11	18	25	✧	★			Moldain	4	11	18	25				Moldain	4	11	18	25									
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	Loshdain	6	13	20	+	27				Loshdain	6	13	20	27	✧				Loshdain	6	13	20	27								
	Soladain	7	14	21	28					Soladain	7	14	+	21	28				Soladain	7	14	21	28								
	FELMONT							FYRMONT							AMBYRMONT																
	Lunadain	1	●	□	8	●	15	○	22	●	Lunadain	1	●	□	8	●	15	○	+	22	●	Lunadain	1	●	□	8	●	15	○	22	●
	Gromdain	2	9	16	23					Gromdain	2	9	16	23					Gromdain	2	9	16	23								
	Tserdain	3	10	17	24	✧				Tserdain	3	10	△	17	24				Tserdain	3	10	17	24								
	Moldain	4	11	18	25	+	✧			Moldain	4	11	18	25				Moldain	4	11	18	25									
	Nytdain	5	●	12	○	19	○	26	●	Nytdain	5	●	12	○	19	○	26	●	Nytdain	5	●	12	○	19	○	26	●	△	✧		
	Loshdain	6	13	20	27	✧				Loshdain	6	13	20	27				Loshdain	6	13	20	27	☆								
	Soladain	7	14	△	21	28	☆			Soladain	7	14	21	28				Soladain	7	14	21	28	✧								
	SVIFTMONT							EIRMONT							KALDMONT																
	Lunadain	1	●	□	8	●	15	○	22	●	Lunadain	1	●	□	8	●	15	○	22	●	Lunadain	1	●	□	8	●	15	○	△	22	●
	Gromdain	2	9	16	23					Gromdain	2	9	16	23				Gromdain	2	9	16	23									
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	Nytdain	5	●	12	○	19	○	26	●	Nytdain	5	●	△	12	○	19	○	26	●	Nytdain	5	●	12	○	19	○	26	●	✧	✧	
	Loshdain	6	△	✧	13	20	27			Loshdain	6	★	13	20	27			Loshdain	6	13	20	27	+	★							
	Soladain	7	★	14	+	21	28			Soladain	7	14	+	21	28			Soladain	7	14	21	28	§	✧							

DWARVEN SOCIETY AND POLITICS

day by which all dwarves must have paid their taxes. If they fail, they are subject to stiff fines if they pay by 1 Hralin instead. If they fail even to pay by 1 Hralin, they are tried of the major crime of tax avoidance. Naturally, this date is not a very happy one in the dwarven year: it's also the first day of winter. The fort at Evkarr Pass is abandoned on this day and its garrison travels to gloomy Kurdal for the winter.

Dwarf Language

The language of the dwarves sounds rough, guttural and harsh to human ears, even more so to elves. It's not difficult to learn, and most human traders into Rockhome pick up at least a smattering of the language.

However, it's practically impossible to pick up a native level of ability with the language. While it's simple to learn enough of the language to get by, the dwarven tongue features literally thousands of different descriptive adjectives for different colors, artistic effects, textures, and so forth. There are dozens of various words for "blue," each describing a subtle difference in the hues. There are at least sixteen words for "smooth," each describing a discrete degree of smoothness, and twice that many for different sorts of "rough." In short, the rough-sounding language is the most descriptive tongue in the world for precisely and accurately describing craftsmanship, metals, engineering, and any sort of physical object wrought by nature or by the hand. Many dwarven words have entered the technical terminology of the engineers and craftsmen among the humans.

Below is a short glossary of dwarven words—those the player-characters are most likely to encounter, especially in city, site, and family names. Naturally, only the most general descriptive terms are included in the list, else this book would be a dwarven dictionary and nothing more.

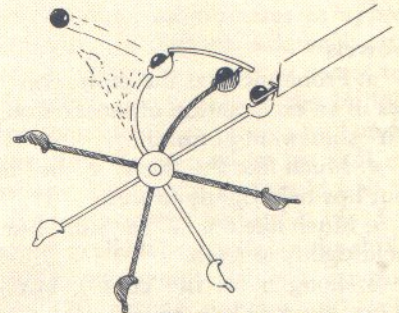
Ats:	(noun) axe	Hrokar:	(adj.) dangerous, treacherous, shifting
Bahr:	(noun) sun	Hruk:	(noun or adj.) granite
Bal:	(noun or adj.) tan	Hrum:	(adj.) sloping, slanted
Barr:	(noun or adj.) yellow or blonde	Hur:	(noun) cave
Belf:	(adj.) noisy	Hurgon:	(noun) cavern
Bif:	(adj.) nimble	Hwyr:	(noun) bellows, or the wind
Blys:	(noun) blood or (noun or adj.) red	Jhyr:	(noun or adj.) orange color
Bof:	(adj.) stout, husky	Kagyar:	(proper name) Immortal patron of the dwarves
Bol:	(noun) crater, hole	Karats:	(noun) great axe or battle axe (literally "death axe")
Bomb:	(adj.) huge, fat	Karodar:	(noun) battle, war (corrupted "karr-hrodat," literally "death-games")
Buhr:	(noun) fire	Karr:	(noun) death or (proper name) alternate name for Immortal called Thanatos
Buhrad:	(noun or adj.) gold	Ker:	(noun) tooth, fang (plural "kres")
Dal:	(noun) valley	Klint:	(adj.) shining, flashing, fiery
Dar:	(noun) war-chief, or sergeant	Klist:	(adj.) sparkling, flashing, icy
Den:	(noun) stone, rock	Kon:	(noun) dawn
Dor:	(adj.) impressive, wondrous	Kor:	(noun or adj.) gray
Dorf:	(adj.) slow or ponderous	Kres:	(noun) teeth, fangs
Dotar:	(noun) parent or family head	Krey:	(noun) speaker or Senator
Dul:	(adj.) low, deep	Kroten:	(adj.) slung or worn on back
Dulgardar:	(noun) governor, mayor	Kuld:	(noun) north or (adj.) northern
Dur:	(adj.) low, deep (variant)	Kur:	(noun or adj.) black
Dwal:	(noun) hill, hillock	Larodar:	(adj.) wandering, meandering
Dwarf:	(noun) dwarf; corrupted from "denwarf," literally "rock-born"	Larodin:	(noun) minister
Eft:	(noun) top or mountaintop	Lhyn:	(adj.) straight, flat, linear
Est:	(noun) eye	Lhyr:	(adj.) smooth (most general term)
Eve:	(adj.) high	Lin:	(noun) moon or month
Evedar:	(noun) captain	Mak:	(adj.) broken, ruined
Evedotar:	(noun) clan head	Motar:	(noun) mother
Far:	(noun) wrecker, ruiner	Mor:	(noun) pond
Fil:	(noun) dusk	Mur:	(noun) lake
Fotar:	(noun) father	Na:	(adj.) cutting (as an edge)
Ful:	(noun) west or (adj.) western	Nar:	(noun) cut, incision, wound
Gar:	(noun) home	No:	(adj.) clever (as with cutting wit or a sharp mind)
Gardar:	(noun) king	Nor:	(adj.) cut (damaged)
Garr:	(adj.) safe	Norden:	(adj.) jagged, notched
Gil:	(noun) noon	Or:	(noun) gravel
Glo:	(adj.) big		
Gon:	(adj.) bigger		
Gor:	(adj.) biggest		
Ghyr:	(adj.) solid, sound, thick		
Hra:	(noun or adj.) green		
Hrak:	(noun) chain, shackles		
Hraken:	(noun) convict, prisoner		
Hrap:	(noun) frog		
Hrodar:	(noun) games, competition		

- Puhn: (noun) hammer
- Pyr: (noun or adj.) purple
- Rad: (noun or adj.) iron
- Radas: (noun or adj.) marble
- Rak: (noun) citadel, castle, fortress
- Rasdar: (noun) general
- Rast: (noun) mountain
- Rutar: (noun) hand
- Sann: (noun) east or (adj.) eastern
- Sar: (noun) south or (adj.) southern
- Sarkrey: (noun) ambassador
- Shyld: (noun) shield (borrowed from human tongues, sometimes spelled in human fashion, as in "Nordenshield")
- Skyr: (noun) forge, smithy
- Smag: (noun) smoke or (adj.) smoky
- Stahl: (noun or adj.) blue (specific hue)
- Styr: (noun or adj.) blue (general)
- Syhar: (noun) moon
- Syr: (noun or adj.) silver (metal), silver or white (colors)
- Syth: (adj.) quiet
- Tar: (noun) beard
- Thor: (adj.) colloquial variant of "Tor"
- Thra: (adj.) glassy-smooth (also refers to mannerly personality)
- Thro: (adj.) oily-smooth (also refers to conniving personality)
- Tor: (adj.) strong, enduring, hard, hardened
- Tordar: (noun) nobleman
- Toren: (noun) worker
- Torrad: (noun or adj.) steel (literally "hardened iron")
- Warf: (prep.) from, or (adj.) born from, made of
- Whar: (adj.) pitiless
- Wyr: (adj.) empty, as in hollow or hungry

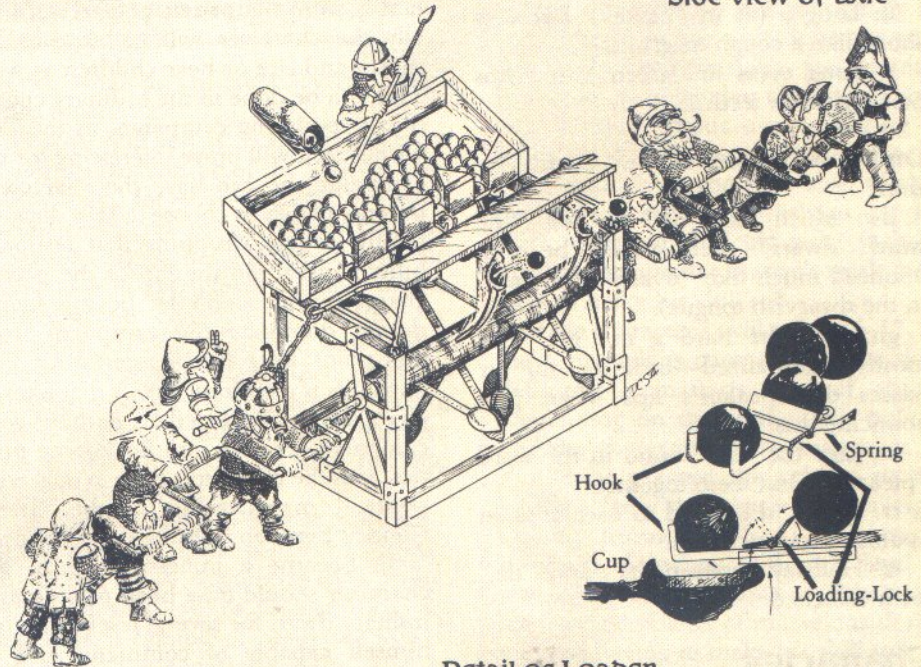
DWARVEN mechanical light catapult

Cost 500gp, Encumbrance immobile, AC 2, HP 20, Full Crew 12, Range 80/160/240, Damage 2d4, Fire Rate 6 per 1, BR +6, Ammo Cost/Wk. 5,000.

This weapon is found only in dwarven fortifications. The pivot system enables the machine to traverse 360°. It is a self-loading series of very light catapults which fires six, ten pound stone balls per round. The range shield bends the steel bow arms and determines the range. Dwarf power is used to crank the axle. Two dwarves stabilize the axle ends and the remaining four feed the ammunition hopper and adjust the range shield.

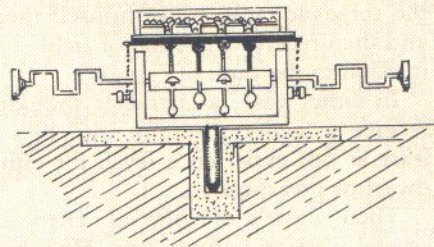


Side view of axle



Detail of Loader

The hooks are pushed aside by the bow's cup. The cup also pushes the loading-lock up to receive the next ball.



Detail of Pivot

The pivot arm is set in the stone of the fortifications. The catapult is traversed at a rate of 60° per round by the six dwarves that crank the axle.

Dwarven Society and Politics

Pronunciation Guide

Unless otherwise indicated, letters are pronounced more or less as they are in English.

Vowels

a: Pronounced as the aspiration "ah" (as in an exclamation of satisfaction, the "h" somewhat guttural).

e: Much like the short "e" in "met," but lips held tightly to teeth.

i: Much like the "i" in "kill," but lips held tightly to teeth.

o: Long o (as in "cold"), but very short, almost like a cough.

u: Long u (as in "brute"), but very short, like a cough or grunt.

y: Long e (as in "green"), but lips held tightly to teeth.

Diphthongs and Letter Combinations

dw: Much like "dv" or "df" (the word "dwarf," then, would be pronounced much like "dvarf" or "dfarf" in the dwarvish tongue).

gh: Like the hard g in "get," but mostly internalized—little or no air passes the speaker's lips when pronouncing this.

jh: Like the "zh" sound in the word "pleasure," but teeth together.

rr: Slight "d" sound to each r, as in Spanish pronunciation.

ts: Halfway between "ts" and "dz," teeth clenched.

Character Advancement in Rockhome

Before we go on to talking about the geography and communities of Rockhome, let's discuss player-characters in Rockhome... and how they can become important and influential dwarves in this nation.

In your campaign, it's likely that one or more dwarves will want to better themselves and, perhaps, their clans, by seeking greater status and influence in the court of Rockhome.

All dwarven characters—except those who were rolled up as part of King Everast's family—start out at the *worker*, or *toren*, social rank. It's perfectly all right for a dwarf-character to remain a worker through most of his adventuring career, but eventually he may wish to become more influential. So, how does a dwarf rise above worker status?

The *leaders* (*dotars*, or family heads, and *evedars*, or military captains) are the next step up from workers. To be a *dotar*, a character must be of Adult age (50+) and inherit leadership of his family from his parent or parents; usually the character will be expected to marry and sire or bear children as well. This can be done in the ordinary course of a role-playing campaign, as the DM wishes; if it will prove interesting for the campaign, he can have the character's parents perish or choose to step down as family leaders, dropping that responsibility squarely in the lap of the player-character. But don't let boring family doings dominate the campaign from that point: keep things interesting. Perhaps this is a military family that likes to go on adventures together; perhaps your campaign is heavy into Rockhome politics, and the characters have to deal with political maneuvering in the Grand Council between fighting expeditions.

To become a military captain, the character should have been playing as a military dwarf for several levels, proving himself capable of command and of shouldering responsibility. In the course of the campaign, he can be promoted to the sergeant rank, prove himself there, and then receive a normal or field commission to the rank of captain.

In either case, a character shouldn't receive a leader position until he's at least at 6th experience level, for either dwarf or dwarf-cleric.

Then, there's the *official*. There are several ways to become one. He'll be a senator automatically if he becomes the head of a family with at least a thousand members, which could be managed as early as 6th level. Otherwise, he'll have

to prove himself to appropriate higher-ups and receive an appointment. A dwarf who was adept at dealing with humans and learning languages could find himself posted as ambassador to some foreign land. One who proved capable at rulership might be appointed as governor or mayor of some Rockhome community. One who was particularly able at advising the King on one field of importance (such as trade, foreign policy, tradition, etc.) might be appointed a ministerial position. A long-time military dwarf could receive a generalship.

In most of these cases, the dwarf should be at least eighth level, or tenth in the case of the generalship.

Alternatively, the dwarf reaching 12th level could petition the King to allow him to found a new colony or community—in Rockhome or elsewhere. However, the Dwarf-King would only grant such a request to a dwarf who was well-known to him by reputation. Who would confer such a title on an unknown? This means that, to become the leader of a new clan or community, the dwarf will have to role-play in the context of Rockhome family, clan, and government politics; it wouldn't hurt to be famous as an adventurer either.

Also at 12th level, the dwarf could come under consideration for the title of *clan leader* (*evedotar*), particularly if he is the child of the current clan leader or if the clan is in a leadership crisis and he is a strong and well-respected leader of dwarves.

There are only two ways to become a *noble* dwarf (*tordar*): to be born into the family or to marry into the family. If the player rolled up a noble origin when creating his character, he doesn't have to worry about it. If not, the character could conceivably become interested in (or of interest to) one of the young noble dwarves, eventually resulting in a marriage alliance... but that's something that has to be played out in the context of the campaign.

Special Dwarven Tasks

In this section, we'll talk about some of the things that dwarves do which no one else does, and other tasks at which dwarves excel.

Dwarven Professions —

Assuming you're using the General Skills section from the "Players' Section," you may be asking yourself, "But what do these skill rolls mean within dwarven society? Is a roll of 12 good? How about a 15? Is a 9 terrible?"

When To Roll

In general, a dwarf-character should only have to make the skill rolls for his dwarven craft-related skills in extraordinary circumstances and for extraordinary projects.

On an ordinary, day-to-day basis, a dwarf will not have to make his skill rolls just to earn his living. The means by which he uses his skill to earn his living are given in the "Dwarven Society and Politics" chapter. When creating ordinary objects, the dwarf just devotes the hours necessary and, voila, the object is created. This is best for assembly-line sort of crafting, such as when a dwarf is trying to crank out a lot of weapons in a short time. The DM can make the dwarf's craft roll for each object that is significant to a story or upon which an important character's life depends; the DM should remember to give the dwarf bonuses for extra time taken, if any, and for the quality of his tools and facilities. If the roll fails, the object will, too, at some critical juncture in the narrative—chosen by the DM.

Now, when the dwarf is using his skill to try something unusual, very important to the plot, or difficult, he should roll it himself... after you've assigned him the appropriate positive and negative modifiers. For instance, the dwarf may be trying to design a rockfall trap under circumstances of very little time or insufficient dwarfpower. He'll need to roll his skill to see if he is successful.

You may not want him to know whether he's succeeded or failed in his

attempt. Have him close his eyes when he rolls, or have him roll the dice between your hands, where he cannot see them. A spectacularly bad or good roll means he knows immediately that he failed or succeeded; a more ordinary roll, within, say, 4 of success or failure, means he can't be sure he's succeeded until the actual event when the trap is sprung. In fact, with engineered devices, the trap may work perfectly when it's being tested and then fail in the actual application (another possible outcome of a dwarf's failed skill roll).

What Different Rolls Mean

So, what do different levels of skill rolls mean?

If the skill roll is 3-5, it indicates a basic understanding of the skill (or anything else, for that matter). Someone with this level of metalsmithing, for example, has a basic grounding in the skill and is capable of forging simple objects; he can tell the difference between shoddy goods and well-crafted metals. However, in a pinch (such as having to forge a magical item, or setting up a smithy by himself), the character would have to make his skill roll and would probably fail.

If the skill roll is 6-8, that indicates a fair grounding in the skill but an inability to rise above apprentice level. Someone with this level of woodcrafting, for example, is capable of evaluating woods, of doing basic carving tasks, and of using the oils and treatments necessary for preparing the woods. Given enough time, he can work up detailed and professional woodcarvings, and could set up a woodworkers' workshop; in a situation where haste is necessary, he would have to make his skill roll, and would probably fail.

If the skill roll is 9-12, the character has a good, solid grounding in the skill but will never rise to true mastery; his ultimate rank in this skill will be journeyman (the rank between apprentice and master). Someone with this level of engineering, for example, is capable of

working up plans for a fine, solid building or wall or dam or road, and then overseeing the building. He can set up workshops necessary to his profession and can train subordinates as apprentices. Given a difficult task, such as an intricate building facade or secret tunnels which don't weaken the building superstructure or building a wall underwater, he'd have to make his skill roll, perhaps at minuses, and could fail.

If the character's skill roll is 13-15, he has an excellent command of the skill. If he continues at this skill level for many years (20 among humans, 40 or so among dwarves), he will grudgingly be considered a master at it. Someone with this level of goldsmithing, for instance, is able to create golden objects of excellent design without usually having to make his skill roll; he can train subordinates through journeyman level of ability; he can set up workshops for his craft. Given a difficult task, such as duplicating another master's work, he'd have to make his skill roll.

If the character's skill roll is 16-17, he has a marvelous command of the skill, definitely a master's level of ability. Depending on the craft-guild's politics and the character's own personality, he should be granted the title of master within a fairly short span of years (eight among humans, 15 or so among dwarves). Someone with this level of jewelcrafting, for instance, is able to create jewelled objects of marvelous design without having to make his skill roll; he can train subordinates through master level of ability; he can set up workshops for his craft, and act as an "efficiency expert" for lesser masters and their workshops. Given a difficult task, such as duplicating another master's work, he'd have to make his skill roll, but is likely to be familiar with almost every master's works in his field.

If the skill roll is 18 or more, that indicates a genius-level command of the skill. The character will achieve mastery about as fast as someone with a roll of 16-17 (craft politics only allow for a certain speed when achieving mastery). Someone with this level of engineering,

Special Dwarven Tasks

for instance, is able to design structures which baffle lesser masters with the genius of their design. Someone with this level of ability is, on occasion, able to make significant contributions to the artistic level of his craft. A genius-level craftsman can train subordinates through masters level of ability; in addition, he can set up workshops for his craft and act as an "efficiency expert" for lesser masters in his craft. Given a difficult task, such as duplicating another master's work, he has to make his skill roll, but will probably succeed.

Since, with the General Skills rules given in the "Players Section," most craft-related skills are based on a character's Intelligence, a character with an Intelligence of 13 is likely to have several skills at a skill roll of 13 and one with an Intelligence of 18 will have several at a genius-level skill roll of 18. What this indicates is that many dwarves (and humans, elves, halflings, etc.) are Renaissance men, masters of several crafts at once, which is not uncommon.

Time and Manpower

So, how much time and manpower does it take to build things, to make weapons and armor, to sculpt statues, and so on?

We determine this by finding out *what type of job this is* (craft or construction), *how many dwarves are working*, and *what the object is worth (in gp)*. Then we apply these numbers and facts to the following formulae.

In the following figures, be aware that the average dwarven working day is 10 hours. If a job takes 500 hours, then, one dwarf can do it in 50 days, or five dwarves can do it in 10 days.

Craft or Construction?

As a general guideline, a "craft" job is one that involves the making of a weapon, piece or suit of armor, or work of art. A "construction" job is one that involves the making of a dwelling, building, ship, wagon, or public work (such as a dam or road).

Value of Job

The value of a job is usually determined by the tables and figures given in the various D&D® games and supplements. For example, if you look at the equipment list in the Expert set, you'll see that a sword is worth 10 gp; if you commission a sword to be made, the value of the job is 10 gp. You can commission especially artistic jobs, worth more than absolutely necessary. For example, you might want a sword with a gold-inlaid blade and gem-studded hilt, and so commission one for whatever extra amount you want (the more gold you spend, the more gold and gems you get), for 15, 100, or 1,000 or more gp.

Time Taken: Craft

Take a look at the following table. The left column shows the gold-piece cost (market price) of the job. The middle column ("Divisor") shows you what to multiply that gp cost by in order to get the number of days' work the job will take.

Example: A piece of jewelry is worth 500 gp. To find out how long it takes to make, multiply 500 by the Divisor of 1/20. The result is 25; that's how many days it takes to make.

The third column lists the Skill Level that the craftsman dwarf must have in order to create something of this value. If more than one dwarf is working on the project, *all* must have the skill pertinent to the job at the listed Skill Level.

GP Value of Job	Divisor	Skill Level
1-8	1/2	3
9-32	1/5	5
33-125	1/10	7
126-500	1/20	9
501-1,000	1/50	12
1,001-2,000	1/100	14
2,001-16,000	1/250	16
Above 16,000	1/500	18

Time Taken: Construction

A construction job takes one day (in the game-world) for every 500 gp being spent on the construction.

Dwarfpower Necessary: Craft

The figures given above for "Time Taken: Craft" are figured for one dwarf craftsman working on the job. The DM determines if the job can have more than one dwarfdwarf working on it. If it can, the work may be divided equally between the available dwarves. Thus a 50-day job worked on by 10 dwarves works out to taking only 5 days. All dwarves working on the job must be at the minimum skill level necessary for the job (see below).

Dwarfpower Necessary: Construction

The larger a project is, the larger the work-force must be in order to maintain that one-day-per-500-gp figure. This is because more grandiose projects require more workers and specialists, and with larger teams you'll see a little more inefficiency than with smaller teams. But the larger number of workers doesn't make the project cost any more: the salaries of all workers are figured in the construction costs, as given in the Expert rulebook, page 23.

GP Value of Job	Work Force Size	Boss's Skill Level
1	1	3
2	2	3
3-4	2	3
5-8	3	4
9-16	3	5
17-32	4	6
33-64	4	7
65-125	5	8

GP Value of Job	Work Force Size	Boss's Skill Level
1-250	10	9
251-500	20	10
501-1,000	25	11
1,001-2,000	30	12
2,001-4,000	35	13
4,001-8,000	40	13
8,001-16,000	45	14
16,001-32,000	50	14
32,001-64,000	55	15
64,001-125,000	60	15
125,001-250,000	65	16
250,001-500,000	70	16

For job costs above 500,000 gp, add 5 men (or dwarves, or whatever) per 100,000 gp value.

Other Notes

The numbers given for the above objects represent *buyers' figures*. This means that, when a buyer wants to com-

mission an object, the above rules say how long the craftsmen take and how much they charge the buyer.

The numbers aren't to be used by player-characters, ever. They don't mean that a PC dwarf can sit down during a three-year game hiatus and create something worth half a million gp and sell it for that amount. Most of that money goes into materials and labor costs; much goes to taxes. We already have rules for finding out how much money a dwarf craftsman can earn (see "Dwarven Society and Politics"); these rules don't overlap those.

Dwarven Craftmagic

Dwarves, as mighty craftsmasters, are able to craft magical items—even though they are beings who tend to be resistant to magic.

In general, they only create magical arms and armor, but sometimes they stray into the field of miscellaneous magic.

The Basic Process

In order to create a magical item, a dwarf-craftsman spends time, spends money, and *spends (loses) some of his own experience points*.

This is how it's done.

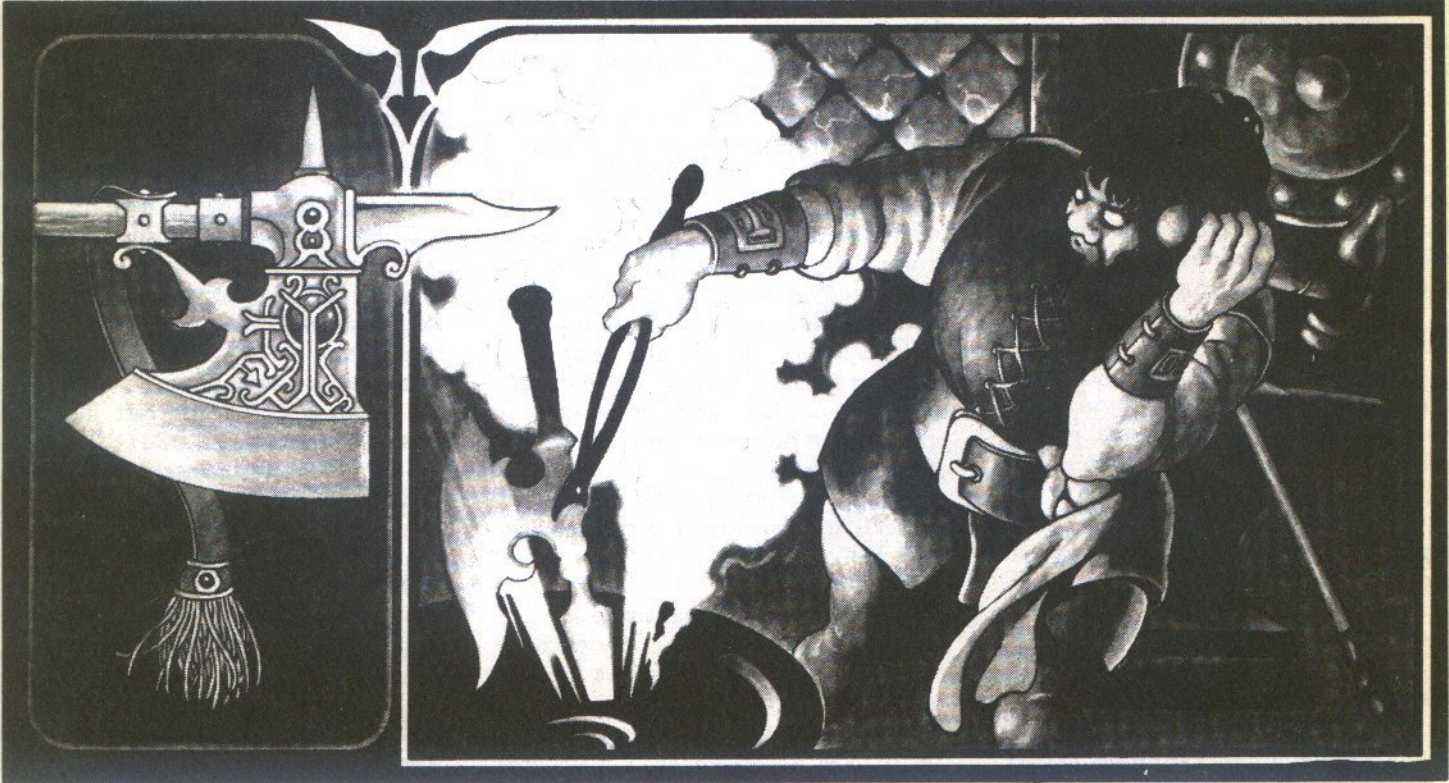
Needed Abilities

To create a magical item, a dwarf-craftsman must:

(A) Be 12th level, at least 1,400,000 experience (for a dwarf) or 1,000,000 experience (for a dwarf-cleric)—that is to say, at the experience level where he automatically takes 1/2 damage from spell effects;

(B) Have a skill pertinent to the creation of the magical item (i.e., if the magical item to be created is a weapon, the dwarf requires smithing or weaponsmithing skill; if it's a ring, he requires goldsmithing or jewelcrafting skill; etc.);

(C) Have access to workshops, tools, and materials pertinent to his needs.



Special Dwarven Tasks

Weapons

In order to bestow "to-hit" and "damage" bonuses on a weapon, the dwarf enchants the weapon as he himself creates it. He'll spend the time and money necessary to create the ordinary weapon, plus time and money to enchant it.

To find out the base enchantment cost (in gp), take the cost of the basic weapon (in gp), multiply that by the weight of the weapon (in cn), and then multiply that by 5.

Example: The Base Enchantment Cost of a battle-axe is 2,100 gp: 7 (gp, original weapon cost) x 60 (cn, original weapon encumbrance) x 5.

This base enchantment gives a weapon +1 to hit and damage—or a -1, if the dwarf is creating a *curse*-type weapon.

To create a weapon with a greater plus (or minus), multiply the Base Enchantment Cost by the plus.

Example: Taking that new battle axe with the +1 enchantment and then improving it to a +3 weapon, we actually spend 6,300 gp: 2,100 gp (the Base Enchantment Cost) x 3.

Important Note: The Base Enchantment Cost for weapons should be not less than 100 gp, and for armor not less than 3,000 gp. Daggers are considered short swords for purposes of calculating their Base Enchantment Cost.

Experience Spent

Whenever he creates a magical item, the dwarf-craftsman loses some of his own experience: basically, he's putting some of himself into every magical item he creates.

The amount of experience he loses is equal to *three times the gp in the enchantment cost*.

For instance, if creating a *battle axe +3*, the dwarf-craftsman loses 18,900 of his own experience points (enchantment cost 6,300 gp x 3).

This experience is gone forever; of course, he can always earn more experi-

ence.

If the experience spent drops the dwarf craftsman to the next lower experience level, subtract two of his hit points (he's at an experience level where he gains two per level, so it's easy to keep track).

Time Spent

When creating a magical item, the dwarf spends the time necessary to create the ordinary object, *plus* one week for preparing the magical ingredients and elements of the enchantment, *plus* one day per 1,000 gp for the enchantment cost.

(Preparing magical ingredients and elements consists of finding interesting magical components—such as the blood of a red dragon, used to temper weapons for magical bonuses, or the hide of a gargoyle, used to impart toughness into armor—and then transporting them back to the forge and preparing them for use.)

Skill Roll

There's one important danger when a dwarf is creating a magical item: the chance that the enchantment process will fail.

When the dwarf is creating his magical item, he must make his pertinent Skill Roll.

He receives a -2 to his skill roll for every plus or minus to the weapon or armor bonus. For instance, a *battle axe +2* would be a -4 to his roll, a *+4* weapon would be a -8, and so on.

If he makes the roll, the weapon is enchanted. If he fails it, the enchantment did not take and the weapon is ordinary, but the dwarf loses that experience cost anyway.

For this reason, only the most gifted of dwarf-craftsmen tend to create magical items.

Limits of Bonus Enchantment

A dwarf-craftsman can only enchant weapons and armor up to a bonus/penalty or +5 or -5.

Here's an example, from start to finish, of how a dwarf creates a magical

weapon.

The dwarf wants to create a (normal) sword +3 for a human ally.

A normal sword, as explained in the Expert rulebook, page 19 ("Weapons and Equipment," weapons list), costs 10 gp and weighs 60 cn.

As we see in the "Craft Goods" table earlier in this section, a 10-gp item takes 2 days to make (multiply the 10-gp value by the divisor of 1/5) and requires a skill level of 5. Well, a dwarf craftsman certainly has *that*. So, just to forge the sword will take him two days.

The enchantment cost for the weapon is going to be 9,000 gp (cost 10 gp x weight 60 cn x 5 x 3 for the "+3"). The time the weapon will take to forge is 18 days (2 days for the basic weapon, one week for doing magical preparation, and 9 days—1 day per 1,000 gp spent on the enchantment).

The dwarf loses 27,000 experience points (9,000 gp enchantment cost x 3) in the forging of the weapon, and he must make his weaponsmithing roll at a -6 for the +3 bonus. (If he fails, he's left with an ordinary sword.)

High-Quality Goods

If a dwarf wishes to start with a high-quality item as the basis for his magical item (for example, a 500-gp hammer as the basis for a *hammer +2*, he *doesn't* use the actual cost of the weapon as the basis for his base enchantment cost.

To get the base enchantment cost, he uses the statistics for an ordinary, 5-gp, 50 cn war hammer.

However, he adds that base enchantment cost and time to the cost and time for creating a 500-gp craft item (15 days, 250-gp cost).

So, a beautiful, inscribed, etched, gold-inlaid dwarven *war hammer +2* would cost 2,750 gp (250 gp for creation of the initial item, plus 5 gp x 50 cn x 5 x 2 for the +2).

To make it would take 25 days (15 days for the beautiful normal weapon, plus one week, plus three days for the 2,500 gp of the enchantment cost).

It would cost the craftsman 7,500 experience points (enchantment cost of

2,500 gp \times 3). He would have to make his weaponsmithing roll at a -4 (for the $+2$ bonus).

It's possible to spoil the creation of a magical item by startling or interrupting the crafts-dwarf at critical points in the forging process. Such critical points occur once per day that the dwarf is crafting the object. An enemy could wait for this critical juncture—easily recognized by the meditative state the dwarf has sunken into, by the magical/mystical sparks flying off the forge as he works—and then startle, shove, or otherwise interrupt the dwarf to the extent that the whole project is ruined. It's a good thing to do when heroic dwarves are trying to stop the forging of an evil object; but enemy dwarves can do it to our heroes as well.

ARMOR

Creating magical armor is done in a very similar fashion, with one difference:

To get the Base Enchantment Cost, take the normal armor price, multiply by the encumbrance, and then divide that total by three.

Example: Base Enchantment Cost for plate mail armor is 60 (gp) \times 500 (encumbrance) divided by 3, or 1000 gp total.

As with weapons, the Base Enchantment gives the armor a $+1$ bonus; for a higher bonus, multiply the Base Enchantment Cost by the final bonus.

Use the time-for-creation rules, chance of success rules, and experience cost rules as per weapons.

Miscellaneous Magic

Dwarves, working by themselves, can create arms and armor with magical bonuses to hit and damage, but that's *all* they can enchant, working by themselves.

To create a "miscellaneous" magical item (that is, one which duplicates a spell effect) or to put a spell effect in a weapon or piece of armor, they need the help of a magic-user. (Because the



Special Dwarven Tasks

dwarves are usually suspicious of magic-users, such magical items tend to be rare.)

The rules for this sort of enchantment are found in *GAZ-3, The Principalities of Glantri*.

Some general notes for using these magic-creation rules with those:

Cost of Enchantment: The dwarf pays his experience for the enchantment of plusses or minuses into the weapon or armor. But the cost for spell-effect enchantment is paid only in gold, as per the *GAZ-3* rules. The dwarf and the magic-user will work out for themselves, in the context of the campaign, who is paying how much gold for what.

Enchantment Success: The dwarf makes his skill roll for the success of the weapon/armor bonus/penalty, and the magic-user makes his success roll (as shown in *GAZ-3*) for the successful enchantment of other effects.

Effects of the Forge of Power

If the dwarven craftmaster is allowed

by his clan leader to use the clan's *forge of power* (see the Companion rules) to create his magical items, the time spent on the object is cut in half (round down). Gold and experience cost remains the same.

In order to allow a human magic-user to enter the smithy where the *forge of power* resides, the clan leaders would have to know the human very, very well; he would have to have been a clan-friend for years.

Dwarven Science

Dwarves are also known for their strange scientific developments, mostly in the field of mechanical engineering. They create new types of engines, new conveyances (i.e., traveling machines), new farming equipment, etc.

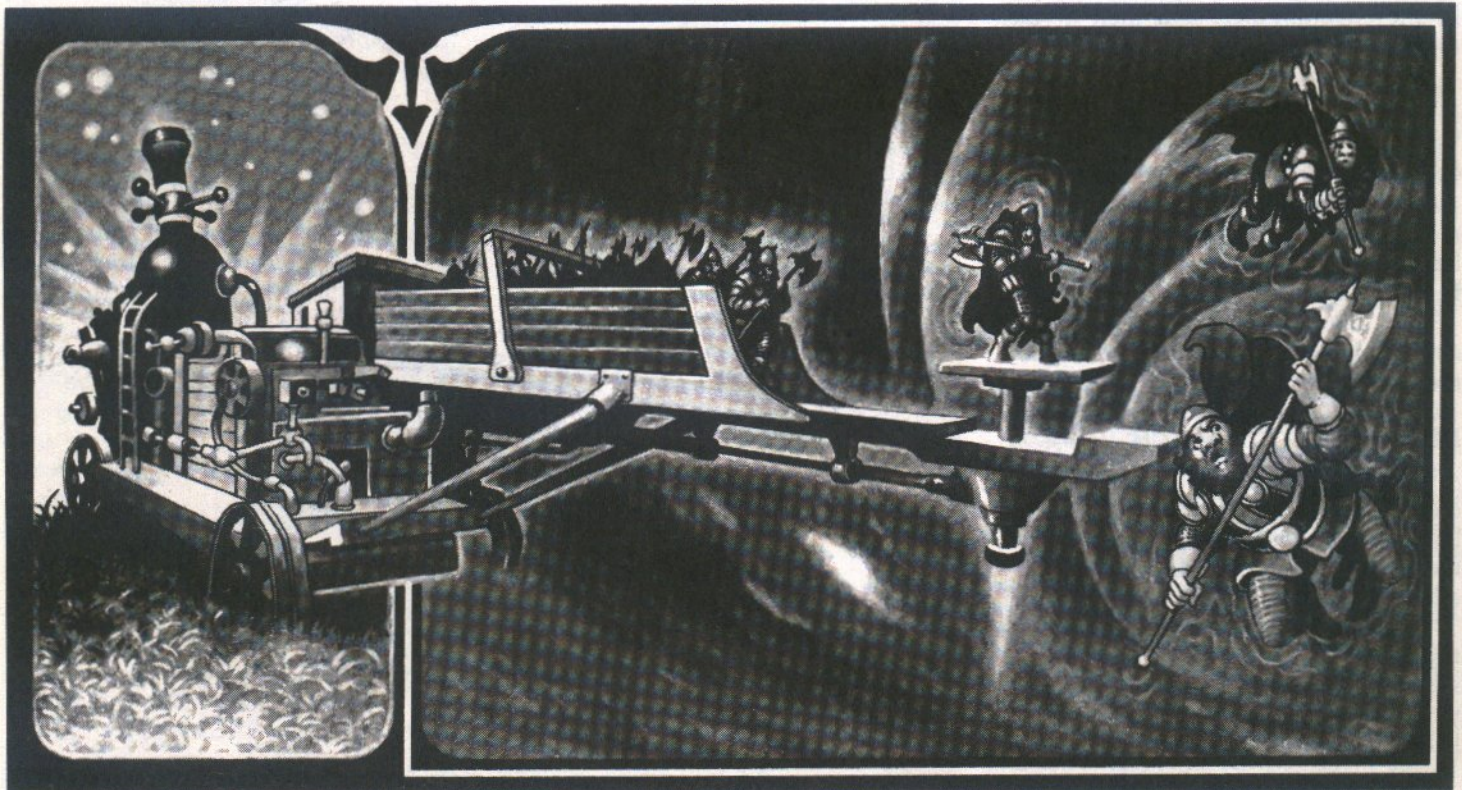
From a campaign perspective, dwarven science has three applications: enabling devices, adventure opportunities, and comedy effects.

Enabling Devices

An *enabling device* is a plot device which allows the characters to do something they couldn't do before, in order to provide them with some story opportunities they wouldn't have otherwise.

For instance, while dwarves can tunnel and explore caverns, they can't generally dig down 500 miles in order to discover the lost world which exists in a massive cavern deep beneath the surface of the earth. But if the dwarves just happen to create a mole-shaped digger-machine with a great spinning drill at the nose, and if the player-characters just happen to be receiving the grand tour of the drilling machine just as a mechanical accident causes the door to slam shut and the drill to begin its descent into the earth, then the characters have been *enabled* to visit this setting when otherwise they wouldn't.

So, dwarven science can be used to open new realms for the player-characters to explore. Some sample devices which do this are:



The Proto-Zeppelin, a rigid airship constructed of dragon-hide, with a *fire elemental* (conjured by a friendly non-Glantrian magic-user) heating the contained air for lift, a woven-wicker gondola slung underneath for passengers, and pedal-powered propellers for travel. It allows the dwarves to visit aerial realms such as kingdoms built on clouds.

The Steam-Powered Dimension-Launcher, a giant ungainly machine which includes a factory-sized coal-burning steam boiler, which can launch dwarven parties into alternate dimensions and realities (and sometimes even retrieve them).

The Drill-Nose Mole Digger, described above.

All these devices will allow characters to have adventures where they ordinarily wouldn't.

Adventure Opportunities —

All this new technology can provide for some straightforward adventures in ordinary settings, as well.

For example, see the "Metal Amok" adventure in the "Adventure Ideas" section: new giant war-craft can be stolen and used against the dwarves, prompting the player-characters to destroy or retrieve the objects.

A new device can be built to help heroes deal with an otherwise unstoppable monster. A dandy example is the "Apocalypse Then" adventure from *GAZ-3, The Principalities of Glantri*. If the DM has that Gazetteer, he should read that adventure; players should not.

Comedy Effects —

Perhaps most commonly, dwarven technology should be used as a comedy element. New devices that don't work right (the experimental train that consistently jumps its tracks and heads straight for the nearest ravine, the siege engine that tends to catch up and hurl its operators, the new flying device that won't come down again and so carries its inventors away over the mountains, and so forth) should frequently be in the

background as events unfold in the dwarf nation, both to provide comic relief and to reinforce the idea that the dwarves are constantly learning, developing, and engineering.

What You Shouldn't Do —

It's important, though, that this dwarf technology not usually develop inventions truly important to the scientific progress of the world.

If, for instance, the dwarves create an effective and viable zeppelin, then within a few years all the nations will have them. Do you, the DM, want zeppelins all over your world? If so, then this is fine; if not, too bad. You've established that the dwarves have created an efficient and viable lighter-than-air craft. Only DM intervention can keep the invention from spreading, and too many occasions of DM intervention will strain your players' willing suspension of disbelief in your game-world.

So, in general, when the dwarves invent something which the player-characters use in an adventure, the invention should be irreplaceable, and be destroyed during the adventure, or be experimental, and not live up to expectations, so the inventors take the wreckage back and decide to tinker on it for another couple of decades.

(Your players shouldn't worry about this too much. Down the line, there'll always be another such invention...)

Every so often, every few game-years, the DM may wish for the dwarves to introduce some new scientific device—something that other countries can duplicate and introduce on a more or less mass scale. The DM should try to keep the inventions from being big, spectacular ones, the sorts which will have a profound effect on society—unless you *want* to change the face of your campaign world.

Examples of inventions to permit: wind- and water-mills, suspension systems for wagons and chariots, collapsible grappling hooks, interior plumbing (very expensive).

Examples of inventions you shouldn't

permit (unless you're in the mood for profound changes): gunpowder and firearms, steam engines, locomotives, cars, airplanes, air conditioning.

Also (DM Only) see *AC 11—The Book of Wondrous Inventions*; it gives numerous and humorous examples of inventions that can and do cause trouble in a fantasy world.

Dwarven Cities —

The dwarves have a very interesting manner of building their cities. They have committed to memory a dozen or so "city block" layout plans, and their cities generally consist of these few city block patterns repeated again and again and again, sometimes angled different ways, always individualized to the whims of the owners and residents.

For this reason, we've included two maps of Dengar, the dwarven capital city, with this supplement: one shows the city in a normal fashion, and the other, much smaller, shows Dengar with the method described below under "The Dwarf City Map."

Following, we'll talk about the individual city block elements, then about how they come together, and finally about the appearance of dwarven cities.

Dwarven Modular City Blocks —

Now, let's look at the dwarven city block patterns. Take a look at the back of the fold-up map; it shows you the block patterns.

Each is individually lettered. You can photocopy these blocks and arrange dwarf cities of your own (permission is granted to photocopy for personal use only); the key numbers printed on them are printed in a shaded color, and should show up very faintly or not at all on ordinary copying machines.

You'll notice that all these block patterns show walls around them. In an actual dwarven city, not all city blocks have walls around them, though many do. Under the heading "The Dwarven City Map," below, we'll discuss how you distinguish between those that do and those that don't.

Special Dwarven Tasks

A: Palace Main Building

This is the main building of any large dwarven palace structure. A palace main building can have several of these floorplans "stacked" atop one another, as extra floors, so the key below describes what the different rooms are used for on different floors.

(1) These are steps up to the front entrance to the palace. (On upper floors, this area can be squared off and exist as balconies over the first-floor stairs.)

(2) Main Hall.

(3) Antechamber into the Throne Chamber. Secret doors, right and left, open into (4).

(4) In these small chambers, crossbow-armed guards watch all entrants into the Throne Chamber; these rooms can also be rigged with hideous weapons and booby-traps to dispose of invaders. On upper floors, these rooms can have the same purpose, or can have regular doors and be closets and storage rooms.

(5) The Throne Chamber. It has rows of massive columns along its length and an upraised dais at the end, where the Dwarf-King and his family sit. Armed guards usually stand behind them. On upper floors, this chamber can be a massive dining hall; the larger columns are removed and the rearmost 30' of the hall is walled off as a separate kitchen. This chamber, on upper floors, can also be a dancing-hall (for celebrations); again, the larger columns are removed.

(6) These are offices for ambassadors and ministers to the Dwarf-King. On upper floors, they can be small suites (one outer room, one bedroom) for visitors and for the more important palace workers.

(7) This is the outer chamber for official meeting-room suites. In upper floors, these are the outer chambers of living suites for members of the royal family.

(8) This is the main meeting room of these suites, usually furnished with one long table and many comfortable chairs. In upper floors, this is the bed-chamber of the living suites for members of the

royal family.

(9) This is a secondary meeting room, for subcommittees and private conversations. On upper floors, this is a private library or workshop of the suite resident.

(10) This is also a secondary meeting room. On upper floors, this is the clothes-chamber and armory of the suite resident.

(11) This is a water closet (dwarven bathroom), complete with running water (in all but the smallest of dwarf-communities).

B: Palace Wing

This wing is a primarily residential add-on to the palace main building (above). The individual chambers include:

(1) On all floors, this is the outer chamber of a living suite.

(2) On all floors, this is the bed-chamber of a living suite.

(3) On all floors, this is the private library or workshop of the suite resident.

(4) On all floors, this is the clothes-chamber and armory of the suite resident.

(5) This is a water closet, with running water.

(6) This is a chamber for menial dwarf servants.

C: Estate House

This is the sort of building in which a wealthy branch of a family lives; within the estate walls there may also be other buildings (such as apartment and tenement quarters, smithies and storehouses).

(1) Main Hall for dining and conversing. On upper floors, a massive workshop for the family or a library for the family.

(2) Kitchen. On upper floors, a storehouse for the workshop or a separate room for ancient and delicate manuscripts.

(3) Quarters for Family Members. On upper floors, the same.

(4) Water Closet. On upper floors, the same.

D: Apartment Quarters

These buildings are for dwarves who are not poor or struggling but also not members of a family with immediate wealth. Each floor of each of these buildings generally houses about 15 dwarves in fair comfort.

These apartments can be several stories high. Or, a block can have apartments at ground level and then tenements (block E) at upper levels; notice that the stairwells of Blocks D and E match up.

(1) Open Area. It can contain a well, a fountain, a statue, a pen for animals (usually in above-ground cities only).

(2) Entrance into area.

(3) Main Entrance to building.

(4) Secondary Entrance to building.

(5) Staircase.

(6) Bed-chambers, usually for two mature or 3-4 juvenile dwarves.

(7) Large water-closet, often with a terra-cotta bathtub and a large fireplace (to heat the tank of water in the wall).

(8) Secret Room. In case of invasion, some of the apartment dwellers can squeeze into this chamber to hide. This chamber also holds water tanks and pumping machinery for the building. In apartment buildings with tenement buildings atop them, this is solid stone.

(9) Kitchen.

(10) Dining hall.

(11) Bed-chambers of important family members.

(12) Bed-chamber and outer chamber of family heads.

(13) Family workshop.

(14) Storeroom.

E: Tenement Quarters

Note: Though this block is labelled a "tenement," it is not to be compared with a human tenement or slum. It's just a large residential building in which many dwarves live. It contains many single-family suites where dwarves in the "poor" and "struggling" categories live; it is also the dwarven version of the military barracks. Dwarven tenements tend to be clean, heavily-populated, and noisy.

(1) Entrance to block and into building.

(2) Atrium at the conjunction of the six main halls of the building. This is the socializing area of a dwarven tenement building.

(3) Outer chamber—living or “family” room—of the dwarven quarters.

(4) Bedchamber for 1-4 adult or 3-6 juvenile dwarves (in a barracks, for 4-6 adult dwarf-soldiers).

(5) Workshop for the family (in a barracks, a bed-chamber for 4-6 adult dwarf-soldiers).

(6) Kitchen and dining area for family or soldiers.

(7) Water-closet.

(8) Stairs.

F: Smithy/Workshop

This is a block entirely given over to the dwarves’ creative work. Such buildings are almost always only one story high.

(1) Main Area. In the center is the workshop’s main forge, kiln, foundry, or other element. Surrounding are tables topped with raw materials, tools, half-completed projects, etc.

(2) Storage Rooms. Raw materials, uncompleted projects, and completed projects are stored in these rooms.

(3) Secondary workshops. Note that these chambers tend to have thick walls and multiple sets of doors; this is to help keep noise to a minimum.

(4) Resting room. On those rare occasions when the dwarves need to stop working and rest their ears and eyes, this chamber is set up with cots, chairs and tables for relaxation or quiet work.

(5) Water closet.

G: Storehouse

Like the smithy/workshop, the storehouse is usually only one floor, though the building may be 30’ tall and higher. The floorplan for the building shows four individual chambers, but they share a common roof and are part of one continuous building.

(1) Main Access Way.

(2) Secondary Access Way.

(3) Storeroom. It may be filled with chests of foreign products, bolts of foreign cloth, domestic or imported grains,

racks of beverages, shelves of craft-goods, or any number of other things.

(4) Records Office.

H: Small Park

This area is used for quiet enjoyment; the dwarves have less need of such things than humans, but they do have small parks in all their larger cities.

(1) Entrance.

(2) Paved or natural-earth path.

(3) Bridge over stream.

(4) Upraised pool, with small waterfall cascading into (5).

(5) Stream; flows under the bridge at (3), to the pool at (6).

(6) Downstream pool; the watercourse ends here, with the water being pumped by machinery to other parks or places in the city.

(7) In above-ground dwarven cities, a tree; in below-ground dwarven cities, a giant fungus.

(8) In above-ground dwarven cities, grass; in below-ground dwarven cities, a lichen-like plant growing on stone.

I: Forum

Though the Senate Grand Council in Lower Dengar is most famous, many dwarven cities have a forum where citizens may air grievances or political bodies may conduct debates.

(1) Small Meeting Rooms.

(2) Main Forum. Raised seating around the floor accommodates hundreds of spectators (or senators). On the floor is more seating surrounding an upraised dais upon which the debate moderator or senior (moderating) senator sits when the forum is in session.

J: Main Street

This is a primary traffic conduit in dwarven cities.

(1) Main entrance into the block, although this end of these blocks is seldom walled.

(2) Secondary, or alley, entrances into the block, often walled.

(3) This area may be open for traffic, or may be set up with merchants’ stands, especially in Upper Dengar, Greenston, and other areas heavy with humans.

(4) Main room of a streetside business, usually a shop specializing in one specific type of goods.

(5) Main room of some large streetside businesses; this may be the display room of the shop, or the taproom of a tavern, for instance.

(6) Storeroom.

(7) Workroom.

(8) Office.

Stairs lead up to what are usually the operators’ quarters on the second floor; with taverns, the second floor is often mostly inn rooms.

K: Plaza

This is a large public plaza and is incidentally a four-way intersection for main street blocks.

(1) Entrance. This matches up with the main entrances to the main street block.

(2) Plaza Center. This can be a large fountain, a huge statue on an upraised step dais, a speakers’ platform, or any other monument.

(3) Main room of small business.

(4) Stairs to upper room.

(5) Storeroom or preparation room.

(6) Office or workroom.

L: City Wall Components

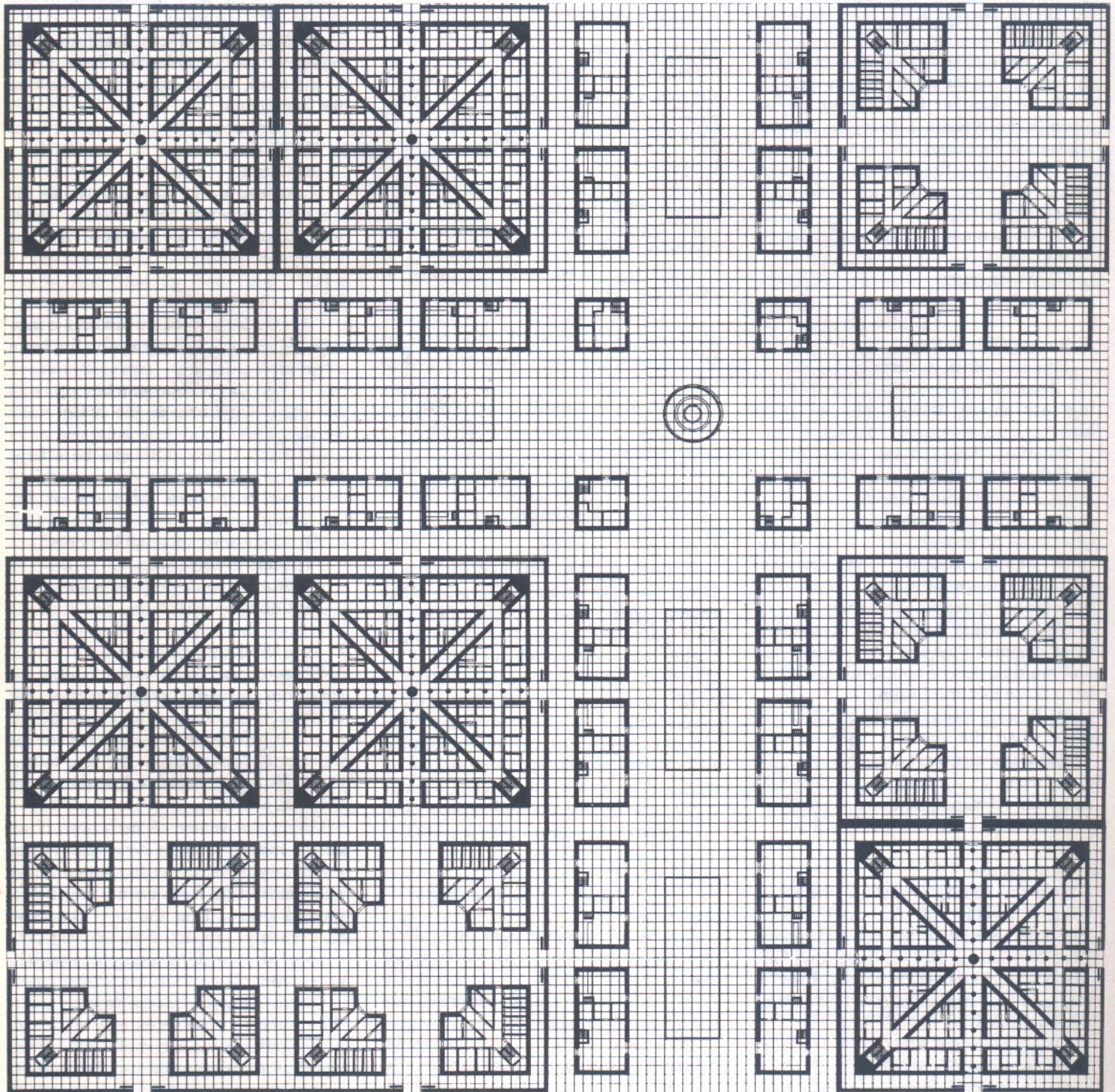
Dwarven city walls are massive constructions, usually 50’ thick: two 10’ thick sections of stone wall with 30’ of earth or rubble in the center. Circular staircases allow access to the top; battlements facing the outside line the top of the wall.

Along the center of each wall is an access tunnel, straight down the center, never varying left or right, but climbing and descending from twenty feet below ground level to near the top. This is so that enemy sappers have a very low chance of tunnelling into the dwarven access tunnel.

These dwarven access tunnels allow the dwarves to use secret exit tunnels to places outside the city walls, for sorties against the enemy, to get supplies into the city, or to get important persons into or out of the city.

The walls also feature defensive tow-

"Special Dwarven Tasks" Diagram B



ers with missilier windows which are cut into the stone at an angle; they allow the missile-firer great freedom of angle while providing him very good protection from incoming missiles.

This block section is designed to be cut into three pieces; it can be cut in half horizontally across the center, and then the upper half can be cut in half vertically. When it's apart, you get:

(1) Wall Corner. This is where the dwarven wall takes a 90-degree turn. It features the usual staircase and defensive tower.

(2) Gatehouse Section. This is where major entrances into the walls are built and defended. The square extension in the center of the wall is a gatehouse, and under it is a 30' wide access into the city. This access is protected by a drawbridge and gate on the outside, gate on the inside, and two heavy portcullises, at 30' intervals, on the inside. The gatehouse over the access is riddled with holes allowing dwarves in the gatehouse to drop molten lead and oil and fire cross-bow bolts into invaders who manage to get into the access.

(3) Wall Section. This is the ordinary wall section which comprises most of the city wall.

The Dwarven City Map

So, to show you a dwarven city map, all we need do is show you small adjoining blocks labelled "A," "C," and so forth.

On these reduced maps, solid lines between blocks mean that the boundary walls shown for those blocks are in place. If there are dotted walls instead, the boundary walls are not in place.

Each block is 300' from side to side.

So, if we show you a map that looks like this:

"Special Dwarven Tasks"

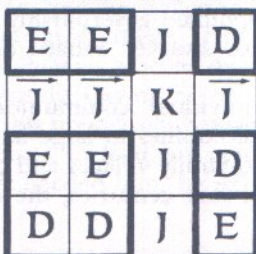


Diagram A

It actually means terrain that looks like that on page 40.

You can make photocopies, for your use only, of the city block modules; when you're running an adventure, you can lay them out in the pattern of the neighborhood in which the characters are adventuring, and they'll be able to envision their surroundings with greater precision.

When running such adventures, be sure to individualize each area as much as you can. Though a block's building's floorplans may be identical, the shops won't; the apartments of individual dwarf families will be dissimilar; exterior building carvings may differ from neighborhood to neighborhood and clan to clan; and so forth.

In the Dwarven City

Lastly, here are some details of dwarven cities and buildings which you can use when describing these settings to your players—especially for nondwarf characters visiting dwarf settlements.

Stone. Dwarves like to build with big, heavy, dressed stone blocks, sometimes decorated with statuary. Wooden construction is very rare. Stress the weighty, dark, ponderous, solid-looking nature of dwarven buildings.

Short. Dwarves are short, by human standards. Dwarf-building ceilings (except for great halls) tend to be about 6' high. Doorways tend to be about 5' high. Humans, especially tall ones, will be bumping their heads a lot. However, their underground streets have very high ceilings (often vaulted, when artificial; often decorated with stalactites when natural).

Air Circulation. Dwarves engineer cunning devices to provide air circulation in their underground cities and even in above-ground buildings. These

air circulation systems involve tunnels to the surface (often on blind faces of the mountain above, places where climbers can't see or reach, always protected by sequences of heavy grates) and large fans at the city level (operated by Rockhome lizards in the lizard-scale version of squirrel cages; they run around in circular cages, thus powering the fans).

Water-Pumping. Dwarves are very proud of their water-pumping equipment. Most residential blocks have water pumped to them. Many buildings have tanks on the roofs or in the walls, tanks where water is held and sometimes heated for cooking and even bathing purposes. Dwarven cities always have large water-sources available to them, making sieges hard and tiresome for the besiegers.

City Block Walls. You saw that all blocks are shown with walls and gates around them. Not all are walled in actual city-building practice, but many are—see the maps of Upper and Lower Dengar and Stahl for examples. This is done because dwarves love to build, (these walls are a good training exercise for the study of engineering), and because all the walls and gates make it maddening for invaders to enter and sack a dwarven city. Imagine being an orcish chieftain and finally penetrating the thick dwarf city walls, only to find that you have to batter down a second set of gates just to get into another block of territory... and by the time you do that, most of its residents have retreated beyond *another* set of walls, into the next block... and the next... and the next. Laying siege to and taking a dwarven city is a very disheartening project. It's usually not worth the effort expended.

History of Rockhome

A reminder: Only the DM should read this and following sections. Players should read no further.

Dwarven History as the DM and the Immortals Know It

Dwarven tradition clearly states that the dwarven race—the Rockborn, as they often refer to themselves—were created by Kagyar the Artisan, an Immortal patron of arts and crafts.

This is true, but not the complete story, which is known only to the Immortals... and to the DM.

Prehistory and the Dwarves

Four thousand years ago, the world was very different from what it is today. What are now the north and south poles were in temperate zones of the planet; the area which is now the north pole was then the seat of a flourishing civilization, known as Blackmoor.

The Blackmoor civilization was possessed of marvelous magical and technological devices, but unfortunately did not have the wisdom always to use them safely.

So it was that four thousand years ago, certain of the Blackmoor devices exploded with catastrophic force and effects. The very axis of the planet was shifted. Blackmoor became the northern polar region. The previous pole, the continent where the modern nations of Darokin, Thyatis, Ylaruam and Rockhome are located, was rotated into the temperate region. This continent began a thaw (fast by geological standards) which was to make it a habitable area.

The Blackmoor disaster was so catastrophic that it even alarmed some of the Immortals. Particularly disturbed was Kagyar, an Immortal of the Sphere of Matter. Kagyar, fond of mortals and their creativity, foresaw the possibility that they could again destroy themselves in the future—perhaps wholly annihilating themselves and even destroying the planet's ability to sustain mortal life.

Eventually, as a means to safeguard at least some of the creative results of mortal cultures, he decided to create a race which stood a good chance of surviving another such annihilation.

As his "basic model," he chose the Blackmoor-era dwarf race. An ancient race, perhaps as old as humankind, the dwarves were perfect for his experiment; they were fond of subterranean homes, they were skilled craftsmen, they were physically tough.

He took these prehistoric dwarves and washed their memories from them, that they might develop a culture untainted by the poison of Blackmoor. He created a new language for them and instilled them with knowledge of the techniques of engineering and metalcrafting.

He made their natural affinity for underground dwelling into a drive so strong that he knew the techniques of subterranean mining and engineering would never be lost by the race, would always be there for the dwarves to use.

He also gave them the potential to be very, very resistant to radiation poisoning. In so doing, he accidentally gave them the potential to have a similar resistance to magic. As each dwarf gained in knowledge and experience, he would become mystically tied, more and more, with the planet itself; at a certain point, the link with the mystic forces of the earth would give the dwarf a substantial resistance to radioactivity (and to other energy patterns, such as magic).

By this means, Kagyar ensured that if there were another super-catastrophe, there would be a race left, many of whom could survive in the deep earth during the most punishing times of the disaster's aftermath, the most experienced and learned of whom would be able to sire healthy children in times of radiation poisoning.

With the help of interested Immortals from the spheres of Time and Energy, Kagyar greatly increased the numbers of underground rivers and cavern systems in the area he'd chosen for his race's homeland. Even in areas which, geologically, should not have great cavern net-

works, he introduced them, so that his race would have many safe areas in which to live.

Finally, and almost as an afterthought, he created a protector for the dwarven race. This creature—the legendary Denwarf—was a golem created from granite, and given the semblance of a dwarf. Unlike many golems, Denwarf was fully sentient, capable of independent action, able to heal in the mortal manner. Like other golems, he was more or less emotionless and unaging.

Denwarf was given knowledge of the codes of behavior Kagyar expected of the dwarven race, and was instructed to protect the dwarves in the infancy of their race and to leave them when no longer needed.

Kagyar placed Denwarf and the "new" dwarves upon the slopes of what was to be called Point Everast, and then went about his other interests. He did keep a "line of communication" open with the dwarves, by granting clerical powers to some of them and listening to their prayers through the centuries.

Early Rockhome History

In the first few centuries of the Rockhome dwarven tribe, Denwarf guided them on a plan of controlled increase in the tribe's size, careful exploration of the mountains around them, cautious construction of settlements and mining enterprises throughout their lands.

As the dwarves spread out through the mountain region and began settling more or less independent communities, Denwarf made sure that he, and only he, could confirm each settlement's leader in his position, and that each settlement sent a representative to stay at Denwarf's court. In so doing, he set the precedents for Rockhome's modern system of appointed governorship and for the modern dwarven Senate, or Grand Council.

The individual communities grew from small families to large families to great multi-family villages and cities. At the end of four centuries, the dwarven



population had grown from the five hundred or so Kagyar had placed here to a substantial base of 125,000 dwarves. There were citadels at every known pass into the dwarven mountains. And Denwarf, in his ongoing explorations, had discovered a vast cavern system deep beneath Point Everast and its surrounding hills, a cavern suitable to be the capital of the dwarven race.

Denwarf's programming told him it was time to leave the race to its own devices. However, deep within, the part of him that was capable of independent thought and emotion resented the fact that he must now surrender his throne and leave his charges. Nevertheless, he named the great cavern Dengar, Rockhome, and told his followers to build their great capital there. Then he nominated his heir, a worthy dwarf of the Everast family. Giving his companions the ominous prediction that someday he would return to lead his people when they most needed him, he left his king-

dom for the dark places below Dengar.

The early Everast kings greatly slowed the growth rate of the dwarven population—clever and knowledgeable planners, they intuitively understood the hazards of having their population swell unchecked. They continued the tradition of exploration, defense, mining, and craftsmanship which Denwarf had promoted for so long.

Some four hundred years after Denwarf's disappearance, in the reign of the tenth king after Denwarf, the continent saw one of its periodic movements of nonhuman and demihuman tribes. This is a sort of domino effect: a strong tribe finds its ancestral lands are no longer able to support the tribe. The tribe moves and takes the more fertile lands of another tribe, which itself moves and squeezes out other tribes....

In this case, the net effect was that hordes of hungry and desperate orcs and goblins began to move into the lands around Rockhome, and eventually into the dwarven mountains. It was obvious

to these nonhumans, because of the health and wealth which their dwarven opponents possessed, that the lands within the mountain ring must be fertile; all they had to do was slay or drive off the dwarves and they would once again have a homeland.

Naturally, the dwarves weren't at all amenable to the idea, and so began a period of several centuries of warfare. Each spring, new tribes and attack parties of orcs and goblins would try to force themselves in through the Sardal Pass or over mountains which had no convenient access to the Rockhome interior. The dwarves fought to protect their homeland. Fortifications were overrun, then recaptured and rebuilt; above-ground dwarf villages were burned; the dwarves sent punitive expeditions out into nonhuman territory to return the favor.

During this time, the dwarves and the orcs developed a deep, fierce hatred for one another. Though the goblins and dwarves were enemies, they were merely

History of Rockhome

fighting one another for survival; but the orcs and dwarves discovered real hatred for one another in this centuries-long conflict.

Finally, however, in 492 BC (492 years before the crowning of the first Emperor of Thyatis, the date from which many humans date their calendars), the greatest orc army was broken and scattered to the winds in the famous Battle of Sardal Pass. From that time on, future orc attacks were weak and ineffective; the dwarven frontiers were more or less safe. After that time, years were measured as so-and-so many Years Since Sardal, and so the Battle of Sardal Pass became "Year 0" in the dwarven calendar.

Dwarves and the Other Races

In the time of comparative peace following the Battle of Sardal Pass, the dwarves discovered that they were not the only "civilized" race in existence. The comparatively advanced Nithian civilization had perished in the east before the dwarves had ever encountered it, but exploring parties from Rockhome now encountered Alasiyan nomads and, later, representatives of other human and elf cultures, as described in the *Character Creation* chapter.

Encountering humans and elves, the dwarves were introduced to the idea of writing. They rejected the human and elven writing systems, and derived their own, uniquely dwarven, runic writing system and began to commit their four-teen hundred years of oral traditions to writing.

In the ensuing centuries, the dwarves gradually increased the amount of trade they conducted with other races. Dwarven goods and dwarven knowledge came into more and more demand in the human realms; conversely, human ideas, foodstuffs, and products became indispensable to the dwarves. By the time of the crowning of the first emperor of Thyatis, dwarves and their abilities were so well-known in the

human realms that the Thyatian emperor commissioned Rockhome dwarves to design and oversee the construction of his new palace.

Modern Rockhome History

Slowly, cautiously, in the dwarven manner, Rockhome colonists were sent out into the surrounding lands, generally with the permission or approval of friendly lands, to settle in mountainous areas elsewhere in the continent, sometimes to settle among humans as fighting families or engineering clans. In general, they were welcomed; polite (though usually distant), hard-working and neat, the dwarves were exemplary members of the communities they entered.

In the year 98 BC (394 Since Sardal by dwarven reckoning), Bollo I, the most infamous despot ever to sit on the Dwarf-King's throne (a Torkrest king... but the Torkrests say he got his evil nature from his Everast mother) drove the dwarves to rebellion after decades of excess taxation and abuse of his people. His successor, Everast VII, was largely a puppet for the newly-formed Senate, a body made up of representatives from all the major families. Gradually, the throne regained most of its previous power, but the Senate still exists as a body to monitor and limit the powers of the throne.

Mostly, though, Rockhome history has been a smooth and steady chronicle of mining, exploration, colonization, occasional wars with orcs and other nonhumans, frequent spats and clashes with the elven clans with whom they have so little in common, and gradual strengthening of the dwarves' economic and military power.

One bizarre low point in Rockhome's history of diplomacy with the humans nations occurred about two hundred years ago, starting in AC 802. Word reached the dwarves that there were rich deposits of gold to be found in the mountains of the nation of Glantri, northwest of Rockhome. The dwarf-king

of the time, Styrklint II of the Syrklists, permitted bands of overeager miners to depart Rockhome for Glantri without so much as a letter of intent to the Glantrians—hardly surprising, as the Glantrians were then in the throes of civil war and there was no central government.

Unfortunately for the dwarves, they arrived in Glantri at about the same time as a devastating plague. The dwarves were suspected of bringing the disease, and Glantrians began to hunt them down to capture or kill them. Just as unfortunately, these Glantrian mages discovered that some of the dwarves were strongly resistant to magic. This intrigued the mages, and long after the plague and the hatred resulting from it were gone, the mages captured dwarves to subject them to study, including torture, murder and autopsy. After a quarter-century, all the dwarves who had entered Glantri had been run off or captured, and the bitterness and hatred the dwarves felt for the Glantrians have never diminished. Since then, the dwarves of Rockhome have bided their time and waited for a chance to achieve revenge against the Glantrians; certain old dwarves who participated in those events are still alive and keeping the old hatreds alive.

The Years of Infamy in Glantri, though not technically a war with that country, was the last significant clash that Rockhome has had with a civilized nation. At the same time the Glantrians were annihilating the dwarves, the Wyrwarf Clan was coming into being, as described in the "Character Creation" chapter—a reason the Torkrests doubly consider this era the "Years of Infamy."

Today, the Ylari are allies of the dwarves, as are the Darokin humans, who also try to mediate in disputes between Rockhome and the elven nation of Alfheim, which is near enough for eager dwarven adventurers to make occasional raids into. Rockhome mercenaries sometimes help in Ethengar border actions against Glantri, but there still have been no major wars in the last few centuries.

Historical Timeline

This calendar is dated in the Thyatian dating system: BC means Before Crowning, or before the crowning of the first Thyatian emperor; AC means After Crowning.

3000 BC: The current Known World is in its Ice Age. The Blackmoor world, in the far northeast, comes to an abrupt end: Some Blackmoor devices explode, causing the Great Rain of Fire, shifting the planet's axis. Blackmoor becomes the north pole and its civilization disappears. One of the devices is located in the Broken Lands (see module X1). The world slowly becomes habitable as ice recedes from the region.

1800 BC: Kagyar the Artisan, an Immortal of the Sphere of Matter, and a patron of mortal arts and crafts, decides to create a race which will prove resistant to annihilation like that which destroyed Blackmoor. From the ancient dwarven race, he constructs the "modern" dwarves, even more craft-oriented, and very resistant to radiation poisoning.

1500 BC: The Nithian culture begins its rise in the lands east of Rockhome. They perform no exploration in the west and never encounter the dwarves.

1400 BC: Denwarf discovers the great cavern he calls Dengar and decides his time is done. He disappears into the lower caverns. The second dwarven king, Everast I, is crowned. The dwarves begin to build their greatest city within the Dengar cavern.

BC 1,000: In the time of the eleventh dwarven king, Blystar III, nonhuman tribal movements pit marauding tribes of orcs and goblins against the dwarves. This is the same tribal movement wave that sends the gnolls into ancient Traldar lands in what is now modern Karameikos.

500 BC: The eastern Nithian culture is destroyed and erased from the minds of man by vengeful Immortals.

BC 492: The Rockhome borders are finally secured against the nonhumans in the Battle of Sardal Pass. This is Year 0 in the dwarven calendar.

475 BC: The dwarves begin a program of exploration outside Rockhome. They meet Alasiyan nomads and begin trade with them.

BC 98: The dwarves rebel against Bollo I and set up the dwarven Senate.

AC 0: The first emperor of Thyatis is crowned; the architect of his new imperial palace is a Rockhome dwarf.

AC 200: The dwarven policy of colonization outside Rockhome is well underway. Human communities and nations generally welcome their dwarven additions.

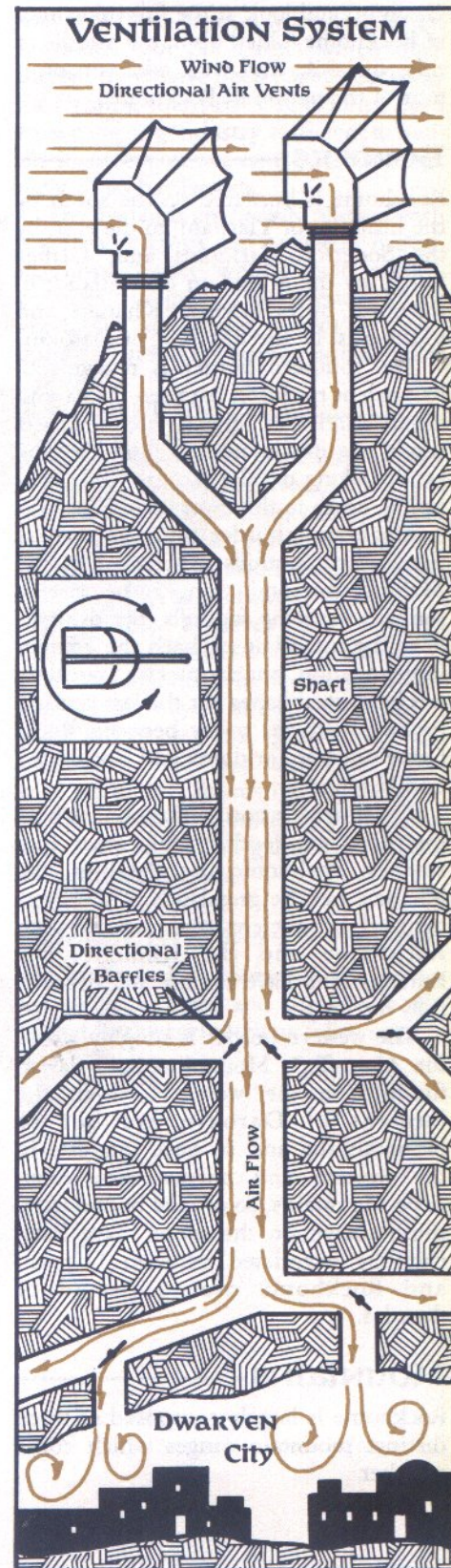
AC 802: The Glantrian gold rush, plague, and bizarre aftermath result in irreconcilable hatred of the dwarves for the Glantrians.

AC 803: The prophetic "Wyrwarf Clan" remark is made, eventually resulting in the creation of an actual Wyrwarf Clan.

AC 828: The last of the dwarves are expelled from Glantri.

AC 1000: Today. This is the modern era of the D&D® game world, the time in which all Gazetteers are set. In the dwarven calendar, it is the Year 1508 Since Sardal. Everast XV is on the throne of Rockhome.

AC 1200: Great War between the Republic of Darokin and the Master of the Desert Nomads (see modules X4, X5 and X10). Everast XVII is on the throne of Rockhome.



The Nation of Rockhome

Open up and look at the full-color map of Rockhome folded up in the middle of this rulebook, and we'll take you on a tour of the nation of Rockhome.

Borders

Rockhome is bordered on the south by the Emirates of Ylaruam; to the east, by the Soderford Jarldoms and, farther north, by the Kingdom of Vestland; to the north, by the Ethengar Khanate; and to the west by the Republic of Darokin.

The southern border is recognized, by ancient tradition between dwarf and desert warrior, as being where the desert sands rise into mountain foothills. The sands belong to Ylaruam, the hills and points north to the dwarves.

The eastern border, roughly, is where the eastern foothills graduate into the Makkres mountain range. The eastern humans have the foothills, the dwarves have the mountains. That's the ancient interpretation, but the precise boundary has been established for the last century or so by official treaty between Rockhome and the Jarldoms and Rockhome and Vestland.

The northern border is roughly where the northern foothills fall away into steppes: Rockhome has the hills, the Khanate has the grasslands. This is recognized by ancient tradition between Rockhome and the Khanate; the Ethengarians have no use for desolate hilly territory.

The western border is roughly where the Altan Tepe Mountains fall away to foothills in the west. However, the humans of Darokin are not so mountain-shy and so have interests in the western and northwestern Altan Tepe Mountains, so official boundaries, those shown on the maps, have been carefully negotiated between Darokin and Rockhome over a period of decades.

Mountains

Rockhome is largely composed of three distinct mountain ranges which come together.

Western Rockhome is made up of the Altan Tepe Mountains, an enormous mountain chain which starts in north-eastern Darokin (a spur pointing at the Broken Lands), continues southeast through Rockhome and then through northeastern Karameikos and northern Thyatis.

Eastern Rockhome is made up of the squat Makkres range—also called the Rockhome Mountains (by humans) and the Broken Teeth Mountains (a translation of the dwarvish word "makkeres"); they are so called because of their jagged, inhospitable appearance.

Between the two ranges is a small "bridge" of mountains called the Denwarf Spur, which runs from the Ethengarian foothills to the foothills of the Alasiyan desert, bordered east and west by fertile lowlands. In the Denwarf Spur is the single tallest mountain in Rockhome, Point Everast, where the cities of Upper and Lower Dengar are built.

These three mountain ranges consist of numerous high, inhospitable mountains which are notoriously bare of accessible passes or convenient trails.

Lowlands

Between the Altan Tepes and Denwarf Spur is a valley called the Stahl Lowlands; between the Denwarf Spur and the Makkres Mountains is another called the Klintest Lowlands. Both these lowlands slope gently down from the surrounding mountains toward central lakes. Lake Stahl lies in the Stahl Lowlands, and Lake Klintest in the Klintest Lowlands; though they are not nearly so large as the vast inland sea of Lake Amsorak, in Darokin, they are still two of the largest lakes in this area of the continent.

These lowlands receive a good amount of rainfall and, because of preglaciation volcanic activity, are rich in minerals; in all, their soil is good for growing crops. They provide the majority of agricultural products to the dwarven nation, and there are a few decent-sized human farming communi-

ties among the dwarven farming villages.

The Stahl Lowlands are much more densely populated and developed agriculturally than the Klintest Lowlands. The Stahl Lowlands supply Rockhome with about two-thirds of its national agricultural production, or about 47% of its total agricultural consumption; the Klintest Lowlands supply the nation with about one-third of its national agricultural production, or about 23% of its total agricultural consumption.

The Styr Valley is a northern extension of the Stahl Lowlands, where the Styrdal River has carved a broad and fertile valley as it heads north into the Ethengar Khanate; numerous small farming villages dot the valley, becoming less numerous nearer to the northern foothill region.

Rivers

The major rivers which flow through Rockhome include:

Everast River: This river forms in the mountains of the Denwarf Spur and flows northeast into Lake Klintest.

Hrap River: This small river forms in the mountains northwest of Lake Klintest and flows into that lake; it hits lowlands long before it reaches the river and is famous for the frog population found along its banks.

Klintest River: This river forms in Lake Klintest and flows east into a gorge in the Makkres Mountains.

Kur River: This mountain stream forms in Lake Klintest and flows northeast in a series of rapids toward The Sea of Dawn.

Larodar River: This river forms in the southern Altan Tepe Mountains and feeds into Lake Stahl. See also *Nithia River*, below.

Makkres River: This river, forming in the Makkres Mountains, flows north into Lake Klintest.

Nithia River: This branch of the

Larodar River flows, cold and fast, for a few miles, then enigmatically ends in a large mountain-valley pool from which it does not emerge again. Note: Makistani mapmakers from Ylaruam label the southern Larodar, from its headwaters to the point where the Nithia branches off, as the Nithia River, and regard the Larodar as a branch of the Nithia.

Norden River: This river forms in the Altan Tepes and flows northeast into Lake Stahl.

Styrdal River: This is the broad, cold river which flows north out of Lake Stahl.

The nation is characterized by many more streams and small rivers than we can put on the nation map; suffice it to say, Rockhome is well-irrigated. Most of these streams and rivers form up in the high mountains; many flow into the two lakes of Rockhome, and others flow out into the surrounding realms.

Passes and Accesses

There are only a few easy accesses into Rockhome—four, to be precise. They are:

The Darokin Tunnel: This is a game trail through along mountain slopes and through a couple of mountain passes; it cuts through most of the Altan Tepe Mountains and into Darokin. The trail ends at the northeastern base of a small mountain, and travelers must make a difficult climb over this mountain to reach the foothills of Daro-

kin. The elves of Alfheim and the humans of Darokin know that such a trail exists, but do not know where it is. The Tunnel is often used by adventuresome young dwarves for quick raids into the Alfheim forests.

Evekarr Pass: This is a dangerous high-mountain pass which allows hardy travelers to cross the mountain ridge where the Kur River has its headwaters. A fine dwarven road has been built through these mountains, through this pass and down into the kingdom of Vestland. Mostly passable in warm-weather months, absolutely impassable in cold-weather months, the name of this pass translates as "High Death."

Sardal Pass: This is a valley pass which marks the official division between the Altan Tepes and Denwarf Spur. It also allows for easy trade south into Ylaruam. It is guarded by the garrison at Karrak Castle.

Styrdal Valley: The valley cut by the Styrdal River allows easy access into Rockhome during all seasons, but is guarded by the garrison at Fort Denwarf.

Plant Life

The mountains of Rockhome are heavily forested for a few thousand feet of their ascent, mostly by pines; above the 3,000-foot mark, the mountains are mostly bare.

The lowlands, too, have their great

stands of trees, especially in the Klintest Lowlands, but the forests which once thrived there have been heavily cut away for farming enterprises. Rockhome does have a logging industry sufficient to handle its softwood needs; it has to import most of its hardwoods.

The lowlands are heavily planted with a variety of crops and orchards, including hops, barley, wheat, malt, apples, potatoes, and grasses (for livestock). Few vegetables are grown, except in communities with large human populations.

Animal Life

In the lowlands and settled areas, one sees domesticated and livestock animals (horses, ponies, donkeys, cattle, sheep, goats, and swine in particular); in cavern dwellings, one also sees the nocturnal Rockhome lizard, which is domesticable. Dwarves don't tend to care for the animals humans choose as pets; cats irritate them and they have no feelings one way or another for dogs.

In wilder regions, particularly the mountains, one sees mountain lions, wild Rockhome lizards (at night only—see the "Monsters" section), wolf-packs, and birds and small game appropriate to mountain regions.

Communities

The communities shown on the nation map—cities, forts, and ruins—are discussed in the two sections following.

DENGAR

In this chapter, we'll look at the capital of Rockhome: Dengar, both the upper and lower cities.

Upper Dengar

Upper Dengar is a dwarven community built on the lower southern slope of Point Everast, tallest mountain of Rockhome. Though it is a decent-sized city, it is merely the prelude to Lower Dengar, which is described later in this chapter.

Population: 15,000.

Population Mix: 89% dwarven, 10% human, 1% halfling.

Military Strength: 500 (two companies; the Upper Dengar garrison-commander general also commands the 500 dwarf-soldiers of the Lower Dengar garrison).

Geographical Details: The south face of Point Everast is a very sheer series of cliff faces and slopes, and looks nearly vertical when seen from its base. A fairly gentle slope at its base, rising to about three hundred feet above ground level in altitude, ends abruptly at a craggy cliff face, and it is there that Upper Dengar is built. On that cliff face, at its bottom, is the cave-mouth opening to Lower Dengar, the great dwarf-city.

Notes: Upper Dengar has a more broad and wide-open look to it than many other dwarf communities, mainly because so many of its residents are humans (one in ten) and because there is so much trade into and out of the city. Most inns and taverns in the city are built with human-height stories and roofs (though in the dwarven neighborhoods ceilings are at their usual 6' altitude). Possibly because of prolonged contact with humans, many dwarves in the city are more outspoken than their cousins in other cities. The Upper City holds the stronghold of the military Torkrest clan.

City Map Notes: The following sites appear on the map of Upper Dengar which appears in this chapter:

(1) **Three-Roads Gate.** The main gate of Upper Dengar allows access

from Three-Roads, which is the joining of the Sardal, Stahl, and Everast Roads (shown south of the gate).

(2) **Sardal Road.** After the roads branch, this road continues south and then southeast, toward the Sardal Pass and Ylaruam, beyond.

(3) **Stahl Road.** After the roads branch, this road heads west and then north around Lake Stahl, ending up in the city of Stahl.

(4) **Everast Road.** After the roads branch, this road veers north through the mountains and eventually turns east into the Klintest Lowlands.

(5) **High Towers.** Though the city has no walls on its north face (the sheer cliff obviates the need), the dwarves have built some defensive and observation towers on the cliff face. These can be reached by climbing narrow and treacherous steps cut into the rock. These towers are 300 feet above the uppermost level of the city and are good for observation and crossbow fire.

(6) **Escape Tunnel Exit.** On an unremarkable, small cliff face is a secret rock panel which looks just like cliff-face; it opens quietly and is large enough to allow mounted riders to enter. This is the end of a broad emergency tunnel which begins at (14), the pumping station. While not appropriate for the evacuation of an entire city, it allows the soldiers of the Upper City to get messengers in and out of the city in times of siege, and can allow the dwarves to launch commando-type raids in similar circumstances. It can't be opened from the outside, only bashed in, and it is a granite plate 15 feet thick. Even if discovered by an enemy, it's a tough obstacle to break through.

(7) **The Gauntlet.** This is one of Upper Dengar's main streets. It stays alive after dark, with taverns and inns which cater to dwarves and humans alike, and is the place for gangs of toughs (both humans and, often, Torkrest dwarves) to cruise when in search of trouble. Wyrwarf dwarves

should beware here in the nighttime hours, and it is this street that human thieves like best.

(8) **Residential District.** These areas, indicated by the number (8) at their corners, are densely-populated dwarven residential districts. In Upper Dengar, dwarf residents are about 30% Torkrest, 20% Everast, and about 10% of each of the other clans.

(9) **Storage District.** This area, indicated by the number (9) at its corners, is an industrial traders' area where trade goods—both entering Dengar and slated to leave by caravan—are stored. Most of the storehouses are owned by Syrklis dwarves, but all the clans own at least one or two storehouses in this area.

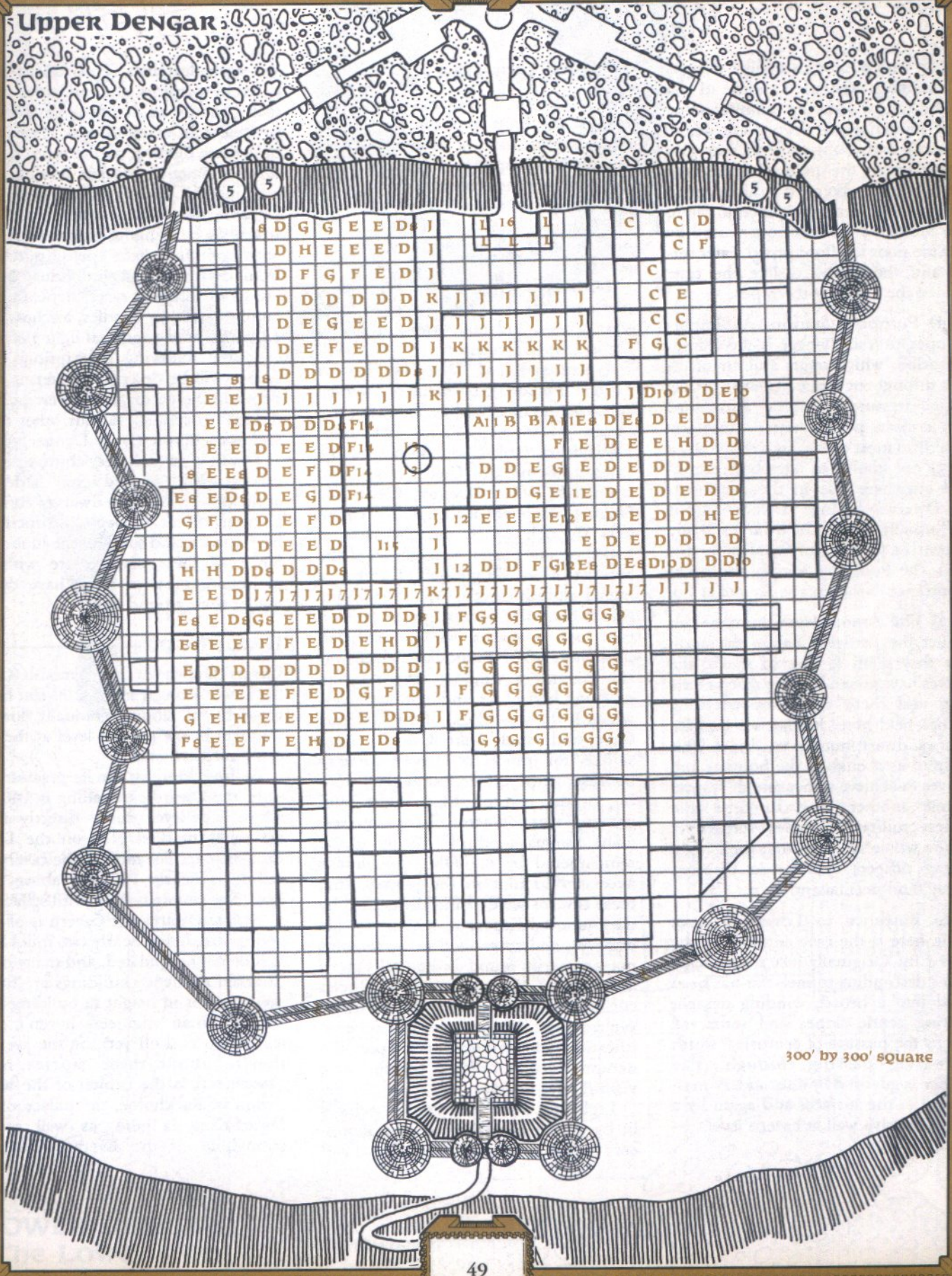
(10) **Human Quarter.** This area, indicated by the number (10) at its corners, is where the permanent human residents of Upper Dengar live. Many of the homes are built of wood as well as stone, and all are built to human scale, with higher roofs and doorways than dwarf dwellings. Their floorplans tend to deviate dramatically from those of dwarven dwellings, so feel free to individualize these human city blocks.

(11) **Torkrest Stronghold.** This walled enclosure is where the Family of Torkrest, head of the Torkrest Clan, has its stronghold. The A-B-B-A series of blocks is where the Torkrests have their enormous and ostentatious palace; the F is where its smithy and *forge of power* lie; the D's and E's are residential blocks; the G's are storehouses. This whole stronghold has a very spartan, no-nonsense, military look about it.

(12) **Upper Dengar Garrison.** This area, similar in feel to the Torkrest stronghold, houses the garrison defending and policing Upper Dengar. The D's are officers' quarters, the E's are barracks, the F is the armory smithy, and the G is the storehouse.

(13) **City Well.** This is not a natural draw-well, but is where water is pumped up by the Pumping Station at (14). At the center of the area is an enormous

Upper Dengar



300' by 300' square

DENGAR

fountain with numerous smaller troughs and fountains around it. Some of the troughs are for watering animals; some of the fountains are deep pools where the young and young at heart may play at water-sports; the main areas are fresh water for those who need it. Since much of the city receives water piped to them, these fountains are most often used by those too poor to afford piped water service and those who dislike the taste afforded the water by the pipes.

(14) **Pumping Station.** An important operation to Dengar is the Pumping Station, which treats and circulates water throughout Upper Dengar by use of high-pressure pumping apparatus. With it, clean, potable water is instantly available to most of the city's residents, a novelty not known to have been duplicated anywhere else in the continent. (Old Dwarven Saying: "Dwarves did it first," usually applied by dwarves to any engineering feat, is truly applicable this time.) The Pumping Station also hides the entrance to the Escape Tunnel at (6).

(15) **The Arena.** Here, humans can conduct the fistfights before the audiences they seem to love so much; the dwarves have gotten into the spirit of the thing, and there are many wrestling matches held here, human vs. human, dwarf vs. dwarf, human vs. dwarf. This is helpful as it enables the humans and dwarves to achieve a measure of respect for one another. It is rumored that Torcrest military dwarves sometimes hire the whole arena so that their high-ranking officers may settle disputes secretly (and permanently).

(16) **Entrance to Lower Dengar.** Finally, here is the cave entrance to the Lower City. Originally just a cave leading to a descending tunnel, this has been carved into a broad, winding descent featuring gentle slopes and stairs, all worn by the passage of centuries' worth of dwarves passing through. The entrance is guarded by a secondary massive wall at the surface, and again by a tertiary massive wall at cavern level.

LOWER DENGAR

Lower Dengar is a massive dwarven community built into a series of five large caverns, most of which have been somewhat reshaped at the hands of the dwarves over the centuries.

Population: 40,000.

Population Mix: 99% dwarf, 1% human, and halflings (fractions of a percent).

Military Strength: 500 (two companies), part of the overall Dengar garrison; general and other two companies are in Upper Dengar.

Geographical Details: Lower Dengar is made up of extensive dwarven construction in a complex featuring five large caverns. They include: Dwarfheart, largest and deepest of the caverns, home of King Everast and stronghold of the Everast Clan; The Singing Chambers, a sequence of chambers through which air circulates to make piping noises, stronghold of the Syrklist Clan; Highpoint Cavern, a higher-altitude cavern, expanded by diggers to the point that except for the cavern roof it seems wholly artificial, stronghold of the Buhrodar Clan; River-run Cavern, a winding cavern (originally the bed of an underground river) which is the stronghold of the Hurwarf Clan; and Black Lake Cavern, water source for much of Lower Dengar because of the underground river ending in the cavern's Black Lake, and growing area for acres of the dwarves' giant fungus foodstuff. (It is to be remembered by the DM, though not necessary to hint to the players, that these caverns were artificially crafted by the Immortal Kagyar as a home for his dwarves, and so contain many features not ordinarily found in natural cavern formations.) All these caverns have been cut into and carved upon by the dwarven residents, who perceive this as beautification and improvement upon the natural splendors of the cavern; most visitors tend to agree.

Lighting: The entire cavern series is lit by a strange variety of phosphorescent fungus carefully cultivated by dwar-

ven agriculturalists. This fungus clings to rocky surfaces and, in areas where they can spread across large stretches, provide light equal to dusk. The streets have extra lighting, in the more normal form of hanging braziers holding slow-burning oil. Some particularly rich areas of town (such as the palace) have streets lit by hanging globes enchanted with *continual light* spells (purchased from dwarf-clerics). Individual homes are lit in different ways, depending on family wealth: by candles, torches, small oil lamps, and *continual light* globes.

In the following descriptions, each cavern will be described in terms of its depth in the earth, the highest point of the cavern ceiling, various other notes, and notes on the Lower Dengar map.

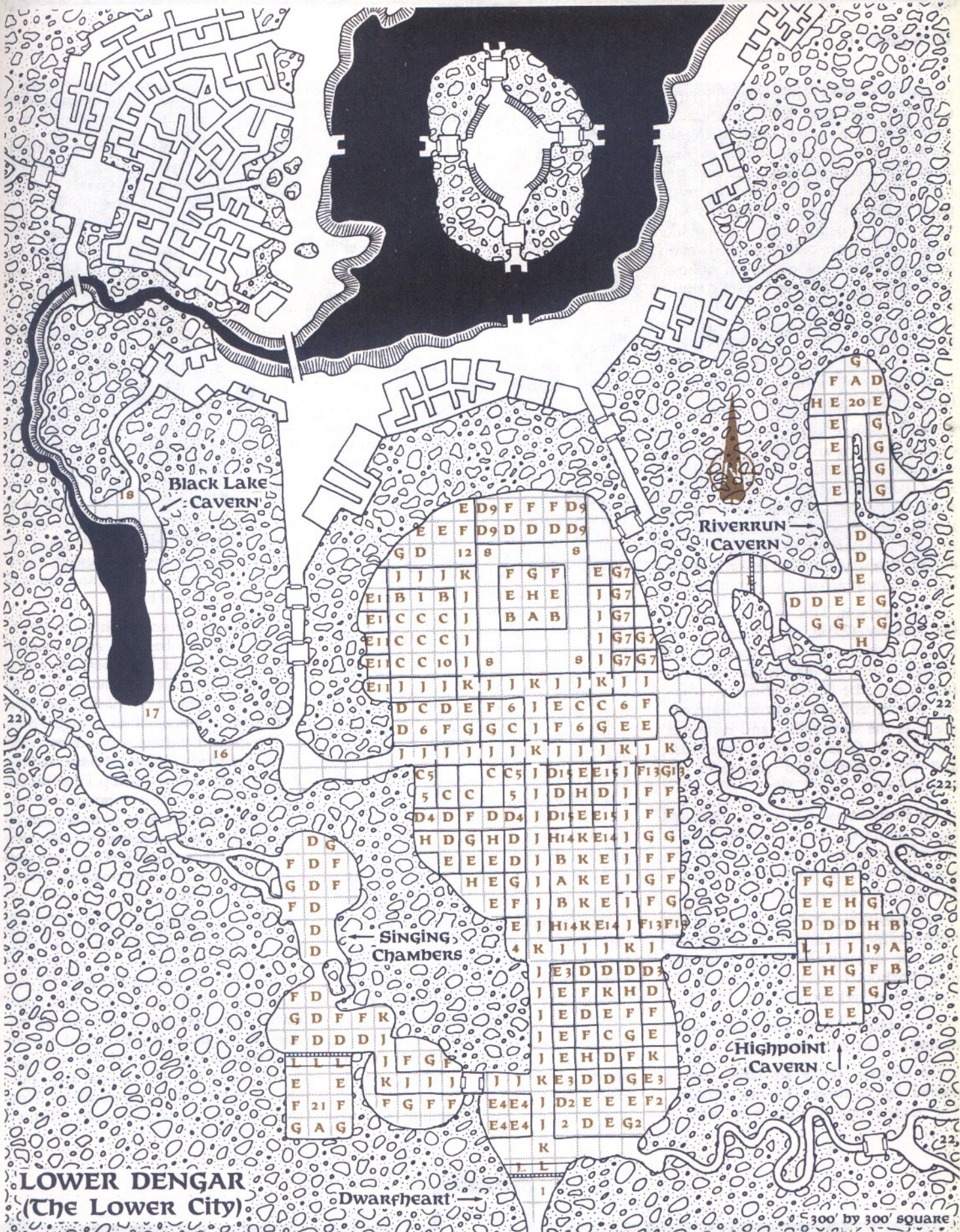
Depth is given in feet above or below ground level; "ground level" is defined at the point where the dwarves consider Denwarf Point to begin distinctly up from the flatland south of the mountain. Since all these caverns are within a mountain, most of them have depths higher than ground level.

DWARFHEART

Cavern Depth: At cavern mouth ((1) on the Lower Dengar map), 100 feet below ground level, sloping gradually down to 200 feet below ground level at the cavern's northern end.

Ceiling Height: At its greatest altitude, the Dwarfheart ceiling is 140 feet above floor level; this is directly above the areas marked (15) on the Lower Dengar map. For most of the cavern the ceiling is nearly 100 feet above floor level. The ceiling is thick with stalactites.

Notes: Dwarfheart Cavern is of staggering size, being nearly two miles long. It is densely populated, and many of the dwarven residence buildings are five to seven stories in height (a building trick which human engineers haven't quite learned to pull off yet); on the average, they're about three stories high. Dwarfheart is the capital of the whole nation of Rockhome; the palace of the Dwarf-King is here, as well as the stronghold of the Everast Clan. Of



LOWER DENGAR
(The Lower City)

300' by 300' square

DENGAR

major interest to visiting human characters: Dwarfheart, like all underground dwarven communities, is lit during the day by veins of crystal, which conduct sunlight from the surface. The resulting light is strategically aimed by well-placed mirrors. At night light is provided by phosphorescent algae-like growths which are cultivated by dwarves and allowed to grow on cavern ceilings. While their luminescence is only equivalent to torchlight, it is enough to travel by; individual buildings are usually lit by lamplight.

Map Notes: On the map of Lower Dengar, the following details are to be found in Dwarfheart Cavern:

(1) **Entrance.** The Upper Dengar entrance cavern and tunnel descends a winding course about half a mile in length, descending four hundred feet (to a depth of about 100 feet below ground level). The tunnel finally broadens out into Dwarfheart; a massive, 60'-tall wall, coming within 20' of the cavern ceiling, has been built across the entranceway.

(2) **Garrison.** This area, indicated by the number (2) at its corners, is the walled enclosure which houses the 500 soldiers of the Lower Dengar garrison. In this area, the D's are officer quarters, the E's are enlisted dwarves' barracks; the F is the weaponers' and armorers' smithy; the G is the base storehouse; and the undesignated square is the training yard.

(3) **Residences.** This area, indicated by the number (3) at its corners, is a densely-populated residential neighborhood occupied mostly by Buhrodar and Everast families.

(4) **Residences.** These two areas, indicated by the number (4) at their corners, are densely-populated residential neighborhoods occupied mostly by Everast and Syrklist families.

(5) **Estates.** These are small estates owned by wealthier Everast families.

(6) **Estates.** These are larger estates owned by wealthier Everast families. The largest one, on the west wall of

Dwarfheart Cavern, is owned by the Everast *family* (as opposed to clan), and so is the personal property of King Everast XV, though he does not live there.

(7) **Storehouses.** These are storehouses belonging to the Everast Clan and managed by the king; they contain stores of grains and supplies to maintain Lower Dengar for a time in case of siege.

(8) **Palace Grounds.** This area, indicated by the number (8) at its corners, encompasses the royal palace and palace grounds of King Everast XV. An exterior wall encloses all the grounds, and an interior wall encloses only the buildings; the open area between the two walls is overgrown with the dwarves' giant fungi, and many small artificial streams run through it. In this area, blocks B-A-B are the royal palace (and the stronghold residence of the Everast Clan); the blocks labelled E are dwellings for low-level families serving the King and his clan; the blocks labelled F are the clan workshops (the one in the northwest corner being the smithy containing the Everasts' *forge of power*); and the block labelled G is the parts and materials storehouse servicing both smithies.

(9) **Everast Pumping Station.** In this end of Dwarfheart Cavern, water seepage tends to collect; the area indicated by the number (9) in its corners is where you find the pumping stations (the three blocks labelled F) which treat and pump the water back out. This is also a sort of informal school for waterway engineers, and many such engineers, Everast and others, live in the blocks designated D.

(10) **Senate Grounds.** This enclosure, indicated by the number (10) at its corners, holds the Senate and its forum, where the Grand Council meets. The building labelled I is the actual Senate Forum; the buildings labelled B, instead of being palace wings, are actually wings full of government offices, including libraries, ministerial offices, and so forth. The blocks labelled C are indeed estate houses, one belonging to each

clan; there, Senators from the same clan can meet and plan in relative secrecy.

(11) **Senate Workers Residences.** Low-level dwarves working for the Senate or maintaining the Grand Council grounds and buildings live in these tenement buildings.

(12) **King's Guard.** This is not really a military compound, though it certainly looks like one. The King's Guard, which actually does protect the King, is composed of young Everast (and only Everast) dwarves receiving training as warriors; this "garrison" includes 100 such warriors. When through with their training, the warriors act as the King's Guard for two years and can then seek their careers. The King has set this up as a channel for the energies of young Everast dwarves who might otherwise go out and get into trouble when they're not yet trained to handle it. The block labelled D is the officers' quarters; the blocks labelled E are the trainees' quarters; block F is the armory, and block G is a foodstuffs storehouse.

(13) **Craft Quarter.** This area, indicated by the number (13) at its corners, contains the single heaviest concentration of smithies, forges, and other workshops to be found in all Rockhome. This is the noisiest area of all Dengar, busy 24 hours a day. It is worked by craft-representatives of all seven clans, though each smithy or workshop (the blocks labelled F) and materials storehouse (the blocks labelled G) tend to be owned by one specific family belonging to one specific clan. Here, characters can find specialists to do anything that dwarf-craftsmen can do.

(14) **The Human Quarter.** Once upon a time, this area (which is indicated by the number (14) at its corners) used to be the stronghold area for the Buhrodar dwarves; when Highpoint Cavern was completed and the Buhrodars moved there, a conclave of human traders from Darokin and Thyatis negotiated with the Buhrodars and purchased these blocks from them. Now this area is Lower Dengar's Human



Quarter, where most of the city's humans live and where most of the human visitors to the city stay. In this area, the B-A-B blocks are a huge caravanserai (hotel), "The Uncracked Pate" (a reference to the fact that the buildings here are constructed on human scales, so humans don't bang their heads on the ceilings). The H's are parks; the K's are broad streets where goods and services oriented for humans are sold (by both dwarves and humans); the E's are less luxurious hotels and apartment buildings where rooms can be rented. Everywhere in this area, ceilings and furniture and doorways are built to human scale, and human visitors are

much more comfortable here than elsewhere.

(15) **Ambassadors' Section.** This area is where ambassadors to Rockhome are assigned quarters; the D's are apartment dwellings for ambassadors (all built to human scale), the E's quarters for their servants and retainers (also human-scaled), and the H is a small park for their enjoyment.

Black Lake Cavern

Cavern Depth: One hundred feet below ground level (at the entrance to Dwarfheart), rising to ground level (the level of the main body of the cavern).

Ceiling Height: Averages about 40 feet above floor level.

Notes: This cavern, owned by the Everast Clan and farmed by Everasts, is a "fungus farm"—an area where the dwarves' giant fungus is grown. Into the cavern runs a strong underground river of fresh water; pumping machinery sunk into the lake pumps this water all over Lower Dengar. There is no construction in this cavern.

Map Notes: These are the key map areas of this cavern:

(16) **Entrance.** This is the entrance into Black Lake Cavern. The floor of this tunnel rises about a hundred feet as it continues a thousand or feet so westward, into the cavern.

DENGAR

(17) **Black Lake.** This is the large body of water in the cavern, from which the cavern was named. The water is not actually black, of course, but looks black in the dim phosphorescence which lights the cavern.

(18) **River.** This is the river which flows into Black Lake Cavern. No dwarf has ever explored the water-filled tunnel because of the potential for drowning.

Highpoint Cavern

Cavern Depth: Reasonably level at one hundred feet above ground level.

Ceiling Height: Mostly artificial at forty feet above floor level; some natural cavern room, over the main street blocks, rises to 75 feet above floor level.

Notes: Highpoint Cavern started out as a much smaller cave accessed by a treacherous and winding tunnel. Claimed by the Buhrodar Clan 300 years ago (they were then living in what is today the Human Quarter in Lower Dengar), it was reshaped and built upon by Buhrodar engineers for more than 200 years. The original access was blocked up (though it's rumored that secret switches could open both ends in case an emergency exit were needed); the current access tunnel is a narrow (30' wide) ramp which rises 200 feet across its 400-foot length (i.e., has about a 30-degree upward slope). The Buhrodar Stronghold was moved here 75 years ago. Most of the buildings in this cavern are four stories high, built from floor to ceiling; though they're shorter than many buildings in Dwarfheart Cavern, they look taller because they do reach the cavern ceiling.

Map Notes: The key map element here is:

(19) **Buhrodar Stronghold.** This walled enclosure is where the Buhrodar Family, head of the Buhrodar Clan, has its personal estate. The B-A-B blocks are the family palace, built from the cavern floor to its ceiling. The F block in this enclosure is where the Buhrodars' *forge of power* lies. The two G's are storehouses, one for foodstuffs, one for materials for the forges.

Riverrun Cavern

Cavern Depth: One hundred feet below ground level at entrance to Dwarfheart, rising to ground level at the first bend, rising to 150 feet above ground level by the northernmost bend, rising to 200 feet above ground level at the last bend.

Ceiling Height: Averages about 60 feet above floor level.

Notes: Riverrun Cavern is the stronghold for the isolationist Hurwarf clan. It's the lower extremity of a mighty underground river, now dry. Access to the cavern is restricted by a mighty wall built at the entrance. Of all the caverns, this is the most densely-occupied; every tenement block is several stories high, and every D apartment block has two or three E tenement buildings atop it. It's rather a gloomy place.

Map Notes: The important map note is:

(20) **Hurwarf Stronghold.** This walled enclosure is the stronghold of the Hurwarfs. A is the Lyrrast Family palace (the Lyrrasts are leaders of the Hurwarf Clan), surrounded by tight and heavily-populated blocks of servitor dwarves (the D and E blocks), one storehouse piled high with stored grains (G), the clan's main smithy (F) where the Hurwarf *forge of power* is located (their forge is almost always in blackness and collecting up *oil of darkness*), and a small park with high fungus-growths and a running stream (H).

The Singing Chambers

Cavern Depth: One hundred feet below ground level (at entrance to Dwarfheart), rising to ground level (at entrance to western chamber), rising to fifty feet above ground level (at entrance to northern chamber).

Ceiling Height: Averages thirty feet above floor level (eastern chamber), forty feet above floor level (western chamber), twenty-five feet above floor level (northern chamber).

Notes: The Singing Chambers are characterized by tunnels which rise to open air on the upper mountain slopes;

these entrances have been "moved" (tunnels dug to better locations, the original accesses filled in) to mountain faces which are hard to see and get to by mountain-climbing intruders. Strong winds pour into these tunnels and tear down through the numerous shafts, making strange, eerie whistling and singing noises—hence the "Singing Chambers." The winds are helped along at cavern level by mighty fans created by dwarf engineers as part of Lower Dengar's air-circulation system. The Singing Chambers are the stronghold of the Syrklist clan and are characterized by a lot of smithies and workshops compared to the number of residents.

Map Notes: The Singing Chambers map note is:

(21) **Syrklist Stronghold.** This heavily-walled enclosure is where the Syrklist Family, head of the Syrklist Clan, has its stronghold. In this area, A is the family palace, flanked by two storehouses full of supplies for the two giant smithies (F on the map); the smithy to the east is the one which holds the Syrklists' *forge of power*. There are also two multiple-story buildings occupied by craftsmen for the smithies and advisors to the Syrklist Family heads.

Other Caves and Tunnels

On the map, you'll also see this item:

(22) **Tunnels Into the Unknown.** Shown on the map are the largest of the tunnels which delve deeper into the mountain and the rock that lies under it. Most of these tunnels have been explored at one time or another, both by adventuring parties and by dwarf-juveniles; sometimes both types of explorers fail to return. The exploring expeditions have charted maps, which are nonetheless incomplete, for some of these caves and tunnels go down into the earth, seemingly forever, breaking off into new passages and recombining five hundred or a thousand feet later, etc. Some, particularly those dangerous with chokers (see the "Monsters" section), are walled off from entry.

Other Sites of Interest

On the map of Rockhome, you'll see numerous city, fort and village names. Here are details about all of them.

Cities

DENGAR

See the "Dengar" section.

EVEMUR

Population: 12,000.
Population Mix: 95% dwarf, 5% human.
Major Clan Influences: Of the dwarves in Evemur, 30% are Wyrwarf, 30% are Syrklis, and 30% are Skarrad.
Military Strength: 250 (one company).

Geographical Details: Evemur is where part of the Denwarf Spur of mountains descends sharply into the Stahl Lowlands. Evemur itself is built on the lakeshore (the city name means "Highlake" in the dwarven tongue), less than a mile from where the mountains begin sloping steeply upwards. The entire city is above-ground, though it has escape tunnels and storehouses dug into the ground. The city is walled.

Notes: Evemur is responsible for governing about a third of the fertile Stahl Lowlands; its main business is the growth and distribution of crops. The human population is about 600.

FERRYWAY

Population: 2,000.
Population Mix: 50% dwarf, 50% human.
Major Clan Influences: Of the dwarves in Ferryway, 80% are Syrklis.
Military Strength: 25 (one squad, mixed human and dwarf).

Geographical Details: Ferryway is an entirely above-ground city built on a rocky outcropping which juts a couple

of miles into the northern end of Lake Stahl. It is a small community and its walls are mostly earthenworks instead of stone. It boasts many good piers and numerous ferry-craft.

Notes: Ferryway was founded by humans from Greenston about 50 years ago. A family decided it could make a profitable business of ferrying travelers from this point straight across to Stahl: weary travelers, on the last leg of their trip from Dengar to Stahl, would pay for the opportunity to rest for a three- or four-hour ferry trip instead of having to ride or walk the 25 or so miles the road took to reach Stahl. The gambit was a success, and soon there were several ferry businesses here, making regular runs to and from Stahl. Other families settling in the area engaged in fishing, farming, and prospecting in the nearby Denwarf Spur.

GREENSTON

Population: 6,000.
Population Mix: 80% human, 20% dwarf.
Major Clan Influences: Of the dwarves in Greenston, 80% are Wyrwarf, 18% are Torkrest.
Military Strength: 250 (one company, mixed, 40% human and 60% dwarf).

Geographical Details: Greenston is an above-ground flatland community built on the shores of Lake Stahl. The city is built along human scales, with human-sized buildings; most of the building construction is of wood, and the city walls are wooden palisades (gradually being replaced by stone, along the western face especially, by dwarf contractors).

Notes: This is a mostly human community, settled with the permission of the king of Rockhome about a hundred years ago. The original settlers were men of Darokin; since the city's founding, humans from other realms have settled here as well. Agriculture makes up 75% of the city's production, fishing 20%,

miscellaneous crafts the other 5%. It administers about half the Stahl Lowlands (the area south of Lake Stahl).

JHYRRAD (RUINS)

Population: None.
Population Mix: None.
Major Clan Influences: None.
Military Strength: None.

Geographical Details: Jhyrrad is a ruined dwarven village dating back to about 600 BC; the tumbled-down wreckage of its stone buildings lies across the upper slope of a low mountain in this part of the Altan Tepes. Jhyrrad, at its height, was a mining village of about 2,000 inhabitants; half the city is built above-ground and the other half in dwarf-made tunnels going deep into the mountain. The mountain is crisscrossed with deep, dangerous, old mining shafts from played-out veins of gold.

Notes: According to dwarvish legend, Jhyrrad (whose name translates as "Rusty"—literally "Orange Iron") was a mining village which dug up a lot of gold, beginning about 1,600 years ago. The veins were played out 200 years later and the village population began to drop. Then, abruptly, the 1,000 or so remaining villagers just disappeared one day. There were signs of a vigorous fight—a good deal of blood spilled, no bodies remaining—but the village exterior walls were not breached, the gates undamaged. Since then, the village has been avoided by the dwarves, who consider it unlucky.

What the residents of Jhyrrad didn't know is that deep below their mountain is the dry bed of a once-mighty underground river. This powerful waterway once flowed from the mountains under Rockhome as far west as the Broken Lands, where it finally descended to unfathomable depths. The river ultimately dried up, and what remains is an unprotected pathway some hundreds of miles long from Rockhome to the heart of orc territory.

Other Sites of Interest

Unfortunately, earthquakes in the Broken Lands occasionally open access to that end of the river, and the orcs find it. Just as unfortunately, sometimes the orcs are brave and prepared enough to explore it. The gold mines of Jhyrrad penetrated the river and led to an orcish slaughter of the village residents all those centuries ago. The orcs responsible for the slaughter removed the bodies to the deep river caverns for looting, and most returned to the Broken Lands to rouse all the orc tribes... only to be killed when another earthquake sealed the pathway up again. The remainder died at dwarvish hands, but the dwarves believed them to be solitary intruders—there weren't enough orcs to have destroyed Jhyrrad.

So, the river pathway still exists, and can be opened by any of the numerous earthquakes which afflict the Broken Lands.

Kurdal

Population: 2,000.

Population Mix: 100% dwarf, 25% free farmers, 50% criminal farmers, 12.5% military garrison, 12.5% specialist workers.

Major Clan Influences: (Among free residents) 60% Wyrwarf, 25% Torkrest, 15% Skarrad.

Military Strength: 250 (one company).

Geographical Details: Kurdal is a walled, sectioned city built on the shores of Lake Klintest. It has multiple sets of walls: The exterior city wall, which protects the city from invasion, and an interior wall, which serves to keep about half the city population imprisoned. The city has no underground section and, in fact, tunnelling of any sort is illegal in this area.

Notes: Kurdal is a penal colony, a place of punishment for dwarves who have done wrong and have to act as farmers for the duration of their senten-

ces. Most dwarves who commit serious crimes (usually assaults or manslaughters in fits of rage) end up here; few return. The thousand or so convict dwarves are released to the fields each morning to do their sowing and reaping, returning before dark; each group of six dwarves has a guard. Of the free population in Kurdal, many (25%) are the guards, more (50%) are fishermen, and the remainder are specialists (craftsmen, carters, etc.) who provide the special services needed by any city.

Smaggeft

Population: 15,000.

Population Mix: 95% dwarf, 5% human.

Major Clan Influences: 80% of the dwarves in this city belong to one of the Skarrad families.

Military Strength: 500 (one company).

Geographical Details: Smaggeft is built on flatlands on the southern shore of Lake Klintest. Approximately one-half the city is below ground, built partially in a series of caves there, mostly in artificial caves dug out by the dwarves.

Notes: Smaggeft, whose name means "Smoketop" in the dwarvish tongue, is Rockhome's most industrially-oriented town. It is chock-full of refineries, smelting operations, smithies—more per capita than any other city in Rockhome—and metal craftshops. It is also the home of Rockhome's largest concentration of mechanical engineers, who are constantly striving to create new, practical, efficient machines to improve their lives and the world. Smaggeft is also the refining point for 100% of the metal ores which come from the mining villages in eastern Rockhome; it all passes through Smaggeft and is refined before being sent on to Dengar and other points west. In Smaggeft, in one of its artificial cavern areas, is the stronghold of the Skarrad clan. Smaggeft residents,

especially inebriated fisherdwarves on the lake at dusk, spread the story that the Lake Klintest has some sort of swimming monster living in it.

Stahl

Population: 30,000.

Population Mix: 98% dwarf, 2% human.

Major Clan Influences: Of the dwarves in Stahl, 35% are Torkrest, 25% are Syrklists, 20% are Buhrodars, 15% are Wyrwarfs.

Military Strength: 500 (two companies).

Geographical Details: Stahl is built across the top of a large hill near the banks of the north shore of Lake Stahl. Dwarf construction caps the entire hill and *also* cuts clear through it; approximately 40% of the city is underground, and most of the underground opening is artificial.

Notes: This is the second-largest city in Rockhome; it is the beneficiary of trade with the Ethengar Khanate and oversees the agricultural use of this part of the Stahl Lowlands. Of the humans population, some are Ethengarians acting as traders in the dwarven land; some are relatives of the human farmers in the area.

Map Notes: On the city map of Stahl, you'll see the following details:

(1) Above-Ground section of map.

(2) City gates.

(3) Human Quarter. Here, the buildings are built to human scale; most of the city's humans live here.

(4) Market District. The grand open central area is where traders' stands are set up on a year-round basis.

(5) Openings into the underground section of the city.

(6) Underground section of map.

(6) Estate of the Governor of Stahl.

(7) Grounds of the Stahl Garrison.

Other Sites of Interest

Forts

FORT DENWARF (Rak Denwarf)

Population: 1,500.
Population Mix: 100% dwarf.
67% military, 33% civilian/support.
Major Clan Influences: Of the dwarves in Fort Denwarf, 60% are *Torkrest*, 20% *Buhrodar*.
Military Strength: 1,000 (four companies).

Geographical Details: Fort Denwarf is a large stone keep built right at the side of the *Styrdal Road*, just before the point at which it crosses over the *Styrdal River* and enters foothill territory to the north. The fort has double curtain walls and has an outpost, four miles to the north, on the first large hilltop. Most of the fort, except for deep storage chambers and a hidden access to a well, is above-ground.

Notes: In times of invasion, the outpost can communicate by signal fire or the ringing of bells that there are enemies on the road, and the garrison can move to block the invasion.

This fort, built at the narrowest point of the *Styr Valley*, is the northern defense of *Rockhome*, responsible for protecting the nation from possible invasion from the north.

FORT EVEKARR

Population: 500.
Population Mix: 100% dwarf.
Major Clan Influences: 50% *Torkrest*, 20% *Buhrodar*.
Military Strength: 250 (one company).

Geographical Details: In this area of jagged and uncrossable mountains, Fort *Evekarr* is built in a low pass between two of the most obtrusive mountains—is built, in fact, on the only passable crossing between *Rockhome* and *Vestland*. The two walls of the fort abut the mountains on either side, so the fort straddles the entire pass, and the road passes through the fort. The garrison building is built into the mountain on the east side of the pass; even if the walls are gained, the keep is devilishly hard to take, being mostly contained within the mountain.

Notes: This high-mountain fortress is in shadow most of the day, cold most of the year, gloomy all of the time. Its business is to protect *Rockhome* from possible invasion along the *Evekarr Road*. It is manned from the beginning of spring to the end of fall, abandoned for the winter; it is not thought that any invaders could reach as far as this fort from the onslaught of winter to the beginning of spring thaws.

KARRAK

(Also called *Karrak Castle* and *Death Rock Fort*).

Population: 2,500.
Population Mix: 99% dwarf, 1% human. 40% military, 60% civilian/support.
Major Clan Influences: 40% *Torkrest*, 20% *Buhrodar*, 15% *Everast*, 15% *Skarrad*.
Military Strength: 1,000 (four companies).

Geographical Details: *Karrak* is built high on a cliffside overlooking the *Sardal Pass* and the road which travels its length. Broad stairs cut into the living

rock allow for ascent to the fort; the dwarves can also be lowered in elevators depending from winches attached to swing-out booms, should the staircase be blocked or should the dwarves need to descend by alternate routes. One exterior wall and a few building faces can be seen from the outside, but the majority of the fort—enough room to house 3,000 residents—is cut into the mountain.

Notes: *Karrak* is designed to protect the pass from invasion from the south. Though technically a fort, it is also a town with guard garrisons, mining and engineering projects, and a large civilian population. The humans living in *Karrak* are mostly experienced warriors and military tacticians from *Ylaruam*, *Darokin*, and *Vestland*, and act as military advisors.

Villages

Not shown on this map, but an important part of *Rockhome*, are hundreds of small villages, particularly farming villages in the lowlands and mining villages dotting the *Altan Tepe* and *Makkres* mountain ranges. Some are above-ground, but the majority are underground settlements, some established in existing caverns and others dug from the living rock.

These villages have populations ranging from a scant 100 to as many as 1,000. The larger ones are usually guarded by a typical village squad of 25 military dwarves.



Characters

Personality: Thoric, like his mother, is (by dwarven standards) outgoing. He makes friends in a relatively short span of years, and even much faster when adventuring. Cleric, scholar, and adventurer, he admires persons for intelligence and courage, regardless of their race; he has even had amicable dealings with adventuring elves on occasion, though he doesn't admit this to other dwarves.

Appearance: Thoric is an Adult dwarf just reaching his prime. He is tall (4'4") and powerfully built (170 lbs., with little fat). His hair, mustache and beard are a fiery red, and he tends to dress in tans and light browns which set off the color of his hair. In combat, he dresses in full plate and carries a dwarven battle-axe of beautiful make.

DMing Notes: Thoric is a resource on the history of Rockhome and several other subjects (see his General Skills, below); when characters are stymied in a search for knowledge, he can often give them some information to put them on the right course. In higher-level Expert adventures, he can even be persuaded to become a companion on the adventure, provided it has some historical significance.

Combat Notes: 12th-level dwarf-cleric (1,000,000 experience); AC 8 (Dexterity bonus) or 2 (plate mail plus Dexterity bonus); hp 49; MV 120' (40') (90'/30' in plate); #AT 1; D 1-8 (+3, from Strength and battle-axe +1), Attack Rank C; Save D-C12 (takes 1/2 damage from spells); ML 10; AL L; S 16 I 13 W 16 D 13 Co 14 Ch 12; Languages: Dwarvish, Thyatian, Darokin, Alignment (Lawful), Gnome, Goblin, Kobold. General Skills: mining (I), engineering (I), dwarven history +2 (I+2), geography of human realms (I), riding (D), scholastic research (I).

Spells Normally Carried: First Level—*cure light wounds* (×2), *detect evil*, *light*. Second Level—*bless*, *find traps* (×2), *know alignment*. Third Level—*continual light*, *cure disease*, *locate object*. Fourth Level—*cure serious*

wounds (×2), *dispel magic*. Fifth Level—*commune*, *raise dead*. Sixth Level—*word of recall*.

Magical Items in Possession: One battle-axe +1, one ring of plant control, and a scarab of protection with five charges remaining, all acquired during his adventures.

Everast Clan

King Everast XV

(Born Bifin, Son of Bofin)
King of Rockhome
Head of the Everast Clan
Head of the Family of Everast

History: Bifin is the son of Bofin, who was King Everast XIV. Bifin spent his youth in the Rockhome military; his career was competent but undistinguished, and he achieved the rank of Captain (Evedar). Upon reaching Adulthood, he resigned his commission and married his cousin Nais, also a former officer, and began to assume duties within the Everast family, learning from his father the proper ways to manage family, clan and country. He was well-trained and the best choice for kingship when his venerable father died forty years ago. He and Nais had three children before she perished, twenty years ago when a Skarrad experimental engine exploded during her official inspection. The Dwarf-King, naturally, lives in the royal palace and quarters in the great cavern called Dwarfheart.

Personality: Everast XV is a bit unusual in that he's something of a chameleon. He is as glib and seemingly friendly as a human merchant-prince, but it is all politics; he keeps his true sentiments hidden. He is devoted to making sure that the state of dwarven knowledge never declines. In keeping with this philosophy, when trouble occurs in Rockhome, he tends to assign comparatively youthful dwarf-adventurers (those who haven't had time to acquire crafts-mastery) or, even better, foreign heroes and mercenaries, to deal with the trouble. If they succeed,

he rewards them generously; if they fail, well, he tries again, and at least no important knowledge or techniques have been lost.

Appearance: Everast XV is of average dwarf height and weight (4', 150 lbs.); he's beginning to put on a few extra pounds. He is balding; his beard and mustache are greying from their former blond color. He often wears human-designed, colorful robes in court situations and celebrations, and carries a gold-plated, beautifully-crafted, gem-studded sceptre of his office (which can double as a war hammer if the situation demands).

DMing Notes: Everast is, of course, the king. He is generally not accessible to player-characters in Basic adventures (except when he has trouble he wants them to quell); by the time the characters enter Expert adventures, they'll be well-known enough (or sufficiently involved in politics) to have audiences with him.

Combat Notes: 7th-level dwarf; AC 9; hp 33; MV 120' (40'); #AT 1; D 1-6 (war hammer sceptre); Save D7; ML 6; AL N; S 13 I 17 W 11 D 12 Co 12 Ch 15; Languages: Dwarvish, Ylari, Darokin, Thyatian, Alignment (Neutral), Gnome, Goblin, Kobold. General Skills: mining (I), engineering (I), riding (D), military tactics (I), persuasion (Ch), Rockhome politics (I), conversation (Ch).

Bofin, Son of Bifin

Prince of Rockhome
General of Karrak Castle
Everast Clan
Family of Everast

History: The first-born child of Everast XV is Bofin, named for the king's father. He is an Adult dwarf and a career military dwarf who has risen through the ranks to the generalship of Karrak Castle, the vital defensive bastion to the south of Dengar. He is also the leading contender to be the next Dwarf-King, though this is not likely to

The following characters are all mentioned at various points in the text. Each character is described by:

Name and title(s);
History (background);
Personality (behavior);
Appearance (description of character);
DMing Notes (how to use the character);
Combat Notes (level, abilities, etc.);
Spells, if any; and
Magical Items in Possession.

Note: Wherever a character's Languages are listed, "Dwarf" and "Dwarvish" refer to the general Rockhome version of the language. Major cities have their own dialects, but we won't worry about them.

Buhrodar Clan

Dorto, Son of Doric

Head of the Buhrodar Clan
Head of the Family of Buhrodar

History: Dorto is a Senior dwarf and head of the Buhrodar family and Buhrodar clan, as his father was before him. No adventurer, he has spent his life leading his clan and family and acting as a waterway engineer for Rockhome. He knows much about underwater rivers and aboveground irrigation techniques. Naturally, as head of the Buhrodar Clan, Dorto lives in Highpoint Cavern, the Buhrodar stronghold.

Personality: Dorto is a fair but stern dwarf of narrow interests. Talk to him about his clan, his family, the boon to civilization of proper water management, or his children; otherwise he grows disinterested.

Appearance: Dorto stands a little under average height for a dwarf (he's about 3'9") but is very stout (175 lbs). He is bald and heavily bearded; his beard and mustache are a beautiful silver-grey with no trace of their original color remaining.

DMing Notes: Use Dorto as a knowledge source for questions on rivers and waterway engineering; it's possible to

have some influence on dwarven politics by becoming his friend, but it's his wife who is the Senator, not Dorto.

Combat Notes: 6th-level dwarf; AC 9 (4 with chain mail and shield); hp 33; MV 120' (40') (90'/30' in chain); #AT 1; D 1-6 (+1) war hammer; Save D6; ML 7; AL L; S 14 I 12 W 9 D 9 Co 12 Ch 10; Languages: Dwarvish, Darokin, Alignment (Lawful), Gnome, Goblin, Kobold. General Skills: mining (I), engineering (I), waterway engineering (I+2).

Koris, Daughter of Goris

Head of the Buhrodar Clan
Senator for the Buhrodar Family
Head of the Family of Buhrodar

History: Koris was a daughter of the Dulrad family of the Buhrodar clan; when she wed Dorto, she joined the Buhrodar family. With her quick mind and agreeable temperament, she was given the post of Senator of the Buhrodar family by Dorto's parents some time before they stepped down as leaders of the family. She is a Senior dwarf. As does her husband, she lives in the Buhrodar stronghold of Highpoint Cavern, but is also often found in Dwarfheart, where the Grand Council meets.

Personality: Koris is a cheerful and outgoing dwarf; she makes friends within a couple of years, is pleasant of disposition, and is a good speaker. She is also fiercely lawful and an experienced dwarf-cleric, vitally interested in the doings of clerics and Immortals, both within and without Rockhome.

Appearance: Koris is a plain but merry-looking dwarf-woman; her eyes, blue and intent, are quick to spot details. She tends to dress in black with gold accoutrements. Her hair is graying from black.

DMing Notes: Koris is a source of information for clerical questions. She generally has time to listen to the questions, advice, and lobbying efforts of dwarves and visiting humans, but is her-

self a seeker of information; if things are going on which may have an effect on her family or dwarf-clerics in general, she will have her nose in it and will attempt to pry information from involved player-characters. Thus she is both a nuisance and a potential political ally, depending on what positions the PCs take.

Combat Notes: 8th-level dwarf-cleric; AC 9 (4 in chain and shield); hp 34; MV 120' (40') (90'/30' in chain); #AT 1; D 1-6 (+2, war hammer +1); Save D-C 8; ML 9; AL L; S 13 I 13 W 16 D 12 Co 11 Ch 14; Languages: Dwarvish, Darokin, Ethengar, Alignment (Lawful), Gnome, Goblin, Kobold. General Skills: mining (I), engineering (I), persuasion (Ch), counselling (Ch), knowledge of clerical orders (I), knowledge of Rockhome politics (I).

Spells Normally Carried: First Level—*cure light wounds, detect evil*. Second Level—*bless, find traps*. Third Level—*continual light, locate object*. Fourth Level—*cure serious wounds*.

Magical Items in Possession: One war hammer +1.

Thoric Redhand, Son of Dorto

Minister of Histories
Clan of Buhrodar
Family of Buhrodar

History: The first-born son of Dorto and Koris is a dwarf-cleric just reached Adult status. He was an adventurer in the outer world particularly the southern human realms for 25 years and so is familiar with outside customs and national affairs. Since his return to Rockhome a few years ago, he has begun pursuit of his other love, history and scholarship, and has been appointed court historian by King Everast. Though Thoric grew up in and still has quarters in his parents' stronghold in Highpoint Cavern, he now lives in Dwarfheart, the cavern which houses the Everast Clans, the Senate buildings, the great dwarven library, and all the other government offices and quarters.



occur soon, as his father enjoys excellent health. Bofin lives in Karrak, but naturally has secondary quarters in his father's palace.

Personality: Bofin is a dark, brooding, somber dwarf, much more personally "correct" than his father. He is a great tactician and planner, fair in his judgment, and possessed of much forethought, but even among his friends he tends to be quiet and unsmiling. To become his friend, a dwarf must be intelligent, courageous, always there when Bofin needs him, and patient enough to be his ally for years and in the absence of any sort of encouragement. Consequently, his friends are few.

Appearance: Bofin is a massive dwarf, standing more than four and a half feet tall and weighing around 180 lbs. His hair, beard and mustache, like that of his mother's line, are thick and jet-black, and he tends to dress in black garments unrelieved by bright metals or gems. All in all, he is very imposing.

DMing Notes: Bofin could be the player-characters' commander, if they are military dwarves; otherwise, they are likely to see him only when visiting Karrak or during times of parade and celebration. Should his father die, Bofin will become king; he will break with tradition and have himself crowned as Bofin I, not taking his family name as his name of kingship.

Combat Notes: 12th-level dwarf (1,400,000 experience); AC 0 (plate + 2, shield); hp 66; MV 120' (40') (90'/30' in plate); #AT 2; D 1-8 (+ 2) (battle-axe); Attack Rank G; Save D12 (takes half damage from spells); ML 10; AL L; S 16 I 13 W 11 D 9 Co 16 Ch 10; Languages: Dwarvish, Ylari, Ethengar, Alignment (Lawful), Gnome, Goblin, Kobold. General Skills: mining (I), engineering (I), riding (D + 1), Rockhome politics (I + 2), knowledge of Rockhome military (I), Rockhome economics (I).

Magical Items in Possession: plate mail + 2.

NORIS, Daughter of Nais —

*Princess of Rockhome
Senator for Family of Everast
Everast Clan
Family of Everast*

History: The second child of the Dwarf-King, a still-youthful Adult dwarf, has never had the martial leanings of her siblings or parents, but she is a charismatic speaker and a very effective politician. Should Bofin not be able to take the dwarven throne, the king thinks, Noris may be a very effective leader (assuming she gives up her opinion that every problem can be solved with skillful negotiation). As part of her training, Everast XV, ten years ago, stepped down as Senator for his family and gave that position to her. Since then, she has ably represented her family in Grand Council. She keeps her quarters in her father's palace in the Dwarfheart cavern.

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Personality: Noris is a very bright dwarf, with a strong will and growing ability and confidence. She lives for politics, the skilled management of other dwarves. If she has a weakness, it is in her confidence that she can outsmart anyone and never has to settle matters on the battlefield. If she ever has to conduct negotiations with hostile non-dwarves, she could keep her negotiations open, convinced that all situations are resolvable through diplomacy, long enough for her enemies to consolidate their power or enact some sort of master plan that will seriously hurt the dwarves; in other words, she's fully capable of outsmarting herself.

Appearance: Noris is of average height and somewhat under average weight for a dwarf-woman. Like her brother Bofin, she has thick black hair. Unlike him, or most dwarves, she tends to wear ceremonial white robes most of the time, which help her stand out in Grand Council.

DMing Notes: As senator for the Everasts, Noris is a valuable contact for player-characters to have; if they ever dabble in Rockhome politics, they'll have to meet her and convince her of the rightness of their cause if they want to enact laws or make changes. For lower-level adventures, they may find it easier to get an audience with the Dwarf-King by convincing her of their need; in times of trouble, she could be of much help to the player-characters this way. But they'll owe her a favor, and she'll remember it, and eventually collect.

Combat Notes: 2nd-level dwarf; AC 9; hp 13; MV 120' (40'); #AT 1; D 1-6 (war hammer); Save D2; ML 10; AL N; S 8 I 17 W 9 D 12 Co 13 Ch 14; Languages: Dwarvish, Ylari, Darokin, Thyatian, Alignment (Neutral), Gnome, Goblin, Kobold. General Skills: mining (I), engineering (I), persuasion (Ch), knowledge of Rockhome (I), knowledge of Rockhome politics (I), espionage and information-gathering techniques (I).

Duris, Daughter of Nais —

Princess of Rockhome
General of Stahl Garrison
Everast Clan
Family of Everast

History: The third and last child of the Dwarf-King and Dwarf-Queen was their daughter Duris, who is now approaching Adulthood. She left home and entered the Rockhome military as soon as she was of age to do so (20), and has now spent 30 years in a rapid rise through the ranks. With wit, common sense and a love of battle, she has discharged her officers' duties for the army, and still personally leads charges in some engagements with invading non-humans. Appointed to the generalship of the Stahl Garrison five years ago, she has vowed to keep things safe and tidy there, and has secretly set her eyes on eventually taking command of the Karrak Castle Garrison—when her brother, now in charge there, leaves the military, or when she can show him up. She lives in the military quarters at the Stahl Garrison.

Personality: Duris is a keen competitor for battlefield and military glory. It's not killing that delights her—it's *winning*. She delights more in seeing enemies turn tail and run, fear on their faces, than seeing them strewn across a battlefield. And she appreciates a keen competitor. She has had an ongoing love/hate competition going with Balin, son of Korin, of the family Torkrest; Balin is the general of the Dengar garrison and her chief rival in military accomplishment. The Dengar generalship is more prestigious than that of Stahl, hence her desire to land the generalship of Karrak Castle and be one up on Balin. She and Balin will eventually either be bitter enemies, or wed; no one can now tell which it will be. If her father and siblings were to perish suddenly in a grand calamity, it's debatable whether or not she'd take the throne; she prefers the military life, and would probably nominate someone like Thoric Redhand of the Buhrodars and then scurry back to her beloved garrison.

Appearance: Duris is a good-looking dwarf-woman, being vibrantly healthy, energetic, with piercing blue eyes. Her hair is a thick blonde mass, usually pulled back in braids in the fashion of the Jarldom women. To stand out in ordinary events, she tends to wear clothing in reds and russet browns (when she and her black-clad brother and white-clad sister are together, it is by dwarven standards a kaleidoscope of colors); in combat, she wears a blood-red surcoat over her plate mail.

DMing Notes: If you choose to run a military-dwarf campaign, Duris will be their commander if the campaign is based out of Stahl. In such a campaign, she will constantly be getting the PCs into trouble by ordering bizarre actions: mountain-scaling up the back side of enemy fortifications, using primitive hot-air balloons to get into enemy forts, holding efforts against huge bodies of enemies in narrow passes, setting up of peculiar traps, etc. She does not sacrifice dwarves for her personal glory, but she will risk their lives on new techniques and improvised military efforts. If the characters do not serve under her, they are likely to hear of her but not meet her until Companion-level adventures when they, too, are generals battling by her side.

Combat Notes: 12th-level dwarf (1,000,000 experience); AC 0 (plate mail, *shield* + 2); hp 60; MV 120' (40') (90'/30' in plate); #AT 2 (Attack Rank E); D 1-8 (+3, from strength and *battle axe* + 1); Save D12; ML 11; AL N; S 16 I 15 W 10 D 11 Co 16 Ch 14; Languages: Dwarvish, Ylari, Ethengar, Alignment (Neutral), Gnome, Goblin, Kobold. General Skills: mining (I), engineering (I), trap engineering and construction +2 (I+2), riding (D), military tactics +1 (I+1).

Magical Items in Possession: *shield* + 2, *battle axe* + 1, *boots of traveling and leaping*.

HURWARF CLAN

DURIC, SON OF KURIC

*Head of the Hurwarf Clan
Senator for the Family of Lyrrast
Head of the Family of Lyrrast*

History: Duric was to be heir to one of the smaller families in the Hurwarf Clan, but his parents had trained him very well in the Hurwarf doctrine of "us against them," of dwarves against the world. Bifia, heiress to the Lyrrast family which controls the Hurwarf Clan, met him, was greatly impressed with his passionate devotion to the cause, and with his accomplished craftsman skills, and eventually married him; he left his family and came to the Lyrrasts. A better speaker than his wife, he was given the Senatorial position when her father died; she shares equally in all his Grand Council decisions. Duric lives in the Lyrrast stronghold in Riverrun Cavern, home of the Hurwarfs.

Personality: Duric is actually an intelligent and personable dwarf—among dwarves. He despises nondwarves, and in particular despises humans and gnomes, because other dwarves seem to like these races. He will not speak to nondwarves, and would probably go to his death rather than speak to a human or other demihuman. But he expresses his opinions in polite diplomatic language. Though his isolationist doctrine does not share popular support outside the Hurwarf Clan, he is tireless in his quest to keep Rockhome pure for dwarvenkind.

Appearance: Duric is a dwarf just reaching his Seniority; he is of average dwarven height (4') but slender (130 lbs.). He is mostly bald, his mustache and beard still greying from their original dark brown. His eyes are brown, keen, and usually friendly (when directed toward dwarves).

DMing Notes: Duric, though not evil of intent, is an antagonist for player-characters, assuming that the PCs do not completely share his views. If a PC is an adventuring dwarf who travels outside

Rockhome, or who has nondwarf friends, or is (worst of all) not a dwarf, Duric is up to something to thwart or annoy him. He tries to push legislation to limit or eliminate trade with the human realms, to launch official raids and acts of war into Alfheim, to mandate that dwarven children be brought up in a philosophy of unrelenting opposition to nondwarves; he persuades his clansmen to mock and deride dwarves who have nondwarf friends (often leading to tavern-type brawls); occasionally, and secretly, he arranges to spoil or ruin dwarven trade goods leaving Rockhome; he may even arrange for beatings of dwarves or nondwarves who oppose him. In short, he can be the catalyst for many city-type adventures in Rockhome.

Combat Notes: 5th-level dwarf; AC 9; hp 27; MV 120' (30'); #AT 1; D 1-6 (+1, strength bonus) (war hammer); Save D5; ML 9; AL N; S 13 I 14 W 8 D 12 Co 11 Ch 13; Languages: Dwarvish (he has deliberately forgotten all other languages he was required to learn). General Skills: mining (I), engineering (I), goldcrafting +2 (I+2), persuasion (Ch).

BIFIA, DAUGHTER OF BIFI

*Head of the Hurwarf Clan
Head of the Family of Lyrrast*

History: Bifia was not originally intended to be heir to rulership of the Lyrrast family and Hurwarf clan; she had an older brother who was well-trained in that role. To compete with the favoritism shown to him, she threw herself into studies of the family philosophy and the outside factors influencing Rockhome so that in every way she would excel over her brother. It was a pointless exercise; her brother, secretly a member of the Thorns, died during a raid into Alfheim. Bifia and her new husband, the equally fanatic Duric, inherited the family leadership. She allowed Duric to take the Senate seat, while she does most of the work on gathering information to use in Grand Council. She lives with her husband in

the Lyrrast stronghold in Riverrun Cavern, home of the Hurwarfs.

Personality: Bifia, having achieved leadership of the family as she desired, has set her eyes on a new goal: Queenship. She intends to be the Dwarf-Queen, leading Rockhome in a proper fashion, with Duric by her side. So most of her energy is spent to this end, gathering information to help her husband in the Grand Council and to hurt or diminish King Everast XV when the opportunity arises. She is pleasant to Hurwarf, Buhrodar and Everast dwarves, neutral to the unfortunate Wyrwarfs, and cattily nasty to the Skarrads and Syrklists.

Appearance: Like her husband, Bifia is of average height but lean. Her hair is black, usually pulled back in a severe tail, and her eyes are gray-blue and very quick.

DMing Notes: Bifia shares the same campaign function as Duric, with the added complication of her intentions toward the throne. She will make the most of any time of social upheaval to wrest power from the Everasts and perhaps the throne as well.

Combat Notes: 5th-level dwarf; AC 9; hp 29; MV 120' (40'); #AT 1; D 1-4 (dagger); Save D5; ML 11; AL N; S 11 I 13 W 13 D 10 Co 11 Ch 12; Languages: Dwarvish, Alignment (Neutral), Gnome, Goblin, Kobold (she was not forced to learn a human tongue as a child as most dwarves are). General Skills: mining (I), engineering (I), Rockhome politics (I), Rockhome economics (I), information-gathering techniques (I), bribery and blackmail (Ch).

SKARRAD CLAN

THRAIS, DAUGHTER OF THORI

*Head of the Skarrad Clan
Senator for the Family of Nordenshield
Head of the Family of Nordenshield*

History: Thrais, daughter of a poor Wyrwarf family in the city of Smaggett,

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made brilliantly-designed farm tools and implements and so was noticed by Duro, the youthful head of the Nordenshield family and Skarrad clan. A dozen years ago, they married; she left her family to come to the Nordenshields. A mere two years later, Duro and his brother Bolto were trapped in a mine collapse in the mountains south of Smaggeft. Duro perished; Bolto lost his left arm and his desire to stay among dwarves who pitied him, and so begged and received a foreign posting from King Everast (he is now ambassador to Karameikos). Abandoned by her husband and brother-in-law, Thrais faced older leaders of clan families, dwarves who tried to wrest control from her on the assurance that they could do better with their experience. Choosing to maintain her position and continue with the dreams she and Duro had had, she sent the usurpers from her presence, physically when necessary, and held on to the leadership of the family and clan. She is now the most important dwarf in Smaggeft, including the city's governor, though she has many enemies within her own clan, dwarves who covet the clan-leader's position.

Personality: Though she has the reputation of being a vile-tempered dwarf, Thrais' coldness and evil temper are merely the results of her struggles with other Skarrads for the clan-leader position and they are directed only at her opponents. Members of the Nordenshield know her to be a kind and generous dwarf-woman, possessing an indomitable will but still not quite recovered from her early widowhood.

Appearance: Thrais is a dwarf-woman in her early adulthood. She is large for a female dwarf (4'1" and 155 lbs.) and is sensitive to the perception of other dwarves that she is a clumsy and ungainly dwarf-woman. She has brown hair, usually worn loose, and is (except when she's in Dengar for Grand Councils) often sooty from her daily work at the forges.

DMing Notes: Thrais is a possible

ally for adventuring player-characters, dwarf or nondwarf. With the constant political backbiting going on in her clan, she needs all the help she can get. Her opponents try to get evidence to use against her and swing the support of loyal family heads from her; radical opponents might kidnap her and take her some distance away from Smaggeft so that she will return to find the clan leadership in the hands of others. She can be brought into the campaign by Kori Fire-Eye (below), a Nordenshield dwarven adventurer who is constantly on the lookout for talent to help her family leader. She can also help player-characters, as she is known as a dwarf who makes devices and gadgets; should a character need a spring-knife in a sheath or a crossbow that fires grappling hooks or any of the toys that adventurers love, they can find that she is well-known as an inventor of such stuff.

Combat Notes: 4th-level dwarf; AC 9; hp 30; MV 120' (30'); #AT 1; D 1-6 (+2 from strength) (war hammer); Save D4; ML 9; AL L; S 16 I 13 W 15 D 9 Co 16 Ch 13; Languages: Dwarvish, Ylari, Thyatian, Alignment (Lawful), Gnome, Goblin, Kobold. General Skills: mining (I), engineering (I), mechanical engineering +2 (I+2).

Kori Fire-Eye, Daughter of Filia

Skarrad Clan
Family of Nordenshield

History: Kori is a young (20) dwarf-woman who has just left home for the adventuring career. Daughter of Filia, a cousin of Duro and Bolto, she is a favorite of Thrais and is anxious to help her family leader in these difficult times.

Personality: Kori is an intent dwarf-woman determined to make a name for herself and bring fame to the family name. She longs for adventure in the way that star-struck children do; when she's had some of the bloodshed and tragedy that adventure often leads to, she will grow up fast but probably still continue on the adventuring career.

Appearance: Kori is of average height and weight for a dwarf-woman, but her size is deceptive: she is very strong for a dwarf and is, even with her lack of experience, a powerful fighter. She has amber eyes which seem almost to glow when she is angered; her hair is red and worn in a single braid.

DMing Notes: Kori is a companion adventurer for beginning player-characters if they need one. If they do not, she is still a catalyst for adventures. Carrying important messages from Smaggeft to Dengar (for Thrais) she could be waylaid by Thrais' political opponents, who steal the messages; she persuades player-character heroes to retrieve them. Conversely, she can hire PCs to undertake espionage adventures against Thrais' opponents, or to rescue Thrais if she is kidnaped, or to protect her against that possibility, and so forth.

Combat Notes: 1st-level dwarf; AC 5 (chain mail); hp 10; MV 120' (40'); #AT 1; D 1-8 (+3 from strength) (battle axe) or 1-6 (crossbow quarrel); Save D1; ML 10; AL L; S 18 I 15 W 8 D 10 Co 16 Ch 12; Languages: Dwarvish, Ylari, Thyatian, Alignment (Lawful), Gnome, Goblin, Kobold. General Skills: mining (I), engineering +1 (I+1), metallurgy (I), riding (D).

Syrklist Clan

Dwalur, Son of Belfur

Head of the Syrklist Clan
Head of the Family of Syrklist

History: Dwalur became head of the Syrklist family and clan through a political marriage. When the previous head of the clan (the venerable Fara of the Shieldkrotten family) died fifty years ago, various factions in the family wanted different heirs to take the vacant leadership. Some wanted one or the other of Fara's daughters, Dia and Bali, to take the leadership; others wanted their cousin, Dwalur, son of the master trader Belfur. Though all these dwarves were still theoretically Youths, just approaching Adulthood, they'd all been well-

trained in their duties and were ready for them. Dwalur and Dia settled the matter; in secret negotiations, they decided to wed and combine their support. They did and were accepted as leaders by a majority of family leaders among the Syrklists. Bali, injured, married into another family and clan. These events were some twenty-five years ago; since that time, Dwalur and Dia have led their clan in a slow, cautious program of trade, mining, and craftsmanship which has profited the clan. They live in the Singing Chambers, the Dengar cavern stronghold of the Syrklists.

Personality: Dwalur is a shrewd and crafty dwarf, well-suited to his role as leader of the most trade-oriented of the dwarven clans. When meeting a stranger, his eyes flicker over the newcomer, assessing his physical condition, the quality of the goods he wears, the way he moves. He is not abnormally greedy for gold, but he is determined to keep his clan trade moving and to keep the king and his meddling from interrupting normal trade.

Appearance: Dwalur is small for a dwarf, 3'8" and 120 lbs., and has always faced mocking accusations that he's the son of Belfur by a gnome mistress—a joke that he doesn't particularly like. His hair is still thick; it, his mustache and beard, are all snow-white, though Dwalur is still short of reaching Seniority. He moves in a very nimble fashion and is quite graceful as dwarves go.

DMing Notes: Dwalur is most likely to interact with player-characters when they are involved in some sort of trading expedition. If they are bodyguards for a dwarven caravan, he will probably be their employer. If they are traders, or have accompanied traders, from distant lands, he is likely to pump them for information about their employers or trade conditions in other lands. More importantly, if he becomes aware that it's the Hurwarfs who are responsible for the damage his goods often take, he may hire player-characters to be surprise

guards for stored goods or caravan shipments.

Combat Notes: 1st-level dwarf; AC 7 (from dexterity bonus); hp 8; MV 120' (40'); #AT 1; D 1-6 (war hammer); Save D1; ML 7; AL N; S 10 I 14 W 13 D 16 Co 12 Ch 11; Languages: Dwarvish, Ylari, Darokin, Alignment (Neutral), Gnome, Goblin, Kobold. General Skills: mining (I), engineering (I), silversmithing (I), knowledge of trade (I), dickering (Ch).

Dia, Daughter of Fara

Head of the Syrclist Clan
Senator for the Family of Syrclist
Head of the Family of Syrclist

History: Dia's history is given in the writeup for Dwalur, above.

Personality: Dia is a quiet, disciplined dwarf-woman; as Dwalur is in charge of clan policies and the actual management of trade, she is in charge of keeping the accounts and budgeting the clan. Because her father, Thruic of the Shieldkrotens (Fara's husband), was one of the unlucky dwarves who visited Glantri in AC 802 (but one of the lucky ones who escaped), she has a more-than-commonly-dwarvish hatred of all things Glantrian and will devote funds to harm the Glantrians whenever possible. Her sister Bali is of like mind; so is their cousin Thrumbar, a prominent tavernkeeper in Specularum, capital of Karamaikos.

Appearance: Dia is an Adult dwarf approaching Seniority. She is of average height, of pale complexion but with black hair, typically worn loose. Unlike many dwarf-women, she wears tunics with full skirts of human design, still in proper muted dwarven browns. She usually looks serious, seldom smiling.

DMing Notes: Dia's uses in a campaign are similar to those of her husband Dwalur (above), with one exception. On her own, with funds she contrives from her books, she often bankrolls small expeditions of adventurers to do harm to Glantrians. She

doesn't care what sort of harm it is, so long as it's hurtful. This is especially appropriate for human-oriented campaigns; human adventurers may be hired by Dia or a lower-down Syrclist to destroy a Glantrian caravan, or to enter the country itself and wreak havoc in Glantri City.

Combat Notes: 1st-level; AC 9; hp 8; MV 120' (40'); #AT 1; D 1-6 (mace); Save D1; ML 6; AL N; S 10 I 13 W 14 D 12 Co 10 Ch 13; Languages: Dwarvish, Darokin, Alignment (Neutral), Gnome, Goblin, Kobold. General Skills: mining (I), engineering (I), bookkeeping (I), economics (I), knowledge of Glantri (I).

Torkrest Clan

KORIN, SON OF ORIN

Head of the Torkrest Clan
Senator for the Family of Torkrest
Head of the Family of Torkrest

History: Korin, a dwarf just turned Venerable, left the military fifty years ago, late in his life, upon the death of his father, and took up the reins of the Torkrest family and clan. He did not marry until then, and so his children are a century younger than he, which is unusual for a dwarf. He lives in Upper Dengar, where the stronghold for the Torkrest clan lies.

Personality: Korin is an old dwarf and a rather bitter one, bitter that King Everast is such a flitterby and does not commit a more substantial portion of the nation's wealth toward the military. He has contempt for anyone who does not learn to fight (and so despises human magic-users and pacifist clerics), but, surprisingly, has respect for anyone who is an accomplished fighter or military leader, which includes some humans, even the occasional elf or orc.

Appearance: Korin, once a mighty figure of a dwarf, is now stooped and aged, though he still stands a formidable 4'5" and weighs around 165. He dresses entirely in blacks, like the much

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younger Dwarf-Prince, General Bofin; his pure-white beard and mustache are a bright contrast against his clothes. He carries a silver-headed walking-stick which is actually a magical toy he captured from a dead orc-king; it acts as a *mace* +2.

DMing Notes: Korin is most likely to interact with player-characters because King Everast trusts his judgment in the choosing of adventurers for special tasks. Korin or one of his children is usually the first to contact adventurers when Everast XV wants some sort of dangerous task accomplished.

Combat Notes: 12th-level dwarf; AC 9; hp 30 (down from a youthful total of 58); MV 90' (30') (would be 120'/40' but for old injuries); #AT 2 (Attack Rank C); D 1-6 (+2 from *mace* +2); Save D12; ML 9; AL L; S 12 I 11 W 14 D 10 Co 9 Ch 13; Languages: Dwarvish, Ylari, Alignment (Lawful), Gnome, Goblin, Kobold. General Skills: mining (I), engineering (I), riding (D), military tactics (I), weaponsmithing (I), Rock-home politics (I).

Bali, Daughter of Fara —

Head of the Torkrest Clan
Head of the Family of Torkrest

History: Bali's history was given in the writeup for Dia of the Syrklists, above. When, fifty years ago, Dwalur and Dia wed and settled the question of the leadership of the Syrklists, Bali was hurt by their collusion and decided to leave the entire Syrklist clan behind. When she became aware that the famous war-hero Korin of the Torkrests was leaving the military to take the leadership of his own clan, she courted him (a practice which scandalizes some human cultures, but which is commonplace among the dwarves) and he accepted her. Since then she has been his right arm in clan dealings, the capable quartermaster to his aging general. She, too, lives in Upper Dengar, in the Torkrest stronghold.

Personality: Bali loves managing things; she considers it a sort of crafts-

manship equal to the other accomplishments of the dwarves, and thinks that she who manages a clan is likewise responsible for all its crafts and buildings and sculptures. It was this desire to manage things, and the sudden realization that she wouldn't be managing the Syrklists, that injured her so; having wed Korin and become leader of the Torkrests, her need to manage has been met. She has, in the last five decades, gradually become reconciled to her sister Dia and brother-in-law Dwalur and is now on good terms with them. Though not intending to harm anyone, she is a compulsive meddler and has her fingers in the lives of every one of her relatives and subordinates.

Appearance: Like her sister Dia, Bali is of average size, with dark hair and a fair complexion. She dresses mainly in brown leathers and has completely adopted the Torkrest military tradition she did not grow up with.

DMing Notes: Bali serves the same DMing functions as her husband, above.

Combat Notes: 1st-level dwarf; AC 9; hp 8; MV 120' (30'); #AT 1; D 1-4 (dagger); Save D1; ML 7; AL N; S 9 I 11 W 10 D 12 Co 10 Ch 12; Languages: Dwarvish, Darokin, Alignment (Neutral), Gnome, Goblin, Kobold. General Skills: mining (I), engineering (I), quartermaster +1 (I+1).

Balin, Son of Korin —

General of Dengar Garrison
Torkrest Clan
Family of Torkrest

History: The first son of Korin and Bali is a typical Torkrest overachiever. He entered the military at age 20, was a noncommissioned officer by the time he was 25, a captain by the time he was 35, and general of the prestigious Fort Denwarf Garrison by the time he was 45, some five years ago. He has just reached Adult status and is predicted to be the Torkrest clanleader and a serious political force in the next generation.

Personality: Balin is not the stiff-upper-lip military personality his father is; he's dedicated to being competent in any endeavor he tries, and has generally been successful in this aim. He is a versatile dwarf—military dwarf, craftsman, and patron of young dwarven craftsmen from impoverished families. For the last few years he's had a great deal of military competition from Duris, second daughter of the Dwarf-King and now general of the Stahl Garrison; he hasn't yet decided whether he should resent her interference or be flattered by her attention.

Appearance: Balin is of just over average dwarf-height (4'1") and is rather trim (145 lbs.). He has an open, personable face, framed by sandy brown hair, beard, and mustache. He wears ordinary dwarven clothing and is often chastised by the king for failing to wear his rank designations.

DMing Notes: Balin is a friendly fellow who could be the PCs' ally when they reach Expert and Companion-level adventures, or who could be their commander if they are military dwarves. He could become a key political figure later, if he inherits the leadership of the Torkrests or marries Duris.

Combat Notes: 12th-level dwarf (660,000 experience); AC 2 (plate and shield); hp 57; MV 120' (40') (90'/30' in plate); #AT 2 (Attack Rank C); D 1-6 (+4, from strength and war hammer +2); Save D12; ML 9; AL L; S 16 I 13 W 10 D 10 Co 13 Ch 14; Languages: Dwarvish, Ylari, Darokin, Alignment (Lawful), Gnome, Goblin, Kobold. General Skills: mining (I), engineering (I), riding +1 (D+1), military tactics (I), gemcutting (I), jewelcrafting (I).

Magical Items in Possession: War hammer +2.

Balis, Daughter of Bali —

General of Fort Denwarf
Torkrest Clan
Family of Torkrest

History: Korin and Bali's second child also continues in the Torkrest tra-

dition of excellent military service. Two years younger, she rose through the ranks at the same pace as her brother Balin and was awarded her generalship three years ago.

Personality: Balis is a stern and uncompromising dwarf, fair in judgments but given to sudden and violent anger.

Appearance: Balis is a dwarf-woman of ordinary size and weight. Her hair is dark brown and worn tied back. Unlike Balin, she is circumspect about wearing her military designations, awards, and medals.

DMing Notes: Balis is presented here in case the characters are military dwarves assigned to Fort Denwarf, or ever pass through on business which commands the attention of the general.

Combat Notes: 10th-level dwarf; AC 2 (*chain mail* +2 and shield); hp 45; MV 120' (40'); #AT 1; D 1-6 (+1 for strength) (war hammer); Save D10; ML 11; AL N; S 13 I 15 W 14 D 10 Co 12 Ch 13; Languages: Dwarvish, Ethengar, Vestland, Alignment (Neutral), Gnome, Goblin, Kobold. General Skills: mining (I), engineering +3 (I+3), riding (D), mountainclimbing (D), mountain survival (I).

Magical Items in Possession: Chain mail +2.

Wyrwarf Clan

Belfin Elf-Friend, Son of Dorfin

Head of the Wyrwarf Clan
Senator for the Family of Kurutar
Head of the Family of Kurutar

History: Belfin left home for the adventurer's life at age 20, about 70 years ago. He was widely known as an adventurer in the western human realms, and—offensive to Rockhome dwarves—admits that he has many friends among the elves of Alfheim. He met Gilia, a dwarf from the Karameikos

community of Highforge, and she returned with him to Rockhome as his wife 40 years ago. Within a decade his long-suffering mother, leader of the Wyrwarf clan, was dead and he and Gilia assumed the mantle of leadership. For the last 30 years, they have, with the perseverance necessary to their task, led the ill-regarded farming clan, teaching (horrors!) *pride* in their craft and *pride* in the face of the mockery of some other clans. Belfin and Gilia live above-ground in Stahl, in the stronghold of the Kurutar family and Wyrwarf clan.

Personality: Belfin is a confident and tough-minded dwarf who doesn't take guff from anyone, the Torkrests especially. In the Grand Council, he fights against the prejudices which have traditionally been held against his clan; secretly, at home, he arranges for the defense of his families when he suspects there will be Torkrest assaults, and sometimes responds with "preemptive raids" of his own. He seems to have advance warning of a *lot* of the assaults to be made on his territories, and is vigorous in his defenses.

Appearance: Belfin is a large dwarf (4'6" and 175 lbs.) with broad, merry features, dirty blond hair, beard, and mustache, and well-healed but visible burn scars on the left side of his face, shoulder, and torso. Unlike most dwarves, Belfin defiantly dresses in colorful and extravagant clothing derived from human clothes. Though his clan as a whole is not wealthy, he returned with much treasure from his adventures and doesn't mind showing off the beneficial effects of wealth.

DMing Notes: Belfin is a good encounter, particularly for nondwarf adventuring parties. He's sympathetic to nondwarves and familiar with many human cultures, and he's willing to hire strong-willed adventurers, especially when he learns it's time for another Torkrest raid on his properties. He's also a merry and outgoing dwarf who makes friends easily.

Combat Notes: 12th-level dwarf (1,400,000 experience); AC 1 (*chain mail* +3); hp 54; MV 120' (40'); #AT 2 (Attack Rank G); D 1-8 (+4, from strength and *battle axe* +2); Save D12 (automatic half-damage from spells); ML 10; AL N; S 15 I 14 W 10 D 11 Co 13 Ch 12; Languages: Dwarvish, Thyatian, Elvish (Alfheim dialect), Alignment (Neutral), Gnome, Goblin, Kobold. General Skills: mining (I), engineering (I), human nations geography (I), riding (D), tumbling/gymnastics +2 (D+2), general knowledge of human cultures (I).

Magical Items in Possession: Chain mail +3, battle axe +2, medallion of ESP (used primarily on Torkrests).

Gilia Songsmith, Daughter of Toris

Head of the Wyrwarf Clan
Head of the Family of Kurutar

History: Gilia grew up in the Stronghollow family of the Highforge community of Karameikos; Highforge consists of both dwarf and gnome families (gnomes predominating) and so is considered a bit strange by Rockhome. Even stranger is Gilia, who is considered mad even by Highforge standards. She took early clerical training from the Stronghollow dwarf-clerics, but decided that her great calling was in teaching her fellow dwarves to enjoy life and the transitory arts. Leaving home for the adventuring life, she began to develop her own clerical viewpoint, still dedicated to Kagyar but not to the dwarven traditions of patience, craftsmanship of hard goods, hatred of elves and distrust of magic-users, etc. She learned bardcraft from the Callarii elves of Karameikos, learned her own clerical spells through meditation and scholarship, and led an adventurer's life. During its course she met and decided to wed Belfin, the only dwarf she'd ever met who was crazed enough to put up with her. She returned with him to the Wyrwarfs of Rockhome, and has used her natural inner calm to put up with the abuse generally heaped on the Wyrwarf families.



Personality: Gilia is, by dwarven standards, flighty; humans would consider her merry and hyperactive. What- ever, she is always on the go, writing songs, providing cheer to the families of the Wyrwarf clan, and (most important of all) teaching her fellow dwarves to think outside the constraints of their traditional thinking. This has led to her being despised by rock-hard traditional- ists such as the Hurwarfs (and certain Buhrodars, among others), but the dwarves who have been learning from her teachings are the most free-thinking and tolerant Rockhome residents of the next generation.

Appearance: Gilia is a large but not overweight dwarf-woman (4'1" and 140 lbs.), florid of complexion, with bright red hair worn braided. She, like her husband, dresses in bright garments derived from human dress, and is a splash of color in any event she attends. Though she is not particularly pretty, her face holds a lot of merry character and her eyes bespeak a great intelli- gence.

DMing Notes: Gilia's plot functions are much like those of her husband, above.

Combat Notes: 12th-level dwarf- cleric (1,000,000 experience); AC 3 (plate mail); hp 38; MV 90' (30'); #AT

1 (Attack Rank C); D 1-8 (+2 from strength and *battle axe +1*); Save D-C12 (automatic half effect from spells) ML 10; AL L (in spite of chaotic-seeming fun behavior); S 13 I 15 W 18 D 12 Co 12 Ch 15; Languages: Dwarvish (Stronghollow dialect), Thyatian (Karameikan dialect), Elvish (Callarii dialect), Alignment (Lawful), Gnome (Highforge dialect), Goblin, Kobold. General Skills: mining (I), engineering (I), riding (D), bardcraft (Ch), musical composition (I), persuasion (Ch), craft of making musical instruments (I).

Spells Normally Carried: First Level—*cure light wounds* (×2), *detect evil*, *protection from evil*. Second Level—*bless*, *holy person*, *know alignment*, *speak with animals*. Third Level—*cure blindness*, *cure disease*, *remove curse*. Fourth Level—*cure serious wounds* (×2), *neutralize poison*. Fifth Level—*commune*, *raise dead*. Sixth Level—*speak with monsters*.

Magical Items in Possession: Battle axe +1, ring of memory (from the Companion set).

Ambassadors, Guild Leaders and Odd Characters

Hyraksos, Lord Constans —

(Constans, Son of Lucien)

Ambassador from Karameikos

History: Born 35 years ago, Constans was raised in Thyatis until he reached the age of 15. Then his father sent him to live with his uncle, Admiral Lucius Hyraksos, at the court of Karameikos. Constans quickly developed quite a feel for diplomacy and became a ministerial aide at the age of 20. At the age of 25, he was appointed to be the palace contact for Bolto Nordenshield, ambassa- dor from Rockhome. Fascinated by the dwarf and his stories of home, Hyraksos petitioned to become ambassador to Rockhome when the post became avail- able, and his wish was granted five years ago. During that time, he has kept lines of communication open and accurate between Everast XV and Duke Stefan, and has thrown himself into a compre- hensive study of dwarven language, his- tory, and culture.

Personality: Hyraksos is a sober, quiet man who only becomes enthusias- tic about scholastic studies. His father had hoped that sending him to the bois- terous Admiral Lucius Hyraksos would cure these strange patterns of behavior, but life in the courts of Karameikos and Rockhome have only made them worse. He is a conscientious ambassador, though, and has done much toward increasing trade and improving trade terms between Rockhome and Kara- meikos.

Appearance: Hyraksos is a tall man (6'2"), lean, in good shape. His hair is a thick black mass atop his head, usually graced with an annoying cowlick; he wears neither beard nor mustache. To make the dwarves around him more comfortable, he tends to dress as they do, in muted and utilitarian browns and blacks.

DMing Notes: Constans Hyraksos is a comfortable human contact for human player-characters in a nation of dwarves. He is also an expert (by human standards) on dwarven history and customs; if the PCs have questions on any of these subjects, they can ask any human in Upper Dengar where to find him.

Combat Notes: Normal Man; AC 9; hp 6; MV 120' (40'); #AT 1; D 1-4 (dagger); Save F1-1; ML 7; AL L; S 10 I 18 W 13 D 12 Co 10 Ch 13; Languages: Thyatian, Dwarvish; two more options not yet chosen. General Skills: riding (D), seamanship (I), teaching (W), scholastic research (I), storytelling (Ch), profession of diplomat (I), knowledge of politics (I).

Rockhome also has ambassadors from Darokin, Vestland, Thyatis, the emirates of Ylaruam, and the Ethengar Khanate. Not surprisingly, it has none from Alfheim or the Principalities of Glantri.

Throic, SON OF Oic

*Thorn-Captain
Clan of Everast
Family of Kurpuhn*

History: Throic is another fine Torkrest who seems destined for a military career after he gets some youthful craziness out of his system. Since he left home seven years ago, he's apparently been living off adventuring gains and not doing much constructive. What his family doesn't know is that he's now the chief of the Thorns, the lunatic group of young dwarves that frequently slips through the western mountains to bedevil the elves of Alfheim.

Personality: Throic lives for combat and mischief, and would be a worthy protege of Princess Duris if she knew of him. His interest in crafting is as minimal as it can be for a dwarf; he mostly wants to engage in wild adventures.

Appearance: Throic is a young dwarf of average build and appearance, but for the crazed light in his blue eyes. His hair and beard are a light brown, and he wears normal dwarven clothing.

DMing Notes: Throic exists as a tool to get player-character dwarves into crazy shenanigans. He's the dwarf that the PCs will have a drinking contest with, and they'll find themselves agreeing to a raid into Alfheim before they've sobered up. He's always ready with a mad scheme to gain money or throw mud at the elves, and can usually persuade more sensible dwarves to go along with him.

Combat Notes: 5th-level dwarf; AC 4 (chain and shield); hp 31; MV 120' (40'); #AT 1; D 1-6 (+ 1 from strength) (war hammer and hand axe); Save D5; ML 9; AL C; S 13 I 12 W 6 D 12 Co 14 Ch 16; Languages: Dwarvish, Darokin, Alignment (Chaotic), Gnome, Goblin, Kobold. General Skills: mining (I), engineering (I), tracking (I), trap engineering (I), persuasion (Ch).

Morur Blackheart

*Chief of the Underside
Clan of Syrklis
Family of Dulgur*

History: Fifty years ago, a party of dwarf colonists returning from a failed colony in western Thyatis was set upon and massacred by orcs. Thyatian traders found the caravan remnants and its sole survivor, a ten-year-old dwarf lad. They sent the child on to Rockhome, where he was taken in by the Dulgur family of the Syrklis clan. He knew his name was Morur, but would not name his parents or talk about the massacre. Though the Dulgurs treated him as one of their own, he grew up distant from them, always absorbed in engineering clever little gadgets (often painful traps for treasure chests and treasure rooms). When he was of age, he apprenticed himself to a Syrklis engineer from another family and left the Dulgurs; when he'd learned what he wanted from his master, he left him, too, and began accepting work creating vicious traps for any sort of container, work of art, or other situation. While he was doing so, he was also discovering another hobby he took a delight in: hiding in shadowy nooks in

the Upper and Lower cities, and banging unsuspecting passersby on the head. Sometimes he took their goods. Sometimes he left them. Just hitting was enough... usually. Sometimes he had to kill them to have fun. In short, Morur is the dwarven equivalent of a psychopath, and has, over the years, discovered a few other dwarves who like causing pain and consternation for their own sakes. They, and some humans with similar proclivities, form the Underside, Dengar's equivalent of a chaotic criminal underground. His home, official workshop for himself and unofficial headquarters of the Underside, is in Upper Dengar.

Personality: Morur is a sullenly silent dwarf who has trouble meeting the eyes of others. He accepts commissions to make little traps and delivers excellent ones, but is dithering and nervous when dealing with people, even other dwarves, in these circumstances. In the shadows, with a club or a hammer, hiding his face behind a mask, he's another Morur, happy as a lark and eager to avenge millions of anonymous wrongs done to him by injuring and killing dwarves and people he's never met.

Appearance: Morur is a large (4'2", 170 lbs.) and powerful dwarf, but seems smaller because of his perpetual slouch and the fact he has trouble looking another in the eye. He wears dark browns and blacks and he never, ever smiles or indicates cheerfulness or approval. His hair is black and not usually groomed.

DMing Notes: Morur is a chaotic criminal and an opportunity for adventures for the player-characters. He can pound a player-character or favored NPC in his usual enterprises, and be the hunted prey of a party of vengeful PCs (in an equal contest of abilities, since he's an experienced fighter and ambusher and knows the city well). King Everast can hire the player-characters, dwarves or not, to track him down, leading to interesting stalk-and-chase adventures. And don't forget that he has allies....

Characters

Combat Notes: 8th-level dwarf; AC 7 (leather armor); hp 40; MV 120' (40'); #AT 1; D 1-6 mace, club, brass knuckles, or ingenious gadgets; +2 from strength; often *strikes to subdue*, meaning that the damage is temporary and will not kill a victim, but will certainly leave him with a headache; Save D8; ML 3; AL C; S 17 I 14 W 3 D 10 Co 11 Ch 6. Languages: Dwarvish, Ylari, Alignment (Chaotic), Gnome, Goblin, Kobold (one more choice not yet taken). General Skills: mining (I), engineering (I), mechanical engineering (I), craft of making vicious little traps +1 (I+1), shadowing victims (D).

Irena Piotrev

*Irena, Daughter of Magda
Hired Magic-User*

History: Irena is a student of the Magicians' Guild of Specularum, in Karameikos. Daughter of an impoverished wheelwright's family from the village of Marilenev, she ran away from home to escape her gloomy existence and begged Teldon, head of the Guild, to teach her. Fortunately, she did have the potential to learn magic and he accepted her as apprentice. After she had gained some experience with magic and graduated from apprentice to journeyman status, he recommended she go out into the world and make her living with her skills for a while before resuming her studies—in specific, he recommended she go to Rockhome, whose dwarves have occasional need of magical effects but abominate any magic-user with the taint of Glantrian teaching. She came to Rockhome a year ago and has found both steady employ from the dwarves and an ally in fellow countryman Ambassador Hyraksos. She lives in Upper Dengar, in the human community, but travels all over Rockhome in the pursuit of her work.

Personality: Irena is still very young and insecure in her abilities and her own worth; she is, however, slowly gaining in confidence as she makes her own way in the world. She is fond of singing and dancing, and is good at both. Her painful shyness, which would earn her the reputation of wallflower in human communities, is misread by the dwarves as a very proper attitude toward social dealings with the dwarves, and so she is actually quite well-regarded by her Rockhome patrons and acquaintances.

Appearance: Irena is in her late teens, already tall (5'7") and still growing. Her complexion is very fair; her hair is long, straight, and black; her features are delicate. She is a Traladaran girl of Karameikos, meaning that she typically dresses in the gypsy-like garments of her people: plain blouse, multi-colored skirt, colorful scarves, clashing jewelry (especially bracelets and anklets) in profusion.

DMing Notes: Irena has several functions in a campaign. In episodes where human or other nondwarf characters are visiting Rockhome, she can serve as a source of knowledge on the dwarves (at least being able to tell the characters how to deal with them, and how not to); in spite of her shyness, she may introduce herself to a party consisting mainly of humans, in order to learn what's going on in the outer world, especially if one of the characters is evidently Karameikan. In a mostly-dwarf campaign, Irena could assist the party on adventures, beginning when the characters reach Expert level. In any case, as a magician in a nation which hates Glantrian magicians and despises elves, her ability is a rare commodity.

Combat Notes: 6th-level magic-user; AC 7 (from Dexterity bonus); hp 17; MV 120' (40'); #AT 1; D 1-4 (dagger); Save M6; ML 7; AL N; S 8 I 18 W 11 D

16 Co 10 Ch 15; Languages: Thyatian (Karameikan accent), Traladaran, Alignment (Neutral), Dwarvish (Rockhome dialect), Elvish (Callarii dialect). General Skills: riding (D), singing (Ch), dancing (D), scholarship (I), knowledge of Rockhome (I), knowledge of Karameikos (I), farming (I), profession of wheelwright (I).

Spells Normally Carried: First Level—*floating disk, light*. Second Level—*knock, levitate*. Third Level—*dispel magic, fly*.

Spells In Spell Books: First Level—*charm person, detect magic, floating disk, hold portal, light, magic missile, read languages, read magic, sleep*. Second Level—*continual light, detect evil, detect invisible, knock, levitate, phantasmal force, web, wizard lock*. Third Level—*dispel magic, fly, hold person, water breathing*.

Magical Items in Possession: *ring of telekinesis* obtained through adventuring.

Note to DM: You've noticed that many dwarven names have been used in this section. It's entirely likely that your players, when creating names for their characters, will come up with many of the same names independently. There's no problem with that; this is why the dwarves use epithets to set their names off, and often introduce themselves as the son or daughter of another: it's to distinguish "Bofin son of Bofur" from "Bofin son of Dofin."

Incidentally, if you want to know how dwarves say "son of" or "daughter of" in their own language, it's the dwarf adjective "warf" used as a suffix to the parent's name: Thus, "Duric son of Kuric" is "Duric Kuricwarf" and "Kori daughter of Filia" is "Kori Filiawarf" in the dwarvish tongue.

MONSTERS

Rockhome does have its share of monster life, from ordinary livestock to bizarre creatures known only in these dwarven mountains. This section will let you know what they are.

Old Monsters

Monsters which are already familiar to the DM from previous publications, and which occur in Rockhome, include the following:

FROM the Basic Set

Ant, Giant. These occur in certain remote parts of the Rockhome mountains. With the aid of dwarf-clerics and their *speak with animals* spells, the dwarves have managed, in a few mining communities, to cooperate with these creatures for mutual benefit. The ants do the hard work of gold-mining; the dwarves ship in foods for them.

Ape, White. These are found in mountain caves far from ordinary dwarf settlements.

Bat, Normal.

Bear, Black. Found in wooded mountain areas.

Boar. Found on wooded slopes near the dwarven lowlands.

Cat, Great. Mountain lions are found throughout the Rockhome Mountains.

Dragon. White and red dragons, though rare, are to be found in the mountains far from the dwarven communities. Battles between dwarves and red dragons make up many epics in dwarven folklore.

Goblin. Goblin tribes live in Rockhome's mountains, far from the dwarves, usually near the borders to other lands. They make occasional raids into Rockhome.

Gray Ooze. They are found in the wild, but are also used by the dwarves, kept in smooth stone and porcelain pits; their acid is used to etch designs into weapons, and they are also used to dispose of rubbish.

Hobgoblin. See Goblin.

Kobold. See Goblin.

Mule. Used by dwarves as a pack animal.

Ogre. Found in the far eastern reaches of the Makkres Mountains.

Orc. See Goblin.

Rat, Normal.

Wolf. Wolves inhabit the mountain regions of Rockhome and can be very dangerous to traveling parties and small communities.

FROM the Expert Set

Black Pudding. As with the Gray Ooze (above), found naturally and used as disposal creatures by dwarves, usually kept in stone or porcelain pits or containers.

Giant. The eastern reaches of the Makkres Mountains teem with giants, particularly hill, stone, and frost. Fire and cloud giants are unknown in these areas. It is rumored that there is a storm giant in those hills as well, but no dwarf does much exploration in those lands to confirm this.

Horse. Horses are used as pack animals and riding beasts, especially near Greenston. Draft horses are most common, riding horses nearly as frequent; there are no war horses in Rockhome except when wealthy human warriors visit.

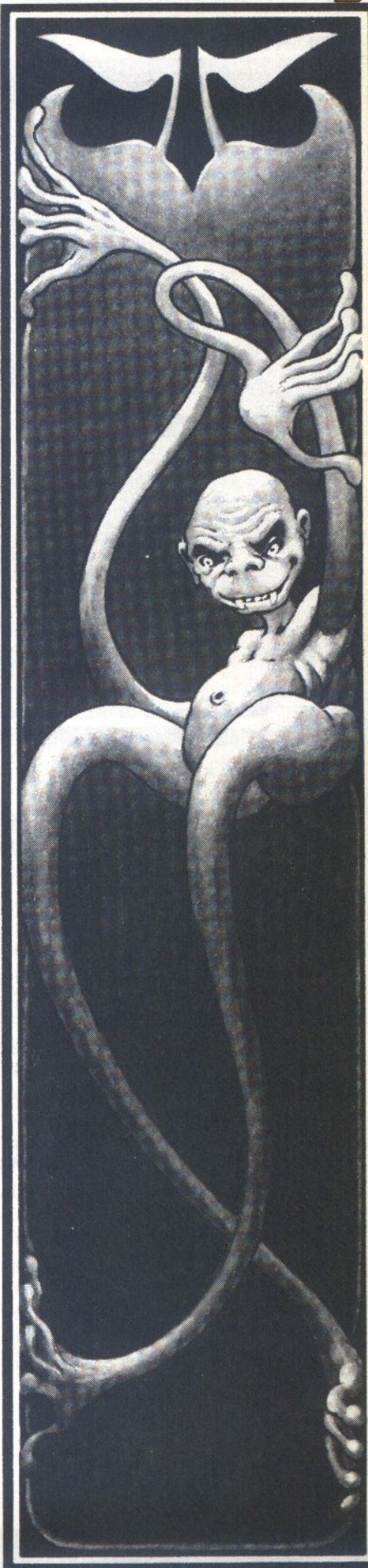
Troll. Trolls live in the wild eastern region of the Makkres Mountains, sometimes wandering near dwarven communities to catch the occasional lone traveler.

Vampire. Vampires are not a common threat in Rockhome, but when they do occur—especially when a dwarf is made into a vampire—they are notoriously difficult to get rid of. Dwarven clerics cannot turn them, and the Rockhome mountains are riddled with hiding places, so they are a greater threat in the dwarf-kingdom than in human lands.

FROM the Companion Set

Beholder. These horrid monsters are rare but are encountered once every few years in the deepest and oldest of caverns being explored.

Rock or Cave Toad. This dangerous amphibian is found in the mountains





and hills of Rockhome, especially along the course of the Hrap River.

Snow Ape. This creature, too, is a denizen of the eastern Makkres Mountain range.

From the Masters Set

Beholder, Undead. These are encountered even more rarely than the true beholder, above. Rockhome dwarves speculate that the ones which are encountered are created by the magicians of Glantri and floated over into the dwarf-kingdom for purposes of harassment.

Sasquatch. These reclusive beasts are reported in the northern parts of the Altan Tepes, and have been seen as far south as the Stahl River.

New Monsters

Choker

Armor Class:	4 (9)
Hit Dice:	3*
Move:	10'
Through Rock:	1'
Attacks:	1 (Strangulation or ripping)
Strangle Dmg:	1-8
Ripping Dmg:	1-4
No. Appearing:	1-6
Save As:	F3
Morale:	4
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	50

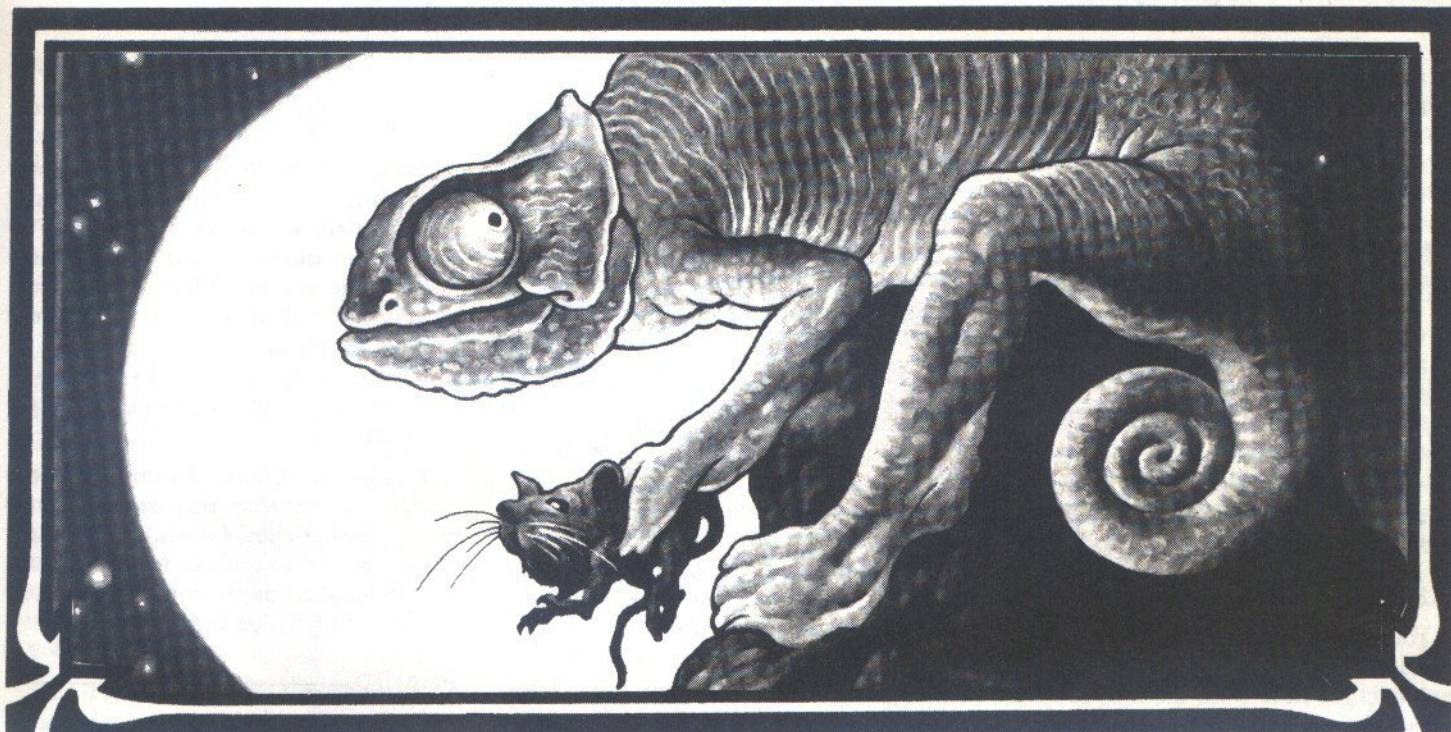
The choker is a bizarre creature which is found in the caves and caverns of Rockhome, particularly in the settled but less densely populated regions.

Chokers are more or less humanoid, having two arms, two legs, a torso and a head. But though their torsos and heads

are small and compact, the size of a baby human's, their arms and legs—and fingers—are incredibly spindly and long, so that an adult choker, stretched to its full length, would stand nearly 6' tall.

Chokers' limbs are tentacular, having no bones to speak of. The choker lives by crawling along the crevasses, dry underground riverbeds, and airshafts that accompany dwarven building-sites. Finding an opening into an area where dwarves or men pass, it lies in wait. When a lone dwarf passes, the choker reaches out and begins to strangle him. If the attack succeeds, the beast uses cutting cartilage on its fingers to carve its victim into readily-transportable pieces and carts him away. If, however, the victim puts up too much resistance, the choker quickly turns and flees; chokers don't care for resistance.

Chokers tend to be stony brown in color. They are vaguely intelligent and have a primitive language, but do not make or use tools.



Lake Klintest Monster —

Armor Class:	4
Hit Dice:	13
Move:	10'
Swimming:	100'
Attacks:	1 bite
Bite Damage:	3-18
No. Appearing:	1
Save As:	F13
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	1350

There really *is* a Lake Klintest Monster—several, actually, for there are several examples of the species living in the lake. The Monster (nicknamed Klinta by the locals) is a variety of watergoing dinosaur, adapted to cold-water life. It looks rather like a long (40') snake, rather fat in the middle, with four flippers for movement and a large saurian head atop its neck.

It lives on fish; it cannot possibly swallow something as large as a thrashing dwarf, but may emerge to take a look at what's making all the noise on

the surface. If it is attacked, however, it will attempt to kill its attackers; if it is injured and escapes, it will attack any creature (other than Klintas) it sees until its wounds heal.

Lizard, Rockhome —

Armor Class:	5
Hit Dice:	3
Move:	120' (40')
Attacks:	1 (bite)
Bite Dmg:	1-6
No. Appearing:	2-8 (in the wild)
Save As:	F3
Morale:	9
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	35

If the dog is man's best friend, then the Rockhome lizard is the best friend of the Rockhome dwarf.

This lizard, possibly an ancestor of the lizard man, stands on two legs, averaging about 5' high (about 9' from head to tail) and is roughly as intelligent as the domesticated dog. It has fairly weak but long forelimbs which it uses to catch at

prey; it has strong jaws, and runs very fast. The Rockhome variety of this creature is, however, completely nocturnal; it lives in caves and can only emerge at night, and seldom chooses to do so then.

These creatures vary from pure white to whitish hues of green and blue.

In the wild, the Rockhome lizard lives in large cave complexes and feeds on rats and the occasional choker. If subterranean food is rare, they emerge at night to feed on small forest animals and, sometimes, wolves or lone travelers.

However, the lizard thrives in captivity and can be trained to perform simple tasks, such as:

- Continually running in large wheels to provide power to machines;
- Catching rats and chokers;
- Carrying dwarves on their backs; or
- Being yoked together in groups to haul wagons, chariots, or heavy blocks of stone.

Unfortunately, the Rockhome lizard dies when exposed to sunlight (suffers 1d6 points for every hour in sunlight) and doesn't get along too well with horses, else they'd be the dwarves' draft animal of choice.

The Rockhome Campaign

In this section, we'll talk about campaigns involving Rockhome: those set in Rockhome, and those whose characters are just passing through the dwarven kingdom.

The DM and Character Backgrounds

If your campaign's characters have been created for Rockhome, you ought to do some work on developing their characters' histories, families, and backgrounds, before your campaign starts. You don't have to do the equivalent of a master's thesis on this topic, but you ought to put some work into it.

Starting Points

Your player will hand you some of the necessary starting points on his character's background. With the information in the Players' Section, they've come up with their characters, including the background information of the characters' clan, family social standing, and home town. Now, it's up to you to flesh out, and help him flesh out, his character's background.

If you're wondering why you should go to all this effort, rest assured that it's a big help to the role-playing side of the game. The more the player knows about his character, what he's experienced and what he knows, the more things will occur to the player—things to say, things to do, things to try in the course of an adventure. The more fully-realized the characters are, the better the campaign is, even if the campaign is normally devoted to mass warfare or tactical problems or old-fashioned dungeon-delving.

Quiz the Player

The first thing you can do, to develop these characters and take some more of the work off yourself, is to ask the player to do some thinking about his family and background. Perhaps *he'd* like to come up with the name of his family. Perhaps *he'd* like to work up the names of his parents and siblings and decide what his relationships are with them.

Take what he gives you; let him know that there's always the possibility you'll have to change some things to make it all fit better in your campaign. Then give it a read-through to see what will work and what won't.

Be careful of players overstepping their bounds with this. If a player writes something like, "I am the favorite of Buric, my father, head of the family, and though we are poor and struggling, he always lavishes the spare gold and equipment he can gather upon me..." he's giving you a line. This is an example of a player trying to get around the economic circumstances which the die-rolls have given him. For your part, you can leave the character the favorite of the family-head Buric, but make Buric a sensible leader who does not further impoverish the rest of his family to coddle a spoiled son. The player-character will have to earn his gold.

Having looked over the player's wri-teup, chosen the elements you can use and eliminated those you can't, it's now time for you to round out the character's background.

Clan

It's quite possible, especially if all the characters are dwarves, that two or more dwarf-characters come from incompatible clans—such as the Wyrwarfs and Torkrests. If they're good role-players, the two characters are going to be at one another's throats. There are a few things you can do to keep this situation in line.

Talk to the Players. Tell each player of one of these antagonist characters that a character from an opposing clan is part of the party. Tell him also that they should use this as an opportunity for some interesting friction in the party, disagreements and arguments, but not too many, and that it shouldn't be resulting in challenges and attacks between the characters (except, perhaps, at the climax of a long story). Suggest to them that there's always the chance that they can become friends through adversity if neither of them is totally unreasonable about their differences.

Arrange for a Leader. If the party is to have a leader, make sure it is neither of the antagonistic dwarves.

Make Them Need One Another. From time to time, throw the antagonists into situations where they have to rely on one another or die. If they don't rely on one another, they die and their players can roll up new and more reasonable characters.

If none of the above looks like it will work in the circumstances of your campaign, try this:

Change the Clans. Tell one (or both) of the players that the dwarf cannot belong to that clan, for reasons of party unity. Choose a new clan for the character, or let the player choose one from choices you provide him.

Family

Having decided on the character clan, you can now choose the character's family name, if the player hasn't already done so. Review the clan philosophy and create a family that fits more or less within it.

Don't forget that every profession and every social class is represented within every clan. In the aristocratic Everast clan, there are poor farming families and average-wealth families and renowned and wealthy families boasting many craftsmasters. The same goes for all the other clans, Wyrwarfs included; there are rich Wyrwarfs, even if most of the clan consists of poor farming families.

Having come up with the family name and circumstance, you need to come up with at least the names of the character's nearest relatives, and where their interests and abilities lie. The player may have already done this for you, in which case you must at least review and approve the information, if not modify it.

If the campaign leads the characters around to interacting with the members of one character's family, you can dig out your notes and work up the family members in more detail, at your convenience.

Friends, NPC

Also as part of the character's background, you can create NPCs who are old friends of the character. Be sure to tell the character who they are, the circumstances of their friendship, and their interests and abilities.

These old friends are useful in a variety of ways.

Old Friend's Help. If the characters find they need a particular skill or resource which none of them has, but which an NPC friend does, remind the character that his old friend can help them. This shouldn't happen too often—player-characters prefer to be independent when possible—but, done occasionally and with interesting NPCs, this will add some character and depth to your campaign.

Old Friend Needs Help. That plot device cuts both ways: sometimes an old friend will need help. His family's in trouble, he's in trouble, he's under arrest, he's been kidnaped. Player-characters will respond quickly to this situation (assuming, again, that you don't use it too often).

Avenging the Old Friend. Elaborating on the plot device above, you can give a character a strong emotional stake in a story by having one of his old friends slain by the story's villains. This is cold-blooded, true, and shouldn't be done more than once or twice in the entirety of a campaign, but is a good plot device anyway.

Friends, PC

You can, and should, also relate the player-characters to one another from their pre-game days. If two or more characters belong to the same clan, they can have been taught by the same crafts-master for mining, engineering, or any other skill they share. Even if characters do not belong to the same clan, you can establish that all of them had served for a few years in the Rockhome military, and were part of the same unit.

Why? Well, if you establish that some

of the PCs were friends in years past, the party will be stronger for it: There will be less player-to-player argument and distrust.

Age

Finally, determine the ages of the player-characters, if only because people tend to know how old they are. Unless a character really wants to be a specific age, you should establish most of the characters as being between 35 and 40. This gives them up to age 20 in their childhood at home, and a few years afterward to have been trained as apprentices in other crafts and/or been part of the Rockhome military. Now, as youths approaching Adulthood, they're wandering out in the great world to adventure.

Why this age? Because, after a few gameworld-years of adventuring, the characters will have risen several experience levels and may be thinking about returning to their clans and taking the leaderships of family and clan. In Rockhome society, they need to be Adult (age 50), or nearly so, to be accepted in these roles. And if the characters *don't* want to pursue these goals, there's nothing wrong with them starting at these ages. The dwarven age of 20 is rather like the human age 13, and the dwarven 50 is similar to the human 20, in the eyes of adult dwarves.

Now you've finished creating the dwarf-characters' backgrounds; you can go on to creating the campaign.

Types of Campaigns

There are several ways you can use *The Dwarves of Rockhome* within your campaign. Here are some of them:

The "Living In Rockhome" Campaign

In this campaign, most or all of the characters are Rockhome dwarves. Exceptions include hired magic-users and other visitors to the dwarven realms. Glantrians and elves won't be part of this campaign.

Numerous adventures and adventure ideas for this sort of campaign appear on following pages.

In the early days of the campaign (Basic and lower Expert adventures), the characters deal with the threats that face Rockhome: monster attacks, invasions, explorations of distant parts of the realms, and the lower-level results of high-level politics.

In the later days of the campaign (higher Expert and Companion adventures), the player-characters are important figures in Rockhome politics: they not only have to deal with the usual action/adventure problems (monsters, orcs, explorations again, etc.) but have to deal with the shifting tides of Rockhome politics.

The "Soldiering In Rockhome" Campaign

In this campaign, all of the characters are dwarves—in particular, dwarves serving in the Rockhome military.

In the early days of the campaign (Basic adventures), the characters start out as common soldiers. Some of their adventures are army-related: repelling invasions, cleaning out infestations of monsters or nonhumans, building roads and fortresses in areas where the local creatures don't appreciate their presence.

As the campaign continues (Expert adventures), the DM should start promoting the more charismatic and leader-oriented characters to officer positions. They are put in the same situations, but now the player-characters have to make life-and-death decisions for PC and NPC subordinates.

In the late period of the campaign (Companion and Master adventures), the characters can leave the military to return to their families and the problems posed by them (as described above, under the "Living in Rockhome" writeup), or can accept higher officer appointments such as generalships and captainships and begin to shape the wars themselves. They get to decide when to launch campaigns against the

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giants in the eastern hills, how to defend Rockhome against the massive armies moving against the Sardal Pass, etc. Then, having made the policy, they get to implement it, go into the field, personally lead their troops, perhaps using the *War Machine* or **BATTLE-SYSTEM™** game mechanics to resolve their battles.

The "Dwarves In the Wide World" Campaign

Perhaps more commonly, players will use *The Dwarves of Rockhome* to create dwarf-characters who adventure outside the Rockhome setting, usually in parties with a mixture of character races.

This is fine for Basic and Expert adventures, and the dwarves will be a helpful part of the campaign; the types of adventures that are run and the characters' progression are discussed throughout the D&D® game books.

Eventually, if they're role-played in a proper manner, the dwarf-characters will want to settle down, at least by the time they reach Companion levels. They don't have to return to Rockhome if they don't wish; they can always marry or be inducted into local dwarf-clans, or petition the Dwarf-King to be allowed to colonize regions near the lands of their nondwarf friends.

The "Usual Heroes Visiting Rockhome" Campaign

You can use this supplement merely as a setting, an interesting place for your usual player-characters to visit. Again, you should look at the adventures which are presented on the following pages, in particular at the advice given for non-dwarf parties and campaigns.

Dwarf Masters Adventures

Dwarves, too, can attempt to achieve Immortality, along the paths of the Dynast, Epic Hero, and Paragon. If a dwarf chooses to attempt Immortality, though, he has a difficult path before him, perhaps more difficult than other races.

This is because the dwarven patron, Kagyar, is an Immortal of the Sphere of Matter, which is denied to dwarves and all other races but human. A dwarf cannot ask for the patronage of the Immortal whose philosophies dominate the dwarven life.

Here follow some notes on the individual paths.

The Dynast

If a dwarf-cleric undertakes this path, he must find a patron who is acceptable to Kagyar. If he does not, his clerical abilities will be removed (though he loses no experience) for the duration of his dynastic trials.

The dwarf undertaking this path must colonize a land far away from Rockhome, build it to the stated strength of 10,000 or more dwarven inhabitants, and found the dynasty required of him, then undertake the second part of his path: finding the artifact that will let him travel through time, and aiding his descendants at different periods throughout history.

The Epic Hero

Though this path typically favors the thief class, it is the path preferred by dwarves and dwarf-clerics. It is the dwarven favorite because it involves finding an artifact, destroying an entropic artifact (perhaps allowing the dwarf to study it before destroying it), training a successor (the dwarves do love to pass on knowledge), and, most importantly, to create a legendary weapon and some other great and miraculous construction.

But as with the Dynast, the dwarf-cleric must find a patron agreeable to Kagyar or lose his clerical powers for the duration of his path.

The Paragon

This is the second favorite of the dwarves. It involves the creation of a new magical item, and so appeals to the dwarves' creative urge. Training apprentices is suited to the dwarf's character. Reshaping all the land within a 100-mile radius is a mighty task, and—

without the benefit of magic-user sorcery—a very challenging one, but a dwarf engineer can do it with enough time and manpower. And, finally, the prospect of doing harm to magic-users, and driving them out of a 1,000-mile radius, appeals to the dwarven mind.

Unfortunately, it's not a simple thing to do; a 12th-level dwarf, regardless of his experience, is seldom a match for a 36th-level magic-user. So the path of the Paragon, though appealing to the dwarf, almost always results in death for the dwarves who try it.

Dwarf Politics

A lot of the information given in the "Dwarven Society" and "Characters" chapters involves the politics of Rockhome: how the clans interact, how the dwarves make and pass laws, and so forth.

However, that shouldn't be mistaken for an invitation to dump dwarf politics into every aspect of the Rockhome campaign. Politics should be used only to make a campaign more interesting... you use them to complicate the characters' lives, yes, but without complicating the *players'* lives. So let's talk about just how to do that.

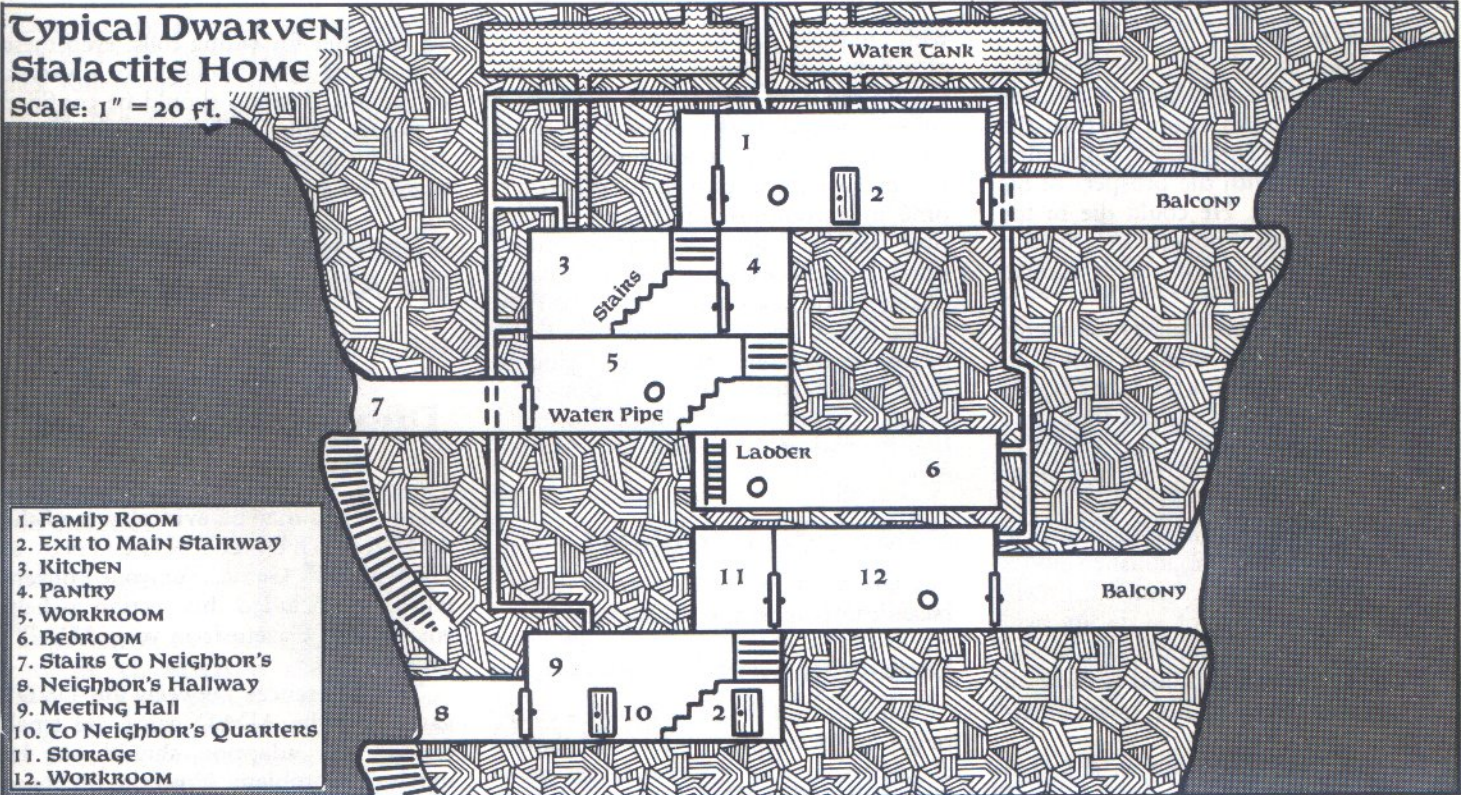
Basic Adventures

In the characters' early adventures, dwarf politics affect their lives in a "trickle-down" manner. A clan-leader decides to send a caravan to Ylaruam: the player-characters are the guards and teamsters and carters on the caravan. A clan-leader decides to secretly despoil another's goods: the player-characters are chosen to do the despoiling (or are hired to protect the goods). A general decides to have some reconnaissance done deep in the Makkres Mountains: the player-characters' squad is chosen to do the dirty work.

The PCs, if they dig deep enough, can often find out who's behind what, but politics should only be entering their lives as the catalyst for adventures.

Typical Dwarven Stalactite Home

Scale: 1" = 20 ft.



- 1. Family Room
- 2. Exit to Main Stairway
- 3. Kitchen
- 4. Pantry
- 5. Workroom
- 6. Bedroom
- 7. Stairs To Neighbor's
- 8. Neighbor's Hallway
- 9. Meeting Hall
- 10. To Neighbor's Quarters
- 11. Storage
- 12. Workroom

Expert Adventures

In the characters' middle adventures, politics are affecting their lives in the same manner as above, but they tend to have more say in what's going on. As junior officers, famous adventurers, and likely prospects for family and clan leadership, they can often pick and choose their assignments; they can initiate actions against those who displease them; they can trade favors (their services) for favors (political help from political figures). They will often be aides-de-camp to the most important figures in Rockhome, and pick up a good idea of what's going on at the Senate level of rulership; however, again, it's the adventure which is important, not the voting sessions.

Companion Adventures

In their higher-level adventures, the characters are becoming the politicians. Those who don't become family and

clan leaders may still be appointed Senators, ministers, and ambassadors.

At this point, you can present them with difficult tasks which take place on both the diplomatic and action/adventure levels.

Example: The player-character is now a Senator and leader of a major family within the clan. While he is in Grand Council, the dwarves are debating the King's new trade concessions to a Darokin merchant. But the character knows the merchant: under another name, years ago, when they were both adventurers, the merchant was the PC's enemy. The character knows the merchant is treacherous and usually working for evil powers. He also knows that if he just yells this out in the Grand Council, he'll do no good without proof and will alert the enemy to his presence. He will come to the conclusion, or be advised by his clan-leader, that he must acquire the proof of what the merchant is doing and present it to King and Sen-

ate. This means that he has to dust off his fighting togs, bring his friends together, and investigate the merchant: sneaking into his caravan or fortification, finding out what traps and evils lie there, getting out again, getting back to the Senate forum on the day of the final vote, presenting the proof, and dealing with the merchant's certain wrath and attack... all these are adventure elements influenced by the political dealings within Rockhome.

Power Corrupts

Some players will become a little strange when their characters acquire power. A military commander may suddenly decide to lead his troops in an unofficial blood-and-thunder raid into Alfheim, creating a major international incident. A character could theoretically become king of Rockhome and then decide to devote all his nation's resources to some idiotic plan which ruins the campaign for the other play-

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ers. What to do?

Your best bet at this point is to face the character with rebellion. A military commander who is about to ruin the campaign for everybody concerned could be faced with the prospect of his troops mutinying. He could die in the rebellion. A king who acts in a foolish manner could face civil war or assassination.

In short, if some player suddenly loses his feel for the "internal reality" of the campaign when his character is presented with power, take immediate steps to let him know—both in the context of the game and outside it—that he's messing up.

First, let him see the initial negative effects of his actions. Established NPCs will lose their respect for him, will accuse him (rightly) of stupidity, will expel him from their families. Innocent NPCs may be hurt or killed because of his actions: Present him with their bodies.

Second, give him a way to abandon his plan. If he's leading his minions on a mad course of action, give him something else to do with them (prevent an invasion that he just blunders across, for instance); once he's through, he may decide to abandon his original plan.

Third, tell him, DM to player, that he's about to mess up your campaign (and how), and that you don't want him to do it.

Fourth and last, if he cannot be persuaded to change his plans, let him feel the results of his actions while preserving as much as you can of the campaign for the other players. A lunatic misusing his minions and resources is a fair target for assassination, challenges, mutinies, and even battles to the death with old enemies or old friends, even player-characters, who happen to disagree with him.

Masters Adventures

When a character reaches Masters-level play, politics in general begin to mean less and less. If he follows the path of the Dynast, the politics he must deal

with are those that he faces as the ruler of a new dwarf-nation or colony. If he follows the path of the Epic Hero, he's going to spend years and years questing away from home; Rockhome politics will mean little to him then. When it's time to accomplish his nearly impossible task, he'll be doing the minimum politicking necessary to get it accomplished. If he follows the path of the Paragon, again, the only politics he'll be facing are the consequences of trying to force magic-users out of a 1,000-mile radius. In this case, politics translates into death-duels, not debates or legislature.

Campaign Problems

You face a couple of problems in dwarf-based campaigns, specifically:

DWARVEN MONOTONY

You may find, if you're basing a campaign in Rockhome and all your player-characters are dwarves, that things get a little dull. You have only the choice of dwarf or dwarf-cleric for character classes: there are no magic-users or thieves (or even druids) to add color to the proceedings.

So we recommend that your campaign not be 100% dwarves. Even if it starts out that way, you can introduce other character races and classes later. A party consisting of three dwarves (with different general skills and personalities), one dwarf-cleric, as well as a hired (or friend) human magician and a thief or halfling will be a lot more colorful than all dwarves, even though it consists mainly of dwarves. In fact, were Alfheim ever to establish diplomatic relations with Rockhome, there could even be *elves* in Rockhome, with perhaps an elven aide adventuring with the player-characters.

DWARVEN TRANSPORTATION

A minor problem: Do remember that dwarves can't ride large mounts. They can't ride draft or war horses. If they're on standard riding horses, give them a

-3 modifier for riding rolls; even these mounts are a bit too large for dwarves. In general, dwarves should be confined to ponies, mules and donkeys for above-ground transportation, and Rockhome lizards for underground transport.

Adapting Gazetteers to the AD&D® Game

Advanced Dungeons & Dragons®

Many of you may be avid players of the ADVANCED DUNGEONS & DRAGONS® Game. For your convenience, we included this section to help you use the Gazetteer in your AD&D® campaign.

The differences between the D&D® game and the AD&D game are small enough the adaption should not be much of a problem. However, for those of you who are not familiar at all with D&D games, there are a few details that need to be clarified. For more simplicity, topics appear in alphabetical order.

Alignments: D&D game characters have only three alignments—Lawful, Neutral, or Chaotic. In AD&D games, assign Good, Evil, or Neutral alignments, depending on the context.

Classes: In D&D games, elves, dwarves, and halflings actually are character classes. D&D game elves correspond to AD&D game elven fighter/magic-users. D&D game dwarves and halflings are fighters. At high levels, D&D game demi-humans use Attack Ranks, which are abilities to fight better. Ignore these in the AD&D game. Human fighters, clerics, magic-users, and thieves are unchanged.

Coins: The *cn* abbreviation stands for coin and is a measure of weight equal to the AD&D game *gp*.

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Dominions: They are lands under a character's rule, like AD&D game baronies. Rulers receive taxes from inhabitants as well as income from natural resources and services. D&D® game dominion populations grow an average 15%–5.10 people per month. At 50 inhabitants per square mile, the growth tops out at 1.5%–5.10 people. Use AD&D® game taxation.

Equipment: The terminology in the D&D game is very similar to the AD&D game. Equipment cost, encumbrance, damage in combat, or AC protection are lightly different, but not enough to be worth mentioning. Use the AD&D game statistics.

Encumbrance: See cn or Coins.

Experience: Total accumulated experience for characters is also different between the two games, but again, not enough to have a substantial effect on play. Everybody understands the difference between a level 1 magic-user and a level 15 wizard . . . hopefully!

Immortals: They are equivalent to the AD&D game deities. Immortals often are NPCs who reached level 36, and completed a heroic quest of some sort. Immortals belong to various "spheres", such as:

Matter: usually related to lawful beings, fighter types, or the earth element. Opposed to the Sphere of Time.

Energy: usually related to chaos, magic-users, or the element of fire. Opposed to the Sphere of Thought.

Time: usually related to neutral beings, cleric types, or the element of water. Opposes the Sphere of Matter.

Thought: usually related to any alignment, thief types, or the element of air. Opposes the Sphere of Energy.

Entropy: not related to anything except destruction, it opposes all other spheres. It corresponds to AD&D game lower planes. Lords of Entropy are demons.

Morale: Whenever NPCs or monsters run into difficulties, especially during combat, there is a possibility they would surrender or flee. Use the AD&D game reaction/loyalty system.

Monsters: Some monsters mentioned in this supplement do not exist in the AD&D® game. Simply replace them with another appropriate creature. Keep an eye on play balance; differences in HD and special abilities may occur at times, calling for adjustments.

Movement: Movement rates in D&D game are given in feet/turn, and then in parenthesis, in feet/round. In D&D games, 100'/turn equals 10"/round in AD&D games.

Ranges: All distances are expressed in feet, rather than inches. Assume 10 feet are equivalent to 1" in AD&D game.

Rounds: Rounds and turns are used the same way in both games. The D&D game does not use segments. A D&D game round equals one minute; a D&D game turn equals 60 rounds—for more simplicity use the AD&D game equivalents, without converting.

Spells: Some D&D game spells have slightly different names than their AD&D game counterpart. Modify the number of memorized spells listed for spell-casters, to match the AD&D® game rules.

War Machine: It is a mass combat system developed in the D&D game, that has no equivalent in AD&D game. BR stands for Battle Rating and is only used for the War Machine. We suggest the BATTLESYSTEM™ Fantasy Combat Supplement which works for both games.

Weapon Mastery: Ignore details for D&D game weapon mastery and replace with the D&D game equivalent.

Wiccans: Similar to witch-doctors (see AD&D Game Tribal Spell-Casters).

Final Notes: Keep in mind when adapting your D&D adventures, that AD&D characters are slightly tougher at low level, but D&D characters can deliver much more damage at mid to high level.

The game is designed to handle very high levels of play, up to a maximum of level 36. It is suggested that you keep the same levels of experience in the two games, up to level 20. Beyond, assume that each two D&D game levels equal one character level in the AD&D game, rounded up. Using this, a level 36 wizard would turn out to be a level 28 archmage in the AD&D game.

Gazetteer nations can now be set up in other game worlds, such as those described in the FORGOTTEN REALMS™ Campaign Set, or the WORLD OF GREYHAWK® Fantasy Game Setting. This offers interesting alternative developments to regions not yet charted, allowing you to continue your campaign without having to switch to the other game. The best of two worlds could create the greatest campaign ever!

A neat way to link Rockhome to other worlds be through the plane of earth. Assume that a magical rock hidden at the heart of Dengar allows entrance to the plane of earth. From there, hardy adventures could reach the dwarven nation of the Great Rift in the Forgotten Realms, or the Lortmill Mountains in the Greyhawk. Dengar's Magical Rock could be located in the Old City (see page 51 in this booklet).

Race for the City

For Characters Levels 1-3.

Basic Plot

This adventure presupposes that Throic, the manic leader of the Thorns, can persuade the player-characters to accompany him on one of his periodic forays into Alfheim for some mischief. Ways he can do this persuading are discussed below. The expedition into Alfheim occurs, and can be futile or successful. But on the way back, the characters discover that an army of orcs has discovered the Darokin Tunnel and is marching on Rockhome. They must sneak past the orcs and either delay them or simply outrace them back to rouse the dwarvish army.

How Characters Get Involved

For Dwarf Parties: Throic, in the city of the player-characters, will invite them to a drinking-party in some inn or another. While they're drinking, he'll talk about his exploits in Alfheim, painting a picture of merry antics against the elves. Finally, when the player-characters are more or less crooked, he'll propose a new expedition, to begin in a few days, in Greenston: would the PCs like to be involved?

If they would, fine: go on to the next part of the adventure. If not, he'll continue trying to persuade them. If the PCs still are just not interested, you have a problem: adventurers are supposed to be more adventuresome. Try another adventure, from the "Adventure Ideas" section, in the meantime, and then have Throic try them again at a later date.

For Military Dwarf Parties: Military dwarves have a problem with this adventure: it takes at least sixteen days to accomplish from the time the characters reach Greenston. Perhaps the characters can be persuaded to do the trip on a month-long leave; perhaps their commanding captain is a little crazy and a friend of Throic's, and is willing to give them the time off if they wish to take it.

For Non-Dwarf Parties: This adventure is only appropriate to nondwarf parties if you establish that Throic is an old friend of one or more of the player-characters and so is willing to trust them with the secret of the Darokin Tunnel.

Incidents and Encounters

ONE: Getting to Canolbarth-

The characters collect in the mixed human/dwarf city of Greenston before setting out. If you wish, you can give them "night on the town" city encounters—a human thief steals an item belonging to one of the player-characters, leading to a mad chase through the streets, or the characters get plastered and fall into a dwarvish bar-brawl, for instance.

In the morning, the characters set out. It's a day's march through farm territory, due southwest, to get to the foothills and the place where the so-called Darokin Tunnel (actually nothing more than a game trail through otherwise seemingly-impenetrable mountains) begins to follow the Norden River.

It's five more days of hard trekking along the trail before the characters reach the foothills beyond the Altan Tepe Mountains. They'll pass one or two anonymous mining communities set up along the Norden River; the miners indulgently watch the characters go by, knowing that it's just another spot of mischief in Alfheim.

At any rate, the foothills beyond the mountains mark the border into Darokin. Beyond that, it's another day's march to the edge of the Canolbarth Forest, the border to Alfheim.

During these marches, you can either gloss over the travel time ("Five days through the mountains and another one through the Darokin foothills and there you are, standing before Canolbarth..."), or you can give the characters combat and adventure incidents. Appropriate incidents: Dealing with chokers or wild Rockhome lizards in the hills during the night; dodging a rockslide; helping one of the mining communities with a prob-

lem (giant rats in the deepest mines, for instance).

Two: Adventures in Alfheim

Once the characters have reached the border, Throic leads them into the forested nation, only half a day's march within its borders. There, hiding in the forest verge, he shows the characters a small elvish village built at the foot of a hill along the course of a broad stream. It's a village, he says, which he has never led a Thorn expedition against before; they won't be expecting a thing.

Then he admits—if he hasn't already, in conversation with the player-characters—that he hasn't the faintest idea of what he's going to do to the village. He was going to improvise, and he invites the characters to help him come up with the idea. This is really the opportunity for the *players* to come up with the idea, and the DM, as Throic, can comment on the advisability of various proposed schemes.

This adventure can't predict everything the characters may wish to do. Perhaps they'll want to sneak upstream during the night and build a quick dam to divert the stream through the village. (That's Throic's fallback idea, in case the characters come up with no ideas.) Perhaps they'll want to string cords through the forest at about a four-and-a-half-foot level (too high to interfere with dwarves, but high enough to catch elves every time) and then yell and run away, leading the elves into a painful pursuit. Whatever, allow the characters to come up with and implement their plan, game out the effects, and assign them success based on their own cleverness and effectiveness.

The village has 75 elf residents; the average elf villager looks like this.

Combat Notes: 1st-level elf; AC 9; hp 6; MV 120' (40'); #AT 1; D 1-6 (short sword); Save E1; Morale 9 (6 in Darokin territory); AL N; Spell: 25% *detect magic*, 25% *light*, 25% *magic missile*, 25% *read magic* (roll 1d4).

You can modify the armor classes if the elves have time to organize a real hunting expedition; most will then be AC 6 and some will have bows.

Three: Flight to Rockhome —

Whether or not the characters are chased all the way home sort of depends on how successful and how destructive their mission was.

If it was completely successful, completely surprised the elves, delayed them long enough to give the dwarves a substantial head start, and didn't result in the serious injury or death of an elf, then elven pursuit will be more or less nonexistent.

If it was moderately successful but immediately stirred up the elves like bees, and didn't result in the serious injury or death of an elf, the dwarves will be hotly pursued to the border of Darokin. The dwarves will have rocks hurled at them (1-3 damage, and the elves will not kill a dwarf with the stone-throwing) and may have a brief battle with an equal number of elves; they'll withdraw from the battle the first time someone on either side takes a significant injury.

If it was successful or not, if the prank resulted in the serious injury or death of an elf, the elves will hotly pursue the dwarves as far as the mountain border to Rockhome. At least once, the dwarves will run into a party of elves, equal to them in number, armor, and arms, who will battle with them to the death. This is an effective reminder that pranks should be pranks and not murder.

Eventually, however, after a fast run through the Alheim forest (they took half a day coming in, and it will probably be only half that on the way out), and then a day's march back through the Darokin hills, the characters are once again before the Rockhome mountains.

Four: The Orc Army —

As the characters climb over the first mountain to find the Darokin Tunnel again, they see signs that a large party has passed this way, a day or mere hours

ago. As they follow in the party's tracks—for they lead straight to the Darokin Tunnel and up that trail—they realize, from the shape of the tracks and the leavings dropped by the side of the trail, that they're following a *large* band of orcs—orcs have found the Darokin Tunnel! By their estimates, the orc party may have as many as five hundred members.

The characters will be able to move much faster than the large orc party. By day's end, they'll catch up to it where it is encamped. It is indeed five hundred strong, quite strong enough to wipe out the mining villages between here and the lowlands.

What are the characters going to do? Ask them. The orcs have encamped on the top and sides of a hill; the characters can't cause a convenient rockslide to destroy the whole army.

If no one else makes suggestions, Throic suggests the obvious: The dwarves should split up, with some going on to warn the miners and then get to Greenston to rouse the dwarf garrison there. The other dwarf or dwarves should stay behind to harass and delay the orcs.

Naturally, you should keep the player-characters together. The PCs should be one of these parties, and Throic (and other NPCs if any) should be the other. Let the PCs decide which they want to be: Do they want to stay to harass the orcs, or rush off to warn the dwarves?

Either way, they'll have to sneak around the encamped orc party. Make this an exciting time: The dwarves aren't known for their stealth, and the orcs do have guards on watch. It's likely that a dwarf will have to sneak up on or trick an orc guard and take him out of the action before the rest of the PCs can sneak around and get onto the far side of the trail.

Five (A): Going To Greenston —

If the characters want to rush back to Greenston, that's fine. Normally, this would be four more days through the mountains and another day to Green-

ston; under these circumstances, they're likely to push themselves to go much faster, getting through the mountains in two days and to Greenston another half-day after that.

They'll be notifying the two mining villages that orcs are coming, naturally. The miners say that they'll join forces and try to fortify a pass against the orcs, in case the characters' friends aren't strong enough to hold back the orcs for long enough.

But en route, they've got to have an encounter with the orc scouts, who are moving faster than and much farther ahead of the main orc party. This should be a pitched fight between an equal number of orcs and player-characters, or half again as many orcs if the PCs are all hovering around 3rd level and are in good shape for combat.

The orcs look like this:

Combat Notes: 1-HD Orc; AC 6 (leather and shield); hp 3; MV 120' (40'); #AT 1; D 1-6 (by weapon); Save F1; ML 8 (6 if leader killed).

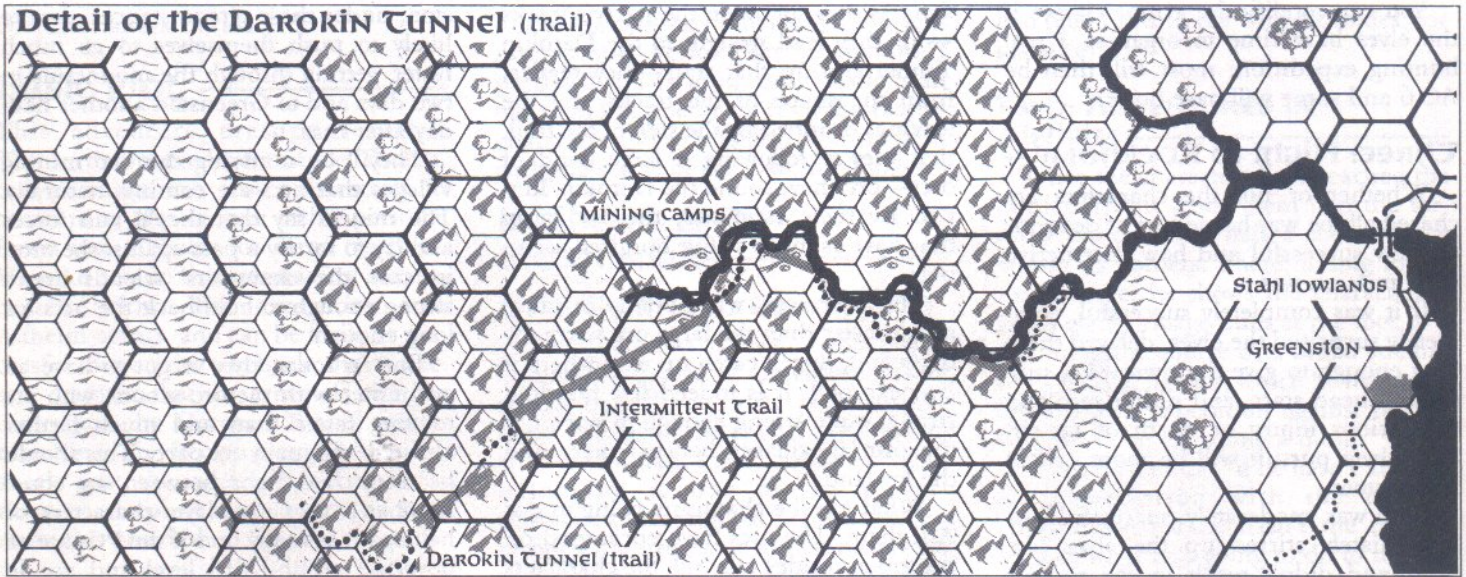
If the characters can win this combat and repel or exterminate the dwarves, they can get to Greenston. The captain there will move out his entire company (250 dwarves); volunteer dwarves and humans will make up another 250. With the player-characters (one hopes), this army will make its way hastily to the Darokin Tunnel.

Five (B): Harassing the Orcs —

If the PCs want to stay behind and delay the orcs, fine. Let them come up with all the ways they'll be doing this. Persuade them to make creative use of their pertinent general skills, particularly engineering. With these skills, they can arrange for all sorts of wicked traps to befal the advancing orc party.

Naturally, the orcs will become aware that there are dwarves bedeviling them. If the dwarves aren't careful, orc-scouts sent ahead to ambush the next trap being laid may do precisely that.

Reward the characters' efforts with success dictated by their skill success



and by their personal cleverness. The first rockslide-trap may catch a lot of orcs by surprise and slay and hurt quite a few of them; the second and subsequent slides will hurt few or none of the orcs. Each of the characters' traps and surprises must be new and original to have any success.

Eventually, though the dwarves may have significant successes against the orcs, they will find themselves pushed back to the very mouth of the Darokin Tunnel, where the foothills open onto the Stahl Lowlands; this will be after about three days of constant trapping and moving. Here, they'll find about fifty miner-dwarves, those warned by the other dwarves, ready to fight to defend Rockhome.

Six: The Big Fight

By the time the harassing dwarves are pushed back to the Stahl Lowlands, the army roused by the other dwarves will be reaching the same place. There the two armies, orc and dwarf with human troops, will clash.

Depending on the success of the harassing dwarves, the two armies may be approximately equal in size (if the harassing dwarves were not particularly

successful), or the dwarf army may be noticeably larger (if the harassing dwarves were very successful).

In either case, game out the resulting clash between the two armies. Don't roll for all the individual dwarves. You can use the *War Machine* rules, or can simply base the armies' success based on the success of their champions: The player-characters on one side, some tough orcs on the other.

The battle takes place in a narrow hill pass; the area that is suitable for troops to stand upon is only 30' across, with steep hills on either side. The dwarves can have crossbowmen on the hills, firing down into the orc ranks; the orcs arrived too late to do so, but may send orcs up the hills to deal with the crossbowmen.

If the dwarves win, the orcs will flee in consternation. If the orcs win, they will still, after due time, turn and leave Rockhome, sacking the mining communities on the way. They were not expecting resistance, and are disheartened because they received stiff opposition, and expect more to come.

CONSEQUENCES

Since this is a major affair involving the use of the Darokin Tunnel, and the first

one to involve nondwarves discovering its existence, King Everast can hardly ignore the affair.

He will commend the characters for their part in the defense of Rockhome. Throic he also commends, but says enigmatically that a dwarf so anxious to command should do so in a proper capacity, and orders that Throic enter the army of Rockhome—an obvious chastisement for the dwarf's part in the Alfheim raids.

He will command that a proper road be built along the Darokin Tunnel, for easier trade with Darokin, and a proper fortress established at its end to defend Rockhome from future invasions of this sort.

He will also give the PCs a monetary reward for their efforts: Each gets 200 gp and a gold ring inscribed with Point Everast on it, as a sign of the king's favor. The ring is only worth 20 gp from a money viewpoint, but is a good memento of the adventure.

Give the player-characters their experience, and in particular give them extra points for particularly clever role-playing and skill use—50 exp per incident, up to a maximum of 250 extra.

The Lost Caverns

For Characters Level 4-6

Basic Plot

In western Rockhome, a cavern has disappeared—or rather been sealed off from the outside world, trapping the colonist dwarves living there. The heroes have to force their way into the caverns, then find, confront, and defeat the deadly antagonist which now occupies the caves.

How Characters Get Involved

For Dwarf Parties: By now, the player-characters should have some notoriety in Rockhome as a group of adventuring dwarves. When the troubles start, King Everast himself will summon the characters, explain the situation, and ask them to uncover the cause of these weird events... and defeat whatever evil might have caused them. Naturally, he will pay a reward for their success, but he doesn't mention this unless some greedy character asks about compensation. If there are no magic-users among the party (which is natural in an all-dwarf party), he will procure the services of an NPC (magic-user Irena Piotrev from the "Characters" chapter) to help the PCs on their quest, if they wish.

For Military Dwarf Parties: If the campaign is based around military dwarves, move the lost caverns to a place near the characters' station. Once weird things start happening, they'll be the dwarves assigned to going in, finding out what's going on, and solving the troubles. There will probably be no MU among the party, but the characters' commander will assign some NPC dwarf-fighters to help the characters.

For Non-Dwarf Parties: Since he prefers for nondwarves to be killed instead of dwarves, King Everast will hire the player-characters to investigate the mystery of the lost caverns. He'll pay them, of course (see "Consequences" at the end of the adventure).

Note: This is a bloody adventure, and a good one for large parties.

Incidents and Encounters

Background

In the mountains northwest of Stahl, Syrklis dwarves recently discovered the opening to a large and accommodating series of caves and caverns. On the orders of Dwalur and Dia, heads of the Syrklis clan, and with permission of the Dwarf-King, several families of the Clan moved to these caverns in the expectation of colonizing there, building a nice strong city in this mineral-rich territory. They moved in and began building three months ago, and there has been weekly communication from the caverns since.

Yesterday, a dwarf from the caverns staggered into the nearest mining village. He was out of his mind with fear and had jagged wounds all over his body which did not correspond to any sort of bite or weapon wound any of the dwarves had ever seen. He died while babbling incoherently about "the balls, the balls" coming to get him.

When the miners reached the site of the cavern opening, they found it missing. The cave opening into the cavern had completely collapsed, and the slope of the hill above it seemed to have been *pulled*, like a piece of cloth or leather, down across the rubble-filled opening. It took the investigators some time to find where the opening should be. The first dwarves on the site began digging and sent word back to the capital of these strange doings.

The next day, the miners re-camped more than a mile from the site. The night after the first day's digging, the miners, one by one, were filled with an overwhelming terror of the site and ran screaming from the cavern opening. Since then, no digging has occurred at the site.

Now, the player-characters have been hired or assigned to find out what's

going on, (and one hopes) to save the sixty or so colonists trapped within the caverns.

ONE: Getting In

To get into the collapsed cave opening, the characters have to dig. But digging is one thing that dwarves are good at. So there are a few days' worth of digging to do, probably three, and you, as DM, should gloss over most of the boring hard work they have to manage.

If they decide to investigate the hillside above and below the cave opening, they will find nothing abnormal.

The first night, if they encamp near the cavern opening, the camp suffers a large rock avalanche which starts much higher up on the hill. For ten rounds, rocks pour through the camp on their way downhill. Each round, each character will receive an "attack" from one rock, which attacks as a Normal Man against the dwarves' current armor classes; if they hit, the rocks do 1d6 damage. If the characters make clever use of terrain, magical items, or clerical spells, they can diminish the damage from the attacks or even avoid them altogether.

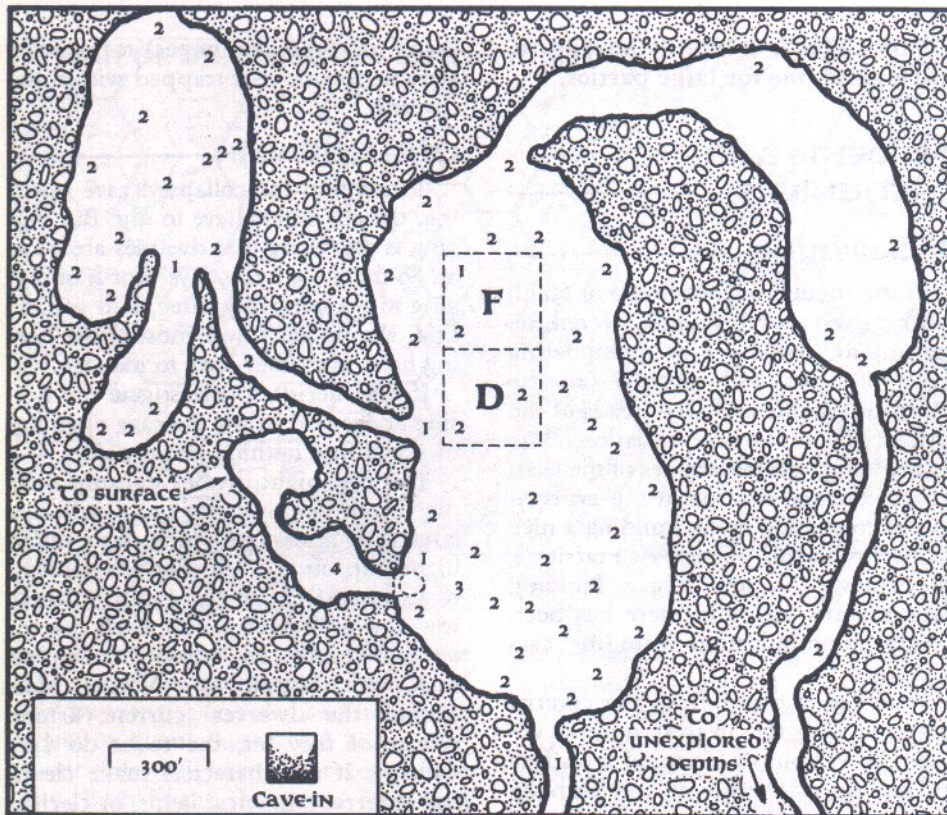
There's nothing to discover from investigating the slope afterwards; though if a character casts a *detect evil* up the slope as the rockslide is going on, he will see a dim, formless glow which is already disappearing about 60' up the hill. The characters won't be able to discover anything there, just rocks lying loose on the slope.

The next night, whether the characters have moved their camp or not, early in the morning (nearly at dawn) the camp will be attacked by a local monster. If you've left this settlement near Stahl or put it elsewhere in western Rockhome, the monster will be a sasquatch. If you've put it in eastern Rockhome, it's a hill giant.

These are the stats for the sasquatch.

Combat Notes: 5-HD sasquatch; AC 6; hp 20; MV 150' (50'); #AT 2 claws or 1 boulder; D 2-8/2-8 2 (× 2d4) or 2-16 (2d8); Save F5; ML 6; AL N; Experi-

The Lost Caverns



ence Value 300.

These are the stats for the hill giant.

Combat Notes: 8-HD Hill Giant; AC 4; hp 32; MV 120' (40'); #AT 1 (club); D 2-16 (2d8); Save F8; ML 8; AL C; Experience Value 650.

Whatever the monster is, it has been *charmed* by the thing that lies in the cavern and persuaded that it should kill these bothersome dwarves camping in this area. So it will stumble in, attack, and stumble out again once it has sustained half its HP in damage (or perhaps not, if it's killed).

If the monster is a sasquatch, it will seem especially strange, as the dwarves know that these shy beasts don't attack large camps; remind them of this once the battle is over, if they don't ask.

Two: Inside

Early on the third day, the characters will make an opening through the landslide and be able to get into the cavern.

When they enter, what they see will

probably disturb them greatly. Take a look at the adventure map on this page.

(D) This is the set of apartment-style quarters the families have built for themselves; they are solid and standing, but have had very little polishing or decorative work done on them.

(F) This is the community smithy and workshop area still under construction. Building foundations are set and certain walls, beams and columns are up, but the area is mostly empty and unfinished.

(1) Every place you see a (1), there are the remains—mostly bones and skin, merely days old—of a dwarf. They show signs of being killed and eaten by many small ravenous mouths.

(2) Every place you see a (2), there is a dwarf—or, rather, the statue of a dwarf. Most of these statues are of dwarves running, with frightened expressions on their faces, often looking back over their shoulders. Many are huddling in crevasses and nooks and other hiding places, looking up, afraid,

as if caught while trying to hide.

(3) Straight up from the cavern floor, in the ceiling, is this dark and nearly invisible hole about 4' across. It leads to (4).

(4) This small cave is the lair of Kruagg, a very old and evil beholder (see the Companion set). Recently, while floating about looking for someplace to spawn—for it was big with young—it spotted this dwarven settlement and decided to settle here to birth and raise its young. All it had to do, it decided, was use *telekinesis* to bring down the opening, then *flesh to stone* on all the inhabitants. Then, it could survive for weeks. Whenever its young got hungry, it could return a dwarf to flesh, then let its young descend upon and devour the dwarf. And so it did. It also found this cave, above the level of the main cavern; this cave has an opening to the slope above. With a clever use of *telekinesis*, Kruagg has plugged the opening with a boulder; it was from that opening that it sent the rockslide down on the players, and, days earlier, from which it emerged to stealthily use its *cause fear* ray on the miners. Most of the time, Kruagg and its six young float in this chamber.

Three: The Stalk

Now, the characters have broken into Kruagg's larder, and the beholder is not happy about it. It intends to kill the intruders and settle back to rearing its young.

Once the characters have entered the cavern to investigate it, perhaps splitting up into smaller parties to search more areas at once, Kruagg will descend into the main cavern and float over to the entrance. With blasts of its *disintegrate* and *telekinesis* powers, it will collapse the opening again, trapping the miners in with it.

Then, it will begin to stalk and attack the characters one by one, beginning with those who are all alone. It will not use its *flesh to stone*, *disintegrate*, or *death spell* powers unless its situation is desperate: instead, it wants to taste the blood of those who have disturbed it.

Once it has attacked one or two characters, it will also begin to taunt the characters, using the dwarven language. It will describe what it has done here and why, and how the characters are going to end up as food for its young.

Remember that the caverns are pitch-dark except when lanterns are used. The dwarves do have *infravision*, but at long range the blurry red shape of a dwarf doesn't look that much different from the blurry red shape of a beholder.

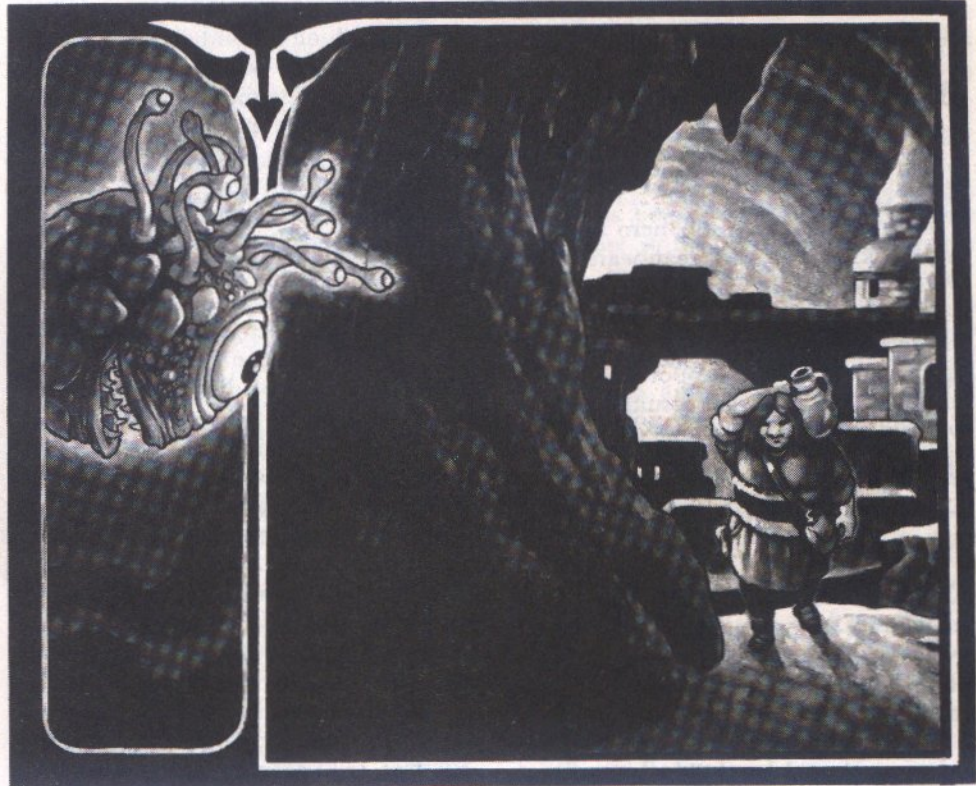
When taunting the dwarves, Kruagg will float up near the ceiling, ducking among the rock formations there to keep out of easy view, or float down among the dwarven construction, to make it hard to hit with missile attacks. It will not approach the hole to its lair; it naturally wishes to protect its young.

Unfortunately for Kruagg, it is an overconfident monster. It may damage or kill several dwarves, but will doubtless sustain damage from each encounter. Once its hit points get down below 10 (for the main body), it will try to flee to save its own life.

It may be too slow; the characters could finish cutting it down as it flees. After all, it flies at a fourth or third the speed of a running dwarf, and certainly can't outrun crossbow bolts and spells. If they do kill it, its young, alarmed by its death-cries, will descend to attack them, prolonging the climactic battle.

If it does get away, though, it will fly to its cave, open the exit, and depart with its young, calling down a final threat of vengeance. And, game-years later, it will return—with its six grown offspring and perhaps other minions—to bedevil the characters in their Companion-level adventures.

Combat Notes: Kruagg the Beholder. 11-HD Monster; AC 0 (body), 2 (main eye), 7 (eyestalks); hp 50 (body), 20 (main eye), 12 (eyestalks); MV 30' (10'); #AT 2 (one bite and one special, eye projection); D 2-16 (2d8) and special eye projection; Save M11; ML 12;



AL C; XP Value 5100. Powers: *anti-magic ray* (main eye), *charm person*, *charm monster*, *sleep*, *telekinesis*, *flesh to stone*, *disintegrate*, *cause fear*, *slow*, *cause serious wounds* (the origin of the wounds on the first dwarf's body), *death spell* (one for each eyestalk).

Combat Notes: Immature Beholders (six). 2-HD Monsters; AC 2 (body), 4 (main eye), 9 (eyestalks); hp 5 (body), 2 (main eye), 1 (eyestalks); MV 30' (10'); #AT 1 (bite or special, eye projection); D 1-4 (1d4) or special eye projection; Save M2; ML 12; AL C; XP Value 40 each. Powers (each young beholder has one active power, 33% for each of the following): *sleep*, *cause fear*, *cause light wounds*.

CONSEQUENCES

If the characters win this adventure—which they probably will, either by killing or driving off Kruagg—King Everast will be, as he promised, grateful.

To each surviving character, he will give 600 gp. If the characters had not been promised payment, this is a reward; if they were hired, this is their fee.

Naturally, there are 55 statues that used to be dwarves in that cavern. This is considered a nuisance but not a catastrophe. King Everast will hire a high-level magic-user to use *stone to flesh* spells on these colonists, and eventually, after a few weeks, all will be returned to normal. It's too late for the five dwarves who were fed upon, but the characters prevented an even greater catastrophe.

If you feel that the treasure mentioned above is too low for your own campaign, increase the gold amount to suit your tastes; also, the rescued Syrklists of these caverns will promise each participant a gift for their valor, and over the next few months will forge a +1 weapon for each character, the weapon best suited to the character.

Clan War

For Characters Level 7 +

Basic Plot

Clan War is a big, nasty mini-series which can take place within your Rockhome campaign.

In it, the dwarven folk-hero and legendary king Denwarf reappears—and wrests the throne from Everast XV, declaring that it is time for him to lead the dwarves along the proper paths once again. Some clans support Denwarf, some don't... and what results is a civil war which leaves Rockhome chaotic and vulnerable.

How Characters Get Involved

Characters will be involved in Clan War merely by being in Rockhome when events start taking place. What they do about these events is entirely up to them, of course.

By now, the characters, if they are dwarves, should be well-known adventurers and heroes. Some may be taking a more active part in their family politics. If this adventure takes place late enough in their careers, they may be family and clan leaders or military generals.

This adventure makes as much use of role-playing and thinking encounters as combat situations, and so is best suited to players who like role-playing.

Incidents and Encounters

One: Earthquake and Aftermath

In the great nation of Rockhome, an earthquake is felt; it topples walls and collapses some buildings. It is worst in lower Dengar, which seems to be directly above the epicenter.

For the characters in Dengar, provide exciting disaster-movie encounters. One character is near a caged monster, suddenly released by the collapse of its cage. In order to save a trapped dwarf-child, another must battle his way through a building filled with burning woodwork

and furnishings. Another sees a dwarf drop into a hole which suddenly opens below his feet: he must lower himself in the hole to rescue the other, in the face of a hungry choker trying to kill them both.

When all the excitement dies down, the dwarves will begin putting things back in order. The damage was not too bad: a few buildings toppled, a section of wall down, a few deaths, many injuries. And there's a marvelously ghastly-looking hole which has opened on the palace grounds.

A few hours after the earthquake, Denwarf will emerge from that selfsame hole. If the characters decided to explore that hole, they'll meet Denwarf coming up. If they didn't, try to contrive to have at least one player-character at the palace when this happens, so that all the players will get firsthand accounts of these events.

There's no mistaking Denwarf: a dark-complected dwarf standing nearly six feet tall, carrying a double-bitted iron axe too big for any ordinary dwarf, with an expression of utter impassivity on his face. His face, too, does greatly resemble that which appears on the reverse of the dwarves' 10 gp coin, the "sun", and on the various statues erected in his honor. He will not attack the characters or the dwarves he meets on emerging; if asked, he will say that he is coming to/has come to Dengar to regain his throne. If attacked by the characters, he will fight, naturally; one hopes that the PCs are not so aggressive as to attack a legendary king just because he's come out of a hole in the ground.

Denwarf does indeed march on the palace, and the palace guards make way for him. He marches into Everast's throne chamber (to the wide eyes of the entire court), and, in archaic but understandable Dwarvish, announces who he is and that he must see the current Dwarf-King in private counsel.

Everast complies. He and Denwarf depart. And the rumors start flying.

Denwarf

Denwarf stands 6'1" tall and weighs 320 lbs, none of it fat: He's proportioned just like a normal dwarf. His thick hair, beard, and mustache are gray-black. His eyes are black and emotionless.

He wears leather garments that seem somehow both musty and stony, as if they've picked up color and texture from granite walls. He wears only pants, boots, and vest.

He carries a huge double-bitted battle-axe. In game terms, it works like a *halberd* +2, and so is hard for an ordinary-sized dwarf to wield.

If a *know alignment* is cast upon him, he will "read" as Neutral but the caster will feel the alignment "flicker"—a condition he can't really describe to anyone. He cannot tell if it is "flickering" toward Lawful or Chaotic, or indeed if he really felt what he felt.

Combat Notes: Denwarf the Dwarf-King (Granite Golem). AC 0; HD 15; hp 80; MV 120' (40'); #AT 2 (weapon) or 1 (squeezing); D 1-10 (+5, from *halberd* +2 and strength) or 2-8 from squeezing; Save D12 (automatically takes half damage from spell effects); ML 12; AL N (C); S 18 I 15 W 10 D 10 Co 18 Ch 18; XP Value 3150. Languages: Dwarvish. General Skills: mining (I), engineering (I), dwarven codes of law (I), survival/mountain (I), survival/underground (I), metalsmithing (I).

Unfortunately for Denwarf, and for the world at large, Denwarf is erratic and mostly mad now. He is of calm disposition and Neutral alignment most of the time, punctuated by occasional lengthy fits of Chaotic behavior.

He was trapped deep, deep under the earth by an earthquake engineered by the Immortal Kagyar, who wanted to keep him out of the way. There he has stayed for the past 2,400 years. Even for a being such as Denwarf, created to be emotionless, this has proven to be too much for the mind to take. Over the centuries, he has developed the (correct) assumption that he was used and aban-

doned and the (paranoid and deluded) thought that he is the one true leader of the dwarves and must return to lead them.

When the earthquake (uncommon but not supernatural) occurred, he was freed. Kagyar, an Immortal with other things to do on a myriad of planes in the multiverse, didn't notice and may not for quite some time. Denwarf climbed straight up to Dengar and his goal.

Two: Drawing of Lines

When, hours later, Denwarf and Everast XV emerge from the palace to address the people who wait in droves before the palace (and it's a good idea for one or more PCs to be there), Everast looks shaken.

Denwarf speaks:

"By grace of the Immortal Kagyar have I been returned to Dengar. Know ye this, I am not well pleased by the sight of this nation. Foreign intruders speak and the Rockborn take it as wisdom. The fruits of the Rockborn's craft are sent out into the world in return for common grain and common drink. A body of aging dwarves dictates to the king, who is grown weak in power. This ends now.

"Today, I, Denwarf, resume the throne of Dengar. My heirs I appoint now: Duric and Bifia, leaders of the stalwart Hurwarf clan. The Senate and Grand Council I do dissolve this day. To the ambassadors of foreign realms I say this: Go home, and stay, and tell the dwarves there to come to Dengar. To the traders of the Rockborn, I say: Trade only within our borders, for the fruits of the Rockborn will never again leave this realm.

"This do I ordain. Go forth and spread my words among the dwarves."

Impassive as ever, he turns and returns to the palace. Everast does not. Shaken and ill of appearance, he enters the crowd of dwarves who swarm over him, looking for answers and buzzing with the news.

What do the characters want to do?

Hear From Everast XV

Everast, obviously rattled, will still answer questions if pressed. "It is he, Denwarf," he says. "I am certain of it. He has the face, he knows secrets of the Everast Clan dating back to his day."

What will Everast do? He doesn't know. He must go off and think.

And he does.

Spread the News

The characters can fly like the wind with the news; the dwarves will take it with a mixture of surprise, good cheer, bad cheer, and consternation. Mostly, the dwarves of Rockhome want to know what this *means*—what changes this will wreak in the nation.

Attack Denwarf

The characters who do so will be cut to pieces (or, if they're lucky, merely chased off and then declared traitor) by the masses of Hurwarf dwarves in the crowd, who are all for this change of ruler—because it means their own clan rulers are now the heirs to the throne.

Offer Service to Denwarf

Should one or more characters do this, Denwarf will accept, of course. "You need not have offered," he will intone emotionlessly, "for service is required of all my subjects."

At the current time, he will not assign any player-character any specific tasks.

Commune

If a dwarf-cleric uses a *commune* spell, Kagyar will answer his three questions. In general, the answers will be along these lines:

Is this truly Denwarf? Yes.

Should we support Denwarf? Denwarf's time is past. He should not be king of Rockhome.

What is his mental state? Denwarf is driven mad by his long stay away from the world of dwarves.

How best can he be beaten? In order that his popular favor be ended forever, he should be beaten in plain sight of the nation, on the battlefield, his army on the one side and yours on the other.

The cleric may ask other questions instead, in which case you'll have to improvise the answers.

The Word of Everast

By late in the same day, Everast's decision has been made. If characters are not close to the king and privy to his mind, they'll find out when everyone else does that Everast, with a large body of troops and family members, has departed in haste for the Klintest Lowlands. He announces that he is still Dwarf-King and that all who wish to join him against the usurper may do so.

By now, it's pretty evident where the various clans have thrown their lots.

The *Hurwarfs*, of course, are with Denwarf.

So are the leaders of the *Torkrest* military clan. Not all the *Torkrests* are in agreement, but at least three-fourths of the family is obeying the party line.

The *Everasts* are staying loyal to Everast XV.

Of the *Buhrodars*, many of their clerics have *communed* and received the word that they should not follow Denwarf. Consequently, the clan supports Everast XV.

The *Syrklists* are divided. The trader-families violently oppose Denwarf's policies and support Everast. The mining and crafting families seem to be caught up too much in hero-worship of Denwarf and support the legendary king. This clan is split in two.

The *Skarrads*, under Thrais, oppose Denwarf. From their capital in Smaggett they are prepared to oppose him.

The *Wyrwarfs*, divided over the issue between Everast and Denwarf, still see that the *Torkrests* have joined Denwarf and so they join Everast.

This is how the nation looks at the end of this long and peculiar day... the question is, where do the player-characters sit and what would they like to do?

Those who are not clan leaders should be called in by their clan leaders, who seek their counsel. The clans will follow the pattern above when announcing their loyalty; the player-characters

Clan War

may follow their clans, defy their clans, or go off on their own.

For the most part, it should be obvious to the PCs that Denwarf should not be followed.

Three: The First Clash

Everast XV charges in all haste north and then eastward, along the Everast Road, to get to the Klintest Lowlands. He wants all loyal supporters to be with him or following shortly after. Among them, one hopes, are some or all of the player-characters.

Denwarf prepares his armies to march on and capture or slay Everast XV, whom he calls the "Pretender."

When Everast XV reaches the last mountain pass before the road descends into the Klintest Lowlands, he digs in his heels, sets up camp, and prepares to fortify this pass. If he can hold this pass, he can protect all the Klintest Lowlands to be the seat of his power during this civil war.

He also dispatches a force of about 250 dwarves to march on and take the Evekarr Fort, so that its garrison, about half Torkrest, will not be able to fall on him from the rear.

He also dispatches a few choice ambassadors to the penal colony of Kurdal, offering amnesty to any prisoner/farmers there willing to fight for their king.

It has taken Everast XV and his forces three days to get here. On the fourth, fifth, and sixth days, other bands of supporters come and join him. The last batches report that Denwarf's army was right behind them.

On the seventh day, at morning, Denwarf's army marches to clash with Everast's.

Denwarf has half the Dengar Garrison (see "Dwarven Society and Politics"), or two companies of 250 dwarves each (MV 4, BR 132, Troop Class Excellent), and the equivalent of 40 Typical Village Squads each (a squad of 25 dwarves, MV 4, BR 116, Troop Class Good).

Everast XV has one-quarter the

Dengar Garrison one company of 250 dwarves (MV 4, BR 132, Troop Class Excellent) and the equivalent of four Wartime Militia Companies (250 dwarves, MV 4, BR 36, Troop Class Poor).

Everast XV will be reinforced on day twelve by the entire Smaggeft garrison, and on day eighteen by the entire Kurdal Garrison and two more Wartime Militia Companies.

There are several ways you can run this adventure.

First, you can run along *War Machine* rules. The battle is being fought in a narrow mountain pass, and only fifty men in a line can engage at any one time. Run one battle a day and add reinforcements on the days indicated.

Or, you can just game it out for effect, actually rolling dice and running battles only when the player-characters are fighting... which they will be. The characters can use the three days they have before Denwarf reaches them to rig up booby-traps and to develop tactics to use against Denwarf's army. The battle goes fiercely and many well-loved NPCs are wounded or slain. If Denwarf's forces are pushed back, they'll merely drop back a few miles and fortify their own pass. If Everast's forces are pushed back out of the mountains, they'll fall back to Smaggeft and prepare to weather a siege there.

You can also, if you want to, run the player-characters as the expeditionary force which is designated to take Evekarr Fort. With their 250 dwarves, the equivalent of one company from the average city garrison, they have to take the rocky fort and its garrison, or at least keep it from falling on Everast from the rear...

But then, when you've concluded your first set of battles and are either tired of dwarf-vs.-dwarf warfare or have seen one side or another gain the immediate advantage, something very interesting happens.

Four: Invasion

Some sort of word reaches Denwarf's army. In the midst of a battle in which

Denwarf's forces are doing very well, those selfsame forces perform a surprise retreat from the battlefield.

Shortly after, someone well-known to the PCs will step forward from Denwarf's lines—probably Korin of Clan Torkrest—and ask to be admitted to Everast's lines to speak to the Pretender. He has news of importance to both armies. Everast will permit it.

Korin will be in conference with Everast for just a few minutes and then emerge, and Everast will have all his officers and advisers—including, one hopes, the player-characters—called into his tent.

He tells them that Denwarf has had word that a large army (at least 20,000, and still growing by all accounts) of allied nonhuman tribes—orcs, goblins, even ogres and trolls—has pushed its way into the Sardal Pass and is battering the depleted Karrak garrison to pieces. The Castle will fall soon, if it hasn't already, and Dengar will be next.

Denwarf proposes a truce between himself and Everast so that his army, and perhaps Everast's as well, in temporary accord, can march on the invaders threatening Rockhome. What do the other officers, especially PCs, think of the proposal?

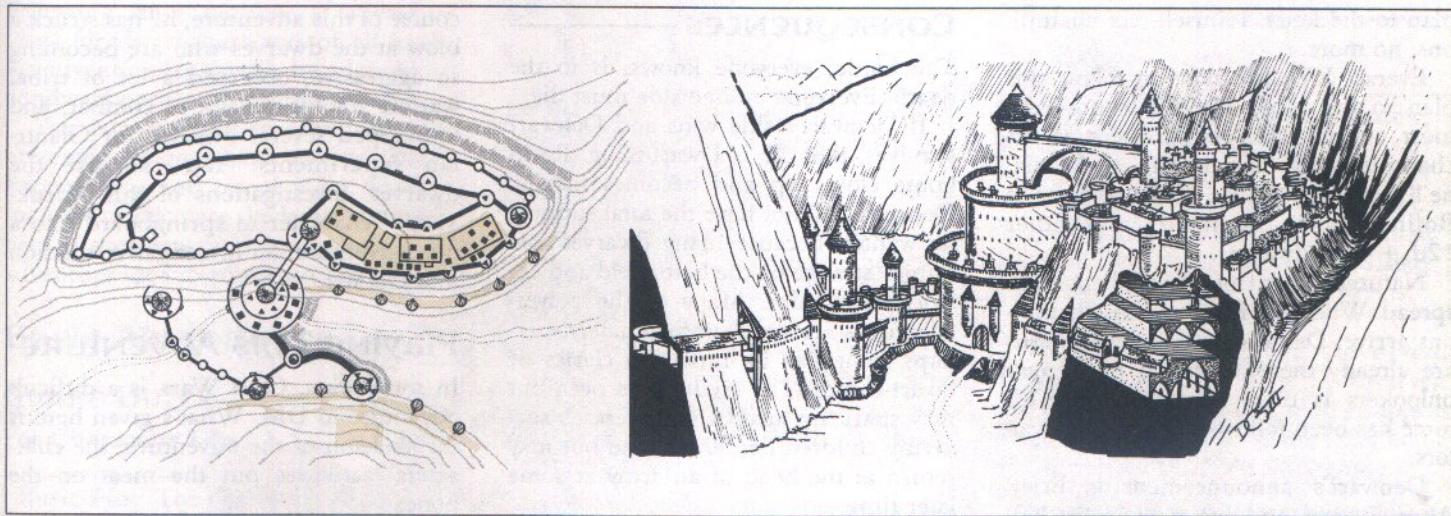
Everast will listen to all the characters' comments on the proposal. He then decides that he will accept Denwarf's proposal and march on the Sardal Pass beside Denwarf. If one or more player-characters expressed the opinion that this was a trick, or that it could be used to trick Everast, the king will assign that character or those characters to watching out for treachery and making sure these things do not happen.

The next day, the two armies march, still distinctly separate, Denwarf's a day ahead of Everast's, both forces moving at all speed toward Sardal Pass.

Five: Pooling of Resources

En route to Dengar, the characters and the armies will learn more of this invasion.

It seems that news of the dwarven civil war fled outside Rockhome nearly



as fast as it had flown within the dwarf kingdom. And only a few days after Denwarf's return, it had reached a number of nonhuman tribes living in the mountains on the three-way border of Rockhome, Darokin, and Ylaruam.

One nonhuman leader, a powerful and charismatic orc-chief named Thar, whipped his and several other orc-tribes into a war-frenzy by promising them the spoils of Rockhome. And then, by virtue of sheer persuasiveness and the rightness of his cause, he also managed to persuade tribes of other races to join him—not as subordinates, but as allies, because there was going to be enough fighting and riches for everyone. Goblins came, and hobgoblins, and men—mercenaries from the southern realms, mostly—and ogres and trolls and even the occasional hill giant. One human who was part of a mercenary unit joining Thar left his unit and, in a dangerous trek, made it to Karrak Castle ahead of the army to warn the garrison. He continued on to Dengar, and that's how the dwarves know the whole story.

By the time the dwarf-armies reach Dengar, the Upper City has already been penetrated and some of it is in flames; the lack of command, more so than the lack of dwarven manpower, led to the nonhumans being able to penetrate it. The Lower City is still secure, but the nonhumans are at its gates.

By mutual consent, Denwarf leads his army to attack Dengar's invaders while Everast leads his to Karrak Castle, to retake the garrison and stop the flow of nonhumans into Rockhome.

This gives the characters the opportunity for lots of interesting combats. King Everast will put them in the advance guard of his force as they march south along the Sardal Road.

Give them one or two short battles with small forces of nonhumans entering Rockhome. This will bring them to Karrak Castle.

If they're players with a liking for lots of battle with interesting tactical problems, then the nonhumans will have taken Karrak Castle and the player-characters' units will have to retake it.

If they're in more of a mood for the climax to the mass-combat side of the adventure, then Karrak Castle is ravaged and empty. The characters' forces will meet a large force of monsters, the monster mix mentioned above, trying to enter Sardal Pass. Give each character a tough monster enemy during this battle: A troll, a batch of ogres, a giant, etc.

Assuming that the nonhuman advance is stopped, Everast can re-garrison Karrak castle and NPCs can do the holding action at Sardal Pass. No more nonhumans will enter Rockhome this season.

For more information on Thar, see the upcoming "Orcs of Thar" Gazetteer.

Six: Challenge of the Kings—

Meanwhile, Denwarf's army has lifted the siege of Dengar and the dwarves, now on the offensive, run to earth (and capture or kill) the remainder of Rockhome's invaders.

According to the stories which drift back to Karrak, Denwarf went mad during one of the fights and began killing dwarves and nonhumans alike. He eventually recovered and laid waste to the enemy, but the confidence of some of his followers is more shaky.

Denwarf, once Rockhome is again secure, sends word to Everast XV. His letter reads:

"There can be only one Dwarf-King, and you have proven yourself worthy to meet the challenge of the combat of kings.

"I, with six followers—two each of the Hurwarfs, Torkrests, and Syrklists—will encamp on the Sardal Road halfway between Dengar and Karrak. You, with six of your own champions, must meet me there. Only one side shall survive, and determine who will be King."

Denwarf knows that he can reestablish his dwarves' faith in him by such an honorable act, and he will follow his

Clan War

plan to the letter. Himself, six champions, no more.

Everast XV also plans to follow this plan to the letter. He will choose the most effective player-characters as his champions; if that doesn't make six, he'll also add NPCs such as his son Bofin, Thoric Redhand, and other 12th+ level dwarves.

Naturally, word of the challenge has spread. When the King and his champions arrive, Denwarf and his champions are already there. A crowd of Dengar onlookers is there, and Everast XV's force has been followed by other spectators.

Denwarf's announcement is brief. After Everast and his party have had time to rest awhile, he picks up his weapon, announces "Kagyar and holy battle will choose the Dwarf-King," and then he comes after Everast XV.

That commences the battle. Everast is no match for Denwarf; one or more player-characters may wish to take on the legendary king to save their own ruler.

Denwarf's champions are all fighting-dwarves (no dwarf-clerics) of 9th to 12th level, looking on the average like this:

Combat Notes: 9th-level dwarf; AC 4 (chain and shield); hp 50; MV 120' (40'); #AT 1; D 1-6 (+2 from strength) war hammer or hand axe; Save D9; ML 12; AL N; S 17 I 10 W 10 D 12 Co 13 Ch 12.

The player-characters may be less experienced on the average, but are likely to have better weapons and more diversity. If some of the player-characters are human, Everast would still have let one or two be on his team of champions, to show the support he has among the human realms as well as within Rockhome.

During the battle, Denwarf will go a little mad again. In fact, if the bad guys are doing too well and you want to keep the battle close to the end, you may have Denwarf kill one or more of his own dwarves. He will rant and moan and spit foam, a crazed light in his eyes. But he will fight like a trained killer.

CONSEQUENCES

The battle, everyone knows, is to the death. Everyone on one side must die.

If Denwarf's side wins and Denwarf survives, then he is Dwarf-King. Rockhome closes up and becomes insular. Denwarf will not have the total support he wanted because many dwarves saw him go strange on the battlefield and are worried by him. Many of the player-characters are dead, unfortunately; perhaps some can be raised by clerics or dwarf-clerics. The civil war is over, but may spark up again later. Everast's surviving children flee Rockhome but may return at the head of an army at some later time.

If Denwarf's side wins but Denwarf dies, then Duric and Bifia of the Hurwarfs become Dwarf-King and Dwarf-Queen. Rockhome closes up and becomes insular. The civil war continues, led by Everast's surviving children and (one hopes) by the surviving player-characters.

If Everast's side wins and Everast survives, then he is Dwarf-King. The civil war ends. Rockhome continues on much as before. Duric and Bifia of the Hurwarfs are convicted of rebellion and exiled from Rockhome. Their successors as heads of the clan are just as bad, though. He will reward his staunchest supporters (especially those who were with him as champions), particularly with ministerial and other government posts.

If Everast's side wins but Everast dies, then his oldest living child becomes ruler—either Bofin or his sister Noris. The civil war continues, with Duric and Bifia as the opposition leaders.

In any case, if you wish to further the storyline, you can also provide clues (testimony from captured nonhumans) that their leader, Thar, was told to invade Rockhome at this time by a human man, one who concealed his identity behind a mask but always wore dapper uniform-style clothes; Thar called the human "Uruk-Vaath." If you have *The Principalities of Glantri*, this is Prince Jaggar von Drachenfels at work. In the

course of this adventure, he has struck a blow at the dwarves who are becoming so aggressive, observed a lot of tribal warfare for his studies of combat, and kidnapped several dwarves for Glantrian experiments. You can use the dwarves' investigations of this "Uruk-Vaath" character to springboard into a new adventure, an investigative mission into Glantri.

Playing This Adventure

In some ways, Clan Wars is a difficult adventure to DM. What's given here is the skeleton of the adventure; the characters' activities put the meat on the bones.

What you need to do is to introduce each of the situations in turn, find out what the player-characters want to do, game out those incidents, and then assess their effect on the other events described for the "skeleton." The characters don't, in fact, have to be along for many or any of the major events listed for the adventure, so long as they are off performing their own adventures which have effects on these selfsame events.

For example, when Denwarf's army is marching on Everast's at the entry pass into the Klintest Lowlands, the player-characters could instead be rushing to help the king's daughter Duris, General of the Stahl Garrison, fortify her position from the branch of Denwarf's forces which will naturally be coming after her. Or they could be escaping out through the Darokin Tunnel to try to raise an Ylari or Darokin army to help Everast. The Emirates are allies of Rockhome, and Darokin would help to protect its business interests—if Rockhome, an important trading partner, falls, Darokin's economy is hurt. Or they could be descending through the hole from which Denwarf emerged in order to find where he was hidden all these years in the hopes that it will provide them a clue to his mind and his weaknesses. None of these events are in the listed plot for the story... but they're all things the player-characters could think of, and with which you'd have to cope.

Following are a number of adventure ideas for dwarf-characters of all levels; the adventures can easily be adapted for nondwarf parties visiting Rockhome.

You can also take an adventure idea presented for one character level (Basic, Expert, etc.) and retool it for another. Increase or decrease the levels and numbers of monsters, and you've suited the adventure idea to your own campaign.

Basic Adventures

Guard Duty

For Characters Level 1

Basic Plot: The characters must protect a storehouse full of Syrklis trade goods from a gang of thuggish dwarves hired by the Hurwarf clan.

How Characters Get Involved: Dwarves of most clans can simply be hired for the task; Hurwarf dwarves are not likely to be hired for this task. The same goes for human adventurers. This is not an adventure for military dwarves.

Story Progress: Dwalur and Dia (from "Characters") hire the characters to guard one of the Upper Dengar Syrklis storehouses for a few nights, saying that their ordinary guards are off on a caravan expedition. Use the "G" map component for the site. On the third night, in the deep of night, Hurwarf-hired dwarf-thugs (one for each player-character, all first-level, wearing nothing heavier than leather armor) will come to destroy the trade goods in the storehouse—by burning it to the ground. They don't expect the guards to be there and will flee when half of them have sustained half their hit points or more in damage.

Consequences: None significant; the characters will be paid off by the Syrklis, who will keep them in mind for future missions.

On the Road

For Characters Level 1-2

Basic Plot: The characters, again on guard duty, protect a caravan heading out from Rockhome.

How Characters Get Involved: Once again, this is a situation where the Syrklis hire the characters—either dwarves or nondwarves visiting Rockhome. Military dwarves could be assigned to protect the caravan, especially if there has been a lot of recent attacks on dwarf-caravans on these routes.

Story Progress: The characters are hired by the Syrklis to be guards (or other specialists, depending on their general skills) for a caravan going to one of the human trading cities. Choose a city based on your interest or on the other Gazetteers you own; it could be Ylaruam (in the Emirates), Norrvik (in Vestland), Selenica (in Darokin), Ethengar (in the Khanate), or even as far as Specularum (in Karameikos) or Kerendas (in Thyatis). Provide episodic adventure opportunities: A bandit attack, a bad weather situation, an encounter with a local ruler who won't let the caravan pass unless the caravan guards perform an important task for him. In the great city that is the destination, they can have city encounters, and then must protect the traded-for goods on the road back to Rockhome. You can, if you wish, connect all the encounters by having a master villain—a dwarf who is an enemy of the Syrklis or the player-characters, or a foreign magic-user—dogging the footsteps of the caravan and causing all sorts of trouble until the characters figure out who it is and put a stop to him.

Consequences: The probable consequences are that the characters will be praised for a job well done, rewarded financially, and (again) kept in mind for future and more lucrative Syrklis enterprises.

The Lizard Roundup

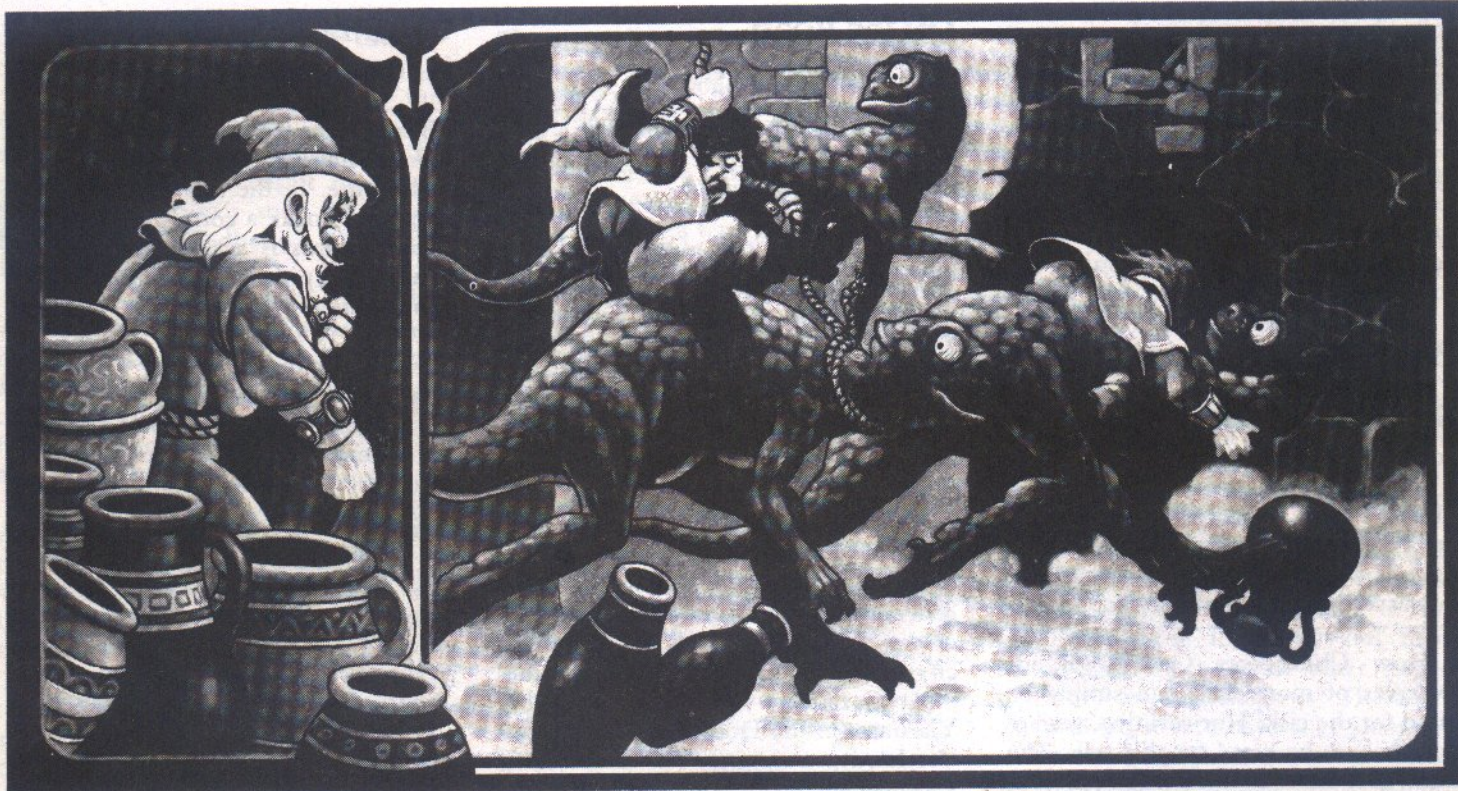
For Characters Level 1-3

Basic Plot: This is an opportunity for a silly and very merry dwarf adventure. In the market district of Upper Dengar, a corral full of Rockhome lizards is accidentally opened and the stupid creatures immediately go running through the city streets.

How Characters Get Involved: Characters, whether they be dwarves, military dwarves, or nondwarf visitors to Rockhome, get involved merely by being there when things start happening.

Story Progress: A whole lot (40 or 50) of Rockhome lizards have been herded into an Upper Dengar corral, an empty, walled enclosure the same size as other dwarven city blocks. Some idiot or perhaps Morur Blackheart (from "Characters") opens one of the gates and lets the beasts run out into the city streets. Remind the characters that the lizards, though stupid, may still injure city dwarves or even kill small ones, and show them how other dwarves are running about trying to round them up and having no success. Then give the PCs a crack at it. Give each character a couple of lizards to capture, one after another; present them with interesting situations. One lizard may be running all over a bazaar, snatching edible foodstuffs up from carts, zigzagging all over the place. One may be charging all over a dwarven tenement, frightened by all the noise but unable to descend the stairs it climbed so easily. One may have gone nasty and is biting dwarves and will have to be fought. One may have graciously allowed a dwarf-child to climb up on its back before running uncontrollably all over the city. And so on.

Consequences: None significant.



The Kidnaping of Thrais —
For Characters Level 2-3

Basic Plot: Thrais, leader of the Skarrad clan, has been kidnaped and carted off into the southern mountains. The PCs, of course, have the lovely job of rescuing her from a too-large party of enemy dwarves.

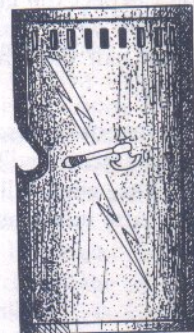
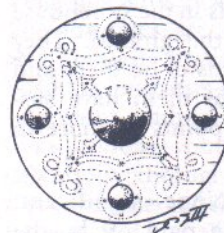
How Characters Get Involved: Normal dwarves will be approached by a desperate Kori Fire-Eye, who tells them that her clan leader has been kidnaped by rival factions within the clan, and will they please, please help her? She could also approach a nondwarf party of adventurers, particularly well-known ones, on the assumption that any group of dwarves she approaches could contain one who is sympathetic to the kidnapers. Military dwarves could also be dragged into the adventure, particularly if they were part of the Smaggeft garrison: Kori would approach their commander with the same story, and the

PCs' squad would be assigned to the rescue.

Story Progress: According to Kori, she returned, only hours ago, to the home of Thrais, with reports on some engineering projects in Smaggeft, only to find Thrais missing and her quarters a shambles. Questioning dwarves living in the stronghold, she found out that dwarves she knows to be competitors for the clan leadership paid Thrais a visit earlier in the day and then left hastily, apparently leaving the city by the south gates. She's sure that Thrais has been kidnaped and hauled off for a while, until a competitor can settle himself in the clan-leadership role. The characters have to follow the kidnapers' party into the southern mountains and then find out a way to rescue Thrais. Complication: The kidnapers' party contains about three times as many dwarves as there are player-characters and allies. They have to use their brains to come out of this one in one piece.

Consequences: If they succeed,

many Skarrad dwarves from the "opposition party" will be tried and convicted of kidnaping, though the opposition leader will remain untouched by the scandal: None of his dwarves would name him as the ringleader. The characters will have the gratitude of Thrais, Kori, and their (ruling) faction of the Skarrad clan, and will also have the undying enmity of the kidnapers' faction.



Expert Adventures

Hammerfall

For Characters Level 4-6

Basic Plot: Belfin, leader of the Wyrwarf clan, with his *medallion of ESP*, recently discovered that the Hammer, the underground anti-farmer ruffian society, plans a raid on a farm near Stahl. He heard this stray thought while using his medallion on a crowd full of Torkrest dwarves. Now he must collect a band of defenders to repel this attack.

How Characters Get Involved: If any of the player-characters is a Wyrwarf dwarf, Belfin and Gilia will ask the character to help, and to round up any of his friends who might be eager for some fighting. If none of the characters is Wyrwarf, he'll offer to hire them. If any of the dwarves is a Torkrest dwarf, he'll offer to hire them, but not volunteer the information that it's the Hammer; just that he expects some sort of calamity. If the characters are nondwarf visitors to Rockhome, so much the better; it's less likely that news of his defense will reach the Hammer. If the characters are military dwarves, relocate the farm to somewhere near their garrison; Belfin will appeal to the local military commander for help and be assigned the player-characters' squad.

Story Progress: The characters arrive at the farm the day the attack is to begin, early in the morning. It's an ordinary farm: fields full of grain, a pasture with cattle, a large wooden farmhouse (the dwarven tenement plan, letter E of the modular city blocks, with wooden wall and wooden barn nearby. Give the characters free reign to set up defenses and traps as they please; take note of how clever they are. Then, that night, a force of Hammer dwarves arrives on ponyback to fire the fields and the farmhouse. The Hammers will outnumber the defenders two or three to one, so the characters' traps and ambushes had better be successful. This adventure is

merely a grand opportunity for trapsetting and a pitched battle; let the battle run to its conclusion. The Hammers will flee when half or more are down or injured.

Consequences: Naturally, the characters will not be on the Hammer's list of favorite people, but will have earned the gratitude, plus reward money or fees, from the Wyrwarf clan leaders.

War With the Underside

For Characters Level 4-6

Basic Plot: King Everast has determined that there is indeed a criminal element operating in Dengar and commands or hires the player-characters to get rid of it. All he knows is that someone is attacking, brutalizing and sometimes even killing dwarves in the less-traveled streets of Lower Dengar and that it must stop.

How Characters Get Involved: The characters by now being well-known adventurers, whether they're local dwarves or foreigners visiting Dengar, Everast will have Korin of the Torkrests summon them to an audience. He will ask them to help (and then reward them upon success); if they ask for fees, he will hire them instead, but will not be particularly grateful to them afterwards. If the campaign is a military one, he will have asked the characters' commander for a discreet squad of good fighters for this mission.

Story Progress: The characters are in charge of putting their approach together. They may wish to dangle "bait," a dwarf walking alone (discreetly followed by his friends, at a distance) in the hopes that the attackers will jump him. They may wish to infiltrate the Underside by faking attacks on local dwarves and coming to the attention of the head of the Underside. You'll have to improvise the adventure based on their approach, but keep some surprises for the player-characters: Specifically, don't let them know until it's too late

that Morur Blackheart has similarly-inclined friends, and that it's not just a case of finding and capturing one crazy dwarf... they have his whole criminal organization to deal with.

Consequences: If the characters succeed, they'll have the notice (and rewards) of King Everast. Also if they succeed, they'll have enemies in any members of the Underside who might have escaped.

Road of Woe

For Characters Level 4-6

Basic Plot: After the events of the adventure "Race for the City," King Everast orders a road built on the Darokin Tunnel and a citadel built at its end. But a number of elves, having at last learned where the dwarves were sneaking into Alfheim, have entered Rockhome by the same path and intend to bedevil the dwarves doing the constructing.

How Characters Get Involved: Any dwarf character might be hired as an engineer on the Darokin Tunnel project. Dwarves with especially appropriate general skills might be hired for specific phases of the project, such as bridge-building or engineering traps into the new citadel. Other dwarves, military dwarves, and nondwarf visitors to Rockhome might be hired (or, in the case of military dwarves, ordered) to guard the corps of engineers as they go about their duties.

Story Progress: Hiding in the surrounding hillsides, and following the road crew as it does its duty, is a party of 3rd-to-5th level elves from Alfheim. They're here for the same reasons that the dwarves used to invade Alfheim: To play mischief on the dwarves. They'll only be able to enter Rockhome until a permanent guard is stationed at the Darokin end of the Darokin tunnel. Using their magical spells, they'll play tricks on the dwarves, undoing their engineering, creating illusions of obstacles to their progress, growing plants

Adventure Ideas

over their construction, and otherwise interfering with the dwarves' lives on an average of twice a day. Let the player-characters figure out how to rid themselves of the pesky elves; do remind them, should they become particularly blood-thirsty, that the elves are playing by the same no-bloodshed rules that the dwarves did, and are acting in revenge for incidents such as the one in which the PCs may have participated. If you wish to form a bond between a group of elves and a group of dwarves (uncommon, but possible), you can end the antics when some horrid monster, such as a frost giant, decides to encamp in this territory and destroy every living thing within miles. The elves and dwarves must cooperate to destroy the giant or even just survive.

Consequences: The Darokin Tunnel road and Darokin Tunnel Citadel are built. If the last option is used, the player-characters may find themselves with some elven allies.

Metal AMOK

For Characters Level 6-8

Basic Plot: This is another opportunity for mindless action and adventure. In the city of Smaggeft, a Skarrad team of engineers has created a giant war-machine which Everast would someday like to use against the Glantrians. It's shaped like a gigantic Komodo dragon, some 60' long, and supposed to be manned by a crew of a dozen dwarves. It can bite for 4-24 damage (4d6) as an 8th-level fighter; it can stomp for 3-18 damage (3d8) likewise; it gets one bite and one stomp per round. It has AC -8 vs. weapons (though it is ordinarily vulnerable to magic). But something goes wrong in its construction and one fine day it heads off on its own, without benefit of dwarven crew, plowing through Smaggeft and heading in a beeline for Dengar.

How Characters Get Involved: Whether the characters are dwarf adventurers, military dwarves, or foreign adventurers, they'll be called in by the frantic Smaggeft governor, who wants to stop the "monster" before King Everast even hears that it is amok.

Story Progress: This episode is an opportunity to try some crazy gadgets and tactics, provided either by the PCs or by the Skarrad dwarves of Smaggeft. The objective is to get aboard and shut things down. To try this, the Skarrads will offer experimental hang-glider-type craft, dwarf-launching catapults, hot air balloons, grapnel-launching crossbows so that the characters can climb up dangling lines, magnetic climbing apparatus so the characters can clamber up the lurching legs, etc. Remember that the "monster" will try to stomp or bite anything it sees, so diversionary tactics are a must. Once the characters are aboard, you can give them more problems: Perhaps the monster ran amok because it is manned by a party of drunken orcs or the Underside.

Consequences: The characters will be rewarded by Smaggeft's governor, and may know to go to the Skarrads of the city when it's time to have strange experimental devices built.

Fear and Loathing in the Khanates

For Characters Level 6-8

Basic Plot: The Ethengar Khanates are not admirers of the Glantrians. In fact, because of the Glantrians' anti-clerical policies, the Ethengars despise the Glantrians almost as much as the dwarves do. Should war ever erupt between the Principalities and the Khanate, Rockhome dwarves will help swell the Khanate armies.

How Characters Get Involved: It's pretty much up to the player-characters whether they will get involved in these events. Let them know that Ethengar is marching on Glantri, and that free

Rockhome dwarves are forming into mercenary bands to help the Khanate... and would the player-characters also like to join?

Story Progress: This adventure is an excuse for pitched battles between dwarf-troops and human troops led by magic-users. You can use the *War Machine* rules with the army descriptions given for Glantri in GAZ 3, *The Principalities of Glantri*, or perhaps the characters would prefer to engage in commando raids into Glantri territory—sabotaging mountain passes and so forth.

Consequences: A war between Glantri and the Khanate, especially one in which Rockhome dwarves participated, will have long-standing political consequences. The hatred of dwarf for Glantrian will have new fuel; whenever Rockhome dwarves visit "neutral" human cities, they will often clash with visiting Glantrians, for instance. But King Everast will be proud of them, and if the dwarves are successful in the Glantrian campaign they may return with much war-booty.

Dragonlair

For Characters Level 9-11

Basic Plot: A family of red dragons—one large and two small—have settled into the mountains north of Dengar. They constitute a menace that cannot be allowed to exist; they are beginning to fly far afield, setting fire to dwarven communities and stealing dwarven treasures. The player-characters are dispatched to deal with the threat.

How Characters Get Involved: In his typical fashion, King Everast will call on well-known adventurers, dwarf or foreign, to drive the monsters out of the land. If they wish, he'll give them troops to assist, but don't forget that most dwarven troops are first-level dwarves and of little use against giant monsters.



Story Progress: The dragons are settled into a series of caves in the mountains north of Point Denwarf. Let the player-characters know that it would probably be fatal to confront all three dragons in a pitched battle; they have to use their brains and personal skills to separate the three dragons and slay them individually. You'll have to improvise the adventure based on the player-characters' approach and tactics.

Consequences: Naturally, the dragons' hoard will be awarded to the characters who did the work of driving them forth or exterminating them.

Redtooth

For Characters Level 9-11

Basic Plot: Bad news: A dwarf has met his ends at the hands of a vampire. Now, he has risen from his tomb and is preying on the dwarves of Lower Dengar.

How Characters Get Involved: The dwarf-vampire, called Blysker or "Redtooth" by the dwarves, should

attack (though not kill) one or more of the family members of one or more of the player-characters. This will give them sufficient motive to try to find and destroy him.

Story Progress: The characters must figure out the pattern of Redtooth's attacks (where in Lower Dengar he concentrates his attacks, and why), then attempt to discover his lair and dispose of him. Of course, his lair will be in one of the tomb-chambers of Lower Dengar, and he may have found some means to animate other dead dwarves (perhaps other family members of the player-characters) into dwarf-zombie minions. With his shapechanging powers, he'll be very hard to find; his sarcophagus may be difficult to get to. He's still a dwarf, and so may have engineered many nasty tricks and traps for invaders of his home. And, unless there are human clerics among the party, the characters will find him a tough enemy in the climactic battle. See the Expert Set for details on the Vampire.

Consequences: None in particular.

Companion Adventures

The Beast from the Klintest Depths

For Characters Level 12+

Basic Plot: For reasons which are not known to the dwarves, the legendary Lake Klintest Monster (also called "Klinta") has recently been overturning dwarf-boats and dragging dwarves under the surface. So the dwarf-engineers of Smaggeft have come up with a device to allow the characters to pursue Klinta right down into the depths. If a character is a member of the Skarrad clan or an engineer living in Smaggeft, he may have been part of that project.

How Characters Get Involved: The governor of Smaggeft will either call for volunteers (if the player-characters are the sorts who are likely to respond to such a call) or personally request the help of those famous adventurers, the

Adventure Ideas

PCs. If the characters are military dwarves, they will be assigned to the testing of this underwater device.

Story Progress: The characters, at the Smaggeft wharves, are shown the experimental device, which looks like the Lake Klintest Monster all done up in metal—tubular body, flipper propulsion, and a periscope which looks like Klinta's neck and head. This submersible fires "torpedos" which act like ballista javelins (d10+6 damage); it can fire one torpedo every two rounds, and carries twenty torpedos. The characters will also be familiarized with Klinta's picture (describe it from the notes given for the Lake Klintest Monster in the "Monsters" section). Each character will be given a *diving suit*, a cumbersome outfit with a big bell helmet the diving suit gives an AC of 4 and allows the character to breathe underwater as with a *breathe water* spell of half an hour's duration; a *spear gun* which acts exactly like a heavy crossbow and four spears (quarrels); and a trident (treat it like an ordinary spear), one of the few weapons which can be used to normal effect underwater. The characters can also strap their ordinary weapons on outside their diving suits, but these other weapons only do half-damage underwater, because water slows them when they are being swung.

Each character is assigned a position on the submersible, which has been christened "The Sitting Duck." One will be captain, one pilot, one the weapons engineer (firing the torpedos), one the engineer (keeping his eyes on the engines, and making his skill rolls when something goes wrong with them), one the observer (sitting in a strong crystal cupola and looking in all directions, shouting directions down to the pilot), etc. When the characters board their vehicle, they'll see, a half-mile or so away, a dwarven fishing boat being overturned and dragged under. But when they submerge and pursue the beast into the Klintest depths, they'll not find what they expected. It's not Klinta they're following—but a *dragon turtle*! (See the

Companion set for details of this horrid monster.) The characters can engage in a mighty battle with this denizen of the deep. Obviously, because the dragon turtle is so mighty, the characters will have to inflict most of their damage from the "Sitting Duck." Don't worry about the AC and hp totals of their vessel; it will be taking damage from the dragon turtle at about the same rate as the monster is taking damage. Once the dragon turtle is down to about 30 hp, the "Sitting Duck" is completely breached, water flooding in, and sinking fast; the characters must put on their helmets and meet the beast face-to-face in the climax of the fight. Once it's killed, it returns to its original form—that of a frog... It had been *polymorphed* into the monstrous form by some mighty enemy, perhaps an evil sorcerer or a giant with a magical artifact. And dealing with *that* foe can be the object of yet another adventure.

Consequences: None in particular, except that the engineers of Smaggeft, after pumping the characters for details of their craft's "field test," may ever after want the player-characters to test their new vehicles and devices, whatever they may be.

Raid On Jotunheim

For Characters Level 12 +

Basic Plot: The giants, which are becoming more numerous in the central Makkres Mountains, decided a few years ago to build a new giantish capital. Numerous frost giants leading stone and hill giants, not to mention lesser servitors, have been building a large giantish city in these mountains, unknown to the dwarves. Recently, a dwarven explorer, or perhaps some non-Glantrian sorcerer, or someone with a flying carpet, spotted the construction and reported it to King Everast. The characters, as part of a massive war-party, must invade and destroy this giants' city before it is finished and becomes impregnable.

How Characters Get Involved: This is a massive military expedition. Military dwarves will be in charge of army contingents; non-military dwarves can be hired or recruited because of their adventuring reputations; nondwarves can be hired or recruited for their particular expertises human thieves and magic-users will be very helpful; the situation is so desperate that even elves would be welcome in this assault.

Story Progress: The dwarf forces have to make their way through some very wild and untamed mountain terrain, often making no more than five or ten miles of progress per day (average one map-hex per day). By the time the dwarf forces are within three days of the giant construction, the giants will be aware of them. They'll have at least one major battle per day—orcs the first day, goblins and allied wolves the second, stone-throwing hill giants the third—before coming within sight of the giants' walls. Then it's time for big, nasty battles between dwarves and their allies on one side and giants and their allies on the other. The giant city's walls are not all up, so the dwarves will concentrate on the less-built sections, perhaps sending commando raids (using human specialists and mighty dwarf player-characters) into the city to destroy important things, such as giant commanders, giant siege machines, giant storehouses full of food, etc. Base the dwarves' success on the ingenuity and success of the player-characters.

Consequences: If the dwarves win, the giants will be scattered to the winds and will try again a few decades later. If the giants win, the dwarves can try again the following year. The dwarves will be better-prepared... and the city will be more complete and better-defended.

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