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4TH EDITION DWARVEN PARAGONS AND POWERS

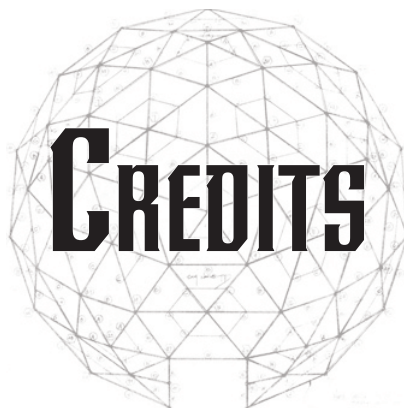
BY WOLFGANG BAUR, RICHARD GREEN, STEFEN STYRSKY
AND OPEN DESIGN PATRONS

— Iron — Gazetteer



**A 4TH EDITION SOURCEBOOK
OF DWARVEN PARAGONS, POWERS AND PERILS**

**BY WOLFGANG BAUR, RICHARD GREEN, STEFEN STYRSKY
AND OPEN DESIGN PATRONS**



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A New Dwarven History



The traditional dwarf passed down from Norse and German legends and brought into the modern era by J.R.R. Tolkien is a well-known and well-loved character: bearded, often a miner or mason, and exceedingly fond of ale. All of those qualities plus a sense of great fortitude and stout defense are elements of the dwarf presented in 4th Edition **DUNGEONS & DRAGONS**.

Of course, it's possible to do a lot more with dwarves. This book makes that attempt, pushing the dwarven role into spear-and-pike fighting, into stone pacts with elder creatures of the depths, and with dwarven druids as well as ancestral ghost sorcerers. Each of those grows out of existing lore, but expands on it and takes the dwarf deeper than he's dared to delve in the past. Which is as it should be: the most interesting dwarves are defined not just by existing legends, but by the new roles we choose to give them in the legends unfolding at our gaming tables every week (if we're lucky, at any rate). In this case, the premise was "What if dwarves wandered south from the snowy peaks and settled in a new mountain range? What if they broke with tradition?"

You hold the result in your hands; a view of dwarves that is both familiar yet new nonetheless, giving more experienced players new choices for their dwarven PCs to explore in addition to options that cleave to the more familiar. If ancestors are so important to dwarves, why do we know so little of their burial practices? If dwarves are all smiths and miners, how do they eat? If dwarves are the favored children of the Northern Gods, how have they adapted to living among the gods of men and elves? And most of all, what traditions of the dwarves are kept, and which are discarded over the years, as their society meets — and conquers! — its rivals and competitors.

The DM who seeks to make his or her kingdom of dwarves unlike those already familiar will find inspiration and tools here: dwarven culture is not a monoculture, and there's no reason that every dwarfhold must match the pattern laid down so excellently by the sagas and by the **Lord of the Rings**. Both in terms of mechanics and setting, dwarves can offer us a variety of different styles, from the mad-eyed berserker to the wily trader—and a few more besides.

So then, dear reader, meet the New Dwarves of the Ironcrag, a crew that is sure to surprise you.

Wolfgang Baur

October 6, 2009





The Ironcrag

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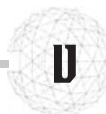
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THE IRONCRAG CANTONS



THE IRONCRAGS

HISTORY, CORE & CULTURE

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

Rise of the Reaver Dwarves

None knows when the first dwarves were raised from the earth. Their patron gods, Volund the Smith and Perun the Thunderer, both gave them gifts to help them make their way in the world: Perun gave a hammer, Volund an anvil. Troubadours swear the dwarves hammered themselves a silver rattle before they learned to walk; but then, troubadours will swear to almost anything.

The Reaver Dwarves lived first in the north, near Trollheim and Jotunheim. Their way was the way of war.

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

In time, the Reaver Dwarves turned their efforts into great armies that marched each summer and reaving ships that ruled the seas. They worked their iron into greater weapons to drive the elves into the forests of Roatgard and the Seven Cities to the south and east, and into the Rothenian plains: few of the fey dared remain in the north.

Despite their many successes, there was a limit beyond which the dwarves raided but never settled. The dwarves grew nervous in the warm plains without their mountain halls, but they came south for metal and ore. Mithral was not their discovery, but as soon as they saw it yearned for nothing more than to hoard it as a widow hoards laughter. At first, they gained it from the elves in tribute; later in trade.

Flight from the North

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

The first great crack in dwarven strength was the fall of Nordheim, the first and greatest of the dwarven kingdoms. Creatures did not conquer the Nordheim Hall from without, say the sages, but from within—some demon or ghoul or monstrosity of the depths quenched the hearths and forgefires of the dwarves. Others say the Thunderer grew so disappointed with what his children became that he punished them. With deific fury, he drove them from their homes under the earth, stripping away the gifts of divine fire he once gave them to shape the earth and bend dragons, elementals, and demons to their will.

In time, these homeless, banished dwarves founded the first dwarven cantons. Building new halls and finding rich veins of ore, they restored to a large extent the former reavers' bruised dwarven pride.

The Free Cantons of the Ironcrag

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

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

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

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

The dwarven cantons all lie in the Ironcrag, although varying altitudes and passes make some much more accessible than others. The cantons are all in the range known as the Ironcrag, while the dark canton of Grisal stands across the River Argent, near the Morgau and Doresh border.



BAREICKS

POPULATION 2, 500

Bareicks is the smallest of the cantons, known mostly for the poverty of its mines and the wealth of its sheep and cattle herds, such that dwarven herders are generally assumed to hail from Bareicks. The canton also can lay claim to several lightly forested lowlands.

In addition, the most dangerous mercenaries in the Ironcrag hail from Bareicks. With nothing to lose and no interest in going home unless wealthy or dead, the Bareicks berserkers earn their fearsome reputation. The death of a Bareicks berserker is usually reason enough for his canton companions to break camp and carry him home the next day.



BUNDHAUSEN (LIADMURA)

POPULATION 24,000

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

Cantons gather for the annual Dwarfmoot to air grievances, make new laws, administer justice between cantons by common vote, and even declare war or negotiate peace with outsiders from the “lowlands”—which is the dwarven appellation for everything outside the Ironcrag.



GRISAL

POPULATION 22,400

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

Grisal's priests are kept busy: its halls stand above the Zombie Wood of Zwargau and within sight of the Great

Temple of the Red Goddess, where the dead are brought to serve the living. For the most part, the Black Canton strives merely to keep the undead at bay. From time to time, though, its younger warriors mount raids against the principality, slaughtering zombies and skeletons by the score during daylight and attempting to return across running water before nightfall. Those who fail to return are sometimes seen days later as black-armored servants of the Red Goddess.

GUNNACKS
POPULATION 27,000



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

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



HAMMERFELL (MAZZOT)
POPULATION 14,000

One of the great iron working halls, Hammerfell recently withdrew into itself, sealing the hall doors for an entire summer. This is often a sign among the cantons that the withdrawn canton fights a war against creatures from the depths, although sometimes it merely signals that work is at

a critical phase in some new feat of forgecraft, engineering, or item enchantment. Dwarves outside of Hammerfell do not yet know the cause for its withdrawal.

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

JURALT
POPULATION 8,000



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

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

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



KUBOURG (FRIUNSGORLA)
POPULATION 9,000

The Kubourg is a great castle built atop a small hill and surrounded by verdant fields. Unlike the Bareicks or Vursalis folk, the Kubourgers are not just herders of sheep and cows, but also the Ironcrag’s butchers, cheesemakers, and

leatherworkers. They also act as breeders of fine donkeys, mules, and dogmoles, and purveyors of jewel-toned inks and black powder. The Kobourgers settled rich valley bottomland rather than ore-bearing land, and have earned their gold through trade for generations. In addition, they also more-or-less cornered the hops supply, making themselves critical to the brewing of stout dwarven beer. All of these factors make them one of the wealthier cantons.

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

NORDMANSCH
POPULATION 7,500



The dark black pine forests of Nordmansch are home to two settled halls: Upper Nordmansch under the peak called the Sentinel and Lower Nordmansch in the heart of the forested hills. The two settlements coexist as friendly rivals. Their trades include silver, iron, and mithral mines; the making of enchanted steel; and the forging of magical rings. Stories say the Nordmansch have kept alive more of the dwarven traditions of rune magic and lithomancy than any other canton, and many believe the Ordenn Forest is a place of enchantments.

The lands of Nordmansch are among the best forests for pine, yew, and ash in the Ironcrags, and many of the timbers bracing dwarven mines hail from those black woods. The dwarves of Nordmansch are believed to make the best axes in the cantons, both for lumbering work and for war. Oddly, Nordmansch is the only canton that does not take and hold slaves among its people. The dwarves of Nordmansch accept weregeld for blood feuds readily, and take token ransoms from hostages who can afford no real price: a boot, a shirt or even a piece of soap might be accepted as a ransom. This seems to be related to the teachings of their version of the Golden Goddess Lada, whose healing arts they revere almost as much as the sterner words of Wotan and Volund.



ST. MISCHAU
POPULATION 4,000

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

Rumors circulate that the dwarves of St. Mischau are truly servants of Mammon, of St. Charon, or of some dark goddess of the fey, but these are likely nothing more than tales spread by jealousy and envy. What is known is that the dwarves of St. Mischau trade with kobold merchants from Zobeck, which other dwarves consider dishonorable at best, and they maintain peculiar customs for their dead (see page 14).

TEMPLEFORGE
(FAVGIA BASELGIA)
POPULATION 5,000



The holy ground of Templeforge is also the home of the dwarven airship, as the maker of the first such ships was a priest of Volund living here. Liftgas is still mined here and new ships are built every 20 years or so to replace lost ones, but the industry remains a tiny one since few can afford the vast sums required to keep an airship flying.

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



TIJINO
POPULATION 11,000

The southernmost of the cantons is Tijino, not far north of the human cities of Melano and Triolo. It is known for ironwork and weapons sold to humans, gnomes and anyone else with money to pay, and also as a source of good wood for spears, ax hafts, and crossbows.

The great hall of Tijino is a springtime gathering point for Free Companies, who sell their services to Fiorna, Remulus, Triolo, and the feuding cities of the south. “When we cross Tijino Pass” is roughly equivalent to “When we go raiding” in the argot of the Ironcrag.



VURSALIS
POPULATION 6,000

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

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



WINTERSHEIM (INVIERNUSA)
POPULATION 18,000

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

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

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



The Lost Halls

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



**THE GOLDEN CITADEL
(FRIUNDOR)**

This abandoned canton is high enough to include alpine meadows and lakes, but it is not centrally located. At one time, it was the wealthiest of all the cantons, with mines that produced a steady stream of gold ore and with a reputation for hard work and silent votes—few complaints were heard from the Golden Citadel when it came time to go to Bundhausen for the settlement of grievances. The place was abandoned under snow more than 100 years ago, ever since the mines ran out. Most of the other cantons all lie west of it; Zobeck lies 200 miles to the east, over hills and a river plain.

KRONGARD



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



SARGAU

Destroyed from below by ghouls and derro, the halls of Sargau are celebrated by the other cantons in song and story. The halls were built on a rich deposit of mithral

(like others in the eastern Ironcrags) as well as the value of its woodlands. The people there sought to dominate the lowlands to the east, toward Zobeck and the Magdar territories. Their early assaults were quite successful, ensuring that the lowlands and hills remained friendly to dwarven interests and offered good terms to the caravans and mule trains that came down from the mountains each spring.

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

VILLERSHALL



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

After a summer and winter siege, a final Gunnacksen assault took down one of the gates into the lower halls, and those who would not surrender and become thralls of Gunnacks were slain or exiled from the lands. The Gunnacksen masons set explosive runes to destroy the great pillars of the main halls, and nothing but rubble remains. Occasional attempts to revive the canton all fail.



VOLUND'S BEARD

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

Northern Clans of Trollheim

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

STANNASGARD

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

TANSERHALL

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

WOLFHEIM

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

RELATIONS WITH THE CANTONS

The three great northern halls exert a remarkable influence over the southern halls. Their priests, their ways, and their

wisdom are revered as more pure and more "dwarven" than the culture of the Ironcrag—although to most humans and others, the Ironcrag seem plenty dwarven. Still, the sagas, myths, and magic of the north often pull the Ironcrag dwarves to undertake a pilgrimage there, to see the bones of even-more-ancient ancestors, and to somehow gather up some of the sanctity and strength of the icebound hills where the dwarves were born.

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

Dwarves of Zobeck

The dwarves of Zobeck are, in some senses, the weakest and least martial of all the dwarven clans and cantons. For a time, they were considered a strange sort of Lowland Canton by their fellows in the Ironcrag, but they rarely gather for war, rarely cloister their women, and show little interest in the Old Gods Wotan and Perun, devoting themselves instead to Volund and the strange cult of Rava the Gear Maiden, and to the construction of ever more sophisticated mechanisms and tools. They are master jewelers and craftsmen, excellent diviners and even respectable bards, but they seem to lack the reaver's temperament entirely.

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

Dwarven Society in the Cantons

The Ironcrag cantons are democracies, and each canton is a small city-state unto itself. For big decisions, every adult present in the hall can vote. Those who are not present do not vote, which sometimes leads to some interesting consequences. Most of all, in times of war, famine, or feud, cantonal dwarves tend not to wander too far from their halls, for fear their canton might make some foolish decision.

Naturally, those voting are limited to the male dwarves and the free females. Cloistered dwarven women do not vote, and neither do children or non-dwarven servants. Dwarven thralls, however, may vote—if they are in a canton, they have a say in its future. Smart thralls vote with their owners.

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

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

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

DWARVEN LAW AND JUSTICE

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

PILLARS OF THE LAW

The main elements of the law for each canton are spelled out clearly to every visitor to a dwarven hall; carved runes set into great pillars flanking the hall’s main entrance delineate cantonal law to all who can read them. All those who enter the canton are thus considered aware of the canton’s laws and to agree to the laws of that hall.

The laws themselves are written in an ancient and convoluted form of Dwarven not easily puzzled out by non-dwarves—and even some dwarves have difficulty with the language. The language is called Law Dwarven or (rarely) Anvil Dwarven, for the courts themselves used to be held in the smithies or at a forge, where oaths could be forged and reinforced with magic.

A successful DC 20 History or Religion check reveals the details of a particular hold’s laws, most of which concern property rights over ore, wood, coal, ingots, and sheep, but other elements discuss the rights of married dwarves, free dwarves, and slaves.

MARRIED DWARVES

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

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

FREE DWARVES

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

- the right to property;
- the right to vote for war;
- the right to challenge unmarried dwarves to single combat;
- the right to enlist in mercenary companies and a share of plunder;
- the right to exit the canton with leave from an elder, priest, or other dwarf; and,
- the right to marry as they please.

SLAVES

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

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

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

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

COURTS AND PUNISHMENT

Those who break an oath, violate the terms of an agreed and witnessed contract, or transgress against the Law itself are subject to justice at the hands of the cantonal authorities. In most cases, the reeve and bailiff oversee violations within a canton. A prisoner is brought in by the canton's soldiers or by bounty hunters and is given over to the reeve for sentencing and the bailiff to be kept in prison or in shackles as a slave for as long as the reeve decrees.

Dwarves are not great believers in prison, for the most part. They prefer criminals pay off their crimes, deep under the earth in heavy shackles.

CLAN FEUDS AND RAIDING

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



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

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

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

The second form of raiding targets the lowlands, usually the Seven Cities, Zobeck, Morgau, Savoigne, or even Allain. These raids aim to take prisoners or lay siege to rival cities, and are deadly earnest affairs, with real losses in prisoners, deaths, and dwarven honor. Most such raids happen in the spring and summer months, before the harvest. Reciprocal raids against the dwarves in their mountains have been universal failures, with the notable exception of the Magocracy of Allain's raid against Krongard. This raid, dubbed the "Mage's Raid" by cantonal dwarves, is a topic best left undiscussed when a guest in the cantons.

THRALLS AND SLAVERY

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

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

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

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

Any soldier caught taking up arms against the dwarves a second time is put to death as soon as his brand is found.

CLOISTERED DWARVES AND FREE DWARVES

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

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

Cloistered women, by contrast, are invisible to outsiders. They never leave the canton and they form the power behind dwarven craftsmen, from brewers to coppersmiths to armorers and gemcutters. Their work shapes dwarven tools, woolens, and other crafts, and is of the best quality. Some believe they also bless and enchant dwarven magical items, and serve as lorekeepers. Free dwarves tend to say nothing about them.

Male and free female dwarves alike revere the cloistered women as participants in an ancient and sacred tradition unique to dwarfkind, but their rights are extremely limited. Though they cannot vote or choose who they marry, they may vote among their fellow cloistered women on matters that concern only themselves.

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

COURTSHIP AND MARRIAGE

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

Courtship is the more common path of dwarven men in most cantons. Courting a free dwarven woman is no more or less honorable than courting a cloistered one, but the arrangements are quite different. For free women, the two dwarves woo under the eyes of a friend or elder for as long as they care to, and displays of affection—from tokens to kisses to gifts—are given by both to one another. If the two marry, it may be a quick “ax or anvil” marriage or a more formal occasion.

For cloistered women, the visits of a dwarven man are occasions of much concern, fuss, and gossip. Such visits follow a pattern proscribed by tradition: three visits before the suitor may hold a cloistered-dwarf-maiden’s hand, three more visits before they may embrace, and three more still before they kiss. At each stage, the suitor is expected to bring first copper, wood, and pewterwork; then silver, glass, and iron; and finally, gold, mithral, and gems. There are exceptions for the poor, and though not all dwarves hold to the nine visits of a courtship precisely, most do.

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

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

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

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

THE BRIDE-PRICE AND GROOM’S ROAD

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

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

MINING, FORGEWORK, AND TRADE

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



TRADE

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

These items are carried down to the lowlands by their caravans and by their allies in human houses. Three main groups among the dwarves themselves vie to control trade: the great merchant houses; the cantonal monopolies; and the independent caravan companies, who specialize in shipment rather than goods.

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

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

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

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

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

MINING

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

These skills make dwarves very successful in trade: few other races devote such passion to matters of geology and engineering. Elves prize mithral dearly, but do not stoop to tearing it from stone with tools. Humans and kobolds mine as well, but they command less skill in engineering and lack the constitution necessary to survive at crushing depths.

FORGEWORK

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

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

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

GODS AND FAITH

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

That said, the dwarves hold to some of their other ancient gods of the north: Wotan the Rune Father, Perun the Thunderer, and even the trickster Loki have sometimes found favor among some cantons for a time. Though other minor gods are also worshipped within the cantons, Volund, Wotan, Perun and Loki are by far the most widely-revered gods within the Ironcrag cantons. Their ceremonies are grand at solstices and equinoxes, at the blessing of blades and armies, at the opening of a new mine, and at the launch of a raid.

The lesser gods are another matter, and all are quite popular in their own way. The dwarves revere St. Mischau, patron saint of gems and gold; Ice-Gold Hilda, Maiden of the Snows; Grajava the Shief-Maiden, Angel of the High Peaks;

and Ninkash, Matron Goddess of Beer. The first two are believed to be gods of the Ironcrag, and are not worshiped elsewhere. The last of them is a gift of the Kariv, a goddess brought from the south as the beer goddess and immediately given a hearth and home by Volund's side. Some say she is the goddess who told the dwarves to speak and vote and throw down Wotan (who is still held as the greatest god of the northern dwarves) and his kings. Others say she is a gypsy trick to keep dwarves drunk and happy, to keep them from raiding the lowlands too often. In the canton of St. Mischau, the cloistered dwarf women worship Ninkash apart from all males (even the priests who lead them in worship are female), and their rituals include immersion in ale—ale that is subsequently consumed in rituals by the males of the canton.

The last portion of the dwarven faith is in many ways the most personal and most important. Each household among the dwarves has a set of household gods called the hearth gods or *hårdgudar*. These hearth gods are the deities who watch over and protect the hearth and children. Volund is always the father of these household gods.

Kept as a set of figurines, the other hearth gods themselves are the ancestors of the clan, the grandfathers and grandmothers, the great warriors of a lineage. These figurines are sometimes made of gold and sometimes clay, but all are valued by the descendants. They are brought out on holy days and for major family occasions such as a birth, coming of age, marriage, or death, to witness the event. All dwarves pray and sacrifice to these ancestors, offering them crumbs of coal and food, lighting weekly candles, and keeping them near the hearthfires. The figurines are sometimes haunted or enchanted to speak with the dwarves they represent. Other times they are simply symbols of the long history of the dwarven people, going back to the northlands and the making of the dwarves.

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

WAR, DEATH, AND BURIAL

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

Once the snow really melts, the dwarves come down from the mountain for the summer, lay siege to any place they believe wronged either the cantons or cantonal merchants, and sometimes raid neighboring valleys for their goats and sheep. Dwarves consider raiding more sport than anything; the cantonal dwarves do not murder one another over livestock, although they do wound one another and often take hostages for ransom.

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

This passing of the tools is the most visible and emotional moment of dwarven mourning. The tools are not the weapons buried with a warrior, nor the pick or shovel that a miner takes into the tomb, nor the smith's hammer he clutches forevermore. Those belong to the deceased. The tools passed on to a wife, son or daughter (or sometimes a niece, nephew, cousin or even a stranger) are those too valuable to bury, but that do not necessarily define the dwarf. They might be a second-best chisel, mallet or locks for a stonemason, or else a jeweler's loupe, a brewmatron's copper ladle or a warrior's dagger and quiver of crossbow bolts.

Larger tools used by multiple dwarves but owned by the deceased are also passed down, such as an anvil that belonged to a master craftsman's shop. In passing on these things, a piece of the spirit of the departed is thought to pass on to his heirs, and the skill and luck of the former owner to pass to another generation. Once the tools are passed—and it might only be one or two whetstones and an ax in a poor family—the wake is over, and the mourners leave.

After the wake, mourning continues with the fashioning of the ancestor's likeness in stone, wood, or metal as a hand-sized figurine that joins the family's ancestral pantheon. Periods of formal mourning can last up to two years.

Dwarves sometimes cut out a hank of their beard for the death of a spouse or child, and many wear “mourning mail” (a form of chainmail with bearskin underneath rather than regular *cuir bolli*) on raids. This mail is black and somewhat furry, and the wearers are often prone to feats of daring and strength believed to stem from their grief. Those dwarves who cannot pass through their grief become lifelong reavers, constantly seeking mercenary work, or raiding when none is available.

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

GLACIER BURIAL OF ST. MISCHAU & SOUL BLADES OF GRISAL

The strangest burial and ancestral customs are those the dwarves of St. Mischau and Grisal; both groups neither bury their dead nor leave them atop peaks. Instead, they dig a hole in a glacier, place the body and grave goods within that ice, and then refill the hole with water, which quickly freezes. This glacier burial preserves the body perfectly for a long period of time, and allows descendants to visit ancestors in good condition. In St. Mischau, glacier burial is most common among the well-off, especially alchemists, mining foremen, and priests. Those who cannot afford to be buried in a glacier sometimes donate their bodies, which are pickled in ale and then set alight on pyres; their ashes are used by the ale-priests of St. Mischau for drawing holy runes, borders, and warning messages.

In Grisal, glacier burial is most common among women. The men largely prefer cremation and a scattering of ashes or, less commonly, infusion of the ashes into a soul blade. These weapons are well-tempered carbon-steel swords and great axes—flexible, sharp and durable. They also retain some fragment of the warrior whose ashes gave the blade its temper. In most cases, the runes of his name are engraved into the tang or even along the blood runnel near the crosspiece (for a sword) or the haft (for a greataxe).

PLAYER GUIDE

CLASSES, PATHS & DESTINIES

Dwarven characters are defined by the stereotypical ax-plus-beard, and they go far beyond that as well. This chapter provides new backgrounds, new paragon paths, and new epic destinies that will make your dwarf stand out from the crowd.

Backgrounds

The dwarven clans and cantons give rise to a number of distinctive dwarven types; the loners, the sharp trader, the grizzled caravan leader and the bold mercenary. Some of these are described here as backgrounds for character creation.

1. MOUNTAIN DOG

Much like the massive dogs your people raise, you are most at home on top of the mountain. Yours was a life of loyalty and service. Much of your time was spent making trails and keeping watch. When the weather turned and the mountains shifted, you and your brethren would march out, looking for survivors from the latest disaster.

Many of the skills you developed will serve you in your adventures, but why did you leave? Were search and rescues missions not as thrilling as the promise of adventure? Did some incident scare you off the mountains or drive you to seek greatness? Or was your bride price stolen on its way to your betrothed, ending your hopes of a joyous marriage and shaming you into exile?

Associated skills: Athletics, Endurance, Perception

2. LOWLAND TRADER

From early on, you were apprenticed to a trade. Whether mining, masonry or merchant, you likely followed the same trade that your father and grandfather did. Work often came from nearby human settlements, so you often interacted with them. It was good, honest labor, even if the employers were not always good or honest.

Those times are behind you now that you are ready for your first adventure. Consider what trade you practiced and how your past experiences might contribute to your current ventures. You were often in contact with other races; how have these experiences colored your current views?

Associated skills: Bluff, Streetwise

3. REAVER

All you needed were the salt in the air and the steel in your hand. With your axe brothers, you'd come down from the north, attacking ships and pillaging the coastline. You might not be physically larger than other dwarves, but you present a large figure, dressed in bearskins and carrying a massive axe. Now you've left that life behind. Did you grow tired and seek a more noble profession? Were you branded a coward and cast out, left alone to seek redemption? Or did you run away from a blood feud and must now watch over your shoulder?

Associated Skills: Endurance, Intimidate

4. GUILD DWARF

For you, the guild is as close as your clan. Although you might argue with your guildmates, you also know you can count on them for support. Through many long years, you've learned not just your craft but also how to work with others and to navigate through guild politics. Which guild are you a member of? Who did you serve your apprenticeship under, and how is your relationship with your master? Why are you adventuring now? Are you a journeyman looking for new opportunities, or have you cut ties with the guild?

Associated Skills: Diplomacy, Thievery

5. CANTON DEFENDER HEIR

You were raised at the knee of grizzled veterans who filled you with tales of resolute battle against overwhelming foes in tight quarters and little hope of relief. You learned the lessons those hard-bitten warriors brought home and stood guard at tunnel entrances and high meadow gates.

Are you seeking your fortune away from those honored posts or rebelling against tradition? Is this part of your training? Were you shamed into departing, or are you on a mission at the behest of a mentor? Do you plan to return to your canton and take up your family's birthright?

Associated skills: Dungeoneering, History, Nature

Feats

Dwarves have a number of feats they favor, and feats associated with their paragon paths. In particular, their druids and sorcerers are simply tougher than average, and all dwarves have racial feats that work with stone and metal.

AVALANCHE'S FURY [DRUID]

Prerequisite: 11th level, druid, wild shape power

Benefit: When charging while you are in your beast form, you ignore difficult terrain and can move through an enemy's space.

BOON OF THE SPIRIT ANCESTORS [GHOST SORCERER]

Prerequisite: Cha 17, ghost sorcerer

Benefit: Whenever you use your Second Wind you also gain a number of temporary hit points equal to 1 + your Charisma modifier.

CHILD OF THE CLIFFS [DRUID]

Prerequisite: 11th level, druid, wild shape power

Benefit: While you are in your beast form, you gain resist 5 to cold, lightning and thunder.

DEMON SLAYER [FIGHTER]

Prerequisite: Dwarf, 21st level

Benefit: You gain a +1 to attack rolls against immortals and elementals. You score a critical hit against immortals and elementals on a 19 or 20.

DWARVEN BLOODLINE

Benefit: You gain a +2 racial bonus to Dungeoneering checks. You gain a +2 bonus to Perception and Insight checks against dwarves, derro, duergar, forsaken, and azers.

DWARF FRIEND

Prerequisite: 11th level, Dwarven Bloodline

Benefit: You are a friend to dwarves and gain a +2 bonus on Endurance checks. You can take dwarven paragon paths and epic destinies.

DWARVEN WAYFINDER

Prerequisite: Dwarf

Benefit: You gain a +2 bonus to Perception checks to find gold, mithral, and adamantium, a +2 bonus to Survival checks when underground, and a +2 bonus to Thievery checks when detecting traps and secret doors made of stone.

FEAR MY WRATH

Benefit: Choose an ability other than Charisma. When you attempt to Intimidate a target, you can use that ability instead of Charisma for the skill check.

GIANT SLAYER

Prerequisite: Dwarf, 11th level

Benefit: You gain a +1 racial bonus to attack and +2 to damage rolls against giants, ogres, and oni. The damage increases to +3 at 21st level.

GOBLIN SLAYER

Prerequisite: Dwarf

Benefit: You gain a +1 racial bonus to all attack and damage rolls against kobolds, goblins, and orcs. The damage increases to +2 at 11th level, +3 at 21st level.

GOD'S HAMMER [DRUID]

Prerequisite: 11th level, druid

Benefit: Whenever you hit an enemy with a daily or encounter primal attack power that has the lightning keyword, you deal thunder damage to all opponents adjacent to the target equal to 1 + your Constitution modifier.

IMPROVED STONEBLOOD [WARLOCK]

Prerequisites: Con 13, warlock, stone pact

Benefit: Your stoneblood pact boon's AC bonus increases by +1.



INSCRIBE RUNE STONE [RUNE WIZARD]

Prerequisite: Rune Wizard

Benefit: A Rune Wizard can inscribe a single extra Daily spell on a specially prepared rune stone. You can choose one of your Daily spells from your spellbook for the runestone and prepare your other daily of the same level as normal. You can activate the runestone to use the inscribed spell rather than the prepared spell; this expends the runestone and the spell. If you cast your prepared spell instead, the runestone is not expended and remains available for use.

The Runestone costs the same as a potion of the spell's level. It is expended by use, and you can have only one Rune Stone at a time. Inscribing a second one destroys the first.

MOUNTAIN HEART [DRUID]

Prerequisite: 11th level, druid, wild shape power

Benefit: While you are in your beast form, you gain resist psychic equal to 3 + your Constitution modifier and a +2 feat bonus to saving throws against charm and fear effects.

MOUNTAIN MAN

Prerequisite: 11th level, trained in Endurance

Benefit: You are immune to the effects of altitude, including altitude fatigue and mountain sickness. You gain a +2 bonus on Endurance checks to survive the extreme weather or other environmental challenges in the mountains.

RUNE OF PORTENT [RUNE WIZARD]

Prerequisite: Rune Wizard

Benefit: After an extended rest choose one Daily attack power. Until you take an extended rest, you add a +1 feat bonus to your attack roll with that power.

SHAFT DEFENSE [RANGER]

Prerequisite: Spear-fighting Style

Benefit: When you spend an action point to use your Second Wind you also gain a +2 feat bonus to AC and Reflex defense until the end of your next turn.

SHAKE IT OFF

Prerequisite: Dwarf, 11th level

Benefit: You roll saves against dazed, poison, and immobilized effects twice and take the best result.

SMELL GOLD

Prerequisites: Dwarf, 11th level

A dwarf with this feat can literally smell the presence of gold (but not other metals) carried by another creature or stored within a room.

Benefit: Grants a +2 bonus to Perception checks made to find gold or items containing gold. In addition, you cannot be surprised if any enemy in the surprise round is carrying more than 50 gp.

TRAPFINDER

Prerequisite: Dwarf

Benefit: You gain a +3 bonus to Perception and Thievery checks for stone traps or mechanical traps. You gain no bonus for magical traps.

TUNNEL FIGHTER

Prerequisite: 11th level

Benefit: You gain a +1 to attack and damage rolls when adjacent to a wall, +2 when adjacent to two walls. Open spaces below ground do not affect your attack rolls.

WAYSTONE MASTERY

Prerequisite: 11th level, trained in Dungeoneering

Benefit: You are immune to the after-effects of travelling via a waystone and gain a +2 bonus on ritual Arcana checks relating to waystones (see page 55).



Dwarven Class Builds

While dwarves are not thought of as arcane masters first and foremost, their magic is powerful, rooted in deep traditions and deeper stone. Granted some sparks of forging magic by the Northern gods, they have since prised free many secrets of ancestral, stone, and divine magic.

In addition, the dwarves of the Ironcrag have long been masters of the polearm. This often means a pike or halberd, and no small number of dwarven scouts and guardians of the passes are spear rangers.

GHOST SORCERER

Your magic originates in the ancestral spirits of your race, infusing your spells with the abilities of the dwarven people and its heroes. Through a special connection to those who have come before, you channel the attributes and values that make dwarves a stalwart, hearty breed. Your early powers evoke general racial capabilities, while later spells call upon specific dwarf heroes and legendary figures.

The spirit ancestors can also be cold and indifferent, however, lacking a direct connection to the living. Several of your powers affect friend and foe alike. As well, to mortals and those on the corporeal plane, the spirit world is one of madness and mind-twisting vistas, and a few of your powers leave you addled with glimpses of this other world.

Ancestral Power: You gain a bonus to the damage rolls of arcane powers equal to your Constitution modifier. This bonus increases to your Constitution modifier +2 at 11th level and your Constitution modifier +4 at 21st level.

Resolve of the Hammer: When you attack with a sorcerer power, you can use a hammer as an implement just as you would a staff or dagger. Once per encounter when you wield a hammer you may add a +2 bonus to one save against a charm or fear effect.

Ghost Soul: You gain resist 5 to psychic damage. The resistance increases to 10 at 11th level and 15 at 21st level.

Your arcane powers ignore any target's resistance to psychic damage up to the value of your resistance.

Cohort Defense: You gain a +1 bonus to AC for each conscious ally in a square adjacent to you.

GHOST SORCERER

You command the formidable resilience and wisdom that is a dwarf. Make Charisma your highest ability score, followed by Constitution. Select powers that use your high Constitution to deal extra damage, grant yourself a bonus, or hinder enemies.

Suggested Class Feature: Ancestor Ghost Magic

Suggested Feat: Implement Expertise

Suggested Skills: Arcana, Dungeoneering, Endurance, Insight

Suggested At-Will Powers: *acid orb*, *hammer bolt*

Suggested Encounter Power: *fires of the forge*

Suggested Daily Power: *guardian of the gate*

LEVEL 1 AT-WILL SPELL

HAMMER BOLT

SORCEROR ATTACK 1

A bolt of force in the shape of a hammer—the traditional weapon of your ancestors—leaps from your hand and smashes a foe.

At-Will ♦ Arcane, Force, Implement

Standard Action

Ranged 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier force damage, and you push the target 1 square.

Level 21: 2d8 + Charisma modifier force damage.

Ghost Magic: If you roll a 7 or 8 on the damage die the target is also dazed until the end of your next turn.

Level 21: If you roll a 7 or 8 on either damage die the target is also stunned until the end of your next turn.

LEVEL 1 ENCOUNTER SPELL

FIRES OF THE FORGE

SORCEROR ATTACK 1

You call upon the mighty smiths of your race. They open their spectral furnace and engulf your enemies in flames. Woe to the creature who looks directly into the mouth of the forge.

Encounter ♦ Arcane, Fire, Implement, Psychic

Standard Action

Close blast 3

Target: Each creature in blast

Attack: Charisma vs. Reflex

Hit: 2d6 + Charisma modifier fire damage.

Ghost Magic: Make a secondary attack.

Secondary Target: One creature in blast

Secondary Attack: Charisma +2 vs. Reflex

Hit: 1d6 + Constitution modifier psychic damage.

LEVEL 1 DAILY SPELL

GUARDIAN OF THE GATE

SORCEROR ATTACK 1

You draw forth a guardian of the gate, from your deep reserves of arcane power. A glowing warrior briefly materializes to strike an opponent. His presence gives you the strength and courage to face any foe.

Daily ♦ Arcane, Implement, Weapon
Standard Action **Ranged 5**

Target: One creature

Attack: Charisma vs. AC

Hit: 3d8 + Charisma modifier radiant damage.

Effect: Until the end of your next turn, whenever an enemy hits or misses you with a melee attack you may make a basic melee attack against that enemy.

Ghost Magic: As long as you do not move, you gain a +1 power bonus to AC and all defenses and inflict your Constitution modifier radiant damage on all attacks you make until the end of the encounter.

Sustain Minor: The effect persists.

LEVEL 2 UTILITY SPELL

WISDOM OF THE DEEP

SORCEROR UTILITY 2

Your ghost ancestors answer questions about worlds unseen. At times their knowledge can be disturbing.

Encounter ♦ Arcane
Minor Action **Personal**

Effect: You gain a +5 power bonus to Dungeoneering checks until the end of the encounter.

Ghost Magic: You can choose to gain Darkvision and the ability to speak Deep Speech until the end of the encounter. If you do, you take a -2 penalty to Will defense until the end of the encounter.

LEVEL 3 ENCOUNTER SPELL

SAFETY OF THE HEARTH

SORCEROR ATTACK 3

The ancestral Hearth grants you its protection and its strength, empower your mind and body, while you direct its flame to burn and scour nearby enemies.

Encounter ♦ Arcane, Fire, Implement
Standard Action **Close blast 2**

Target: Each creature in blast

Attack: Charisma vs. Reflex

Hit: 2d8 + Charisma modifier fire damage, and ongoing 5 fire damage (save ends).

Ghost Magic: You gain a +1 power bonus to all defenses until the end of your next turn, and temporary hit points equal to 1d6 + your Constitution modifier.

LEVEL 5 DAILY SPELL

DERRO MADNESS

SORCEROR ATTACK 5

Some of your ancestors harbored the taint of the derro. You call upon this madness in your blood to assault a foe's mind. He screams with horror, and terrifies all those nearby with unearthly wailing.

Daily ♦ Arcane, Fear, Implement, Psychic
Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier psychic damage, and the target is dazed (save ends).

Effect: All creatures within 2 squares of the target take 5 psychic damage.

Ghost Magic: While the target is dazed all creatures that enter or start their turn in a square adjacent to the target take psychic damage equal to your 1+ Constitution modifier.

Effect: You lose your psychic resistance until the end of the encounter.

LEVEL 6 UTILITY SPELL

ROOTED TO THE STONE

SORCEROR UTILITY 6

A foe hits you with an attack and the ghosts of your ancestors pour their strength into your legs, anchoring you to the spot. Your benefactors then surge forward, assaulting your attacker with screams and horrifying images.

Daily ♦ Arcane, Psychic
Immediate Reaction **Personal**

Trigger: You are subject to a push, pull or slide or are knocked prone.

Effect: You are moved a number of squares fewer than the effect specifies equal to your Constitution modifier or you may choose to negate being knocked prone.

Ghost Magic: If you completely negate all forced movement from an attack, the attacker takes psychic damage equal to 1+ your Constitution modifier.

LEVEL 7 ENCOUNTER SPELL**RECALL THE GIANT BANE**

SORCERER ATTACK 7

When the first dwarves battled for their freedom, the mightiest warrior in that fight was named Giant Bane. His ghost-axe comes to your aid.

Encounter ♦ Arcane, Fire, Implement

Standard Action

Ranged 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 2d6 + Charisma modifier fire damage, and you knock the target prone.

Ghost Magic: If you roll a 1 on either damage die, reroll that die until the result is no longer a 1. If you score a critical hit, add 2d6 + Constitution fire damage to the hit.

Special: Against creatures of Large size or larger you score a critical hit on an 19-20.

LEVEL 9 DAILY SPELL**HALL OF WARRIORS**

SORCERER ATTACK 9

The fighting spirits of your ancestors emerge to do battle once more at your call.

Daily ♦ Arcane, Conjuration, Implement, Psychic, Radiant

Standard Action

Ranged 5

Target: A number of creatures equal to your Constitution modifier.

Attack: Charisma vs. AC, one per target

Hit: 2d8 + Charisma modifier radiant damage.

Effect: Until the start of your next turn a ghostly armored warrior occupies a square adjacent to each target hit by the attack. Any creature that enters or starts its turn in a square adjacent to one of these warriors takes psychic damage equal to your Constitution modifier.

Sustain Minor: Sustain this effect.

LEVEL 10 UTILITY SPELL**GRAJAVA'S SHIELD WALL**

SORCERER UTILITY 10

The dwarves have always gained strength from their society. The ancestral power in your blood increases if you stick close to your companions.

Encounter ♦ Arcane

Minor Action

Close burst 1

Target: You and each ally in burst

Attack: Charisma vs. AC, one per target

Effect: Each target gains a +2 power bonus to AC until the end of your next turn.

Ghost Magic: Until the end of your next turn you gain a +1 bonus to all defenses for each conscious ally in a square adjacent to you.

LEVEL 13 ENCOUNTER SPELL**JAREK'S MIRTHFUL SPITE**

SORCERER ATTACK 13

Excellent stonemasons and mechanics, dwarves protect their lairs with ingenious traps. In an instant, the greatest engineer of your race—Jarek—constructs a trap for your enemy.

Encounter ♦ Arcane, Implement; Varies

Standard Action

Ranged 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 2d10 + Charisma modifier damage and roll on the chart below to determine the type of trap:

- 1: *Deadfall:* The target is slowed (save ends).
- 2: *Net Trap:* The target is restrained (save ends).
- 3: *Arrow Volley:* Target takes ongoing 5 damage (save ends).
- 4: *Acid Spray:* Acid damage, and the target takes a -2 penalty to Fortitude defense (save ends).

Ghost Magic: The target takes a -2 penalty to saves to end this condition.

LEVEL 15 DAILY SPELL**DARKNESS OF THE MINES**

SORCERER ATTACK 15

You afflict a foe with the darkness and fear that your people experienced while slaves in the black pits. The memory shakes you as well.

Encounter ♦ Arcane, Fear, Implement, Psychic

Standard Action

Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 5d8 + Charisma modifier necrotic damage, and the target is blinded (save ends).

Ghost Magic: As long as the target is blinded it takes psychic damage equal to 3 + your Constitution modifier.

Miss: Half damage.

Ghost Magic: The target takes a -2 penalty to Will defense until the end of your next turn.

LEVEL 16 UTILITY SPELL

DONAR'S HAMMER

SORCERER UTILITY 16

The great warrior Donar forged a hammer that obeyed his every command. When you invoke his name, you gain the same ability.

Daily ♦ Arcane
Minor Action Personal or Melee Touch
Target: One throwing hammer

Effect: Until the end of the encounter the affected throwing hammer gains a +2 power bonus to attack and damage rolls. Once per encounter, when you or an ally throws the weapon at a target, the wielder can also make a basic ranged attack with the hammer against a number of opponents equal to your Constitution modifier within 5 squares of the original target. The hammer then reappears in the wielder's hand.

LEVEL 17 ENCOUNTER SPELL

A THOUSAND AXES

SORCERER ATTACK 17

Smiths without parallel, your ancestors forged mighty weapons. These ancient devices linger in tombs and vaults, ready for your call.

Encounter ♦ Arcane, Force, Implement
Standard Action Close Blast 3
Target: Each creature in blast
Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier force damage.

Ghost Magic: If you roll a 1 on either damage die, add another 1d8 to the damage.

LEVEL 19 DAILY SPELL

MAUL OF THE DEEP

SORCERER ATTACK 19

Legends speak about the ancient weapon your ancestors wielded to defeat the last titan. Some of that weapon's residual magic still runs in you.

Daily ♦ Arcane, Implement, Lightning, Thunder
Standard Action Ranged 10
Target: One creature
Attack: Charisma vs. Fortitude

Hit: 5d6 + Charisma modifier lightning and thunder damage, and the target is stunned (save ends).

Ghost Magic: Push the target a number of squares equal to your Constitution modifier.

Special: If you score a critical hit against a giant or titan, the target takes a -4 penalty to all saves and defenses until the end of your next turn.

LEVEL 22 UTILITY SPELL

SIGUR'S FIERY TRANSPORT

SORCERER UTILITY 22

You call upon King Sigur who rode a goat-drawn chariot into battle. With a wave of your hand a flaming chariot and team appear. You hop aboard and smash through opponents.

Daily ♦ Arcane, Fire, Thunder
Move Action Personal

Effect: On this move action you can move a number of squares equal to your speed + your Constitution modifier. You ignore difficult terrain, and gain a +2 power bonus to AC against opportunity attacks. A creature adjacent to any square you start in or occupy during this move action takes 1d6 + Constitution modifier fire and thunder damage.

LEVEL 23 ENCOUNTER SPELL

BRINDLE'S IRON GLOVES

SORCERER ATTACK 23

The great smith Brindle forged a pair of iron gloves that gave him the crushing grip of a giant. Somewhere deep in your bones the power of these gloves resides, waiting for your call.

Encounter ♦ Arcane, Implement
Standard Action Ranged 10
Target: One creature
Attack: Charisma vs. Fortitude

Hit: 4d8 + Charisma modifier damage, and the target is restrained until the end of your next turn.

Ghost Magic: As a minor action you can sustain the restrained condition (save ends).

LEVEL 25 DAILY SPELL

HALL OF KINGS

SORCERER ATTACK 25

You exile a foe to the lost Hall of the Dwarven Kings. Intruders are not welcome.

Daily ♦ Arcane, Cold, Implement, Necrotic, Psychic
Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d10 + Charisma modifier cold and necrotic damage

Effect: The target disappears to the subterranean vaults of your ancestors, where the guardian spirits assault his mind and body (save ends). Each round spent there, the target takes 2d10 + Charisma modifier cold and psychic damage. On a successful save the target returns to its original square.

Ghost Magic: A vengeful spirit follows the target back to its original position. When the target saves against the effect it takes ongoing psychic damage equal to your Constitution modifier (save ends). Any creature adjacent to the target when it takes the ongoing damage takes an equal amount of psychic damage.

LEVEL 27 ENCOUNTER SPELL

THORUN'S HORN

SORCERER ATTACK 27

Whenever the dwarves of the Iron Fortress marched to war, Thorun was always at the vanguard, sounding his horn. You blast enemies with the echoes of Thorun's battle music still resonating in your blood.

Encounter ♦ Arcane, Implement, Thunder
Standard Action Close blast 3

Target: All creatures in blast

Attack: Charisma vs. Fortitude

Hit: 3d8 + Charisma modifier thunder damage, and the target is deafened (save ends).

Aftereffect: The target is dazed (save ends).

Special: If you score a critical hit, the target is knocked prone.

Ghost Magic: As long as the target is deafened, it takes thunder damage equal to your Constitution modifier.

LEVEL 29 DAILY SPELL

EYES OF THE FIRST KING

SORCERER ATTACK 29

The first lord of dwarves plucked out an eye to see the future. You conjure this eye above your foes, searing them with its gaze of madness and dread. The eye pierces the veil of time, granting you a brief glimpse of the future. If you look too far ahead you see more than you wish.

Daily ♦ Arcane, Implement, Psychic, Radiant
Standard Action Area burst 2 within 10 squares

Target: All creatures in burst

Attack: Charisma vs. Will

Hit: 4d10 + Charisma modifier psychic and radiant damage, and the target is stunned (save ends).

Effect: Before the end of the encounter, add a power bonus to an attack roll equal to your Constitution modifier.

Ghost Magic: Before your next extended rest, you or one ally can add a power bonus equal to 1 + your Constitution modifier to one attack roll, skill check or ability check. At the end of your turn you fall prone and are stunned (save ends).

SPEAR-FIGHTER RANGER

Less costly than weapons made entirely of steel and more reliable than a bow, the spear is often the best option for rangers who travel far from the canton weapon smiths and brave the mountain passes. As a spear-fighter ranger, you have learned how to employ a spear's unique properties of blade and shaft. In your hands a spear can be a precision stabbing weapon, a lever in a throw, or a stunning bludgeon.

You temper the strength of your arm with the wisdom that battle is safest with seven feet of wood between you and your enemies. Make Strength your highest score, followed by Wisdom. Select powers that use Wisdom to deal extra damage, grant yourself a bonus or hinder your enemies.

Suggested Feat: Lethal Hunter (Human feat: Action Surge)

Suggested Skills: Athletics, Endurance, Heal, Nature, Perception

Suggested At-Will Powers: Blade and Haft, Hit and Run

Suggested Encounter Power: Catch Them on the Backswing

Suggested Daily Power: Back Off!

FIGHTING STYLE

Spear Fighting Style: Because you focus on a two-handed fighting style, you have learned to defend yourself without a shield. As long as you wield a spear with both hands and are not surprised, you gain a +1 shield bonus. In addition, you gain Power Attack as a bonus feat.

LEVEL 1 AT-WILL EXPLOITS

BLADE AND HAFT

RANGER ATTACK 1

You strike at one enemy, using the force of the attack to thrust your spear's butt into a second foe.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a spear with both hands.

Primary Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. Make a secondary attack.

Secondary Target: One creature other than the primary target.

Secondary Attack: Strength + 2 vs. AC

Hit: Strength modifier damage, and push the target 1 square if it is one size larger than you or smaller.

DEADEYE

RANGER ATTACK 1

You take careful aim and stab at just the right spot.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a spear with both hands.

Target: One creature

Attack: Wisdom +2 vs. Reflex

Hit: 1[W] + Strength modifier + Wisdom modifier damage.

Level 21: Increase damage to 2[W] + Strength modifier + Wisdom modifier damage at 21st level.

LEVEL 1 ENCOUNTER EXPLOIT

CATCH THEM ON THE BACKSWING

RANGER ATTACK 1

You strike at one enemy, using the force of the attack to thrust your spear's butt into a second foe.

Encounter ♦ Martial, Weapon

Immediate Reaction Melee weapon

Requirement: You must be wielding a spear with both hands.

Trigger: You miss with a melee attack.

Effect: Make a basic melee attack against the target you just missed with a power bonus on the attack roll equal to your Wisdom modifier.

LEVEL 1 DAILY EXPLOIT

BACK OFF!

RANGER ATTACK 1

When surrounded you turn your spear into a windmill of steel and wood, attacking all nearby enemies and sending them scurrying backwards.

Daily ♦ Martial, Weapon

Standard Action Close burst 1

Requirement: You must be wielding a spear with both hands.

Target: Each enemy in burst

Attack: Strength vs. AC, one attack per target

Hit: 1[W] + Strength modifier damage, and the target is pushed 1 square.

Effect: You shift 2 squares.

LEVEL 2 UTILITY EXPLOITS

THE BEST OF TOOLS

RANGER UTILITY 2

You can use your spear to balance, pry yourself out of a hold, or brace against a fall.

At-Will ♦ Martial, Weapon

Minor Action Personal

Requirement: You must be wielding a spear with both hands.

Effect: Gain a +5 power bonus to Acrobatics checks.

LEVEL 3 ENCOUNTER EXPLOIT

SLICE AND DODGE

RANGER ATTACK 3

You find the weak point in your adversary's defense, damage him with a precise strike, then attack another foe before he can react.

Encounter ♦ Martial, Weapon

Standard Action Melee

Requirement: You must be wielding a spear with both hands.

Primary Target: One creature

Primary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier + Wisdom modifier damage.

Effect: After the attack you can shift a number of squares equal to your Wisdom modifier and make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

LEVEL 5 DAILY EXPLOIT

OVERHEAD STAB

RANGER ATTACK 5

Tightly gripping your spear, you attack with all your might.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee

Requirement: You must be wielding a spear with both hands.

Target: One creature

Attack: Strength +4 vs. AC

Hit: 3[W] + Strength modifier damage, and the target is dazed until the end of your next turn.

LEVEL 6 UTILITY EXPLOIT

ARCHER'S FOE

RANGER UTILITY 6

With unbelievable speed you batter away arrows and bolts fired at you.

Encounter ♦ Martial, Weapon

Immediate Interrupt Personal

Trigger: An opponent you can see and are aware of makes a ranged attack against you.

Requirement: You must be wielding a spear with both hands.

Effect: Until the end of your next turn, gain a power bonus to your AC and Reflex defense equal to 1+ your Wisdom modifier against ranged attacks with the weapon keyword.

LEVEL 7 ENCOUNTER EXPLOIT

SKIN AND STAKE

RANGER ATTACK 7

You throw your spear past a foe blocking your shot at a more important enemy.

Encounter ♦ Martial, Weapon

Standard Action Ranged 6

Requirement: You must make this attack with a spear or javelin.

Effect: Any enemy that would normally grant cover to the target does not do so.

Target: One creature

Attack: Strength vs. Reflex

Hit: One covering enemy creature takes 1 + Strength modifier damage, and the target takes 2 [W] + Strength modifier damage.

Miss: The covering enemy takes damage equal to your Strength modifier and your spear lands in a square adjacent to this creature.

LEVEL 9 DAILY EXPLOIT

BACK TO BACK

RANGER ATTACK 9

Just as you're flanked you strike out with either end of your spear before quickly jumping away. Your foes hit each other instead.

Encounter ♦ Martial, Weapon

Immediate Reaction Melee

Requirement: You must be wielding a spear with both hands.

Target: Two flanking creatures

Attack: Strength vs. AC, one per target

Hit: 1[W] + Strength modifier damage, and you shift one square.

Effect: Slide the two flanking creatures to adjacent squares, and both make a basic melee attack against each other.

LEVEL 10 UTILITY EXPLOIT

UP AND OVER

RANGER UTILITY 10

You use your spear to leap over an enemy.

Encounter ♦ Martial, Weapon

Move Action Personal

Requirement: You must be wielding a spear with both hands and you must be trained in Athletics.

Effect: As part of your move action this turn you can move into and through the squares occupied by one foe without provoking an attack of opportunity.

LEVEL 13 ENCOUNTER EXPLOIT

DRIVE THE POINT HOME

RANGER ATTACK 13

You bury your spear in an enemy's wounds, injuring him even further.

Encounter ♦ Martial, Weapon

Standard Action Melee

Requirement: You must be wielding a spear with both hands.

Target: One creature

Special: The target can not be at maximum hit points.

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage and ongoing 5 damage (save ends).

Special: 10 damage (save ends) if the target is bloodied.

LEVEL 15 DAILY EXPLOIT

DEADLY LEVER

RANGER ATTACK 15

You stab your opponent and use your spear as a lever to toss him across the battlefield.

Daily ♦ Martial, Weapon

Standard Action Melee

Requirement: You must be wielding a spear with both hands.

Special: You can use this power as a minor action if you have already grabbed a creature. Doing so requires no attack roll.

Target: One creature one size larger than you or smaller

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier damage.

Effect: You grab the target and slide it 3 squares. It falls prone in the last square, and is dazed until the end of your next turn.

Special: If the target strikes another creature while sliding, that creature makes a basic melee attack against the target, and then falls prone. The target ends its movement in this square as well, prone, and stunned until the end of your next turn.

LEVEL 16 UTILITY EXPLOIT

POINT TO THE THROAT

RANGER UTILITY 16

Your spear point at a foe's neck keeps him down.

Encounter ♦ Martial, Stance, Weapon

Minor Action Personal

Requirement: You must be wielding a spear with both hands.

Effect: As long as you are adjacent to a prone enemy you can make a basic melee attack against it as an immediate interrupt if it attempts to stand up or attack. If you hit, the creature remains prone in the adjacent square and its attack fails.

LEVEL 17 ENCOUNTER EXPLOIT

BRACE AGAINST THE CHARGE

RANGER ATTACK 17

When an enemy moves toward you, your spear catches him off-guard.

Encounter ♦ Martial, Weapon

Immediate Interrupt Melee

Trigger: An enemy moves or shifts into a square adjacent to you.

Requirement: You must be wielding a spear with both hands.

Target: One creature

Attack: Strength +2 vs. AC

Hit: 2[W] + Strength modifier damage, and you gain combat advantage against the target until the end of your next turn.

LEVEL 19 DAILY EXPLOIT

SKULL CRUSH

RANGER ATTACK 19

Because one end of a spear is as good as the other.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee

Requirement: You must be wielding a spear with both hands.

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage, and the target is knocked unconscious (save ends). If you score a critical hit with the attack the target takes a -2 penalty to end the unconscious condition.

LEVEL 22 UTILITY EXPLOIT

PARRYING SHAFT

RANGER UTILITY 22

You use your spear like a shield, keeping it between you and your opponents.

Encounter ♦ Martial, Stance, Weapon

Minor Action Personal

Requirement: You must be wielding a spear with both hands.

Effect: Until this stance ends you gain a power bonus to AC and Reflex defense equal to 2 + your Wisdom modifier, but you take a -4 penalty to all attack rolls.

LEVEL 23 ENCOUNTER EXPLOIT

CATCH THE LEGS

RANGER ATTACK 23

With a sweep of your spear you send your foe flying to the ground, vulnerable to your follow-up strike.

Encounter ♦ Martial, Weapon

Standard Action Melee

Requirement: You must be wielding a spear with both hands.

Primary Target: One creature.

Primary Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier damage, and the target is pushed 2 squares and falls prone. Shift to a square adjacent to the target and make a secondary attack.

Secondary Target: Primary target

Secondary Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

LEVEL 25 DAILY EXPLOIT

SLASH AT THE EYES, STAB AT THE GUT

RANGER ATTACK 25

You strike at a foe's eyes, distracting him for a deadlier attack.

Daily ♦ Martial, Weapon

Standard Action Melee

Requirement: You must be wielding a spear with both hands.

Primary Target: One creature.

Primary Attack: Strength vs. Fortitude

Hit: 1[W] + Strength modifier damage and the target is blinded until the end of your next turn.

Effect: After attacking you can shift to any square adjacent to the target. Make a secondary attack.

Secondary Target: Primary target

Secondary Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Miss: You gain combat advantage against the target, and make a secondary attack as above.

LEVEL 27 ENCOUNTER EXPLOIT

VAULT AND STAB

RANGER ATTACK 27

Bracing your spear against the ground, you use it to leap over the space between yourself and a foe. You smash into the enemy with both feet, then gut him with your spear's blade.

Encounter ♦ Martial, Weapon

Standard Action Melee

Requirement: You must be wielding a spear with both hands.

Effect: You can shift two squares before making this attack. You ignore difficult terrain if you do so.

Primary Target: One creature.

Primary Attack: Dexterity vs. Fortitude

Hit: The target is knocked prone if it is one size larger than you or smaller. Make a secondary attack.

Secondary Target: Primary target

Secondary Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

LEVEL 29 DAILY EXPLOIT

THE ANATOMY OF DEATH

RANGER ATTACK 29

You stab with delicate and rapid precision, dotting your foe with injuries.

Daily ♦ Martial, Weapon

Standard Action Melee

Requirement: You must be wielding a spear with both hands.

Primary Target: One creature

Primary Attack: Strength vs. AC

Special: You can not use Power Attack with this power.

Hit: 1[W] damage.

Effect: The target is dazed (save ends). Make a secondary attack.

Secondary Target: Primary target

Secondary Attack: Strength vs. AC

Hit: 2[W] damage.

Effect: The target is weakened (save ends). Make a tertiary attack.

Tertiary Target: Primary target

Tertiary Attack: Strength vs. AC

Hit: 3[W] damage.

Effect: The target is blinded (save ends).

Special: Saving throws to end these effects take a penalty equal to your Wisdom modifier.

STONESINGER (STONE PACT WARLOCK)

Though typically favoring the power of divinity over other magics, dwarves have developed arcane traditions all their own. Communing with ancient spirits of stone, elder elementals, and forgotten cities buried deep below the surface, dwarven warlocks form pacts with entities that most fleshy races cannot understand. Dwarves have the patience and endurance to communicate with the glacially slow minds of mountains, the knowledge of both minerals and the intricacies of forging and metalwork to appease the stone, and the stubbornness to impress the earth. They command the powers to sing down the mountain into rubble and to raise the lost stone lands from their sunken depths. They are the stonesingers, warlocks of the stone pact.

Other subterranean races occasionally hear the call of the stonesinger, including derro, dark elves, duergar, svirfneblin, and other deep races. Rarely will other surface-dwelling races hear the call of stone, much less heed it, but occasionally, cloistered monasteries have sufficient skill and knowledge

to induct the newest younger races; however, invariably, one must head below the surface to achieve proper communion with these stony constituents.

STONE PACT

You have communed with the earth, the stone, and the mountain—a slow-minded but relentless force. You command spells of force and thunder, building up and tearing down structures, breaking down materials into their component parts. Whatever your motivation, your new world will often come into conflict with civilized lands—with the lands of flesh and blood.

Shining Pillar You know the *shining pillar* at-will power.

Stoneblood You have the Stoneblood pact boon. The essence of your fallen foes infuses your blood, pulsing through your body with force and determination.

When an enemy under your Warlock's Curse is reduced to 0 hp or fewer, the released energy is drawn to you, infusing your blood, before harmlessly flowing into the ground. On your turn, as a minor action, you can utilize this transient energy to gain a +1 bonus to all defenses until the start of your next turn. If you don't activate this bonus on your turn, the opportunity is lost.

This bonus is cumulative, so for each cursed enemy dropped to 0 hp or fewer before your next turn, you gain an additional +1 bonus to all defenses at the start of your next turn with the expenditure of a minor action; only 1 minor action is required to gain the full bonus.

LEVEL 1 AT-WILL SPELL

SHINING PILLAR

WARLOCK (STONE) ATTACK 1

A glowing phantasmal column—visible only to you and your target—rises from the ground between the two of you. Despite all effort, the target cannot approach you.

At-Will ♦ Arcane, Charm, Implement, Psychic Standard Action **Ranged 10**

Target: One creature.

Attack: Constitution vs. Will

Hit: 1d6 + Constitution modifier psychic damage, and the target cannot willingly move nearer to you until the end of your next turn.

Level 21: Increase damage to 2d6 + Constitution modifier at 21st level.

Three Shining Pillars: If you successfully hit the same target with this power 3 times in the same encounter, it is unable to approach you for the duration of the encounter.

RESOUNDING IMPACT

WARLOCK (STONE) ATTACK 1

Two plates of rock and earth, flanking the target, rise to crash and grind together.

At-Will ♦ Arcane, Implement, Thunder Standard Action **Ranged 10**

Target: One creature.

Attack: Constitution vs. Reflex

Hit: 2d6 + Constitution modifier thunder damage, and if the target does not (or cannot) move before the end of your next turn, it takes an additional 2d6 thunder damage.

Stone Pact: Target is dealt additional thunder damage equal to your Intelligence modifier.

HOSTILE TERRITORY

WARLOCK (STONE) ATTACK 1

Focused by your curse, you crumble and churn the ground at their every step.

At-Will ♦ Arcane, Force, Implement Standard Action **Close burst 10**

Target: Each creature under your curse

Attack: Constitution vs. Reflex

Hit: 1d8 force damage, and each square the target enters is treated as difficult terrain.

Stone Pact: Each square the target enters is treated as difficult terrain is ongoing (save ends).

LEVEL 1 DAILY SPELL

SHARD PLUME

WARLOCK (STONE) ATTACK 1

Shards of rock and debris explode upward and outward from the ground around you, flaying all nearby.

Daily ♦ Arcane, Force, Implement Standard Action **Close burst 1**

Target: Each creature in burst

Attack: Constitution vs. Reflex

Hit: 1d4 + Constitution modifier force damage, and an extra 1d4 force damage for every enemy within range.

Miss: Half damage.

Stone Pact: On a hit, targets take ongoing force damage equal to your Intelligence modifier (save ends).

RECLAIMING THE WAYWARD

WARLOCK (STONE) ATTACK 1

Grasping hands of stone rise from the ground and attempt to pull the creature below the earth, reclaiming its component parts.

Daily ♦ Acid, Arcane, Implement
Standard Action **Ranged 5**

Target: One creature

Attack: Constitution vs. Fortitude

Hit: Ongoing 10 + Constitution modifier acid damage (save ends).

Effect: Target immobilized (save ends).

Stone Pact: Target takes a penalty to saving throws against this power equal to your Intelligence modifier.

LEVEL 2 ENCOUNTER UTILITY**FEET OF STONE**

WARLOCK (STONE) UTILITY 2

With every step, you can feel the earth rising and falling in rhythm to your movements, assisting your every action.

Encounter ♦ Arcane
Minor Action **Personal**

Effect: Ignore difficult terrain and gain +2 power bonus to all defenses until the end of your next turn.

LEVEL 3 ENCOUNTER SPELL**CRUSHING REPRISAL OF THE EARTHLORDS**

WARLOCK (STONE) ATTACK 3

Massive waves of earth crash into your foes, throwing them forcefully back.

Encounter ♦ Arcane, Force, Implement
Standard Action **Area burst 2 within 10 squares**

Target: One, two, or three creatures in burst

Attack: Constitution vs. Reflex

Hit: 1d10 + Constitution modifier force damage, and the target is pushed 1 square and knocked prone.

Stone Pact: Target is pushed a number of squares equal to your Intelligence modifier.

INTERPOSING FINGER OF DIN

WARLOCK (STONE) ATTACK 3

Mysterious entities of stone respond to your summons for protection.

Encounter ♦ Arcane, Implement

Immediate Interrupt **Area wall 1 within 1 square**

Trigger: An enemy hits you with a melee attack

Target: The triggering enemy

Effect: Solid rock erupts from the ground to intercept the attack, dealing half of the intercepted attack damage to you and half back at the target. If the target is adjacent to you, it is pushed back 1 square and knocked prone (the rock wall is permanent).

Stone Pact: Target takes additional damage equal to your Constitution and Intelligence modifiers.

LEVEL 5 DAILY SPELL**DETONATION OF THE IGNEOUS THRONE**

WARLOCK (STONE) ATTACK 5

From within, your foe's eyes and mouth alight just before it explodes with bone-jarring energy.

Daily ♦ Arcane, Implement, Thunder
Standard Action **Ranged 10**

Target: One creature under your curse

Attack: Constitution vs. Fortitude

Hit: 3d8 + Constitution modifier thunder damage

Effect: Target and enemies within 1 square of the target take ongoing 5 thunder damage (save ends).

Stone Pact: Ongoing damage instead affects target and enemies within a number of squares equal to 1 + your Intelligence modifier of the target (save ends).

ERUPTION OF THE IGNEOUS THRONE

WARLOCK (STONE) ATTACK 5

Acting as conduits for a wellspring of subterranean lifeblood, your foes start bursting at the seams.

Daily ♦ Acid, Arcane, Implement
Standard Action **Close burst 7**

Target: Each creature under your curse

Attack: Constitution vs. Fortitude

Hit: 2d8 + Constitution modifier acid damage.

Effect: Target is weakened (save ends).

Stone Pact: Target is weakened (save ends).

Stone Pact: Range is increased to burst 10 + Intelligence modifier.

LEVEL 6 DAILY UTILITY

ONE WITH THE EARTH

WARLOCK (STONE) UTILITY 6

Letting yourself drift for a time into the vast, slow consciousness of the earth all about you, you can refocus your senses.

Daily ♦ Arcane
Minor Action **Personal**

Effect: You gain tremorsense 10 until the end of your next turn.

Stone Pact: You can maintain tremorsense 10 as a minor action by spending a healing surge.

LEVEL 7 ENCOUNTER SPELL

FUMING AIRS OF THE GREAT BELOW

WARLOCK (STONE) ATTACK 7

You channel the stagnant, vile atmospheres of a thousand sealed subterranean chambers in your exhalation.

Encounter ♦ Acid, Arcane, Implement, Poison
Standard Action **Close blast 3**

Target: Each creature in blast
Attack: Constitution vs. Fortitude

Hit: 1d8 + Constitution modifier acid and poison damage, and you are invisible to the target until the end of your next turn.

Stone Pact: Target takes additional acid and poison damage equal to your Intelligence modifier.

WOTAN'S TEETH

WARLOCK (STONE) ATTACK 7

Stone spikes rise from the ground like the teeth of a great earthen beast to crush your foe.

Encounter ♦ Arcane, Force, Implement
Standard Action **Ranged 10**

Target: One creature
Attack: Constitution vs. Reflex

Hit: 3d6 + Constitution modifier force damage, and the target is dazed until the end of your next turn.

Stone Pact: Target takes additional force damage equal to your Intelligence modifier.

LEVEL 9 DAILY SPELL

SWIRLING SCREE

WARLOCK (STONE) ATTACK 9

A cloud of stony debris rises from the ground and swirls about your foe, distracting and deflecting as they repeatedly pummel the target.

Daily ♦ Arcane, Force, Implement
Standard Action **Ranged 10**

Target: One creature
Attack: Constitution vs. Reflex

Hit: 2d10 + Constitution modifier force damage

Effect: Target takes -2 to attacks rolls and is weakened (save ends).

Aftereffect: Target takes additional 1d10 force damage.

Stone Pact: Target is dealt additional force damage equal to your Intelligence modifier for both hit and effect.

ANGER OF DEEP ROGAT FOL

WARLOCK (STONE) ATTACK 9

As if originating from impossible depths, the ground churns and bubbles as it liquefies, pulling down and tearing apart everything into its basest components.

Daily ♦ Acid, Arcane, Implement
Standard Action **Area burst 1 within 10 squares**

Target: Each creature in burst
Attack: Constitution vs. Fortitude

Hit: 1d12 + Constitution modifier acid damage, and the target is immobilized (save ends).

Effect: The burst creates a zone of churning earth that lasts until the end of your next turn, and any creature that enters the zone or starts its turn within the zone takes acid damage equal to your Constitution modifier (as a move action, you can move the zone 3 squares).

Sustain Minor: Zone persists.

Stone Pact: Creatures starting their turn in the zone take acid damage equal to your Constitution modifier plus your Intelligence modifier.

LEVEL 10 DAILY UTILITY

ROOTS OF ETERNITY

WARLOCK (STONE) UTILITY 10

Tendrils of arcane energies anchor you to the ground you stand on, making you unmovable.

Daily ♦ Arcane
Minor Action **Personal**

Effect: Until the end of the encounter, you can choose not to be knocked prone by powers, and you can choose not to be moved by any power that attempts to push, pull, slide or teleport you. You are slowed.

LEVEL 13 ENCOUNTER SPELL

TORMENTING MONOLITH

WARLOCK (STONE) ATTACK 13

You direct a massive stone to rise from the ground, constantly harassing your foe with its bulk.

Encounter ♦ Arcane, Force, Implement
Standard Action **Ranged 5**

Target: One creature
Attack: Constitution vs. Reflex

Hit: 2d10 + Constitution modifier force damage, and the target is dazed until the end of your next turn; if the target moves before the end of your next turn, it takes an additional 1d10 force damage.

Stone Pact: Target takes additional damage equal to your Intelligence modifier.

CRACKED EARTH

WARLOCK (STONE) ATTACK 13

You gather the energies of the earth through your feet and focus them in your fingers until, finally, plunging your fist into the ground, shattering the surface.

Encounter ♦ Arcane, Implement, Thunder
Standard Action **Close blast 3**

Target: Each creature in blast
Attack: Constitution vs. Fortitude

Hit: 1d10 + Constitution modifier thunder damage, and you push the target 2 squares.

Stone Pact: Target is pushed a number of squares equal to 2 + your Intelligence modifier.

LEVEL 15 DAILY SPELL

THE CURSE STONE

WARLOCK (STONE) ATTACK 15

Rumbling and cracking through the surface, you summon a rune-carved monolith from the depths. Its strange synergy with your curse creates a baleful static for your foes.

Daily ♦ Arcane, Implement, Psychic
Standard Action **Close burst 15**

Target: Each creature in burst under your curse
Attack: Constitution vs. Will

Hit: 2d12 + Constitution modifier psychic damage, and the target is slowed (save ends)

Effect: You place the curse stone in a square within the burst where it remains until the end of the power; each creature in the burst under your curse is pulled 5 squares toward the stone (save ends).

Sustain Move: All remaining targets take -2 penalty on saves to this power.

Stone Pact: The curse stone pulls creatures under your curse a number of squares equal to 5 + your Intelligence modifier.

FINAL RELEASE

WARLOCK (STONE) ATTACK 15

A massive stone hand rises from the earth and grabs your foe, crushing it to fine paste.

Daily ♦ Arcane, Force, Implement
Standard Action **Ranged 5**

Target: One creature
Attack: Constitution vs. Fortitude

Hit: 3d10 + Constitution modifier force damage, and the target is restrained with superior cover

Miss: Half damage.

Sustain Standard: You crush the breath from your opponent by making another attack. If successful, the target takes only half the damage but begins suffocating (if the creature breathes), requiring it to make an Endurance check on its turn or suffer the effects of suffocation. The target remains restrained with superior cover and its suffocation escalates with every succeeding attack. The power ends with a failed attack. Each time you sustain this power, you must spend a healing surge.

Stone Pact: The DCs for all Endurance checks made by the target increase by a number equal to your Intelligence modifier.

LEVEL 16 DAILY UTILITY

WELLSPRING OF RETRIBUTION

WARLOCK (STONE) UTILITY 16

You temporarily repress the blocks that typically stem the flood of your arcane curse.

Daily ♦ Arcane
Minor Action **Personal**

Effect: Until the end of the encounter, any enemy that hits you with a melee attack is cursed.

LEVEL 17 ENCOUNTER SPELL

MOSAIC OF SCREE

WARLOCK (STONE) ATTACK 17

Swirling stony debris smashes your foe before flying toward you to form a floating patchwork of armor that distracts foes, blocks blows, and acts as early defense against attacks.

Encounter ♦ Arcane, Force, Implement
Standard Action **Ranged 10**
Target: One creature
Attack: Constitution vs. Reflex

Hit: 2d12 + Constitution modifier force damage, and you gain a bonus to all defenses equal to 1 + your Intelligence modifier until the end of your turn.

Stone Pact: Target takes additional force damage equal to your Intelligence modifier.

CRYSTALLIZE THE CURSEBLOOD

WARLOCK (STONE) ATTACK 17

Your curse burns and corrupts the very life-force of your foes.

Daily ♦ Arcane, Implement, Poison
Standard Action **Close burst 20**
Target: Each creature in burst under your curse
Attack: Constitution vs. Fortitude

Hit: Target takes ongoing 15 poison damage (save ends).

Stone Pact: Target takes a penalty to saving throws against this power equal to your Intelligence modifier.

LEVEL 19 DAILY SPELL

TRAILING SPINE OF THE MOUNTAIN

WARLOCK (STONE) ATTACK 19

Pulsing spines of stone erupt from the ground to snake after foes and harass their movement.

Daily ♦ Arcane, Force, Implement
Standard Action **Area wall 8 within 1 square**
Attack: Constitution vs. Reflex

Hit: 3d10 + Constitution modifier force damage.

Effect: A wall of writhing stone spikes fills the area (only the first square need be adjacent to you); the wall is 1 square tall, provides cover, and fades into the ground at the end of your next turn. Any creature that enters the wall or starts their turn within it takes 1d10 force damage.

Sustain Minor: The wall persists.

Stone Pact: The length of the wall is a number of squares equal to 8 + your Intelligence modifier

FIVE SHINING PILLARS

WARLOCK (STONE) ATTACK 19

Five glowing phantasmal column—visible only to you and your target—rise from the ground to surround your foe. Empowered by your curse, you confine the foe's actions.

Daily ♦ Arcane, Implement, Psychic
Standard Action **Ranged 10**
Target: One creature
Attack: Constitution vs. Will

Hit: Target is blinded and restrained (save ends both); for each enemy under your curse, the target takes a cumulative -2 penalty to its saving throw.

Miss: Target is dazed (save ends).

Stone Pact: As long as target is blinded and restrained, all enemies under your curse take ongoing 5 psychic damage.

LEVEL 22 DAILY UTILITY

OFFSETTING TRANSMUTATION

WARLOCK (STONE) UTILITY 22

In an instant, you and a foe melt into the ground only to reemerge in either's space.

Daily ♦ Arcane, Teleportation
Immediate Interrupt **Personal**
Trigger: An enemy hits you with a melee attack

Effect: You switch places with a cursed enemy, and that creature becomes the target of the triggering attack, using the attack rolled against you to determine if the attack hits.

LEVEL 23 ENCOUNTER SPELL**SANCTION OF ROGAT FOL**

WARLOCK (STONE) ATTACK 23

*The ground collapses in a shuddering blast, creating a deep, hungry pit.***Encounter ♦ Arcane, Implement, Thunder****Standard Action** Ranged burst 2 within 20**Target:** Each creature in burst**Attack:** Constitution vs. Reflex**Hit:** 2d12 + Constitution modifier thunder damage.**Effect:** The burst violently opens a pit in the burst, 4 squares deep (those in the area fall, taking 2d10 damage and following the appropriate rules for falling); the pit is permanent.**Stone Pact:** As a sustain standard action, you can attempt to permanently close the pit by remaking the original attack and dealing the original damage. You can only try this once and you must spend a healing surge for each creature in the pit (survivors find themselves on the surface while the dead remain buried in the earth).**RAZING AVALANCHE**

WARLOCK (STONE) ATTACK 23

*The ground roils and walls collapse as the earth moves like water to overcome your foes.***Encounter ♦ Arcane, Implement, Thunder****Standard Action** Ranged burst 2 within 20**Target:** Each creature in burst**Attack:** Constitution vs. Reflex**Hit:** 4d6 + Constitution modifier thunder damage, and the targets are knocked prone.**Effect:** The area in the burst is difficult terrain; any creature that enters the area or starts their turn within it takes thunder damage equal to your Intelligence modifier until the end of your next turn.**Stone Pact:** Targets are deafened (save ends).**LEVEL 25 DAILY SPELL****ECHOES OF THE UNBINDING**

WARLOCK (STONE) ATTACK 25

*You harness the potent energies locked within your curse to assault your foe.***Daily ♦ Arcane, Implement, Psychic****Standard Action** Ranged 10**Target:** One creature not under your curse**Attack:** Constitution vs. Will**Hit:** 1d12 + Constitution modifier psychic damage and for every enemy under your curse, you deal an additional 1d12 psychic damage; if this damage is enough to drop the target to 0 hp, a surge of psychic energy deals half of the original psychic damage to all enemies under your curse.**Miss:** Half damage (no damage to those under your curse).**Stone Pact:** You can curse the target at the end of the power whether you hit or not.**RANCOROUS MIASMA**

WARLOCK (STONE) ATTACK 25

*The deadly, fuming mist exudes from the rocks themselves to engulf all within its path.***Daily ♦ Acid, Arcane, Implement, Poison****Standard Action** Ranged burst 2 within 10 squares**Target:** Each creature in burst**Attack:** Constitution vs. Fortitude**Hit:** 3d8 + Constitution modifier acid and poison damage, and ongoing 10 acid and poison damage (save ends).**Effect:** The burst creates a zone of noxious vapors that lasts until the end of your next turn, and while within the zone, creatures are blinded (as a move action, you can move the zone 6 squares).**Sustain Move:** Zone persists.**Stone Pact:** The burst can be formed within 20 squares instead of 10.**LEVEL 27 ENCOUNTER SPELL****STRIP THE BONES**

WARLOCK (STONE) ATTACK 27

*Two monoliths rise from the ground to grind your foe between them.***Encounter ♦ Arcane, Force, Implement****Standard Action** Ranged 5**Target:** One creature**Attack:** Constitution +2 vs. Reflex**Hit:** 4d10 + Constitution modifier force damage, and if the target doesn't move before the end of your next turn, it takes an additional 2d10 force damage.**Stone Pact:** Target takes additional force damage equal to your Intelligence modifier.

LEVEL 29 DAILY SPELL

PRIMEVAL SPIRITS OF UNFORGIVING STONE

WARLOCK (STONE) ATTACK 29

Small, featureless stone creatures claw their way from the earth to grasp and tear, pummel and beat your foes.

Daily ♦ Arcane, Force, Implement

Standard Action Close burst 5

Target: Each creature in burst

Attack: Constitution vs. Reflex

Hit: 4d10 + Constitution modifier force damage, and ongoing 15 force damage (save ends); for each target this power drop to 0 hp, all targets still under its effect take an additional 1d10 force damage.

Miss: 2d10 force damage.

Stone Pact: Target takes a penalty to saving throws against this power equal to your Intelligence modifier.

VISAGE EVERLASTING

WARLOCK (STONE) ATTACK 29

You grant your foe the permanence of being turned to stone.

Daily ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Constitution vs. Fortitude

Hit: Target is slowed (save ends, treat as a miss).

First Failed Save: Target is immobilized (save ends, treat as a miss).

Second Failed Save: Target is petrified.

Miss: Target takes force damage equal to its bloodied value.

Stone Pact: Target takes a penalty to saving throws against this power equal to your Intelligence modifier.

Paragon Paths

Though dwarven songs are filled with mighty warriors who make last-ditch stands against the forces of darkness, the dwarves of the Ironcrag are not only warriors. Their craftsmen have given life to clockwork men, and their druids guard the mountains against the terrors that lurk far beneath the mountains' roots.

And though the races of men seldom speak of dwarven magic, Ironcrag arcanists are respected and feared throughout the cantons: woe betide any who deface the arcane sigils of the Rune Mages of Nordmansch. Warlocks, too, are not unknown in the cantons; even the dwarven skalds in Zobeck sing the Lay of Ivan Gora Groma, the dwarf who sold his soul for the secrets of stone, killing clan and kin alike when he dug too deeply beneath the mountains and did not blanch when the darkness stared back.

What follows are a collection of dwarven paragon paths and epic destinies; some are for dwarven PCs, while others are simply dwarven in origin and open to nondwarves. All of them evoke the secrets and stories of the Ironcrag.

CRYSTALLINE MAGISTER

The secrets of the universe echo in the very stones.

Prerequisites Warlock class, stone pact

While all stoningers command the rock and earth, you have developed a more delicate control. You finesse the unordered structure of volcanic glasses and coerce the ordered connections in crystals. You listen to the magnetic whispers of your constituents, and you celebrate the robust diversity of the stone world.

You broaden the utility of your stoninger abilities with a deeper understanding of your medium. You craft some of the sharpest blades in the world from obsidian. You manipulate the light-bending qualities of crystal. You even make use of the magnetic fields and other properties inherent to some minerals.

PATH FEATURES

Seeding the Pain (11th level): When any foe under your curse scores a critical hit on you, that foe is dealt your curse damage.

Pervasive Curse (11th level): When you spend an action point you gain the ability to deal your curse's extra damage more than once a round until the start of your next turn. For a brief time, you are no longer restricted to only dealing this damage once per round.

Deepest Cut (16th level): When you gain concealment from your Shadow Walk ability, you gain a bonus to damage rolls equal to your Intelligence modifier.

PATH SPELLS

CONFINING PRISM

CRYSTALLINE MAGISTER ATTACK 11

Shimmering plates of crystal form upward from the earth to confine your foe and focus damaging light.

Encounter ♦ Arcane, Implement, Radiant

Standard Action

Ranged 10

Target: One creature

Attack: Constitution vs. Reflex

Hit: 1d10 + Constitution modifier radiant damage, and the target is stunned until the end of your next turn.

RETRIBUTIVE REFLECTION

CRYSTALLINE MAGISTER UTILITY 12

Where you are hit shimmers into view with swirling color, as if an invisible shield was made visible when struck, and some of the attacking energy is directed back to your attacker.

Daily ♦ Arcane, Stance; Varies

Minor Action

Personal

Target: One creature

Attack: Constitution vs. Fortitude

Effect: When an enemy hits you, that enemy takes 1d12 + Constitution modifier damage of the same type that hit you; the damage you take is reduced by the amount that you deal the enemy.

OBSIDIAN SHELL

CRYSTALLINE MAGISTER ATTACK 9

You are surrounded by a swirling cloud of razor sharp obsidian fragments.

Daily ♦ Arcane, Implement

Standard Action

Close burst 3

Target: Each enemy in burst

Attack: Constitution vs. Fortitude

Hit: 4d10 + Constitution modifier damage.

Effect: Until the end of your next turn, any creature that makes a melee attack against you takes 1d10 + Constitution modifier damage.

Sustain Minor: The effect persists.

EMISSARY TO THE STONE
KINGDOMS

In the decades since you beseeched the Stone Kingdom for aid, my masters have considered your entreaty. They have no interest in you. Begone.

Prerequisites Warlock class, stone pact

You have made contact with the stone world, and it has responded. You are now a witness to a world that most could never dream possible. From the mountain reaching for the stars to ancient lost cities of stone lying beneath the earth, untouched by mortal hands. You have a link to the glacial mind of stone and act on its behalf in the world of flesh.

Your connection with the lords of stone allows you audience with these ancient powers. You can access the vast reservoirs of experience and call on their aid.

PATH FEATURES

Wellspring of Stone (11th level): Once per encounter, you can trigger two healing surges when you would normally trigger only one; this expends two healing surges.

Earthglide (11th level): When you spend an action point, you can shift a number of squares equal to your Intelligence modifier as a free action. For the duration of the shift, you gain phasing.

Revenge Overflowing (16th level): Anytime you gain a defense bonus from either your pact boon or a power, all enemies adjacent to you become cursed.

PATH SPELLS

DEEP ENVOY

EMISSARY TO THE STONE KINGDOMS ATTACK 11

Your request for aid from the stone world has been granted. The small figure occasionally morphs into the form of a stony humanoid but seems to prefer rolling around you as a rock.

Encounter ♦ Arcane, Force, Implement, Summoning

Minor Action

Close burst 1

Target: One creature

Attack: Constitution vs. Fortitude

Effect: You summon a Small deep envoy of earth and stone in an unoccupied square within range (speed 8, +2 AC, +2 Fortitude, +2 Reflex, +0 Will); if you have concealment from your Shadow Walk class feature, the deep envoy also has concealment.

DEEP ENVOY

EMISSARY TO THE STONE KINGDOMS ATTACK 11

Special Commands:

Immediate Interrupt: If the deep envoy is adjacent to you when you are targeted by an attack, the deep envoy becomes the target.

Instinctive Action: If any enemy is within 4 squares, the deep envoy bowls into the enemy and returns to a spot adjacent to you (Constitution vs. Reflex; 1d10 + Constitution modifier force damage, plus Intelligence modifier in extra damage if concealed).

STONE FORM

EMISSARY TO THE STONE KINGDOMS UTILITY 12

The essence of the stone world through your body, making you more potent.

Encounter ♦ Arcane, Stance

Minor Action Personal

Target: One creature

Attack: Constitution vs. Fortitude

Effect: You gain a +2 to all defenses and suffer a -1 to attack rolls; once you move, you lose the stance.

HONOR GUARD OF ROGAT FOL

EMISSARY TO THE STONE KINGDOMS ATTACK 20

Your great need has not gone unnoticed. A massive elemental has come to assist you.

Daily ♦ Arcane, Force, Implement, Summoning

Minor Action Ranged 20

Target: One creature

Attack: Constitution vs. Fortitude

Effect: You summon a Large elemental of earth and stone in an unoccupied space within range (speed 8, phasing while moving; +4 AC, +4 Fortitude, +0 Reflex, +0 Will); enemies that begin their turn adjacent to the elemental are marked by the elemental until the end of your next turn.

Special Commands:

Minor Action: Melee 2; targets one creature; Constitution vs. Reflex; 2d12 + Constitution modifier force damage.

Opportunity Attack: Melee 1; targets one creature; Constitution vs. Reflex; 2d12 + Constitution modifier force damage.

Miss: Target takes force damage equal to its bloodied value.

Stone Pact: Target takes a penalty to saving throws against this power equal to your Intelligence modifier.

GEARFORGED PC RACE

Once human, they are thinking creatures made of iron, brass, and steel.

GEARFORGED RACIAL TRAITS

Average Height: 5' 6" – 6' 6"

Average Weight: 250 – 320 lb.

Ability Scores: +2 Strength, +2 Wisdom

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, and choice of Draconic or Dwarven
Skill Bonuses: +2 Intimidate, +2 Thievery

Clockwork Construct: As a clockwork construct you have the following traits:

- Other characters may substitute a Thievery check in place of a Healing check when attempting first aid on you.
- Rather than sleep, gearforged must rewind their spring, repair their gears, and oil and clean their parts. This daily maintenance requires 4 uninterrupted hours of work, during which time you are fully aware of your surroundings. Gearforged can operate without performing this maintenance, but each day without such a repair period applies a cumulative -2 penalty on all attack and damage rolls, saving throws, and skill checks. In addition, you lose one healing surge for each repair period missed. One four-hour repair period eliminates all accumulated penalties.
- You don't need to eat, drink, or breathe, but you are not immune to any combat effect.

Clockwork Resilience: You can use clockwork resilience as an encounter power.

Construct: You have the construct keyword, so you are considered to be a construct for effects that relate to that keyword.

Poison Resistance: You have resist poison 5 + half your level.

Resist Infection: You receive a +5 racial bonus to saving throws against disease.

CLOCKWORK RESILIENCE

GEARFORGED RACIAL POWER

Harm normally done to a living creature is rendered ineffective against your spinning gears and whirling cogs.

Encounter

Free Action

Personal

Effect: Make a saving throw against one ongoing effect with a +2 racial bonus to the roll.

Play a gearforged if you want to...

- oppose greed and corruption.
- play a nonliving clockwork hero.
- be an icon of Zobeck.

GEARFORGED PARAGON PATH

"I lost my soul when I cast off my cage of flesh. Mine is the might of mind and metal."

Prerequisite: Gearforged, 11th level

There are many reasons to become a gearforged. Some do it to prolong their lives, others to gain an edge in battle. Adapting to life in a mechanical body takes time. Sometimes it takes decades for a gearforged to lose the habits of a mortal body. The fear of injury is a hard instinct to remove. When a gearforged fully accepts their existence without flesh and embraces its mechanical nature, then it is ready to become a Gearforged Paragon.

Gearforged Paragons are nearly unstoppable in battle. Fear has no place in a clockwork heart, and their iron will lets them push their gears beyond the limits of flesh and bone. "Flesh fails, steel remains," the Gearforged say, and the Gearforged Paragon is their argument for that belief. As all who've earned their enmity can attest, a Gearforged Paragon makes a relentless and unyielding foe.

PATH FEATURES

Armored Shell (11th level) When you spend an action point to take an extra action, you also gain +2 to all your defenses until the end of your next turn.

Mechanical Mettle (11th level) Your gearforged body is very resilient.

You gain a +1 bonus to your Fortitude. You take no damage from a missed attack that targets Fortitude.

Unstoppable (16th level) You gain a +5 bonus to saving throws against effects that daze or stun you.

GEAR BARRAGE

GEARFORGED ATTACK 11

You propel a barrage of gears at nearby foes.

Encounter ♦ Martial

Standard Action

Close blast 3

Target: Each enemy in blast

Attack: Strength +4 vs. Reflex

Hit: 2d8 + strength modifier damage. Increases to +6 bonus and 3d8 + Strength modifier damage at 21st level.

ARMORED HEART

GEARFORGED UTILITY 12

You propel a barrage of gears at nearby foes.

Encounter ♦ Martial

Minor Action

Personal

Target: Each enemy in blast

Attack: Strength +4 vs. Reflex

Effect: If you are hit before the end of your next turn, reduce the damage of the first attack that hits you by your level

CLOCKWORK CRUSH

GEARFORGED ATTACK 20

You push your gears into overdrive to strike a crushing blow against your enemies.

Daily ♦ Martial, Weapon

Standard Action

Melee

Target: One creature

Attack: Strength +4 vs. Reflex

Hit: 4[W] + Strength modifier damage. The target is stunned until the end of your next turn.

Miss: Half damage.

GODSPEAKER

The gods exist in everything I do; they are everything I am.

Prerequisites Warlock class, dwarf

The gods are integral and vital to dwarven life, and for you there is no aspect of dwarven culture that doesn't somehow include tribute to the gods. Dwarves see the gods reflected on the edge of their axe blades, shining at the bottom of their ale mugs and even pressed between the pages of musty tomes. Even in your manipulation of earth and communication with the stone, you mingle your devotion to the gods and saints.

You create connections between your gods and the stone world. You understand that there is no opposition between the two worlds: one would not exist without the other.

You bring a spark of divine power to your arcane energies, channeling the power of the gods through the very stone you call home.

Or perhaps you were different.

Perhaps the voice of stone that lurks within your heart whispers to you when you sleep, insisting that divinity is a lie the living tell themselves to make their lives more meaningful than the dust they will become. “Stone never lies,” the voices cry. “If all is dust and to dust it will return, then you are as much a god as Volund.”

You sold your soul for the secrets of stone; now the earth itself calls you a god. It demands for you to speak the words that suit your station lest your powers be stripped away.

PATH FEATURES

Godly Beneficence (11th level): Once per encounter when you spend a healing surge, you can restore hit points equal to your healing surge value plus your Intelligence modifier to an ally instead of receiving the healing yourself.

Godly Retribution (11th level): When you spend an action point, you can curse an already cursed enemy a second time as a free action (for this instance, it need not be the closest enemy). This double curse deals an extra die of curse damage to the foe and your pact boon is doubled. For instance, if you normally deal an extra +2d6 damage to a cursed foe and gain a +1 to defenses as a pact boon, you would now deal an extra +3d6 damage and gain +2 to defenses—but only to this single enemy.

Celebrating Grajava and Volund (16th level): Once per encounter, you can change a damage type of any power to be either cold or fire.

PATH SPELLS

MAVROS UNRELENTING

GODSPEAKER ATTACK 11

Clay statues rise from the ground next to your foes and attack. They appear vaguely as dwarven.

Encounter ♦ Arcane, Implement, Reliable
Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. AC, or Constitution vs. AC

Hit: 3d10 + Charisma or Constitution modifier damage.

Miss: Choose another target in range and repeat the attack; if you miss a second time, choose a third target in range and repeat the attack.

WOTAN'S GAZE

GODSPEAKER UTILITY 12

The will of Wotan shields you from your enemies, making you appear to be one with the floor and walls.

Encounter ♦ Arcane

Free Action

Personal

Effect: Until the end of your next turn, you are invisible to all enemies under your curse.

FONT OF NINKASH

GODSPEAKER ATTACK 20

A golden mist slowly pours from your enemy's mouth, eyes, nose, ears, even open wounds. Is that a golden smile hanging in the air above your foe?

Daily ♦ Arcane, Implement, Radiant

Standard Action

Ranged 10

Target: One creature

Attack: Charisma vs. Fortitude, or
Constitution vs. Fortitude

Hit: 4d8 + Charisma or Constitution modifier radiant damage, and the target is dazed (save ends).

Effect: Enemies adjacent to the target take ongoing 10 radiant damage (save ends); until the end of your next turn, allies ending their turn adjacent to the target can spend a healing surge as a minor action with bonus healing equal to your Intelligence modifier.

LANCER

“With the speed of a serpent's strike, this simple weapon of wood and iron brings death to my foes.”

Prerequisite: Ranger class, spear-fighting style

No longer does your weapon's primitive build constrain your fighting prowess. The spear is as unerring and deadly in your hands as a sword in the grip of a kensei.

LANCER PATH FEATURES

Lancer's Thrust (11th level): When you spend an action point to make an extra attack with a spear you wield with both hands, you also deal ongoing 5 damage (save ends) if the attack hits.

Wait for the Opening (11th level): When a foe leaves a square adjacent to you without shifting, you deal damage equal to 1 + your Wisdom modifier to that foe if you are wielding a spear with both hands.

Stake in the Ground (16th level): When subjected to a pull, push or slide, you can choose to negate 2 squares of the forced movement if you are wielding a spear with both hands.

LANCER EXPLOITS

TAKE THE SHOT

LANCER ATTACK 11

Fast as a lightning bolt, your spear strikes foes who think they are safe.

Encounter ♦ Martial, Weapon

Immediate Interrupt

Melee 3

Trigger: An enemy within 3 squares of you moves.

Requirement: You must be wielding a spear with both hands.

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and shift to a square adjacent to the target.

Effect: You grant combat advantage to all adjacent enemies until the start of your next turn.

MESMERIZING SPIN

LANCER UTILITY 12

Your twirling spear confounds your enemies and opens their defenses.

Daily ♦ Martial, Stance, Weapon

Minor Action

Personal

Requirement: You must be wielding a spear with both hands.

Effect: Until this stance ends, an adjacent opponent grants combat advantage to you and all your allies.

IMPALE

LANCER ATTACK 20

You drive your spear straight through a foe's body, causing horrendous damage and pinning him in place. When he struggles to get away, you twist your weapon deeper into the wound.

Daily ♦ Martial, Reliable, Weapon

Standard Action

Melee

Trigger: An enemy within 3 squares of you moves.

Requirement: You must be wielding a spear with both hands.

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and the target is marked and immobilized until the start of your next turn.

Sustain Standard: On a hit, as long as you are adjacent to the target, you can sustain the immobilized condition (save ends). An immobilized foe takes a -2 penalty to AC and Reflex defense, and on your turn takes damage equal 5 + your Strength modifier.

Special: The target takes a -2 penalty to saving throws to end the immobilized condition.

MOUNTAIN DRUID

"Forests are very fine and well, but they are merely the earth's hair. Look to the mountains, lass. It is the mountains who reach up and write the mithral runes that bind the stone beneath our feet."

Prerequisite: Druid class

You are a master of the alpine snows and glaciers. You know where the mountain goats gather and where the trolls descend for their raids; the secrets of the mountain are no secret at all to you. While other druids think only of the green and growing face of the forest, you know that life clings to the highest cliffside as tightly as it does to every wooded glen.

Better still, you are tough in the face of extreme wind, frost and ice, and know how to bend elemental storm and raging snows to your will.

PATH FEATURES

Glacier Scout (11th level): At 11th level you gain Ice Walk and may shift in difficult terrain as if it were normal terrain.

Power of the Peaks (11th level): Whenever you spend an action point to make an attack choose one of the following damage types: cold, lightning or thunder. If the attack hits, you deal extra damage to the target equal to 1 + your Constitution modifier of the chosen damage type.

Elevated Summoning (11th level): When you use any Summoning power, that creature gains a +1 bonus to any attack roll.

Mountain Momentum (16th level): You gain a +1 bonus to your Speed.

MOUNTAIN DRUID EVOCATIONS

MOUNTAIN STORM

MOUNTAIN DRUID ATTACK 11

Winds howl and clouds tear across the sky; the storm you unleash is sudden and filled with arctic snow and ice.

Encounter ♦ Cold, Implement, Primal

Standard Action

Area Burst 2 within 10 squares

Target: Each creature in burst

Attack: Constitution vs. Reflex

Hit: 2d8 + Constitution modifier cold damage, and the target is blinded until the end of your next turn. All squares within the burst become difficult terrain until the end of the encounter.

FORM OF THE MOUNTAIN LION

MOUNTAIN DRUID UTILITY 12

You become a sure-footed mountain cat.

Encounter ♦ Beast Form, Primal

Minor Action

Personal

Effect: You gain a +2 power bonus to Reflex and gain a +2 bonus to speed until the end of the encounter; you cannot use weapons or implements. You can end this effect as a minor action.

LIGHTNING STRIKES THE PEAKS

MOUNTAIN DRUID ATTACK 20

Under stone or sky, lightning strikes at your command. It crackles and hisses as it chars everything around it.

Encounter ♦ Implement, Primal, Thunder

Standard Action

Ranged 10

Target: Two creatures within 2 squares of each other

Attack: Constitution vs. Fortitude

Hit: 4d8 + Constitution modifier lightning and thunder damage.

Effect: Whenever you or your allies hit the targeted creatures until the end of your next turn, the target and any enemies adjacent to it takes thunder damage equal to 3 + your Constitution modifier damage.

Sustain Minor: You may sustain *Lightning Strikes the Peaks* once; it affects only one of the two targeted creatures for a second round.

RUNE MAGE

“When you understand the word is the thing, that thing is yours to command.”

PREREQUISITE: WIZARD CLASS

You have plumbed the secrets of the First King who plucked out an eye to gain the knowledge of writing and the magic inherent in glyphs and runes. Whether marking a slate, writing on vellum or etching a piece of bone, you can summon the arcane energy embodied in a word's meaning and in the patterns words form with each other. Your eldritch knowledge, gained through the study of ancient tomes, allows you to manipulate this energy as easily as you would a pen across paper.

PATH FEATURES

Master Scribe (11th level): At 11th, 15th, 21st and 25th level you master a ritual of your choice and add it to your ritual book.

Runic Action (11th level): Whenever you spend an action point to make an attack choose one of the following damage types: cold, fire, lightning or thunder. If the attack hits, you

deal extra damage to the target equal to 1 + your Intelligence modifier of the chosen damage type.

Rune Knowledge (11th level): You gain a +2 bonus to any skill check you make to cast a ritual.

Cast the Runes (16th level): Whenever you score a critical hit with a wizard attack power, you gain a +2 bonus to one attack roll you make before the end of the encounter.

RUNE STORM

RUNE MAGE ATTACK 11

Eldritch script bursts from your fingertips, each letter representing a different source of power. The glyphs swirl and buffet enemies in a maelstrom of runic power.

Encounter ♦ Arcane, Implement; Varies

Standard Action

Area burst 2 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier damage. For each target hit, roll below to determine the type of rune striking a target, the damage type and the effect.

- 1: *Sun Rune:* Radiant damage, and the target is blinded until the end of your next turn.
- 2: *Ice Rune:* Cold damage, and the target is immobilized until the end of your next turn.
- 3: *Dark Rune:* Necrotic damage, and the target is weakened until the end of your next turn.
- 4: *Star Rune:* Psychic damage, and the target is stunned until the end of your next turn.

LAY THE RUNES

RUNE MAGE UTILITY 12

You quickly draw runes of warding at your feet, creating an area of protection for your allies.

Daily ♦ Arcane

Standard Action

Close burst 1

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Effect: Choose one damage type (except un-typed damage) and place a rune of warding in each of the squares in the burst. When you or an ally occupies a square with a rune, you or that ally gain resist of the chosen damage type equal to 5 + your Intelligence modifier. The runes last until the end of your next turn.

Sustain Minor: The runes persist.

LINK OF THE RUNE

RUNE MAGE ATTACK 20

A ghostly hand appears, its hooked talons etching a rune into the flesh of your enemy. The rune forms a conduit between you and your foe, making him more vulnerable to your magic.

Daily ♦ Arcane, Implement; Varies

Standard Action

Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 4d8 + Intelligence modifier damage.

Effect: Choose one of the following damage types: acid, fire, poison, radiant or thunder. Whenever you hit with an attack, the target takes damage of that type equal to 3 + your Intelligence modifier (save ends).

First failed save: The target gains vulnerability equal to your Intelligence modifier to the chosen damage type.

Sustain Minor: As a minor action you may transfer the rune to another enemy within range. You may only do this if the creature currently affected by the rune is alive. If the affected creature saves you can not sustain this power.

TOMB WARDEN

“Dwarven bones are not spoils for the greed of other races. Your pollution is not welcome in our sacred spaces.”

Prerequisite: Dwarf, Paladin class

The dwarven reputation as hoarders of gold and jewels draws bandits, thieves and robbers into the mountains in search of the final resting places of dwarf nobility. For centuries, greedy creatures have ransacked countless tombs of dwarf heroes, kings and priests, destroying engineering wonders and defiling a final rest so richly earned.

Your sworn duty is to ensure the tombs of your ancestors are never disturbed or plundered for their wealth. Whether there is truth in the belief dwarves are buried with enough gold and jewels to ransom a kingdom, you care not. You are pledged to defend the sanctity of all dwarven crypts, be they the intricate underground complexes of the rich and noble-born or simply a commoner's hollow shaft. No dwarf—wealthy, poor, famous or ignoble—deserves to have its body or treasured possessions turned into a trophy hunter's ornaments. With the power of your god, your faith, and your hammer you make sure that never happens.

PATH FEATURES

Devout of Purpose (11th): You gain a +2 bonus to saves against fear and charm effects.

Warden's Action (11th): When you spend an action point to take an extra melee attack, all foes adjacent to you grant you combat advantage until the end of your next turn.

Trespasser's Bane (16th): On melee attacks against enemies under your *divine challenge* you inflict extra damage equal to your Wisdom modifier (minimum +1).

DEFILERS BEWARE

TOMB WARDEN ATTACK 11

Thieves assume stone walls, mechanical traps and living sentries are no match for the clever teleporter. You show them otherwise.

Encounter ♦ Divine, Teleportation, Weapon

Immediate Interrupt

Close burst 5

Trigger: An enemy within 5 squares of you teleports or uses a power with the teleportation keyword.

Target: The triggering enemy in burst

Effect: The target teleports into a square adjacent to you and you make the following melee attack.

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage and the creature cannot teleport or use powers with the teleportation keyword until the start of your next turn.

Weapon: If you wield an axe, hammer or mace, you deal extra damage equal to your Constitution modifier.

VIGOROUS RESOLVE

TOMB WARDEN UTILITY 12

Your devotion to the cause inspires you to keep fighting long after others would have given up.

Daily ♦ Divine

Immediate Reaction

Personal

Trigger: You are reduced to 0 or fewer hit points.

Effect: You gain hit points equal to your level plus your Constitution modifier.

BRAND THE DESECRATOR

TOMB WARDEN ATTACK 20

With a surge of energy you pound your deity's mark into the flesh of an enemy. The mark burns with holy fire.

Daily ♦ Divine, Radiant, Weapon

Standard Action Melee Weapon

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 4[W] + Strength modifier damage.

Weapon: If you wield an axe, hammer or mace, you deal extra damage equal to your Constitution modifier.

Effect: You place your *divine challenge* on the target. As long as the target is marked it takes damage from your *divine challenge* whether it attacks you or not (save ends).

Special: This does not supersede your *divine challenge* placed on other creatures.

WATCHER OF THE HALLS

"I stand in the shadows of the halls, between the hearth fire and the deeper darkness"

Prerequisite: Dwarf, Cleric class

You are a guardian of your people. Delving into the earth to mine gold and build fantastic cities, dwarves often encounter horrible creatures exiled to the world's dark reaches. The Watcher of the Halls is an ancient order founded long ago by clerics who realized dwarven industry and wealth made them the targets of many evils. Your purpose is to warn your brethren of danger and battle foes who threaten the safety and sanity of dwarf-kind.

From knowledge passed down to you by earlier Watchers you know how to combat the abominations that emerge from the great underdark, descend out of the night sky, or cross from the worlds beyond to invade your mountain stronghold. You stay close to home, rooting out horrors menacing your people. You only leave the hearth fires when an expedition will guarantee the further safety of the dwarves you have sworn to protect.

PATH FEATURES

Forge of Purity (11th level): You can invoke the power of your deity to use *forge of purity*.

Lore Keeper (11th level): You gain a +2 bonus to all Dungeoneering, History and Religion checks.

Watcher's Action (11th level): When you spend an action point to take an extra action all allies within 5 squares of you gain a +2 bonus to Will defense until the end of your next turn.

Illuminated Brother (16th level): All of your attack powers with the radiant keyword deal 4 extra damage to aberrant creatures. Increase this to 6 extra damage at 21st level.

CHANNEL DIVINITY: FORGE OF PURITY

WATCHER OF THE HALLS FEATURE

You blast the foul aberrations from the outer realms with holy, purifying light.

Encounter ♦ Divine, Implement, Radiant

Minor Action Close burst 5

Target: Each creature that has the aberrant keyword in burst

Attack: Wisdom vs. Will

Hit: 2d8 + Charisma modifier radiant damage, and the target is pushed one square and dazed until the end of your next turn.

Effect: Each ally in the burst makes a saving throw against a charm or fear effect with a +2 bonus.

ECHOES OF THE HORN

WATCHER OF THE HALLS ATTACK 11

An enemy attacks and you summon a loud blast to stun foes and warn allies.

Encounter ♦ Divine, Implement, Thunder

Immediate Reaction Close blast 5

Trigger: An enemy takes its turn before you.

Special: You can only use this power in the first round of an encounter.

Target: All enemies in blast

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier thunder damage, and the target is dazed until the start of your next turn.

Effect: All allies within 3 squares of you gain a +2 bonus to AC and Reflex defense until the end of your next turn.

WARD THE WAYS

WATCHER OF THE HALLS UTILITY 12

Strange runes in the ancient language of your Brotherhood form an arcane wall at your command, creating a protected area your enemies can not enter.

Daily ♦ Conjuration, Divine, Implement, Radiant
Standard Action Area wall 12 within 10 squares

Effect: You conjure a wall of contiguous squares filled with runes of warding. The wall can be up to 12 squares long and up to 6 squares high. The wall allows line of sight, but not line of effect, and all foes consider the occupied squares as difficult terrain. The wall lasts until the end of your next turn.

When an opponent enters an occupied square it is subject to the following attack.

Target: Creature in wall

Attack: Charisma vs. Fortitude

Hit: Wisdom modifier radiant damage, and the target is pushed 2 squares and knocked prone.

Sustain Minor: The wall persists.

HEART OF THE MOUNTAIN

WATCHER OF THE HALLS ATTACK 20

You invoke the living spirit of the mountain, infusing your skin with rock-like hardness. At the same time a chasm opens beneath an opponent's feet, sending him tumbling into the abyss.

Daily ♦ Divine, Fire, Implement
Standard Action Ranged 20

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 4d8 + Wisdom modifier damage, and the target falls into a pit and takes 2d8 fire damage on its turn as the spirit of the mountain batters it with molten rock (save ends both). While in the pit, the target is immobilized and lacks line of sight and line of effect to any space other than its own. All creatures (including you) cannot gain line of sight or line of effect to the target.

Effect: Until the end of your next turn you gain resist 10 to all damage from attacks that target AC or have the weapon keyword.

Miss: Half damage and the target is knocked prone.

Epic Destinies

“And there came a great wailing and rending of garments as the cloistered women of the Iron Fortress saw their mightiest heroes fall before the spears of the Goblin King Ert’list and his honor guard of lesser giants. Never again would the Lord of the Iron Fortress raise the standards and let slip the moledogs of dwarven war; never again would the Narlingen Mountain’s Soul guard the hidden glens atop the peaks; and never again would the High Godspeaker praise Wotan above.

“And so the cloistered women wept, and their grief ripped the skies above as the gods grieved for their favored children.

“Whether it was mercy or pity that moved holy Volund, Perun the Thunderer and Loki the Trickster, the gods were moved. Perun sent storms to stay the Goblin King’s spears; Loki bewitched Ert’list’s soothsayers and delayed the assault; and Volund Forge-Father ripped the Iron Fortress from its mountain fastness and hid it far away from harm.

“You think this is a dirge? No, friends, this is no dirge. With this act Volund gave our people a home in the world beyond, a paradise where dwarven heroes never die. With this act Loki and Perun taught our people the power of words both mundane and magical.

“But neither our gods nor our dead leaders are the heroes of this tale; that honor we reserve for the cloistered women, whose purity of heart and faith were strong enough to sway the gods. No deed of sword and spell is so strong as the faith of a cloistered woman.”

—Darien Darkfyre, *On Dwarven Creation Myths*.
Blackyron and Sons: Zobeck, 1459 A.C.rs.

The difference between a dwarf and a myth is a sorely-contested point among those dwarven scholars inclined to contrariness, though all agree that skalds and poets are involved far too often for the good of dwarven history. These epic destinies will not bankroll the prodigious amount of ale needed to stay in the good graces of the finest dwarven singers—but they will ensure your deeds will be mighty enough to commemorate in song.

LORD OF THE IRON FORTRESS

You will find your place in the halls of the dwarven ancestors.

Prerequisite: 21st level, dwarf

Of the lost cities of dwarves, the Iron Fortress was the greatest. It is said it still stands, garrisoned and ruled by figures out of dwarven stories and legends. Every child knows their names: Erdrik and Urdrik, the guardians at the gate; Grajava, the shield-maiden; Skalik of the Hook; and

Hildir the Black, captain of the guards. The greatest dwarves, living, fighting, and celebrating in the greatest dwarven city.

As a hero of dwarves—though not necessarily a dwarf; dwarvish pride is not so great as to turn away worthy heroes of other races—you seek to join the illustrious ranks of the Lords of the Iron Fortress. The search for the Iron Fortress is a journey both physical and spiritual. You will prove yourself in battle and deed to be worthy of the heroes of lore, and you will explore within yourself the nature of heroism.

IMMORTALITY?

Even if you never find the Iron Fortress, your place in dwarven legend is assured by seeking it. Dwarven children will be told of your accomplishments, your name will be used in oaths, your deeds recounted in feast halls. Your final quest will be recorded in stone and steel for further permanence.

Perhaps in the end you will discover the Iron Fortress. You will spend your days rubbing shoulders with fellow legends and your nights in the mile-wide feast hall. Whatever your fate, new dwarven heroes will arise, guided by your legend.

LORD OF THE IRON FORTRESS FEATURES

Dwarven Apotheosis (21st level): Increase Constitution and Wisdom by 2.

From the Halls of my Ancestor (24th level): Once per day when you die, your body is inhabited by a dwarven ancestor spirit. On your first turn after dying, the spirit reanimates your body with full hit points. Your size increases to large, your reach increases by 1, and you gain +5 to damage. The spirit departs at the end of the encounter.

Resolute Fortress (30th level): You gain immunity to fear effects, and allies within sight of you gain +2 on saves vs. fear. You are unaffected by push, pulls, and slides unless you choose to be.

LORD OF THE IRON FORTRESS POWER

FORTRESS INCARNATE

LORD OF THE IRON FORTRESS UTILITY 26

You become as resilient and unmoving as the legendary fortress.

Daily Stance

Minor Action **Personal**

Effect: Until the stance ends, you cannot be knocked prone. Once per round as a minor action, you gain temporary hit points equal to your Constitution modifier.

MOUNTAIN SPIRIT

You become a defender of the mountains, from the summits to the deeps.

Prerequisite: 21st level, dwarf

The mountains are the cradle and wellspring of dwarven power and legends; they are also the ultimate home of great dwarven heroes. Many a mountain is named after a dwarven lord, with small shrines to a clan founder at their base, and prayers are sent to the mountaintop in times of great need. Sometimes the mountains answer; for the greatest peaks—from Rygar to Mother Grisal—are all protected by mountain spirits.

As a dwarven leader, noble or hero, you attempt to defend a particular mountain or mountain range from threat against all comers: giants, dragons, dark elves and demons, you stand against them all. In time, your spirit and that of the mountain become one: you find ways to know what the mountain knows. Like many dwarven burdens, it is perhaps easier taken up than completed.

IMMORTALITY:

A MOUNTAIN MADE FLESH

You slowly retreat from the world, adventuring perhaps less often than in your youth. Your joy is in the mountains, and you long for them when you are away, for they speak to you of the bed where the dwarves slept as children, and the rest that awaits you when you pass on from life.

As you steadily learn to see and respect the elemental forces that work in balance in the peaks, they likewise befriend you and strengthen your connection to the primal power of earth, air, water, and fire. Your ability to find minerals, learn the history of abandoned halls, or tug on the power lying deep under the surface is unmatched. If your heart is pure, your embrace of the mountains is returned by the friendly spirits of a particular peak or mountain range.

MOUNTAIN SPIRIT FEATURES

Above the Land (21st level): Increase Constitution and Intelligence by 2. Gain Nature as a trained skill if you do not already have it.

Stone Tell (24th level): At will, you may ask natural stone spirits (not worked stone) to answer three questions regarding what happened on the mountain within some span of recent time, as shown on the table below.

Nature Check Result	Time Period
9 or lower	One hour
10–19	One day
20–29	One month
30–39	One year
40 or higher	One century

Shake the Earth (30th level): As a minor action, you can push, pull, or slide any creature standing on earth or stone up to a number of squares equal to your Constitution or Strength modifier.

MOUNTAIN SPIRIT POWER

MOVING THE MOUNTAIN

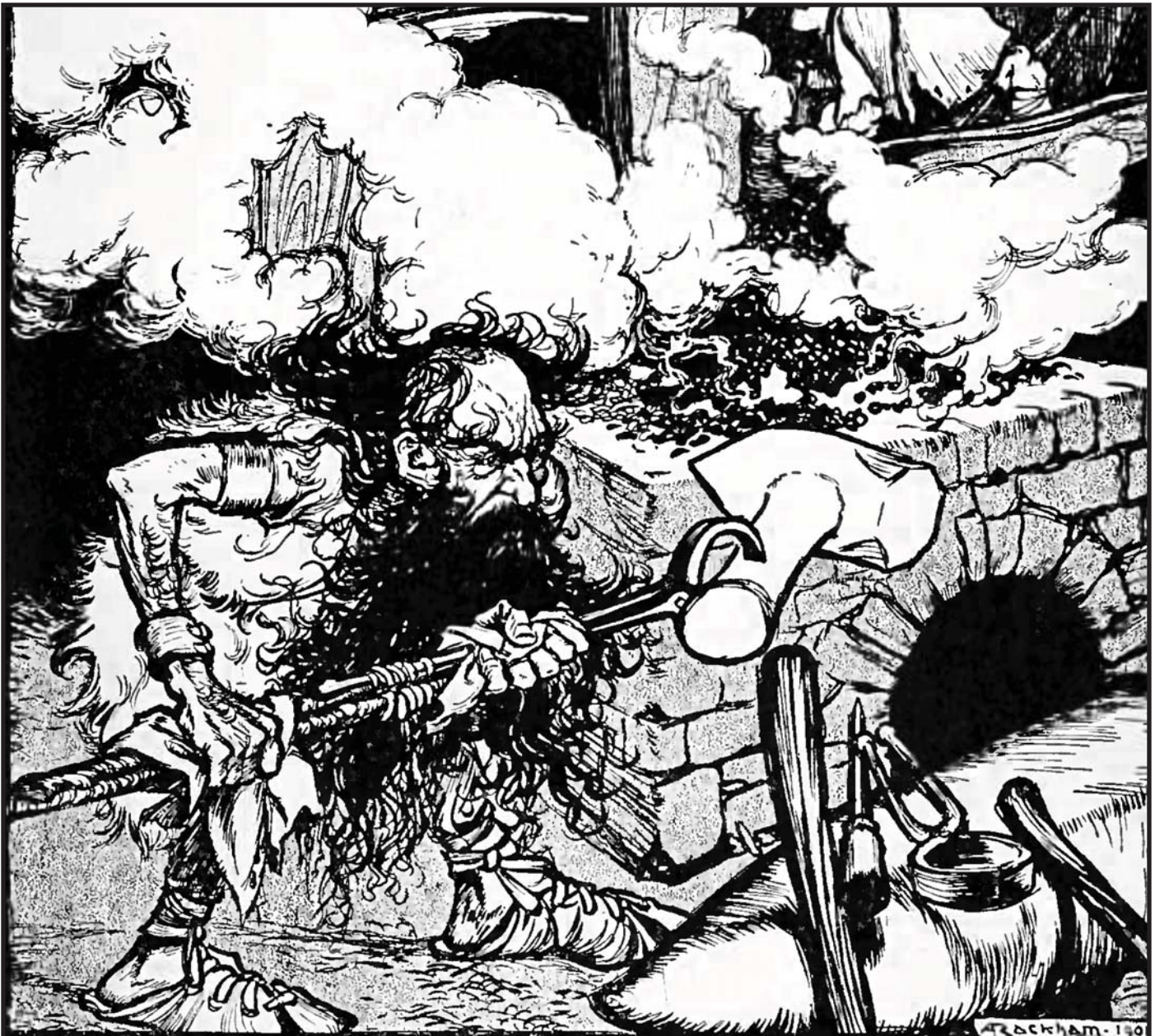
MOUNTAIN SPIRIT UTILITY 26

You are part of the mountains, and their stone is your flesh. You return to the bones of the earth as a guardian of the dwarven people – and you are everywhere they are.

Daily ♦ Teleport
Standard Action

Personal

Effect: You see all actions within the territory you protect, and hear all pleas for your aid from dwarves and their allies. You may teleport immediately and without danger to any location in those mountains.



DM Guide

Perils, Tombs & Wonders

The Ironcrag are full of dangers both above and below ground; some are obvious, others only become obvious when it is too late. What follows are examples of mountains, caverns—and the dwarven tombs within them.

Perils of the Mountains

This section contains a number of hazards, terrain features, magical locations and environmental rules that the GM can use to complicate the lives of player characters in adventures set in, or beneath, the mountains.

Mountain Travel

Trekking through a mountainous landscape is challenging and tough. An adventuring party moves slower due to the difficult terrain, and often has to contend with blinding snow and other adverse weather conditions. In addition, player characters travelling through the high peaks of the Ironcrag or other intimidating mountain ranges need to be prepared to face gruelling environmental dangers, perilous hazards and terrifying monsters.

Altitude Effects

The lack of oxygen at high mountain altitudes takes its toll on creatures that aren't used to it, causing first altitude fatigue, then the dizziness, nausea and headaches that come with mountain sickness.

The dwarves of the Ironcrag, frost giants and other mountain-dwelling creatures are considered acclimatized to High Altitude, remaining unaffected by altitudes of less than 15,000 feet. Creatures that do not breathe, such as undead and constructs, are completely immune to the effects of altitude.

High Altitude Zone (7,000 TO 15,000 FEET)

The first effects of altitude are felt when an adventurer climbs to a height over 7,000 feet – for example, the highest slopes of a range of low mountains. Here, the thin air combined with the exertion of the climb is likely to cause altitude fatigue.

For every eight hours spent between 7,000 feet and 15,000 feet, the character must make a DC 21 Endurance check. If the PC fails the check, he loses one healing surge, representing the fatigue brought on by the combination of exertion and lack of oxygen. If a character has no healing surges left when he fails a check, he loses hit points equal to his level.

A PC that loses a healing surge due to altitude cannot recover that surge after an extended rest unless he first descends below 7,000 feet where there is more air. However, an Endurance check made during an extended rest at high altitude is at +2 to reflect the fact that the character is resting rather than exerting himself.

Acclimatization: If a PC wins a Complexity 1 Skill Challenge (4 successes before 3 failures) while adventuring in mountains over 7,000 feet high, he is considered acclimatized to the High Altitude Zone for the rest of the adventure. He no longer needs to make Endurance checks and can recover any healing surges lost due to altitude following his next extended rest.

EXTREME ALTITUDE ZONE (15,000+ FEET)

The highest mountains in the world can reach over 20,000 feet in height. At these elevations, the air gets even thinner and there is a risk of mountain sickness as well as suffering altitude fatigue.

A PC at Extreme Altitude needs to make an Endurance check every eight hours to avoid altitude fatigue as with High Altitude, but at DC 26. A failed check results in the loss of a healing surge. Creatures acclimatized to High Altitude receive a +5 bonus on these Endurance checks.

Acclimatization: If a PC wins a Complexity 3 skill challenge (8 successes before 3 failures) while atop these very high peaks, he is considered acclimatized to the Extreme Altitude Zone for the rest of the adventure. He no longer needs to make Endurance checks and can recover any healing surges lost due to altitude at his next extended rest. An acclimatized PC is also immune to mountain sickness.

MOUNTAIN SICKNESS

In addition to the effects of fatigue on the PC, a character at Extreme Altitude is exposed to mountain sickness, a life-threatening disease which attacks the character each day he remains there.

Mountain Sickness			
LEVEL 11 DISEASE			
<i>Symptoms include headaches, dizziness, nausea, insomnia, weakness and shortness of breath.</i>		Attack: +14 vs Fortitude Endurance: improve DC 27, maintain DC 24, worse DC 23 or lower.	
Special: If a PC suffering from mountain sickness descends to High Altitude, Endurance checks are at +4. If he descends to less than 7,000 feet, Endurance checks are at +10.			
The target is cured.	◀ Initial Effect	▶▶ The target is weakened.	▶ Final State
	The target takes a -2 penalty to attacks and checks until cured.		The target is immobilized.

NEW RITUAL: YAK'S FETTLE

Like a hardy mountain-dwelling beast, you are no longer troubled by the thin air of the highest mountains. You can march up a steep slope without running out of breath.

Level: 7
Category: Exploration
Time: 10 minutes
Duration: 24 hours
Component Cost: 70 gp
Market Price: 360 gp
Key Skill: Arcana or Nature (no check)

The Yak's Fettle ritual allows you to designate up to five ritual participants, including yourself, who ignore the effects of altitude for the duration of the ritual.

An affected creature does not need to make Endurance checks to avoid altitude fatigue and is immune to mountain sickness.

SNOW BLINDNESS

The ultraviolet rays in bright sunlight that reflect off the brilliant whiteness of snow or ice can cause snow blindness—a painful eye condition—to a character travelling in the mountains. PCs are at risk of snow blindness on sunny days in both the High and Extreme Altitude Zones (see above).

Snow blindness is like sunburn to the eyes and may not be noticed for several hours. The disease makes an attack after a day of exposure to dazzling sunlight in the mountains.

Snowblindness			
LEVEL 7 DISEASE			
<i>Symptoms include bloodshot and teary eyes, increasing pain, eyes feeling gritty or even swelling shut.</i>		Attack: +10 vs Fortitude Endurance: improve DC 24, maintain DC 20, worse DC 19 or lower.	
Special: If a PC suffering from snow blindness descends to less than 7,000 feet, Endurance checks are at +4.			
The target is cured.	◀ Initial Effect	▶▶ The target's vision is blurred. Creatures beyond 10 squares away have concealment	▶ Final State
	The target loses one healing surge that it cannot regain until cured		The target is blinded

NEW EQUIPMENT: SUN GOGGLES

50 gp

The dwarves of Trollheim make goggles from caribou horn with tinted glass lenses to protect the wearer's eyes from the sun's rays. The goggles give the wearer a +4 bonus to her Fortitude defense against snow blindness.

EYE BALM

This foul-smelling salve can help cure snow blindness if rubbed on the eyes.

Level 1 20 gp

Alchemical Item

Power (Consumable): Standard Action. Gain a +2 bonus to your next Endurance check (or Heal check) to recover from snow blindness.



HAZARDS

Cavelight Moss

LEVEL 6 OBSTACLE (HAZARD XP 250)

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

Hazard: Cavelight moss fills four contiguous squares, turning them into difficult terrain. The area within 2 squares of the moss is illuminated with dim light.

Perception

No check is necessary to notice the moss.

Additional Skill: Dungeoneering

DC 24: The character identifies the fungus as cavelight moss.

Trigger: The moss attacks when a creature enters or begins its turn in or adjacent to a square of cavelight moss.

Opportunity Action

Melee

Target: Creature in or adjacent to moss

Attack: +11 vs. Reflex

Hit: 1d10 + 4 damage, and weakened until the start of the target's next turn

Effect: The target is immobilized (escape ends).

Countermeasures

- Restrained characters can use the Acrobatics or Athletics skill (DC 20) to free themselves.
- A character can attack a square of cavelight moss (AC 18, other defenses 15; hp 70). Once a square is destroyed, it cannot attack and is no longer difficult terrain.

Upgrade to Elite (500 XP)

Increase Dungeoneering DCs and attack rolls by 2.

Increase size to 8 squares.

Glacial Crevasse

LEVEL 8 OBSTACLE (HAZARD XP 350)

A weak snow bridge covers a huge crack in the ground formed by two glaciers colliding.

Hazard: This crevasse is four squares across, at least eight squares long and 50-foot deep, and is covered (but not filled by) snow which is likely to collapse if stepped on by a PC

Perception

DC 24: the character notices that the snow covering the crevasse looks different to the hard-packed snow the PCs have just traversed.

Glacial Crevasse

LEVEL 8 OBSTACLE (HAZARD XP 350)

Additional Skill: *Nature*

DC 20: the character identifies the hazard and its approximate dimensions.

Trigger: The crevasse attacks when a creature enters one of its squares.

Opportunity Action Melee

Target: Creature on the weak snow

Attack: +11 vs Reflex

Hit: Target falls into the crevasse, takes 5d10 damage and falls prone

Miss: Target returns to the last square it occupied and its move action ends immediately

Effect: Snow falls into the crevasse and a 2 x 2 square area is no longer hidden

Countermeasures

A character who makes an Athletics check (DC 20, or DC 40 without a running start) can leap over the crevasse. If the check fails, and the character lands on a snow-covered square, the crevasse attacks. On a missed attack, the character is fortunate enough to land in a square where the snow is able to support his weight. If the check fails and the character lands on a square that's already been exposed, he falls into the crevasse.

With a DC 27 Nature check, a character can move carefully at half speed across the unsupported snow covering the crevasse, without drawing an attack.

Upgrade to Elite (700 xp)

Increase the Nature checks and attack modifiers by 2. Increase the width of the crevasse to six squares.

Avalanche

Level 11 Lurker (Hazard XP 600)

Heavy snowfall during a storm triggers an avalanche: an enormous deadly mass of snow and ice heads rapidly down the mountain towards you.

Hazard: When triggered, snow, ice and rock fall from above to fill the area with attacks. The avalanche attacks a different part of the area each turn, on its initiative.

Perception

DC 16: The character spots the avalanche when it is still 1d10 x 100 squares away. The avalanche is moving at 100 squares per round towards the PCs.

DC 10: The character hears the avalanche when gets within 1d6 x 100 squares.

Special: Increase these DCs by 5 or 10 in a storm.

Avalanche

Level 11 Lurker (Hazard XP 600)

Additional Skill: *Nature*

DC 24: The character is aware that the PCs are about to head into an area where an avalanche is likely in the current conditions.

Initiative +6

Trigger

An avalanche is caused by heavy snow during a storm, snow melting in the sunshine, ice fall or rock fall, or other natural events. Once it starts, the avalanche moves rapidly down the mountain. When it reaches the encounter area containing the characters, the avalanche rolls initiative and all characters become aware that they are caught in its path. On its turn, the avalanche attacks a random square within the encounter area.

Standard Action

Close burst 5

Target: All creatures in burst

Attack: +14 vs. Reflex

Hit: 2d12 + 8 damage and the character slides 1d6 squares and is buried (see below).

Miss: Half damage, no slide and the character is not buried.

Effect: The burst area becomes difficult terrain.

Sustain Standard: The avalanche attacks each round, targeting a different square (and always moving forward from the square targeted on the previous round). An avalanche typically attacks the encounter area for 1d4 rounds.

Countermeasure

A character who makes a DC 29 Nature check as a minor action can determine the square the avalanche will attack on its next turn.

Being Buried

Characters buried by the avalanche are blinded, immobilised and prone (save ends), and start suffocating if not rescued within 3 minutes (Endurance check DC 25, see DMG page 159).

A buried character can free herself once she makes a DC 25 Athletics check. PCs who are not buried can attempt a DC 21 Perception check to locate a buried comrade within 6 squares. The buried PC can be freed with a DC 20 Athletics check.

MOUNTAIN TREK SKILL CHALLENGE

Strapping on your pack once again after an all-too-brief rest in the shelter of an overhang, you trudge higher into the Ironcrag, wondering how much further it can be to your destination.

The PCs must trek through the mountains to a distant dwarven hall, typically a perilous eight hour journey through the snow. During the challenge the PCs roll multiple sets of skill checks with each set equal to an hour or two of travel. Each round of checks includes a compulsory Endurance roll and one other of the player's choice.

Level: 8

XP: 1,050

Complexity: 3 (requires 8 successes before 3 failures).

Primary Skills: Endurance, Athletics, Nature, Perception

Special: Dwarven PCs or other residents of the Ironcrag gain a +2 bonus to all checks when they undertake this challenge.

Endurance (DC 15): every character in the party must roll an Endurance check in each set of checks to cope with the high altitude and exposure to the driving snow and fierce chill winds of the mountains. If half or more of the PCs succeed on their checks, this counts as a success toward the skill challenge. If more than half the party fail, this counts as a failure for the challenge and causes all members of the party to lose one healing surge.

Athletics (DC 19): You use your physical strength to trudge through a deep snow field, leap over an obstacle, or climb to the top of a perilous ledge where you can get a better view of your surroundings and the best way forward. A successful check counts as one success towards completing the skill challenge.

Nature (DC 19): One or more PCs use their wilderness survival skills to lead the group across mountain streams, around chasms and away from unstable cliff edges. A successful check counts as one success towards completing the skill challenge. A failed check indicates that the PCs run into a hazard such as an avalanche or glacial crevasse that they must then deal with. This adds an hour to the duration of the trek.

Perception (DC 13): You notice a mountain goat trail or other shortcut that makes getting to your destination easier. Using this skill doesn't count as a success or failure in the challenge, but it does give each character in the party a +2 bonus to their next Endurance or Nature check made as part of the challenge. A failed check means that the PCs head off down a false trail, adding an hour to the duration of the trek.

Secondary Skill:

Heal (DC 14): You use your healing skills to help one of your comrades overcome frostbite, a twisted ankle or dizziness brought on by altitude. Using this skill doesn't count as a success or failure in the challenge, but allows you to negate one PC's failed Endurance check to try and prevent group failure that round.

Success: The PCs reach the hall without incident. The trip takes 8 hours, plus one hour per failed Perception or Nature check.

Failure: The PCs blunder into the lair or hunting ground of a monster—a frost giant (level 10 brute), frostfang yeti (level 10 lurker), glacial drake (level 10 lurker) or a clew of rime worms (level 8).

After dealing with the monster(s), the PCs still haven't reached the Halls. They must repeat the skill challenge at Complexity 1 (requiring four successes before three failures) to reach their objective.

Lost Tombs of the Dwarven Kings

Though the dwarves of the Ironcrag cantons live passionate lives filled with faith, mead, war and song, the tombs where the dwarves bury their dead remain important to the living. Rarely will a dwarven hero be returned to the stone without some sort of precaution being taken to ensure that the fallen will rest without disturbance. Sometimes these defenses are natural features of the landscape; other times, cunning stonemasons make sure thieves and tomb-robbers will suffer for their temerity and disrespect.

THE TOMB OF BROKK ONE-ARM

The greatest hero of the Ironcrag dwarves, Brokk gained his appellation after his final battle with Sigli Fenir the Usurper. In a titanic struggle that legend says carved the Dolun Gap, the pair fought for three days, until Sigli Fenir was dead and Brokk had lost his left arm.

Without two hands Brokk could not wield Crag Splitter, the ancient hammer passed down through his family for a dozen generations, and the weapon he used in his ultimate victory. Thankfully, Brokk was not without resources. A skilled worker of magic and metal, he constructed a new Crag Splitter, a weapon that manifested a ghostly arm to replace the one he had lost in defense of the cantons.

With this weapon, Brokk drove out the last of the giant tribes from the Ironcrags and even slew the white dragon Coratocos.

Unlike many other dwarf kings, Brokk died of old age, surrounded by family and loyal cohorts. He was cremated in his hidden forge, known only to a few close advisers. It is said the forge still runs hot, and weapons immersed in the flames take on new and strange properties.

THE ENDLESS STAIR

Finding the Tomb of Brokk One-Arm Skill Challenge

Level: 18 (6,000 XP)

Brokk's Tomb sits beneath an unnamed peak in the Ironcrags. To reach the tomb the PCs must traverse the Endless Stair, a maze of steps tunneling beneath the mountain that confuses travelers with dead ends, multiple avenues, precipitous gaps and switchbacks. Some even say the ghosts of adventurers who lost their way during an attempt to find Brokk's tomb haunt the stairs, taking revenge on the living.

The trip up the Endless Stair to locate Brokk's Tomb requires a skill challenge, though finding the entrance might be a quest or skill challenge in itself. The PCs must travel for at least eight hours to reach the tomb of Brokk One-Arm. Each hour, every party member must make a check as indicated by the challenge. If the PCs earn more successes than failures in an hour, they gain 1 success towards the completion of the challenge. If the number of failures is greater than the number of successes, the party earns 1 failure towards the challenge's completion, and they either lose a healing surge or engage in a combat encounter as described below.

Complexity: 3 (requires 8 successes before 3 failures).

Skills Used in this Challenge: Athletics, Dungeoneering, Endurance, Perception, History, Stealth

Hour 1, Endurance (DC 20): The characters find an easy way up the stairs, take a shallow rise or locate a side passage where they can all spread out and rest.

Hour 2, Dungeoneering (DC 20): The characters recognize and bypass a series of loose stones and pillars, avoiding a possibly deadly area.

Hour 3, Stealth (DC 20): The party manages to avoid a roving pack of trolls or skirts past a corridor haunted by the dead.

Hour 4, Athletics (DC 13): The party ascends a steep cliff with ropes and climbing gear, bypassing a part of the labyrinth, or they leap over gaps in the stairs to continue the upward ascent.

Hour 5, History (DC 20): The party remembers reading a traveler's tale about the Endless Stair. The knowledge helps the PCs avoid a series of dead ends and time-consuming switchbacks.

Hour 6, Perception (DC 25): The party spots false risers meant to collapse under the weight of a creature attempting to ascend.

Hour 7, Endurance (DC 13): The party withstands the sulfurous fumes of a bubbling geyser or the heat from a lava flow in a cave they must traverse.

Hour 8, Athletics (DC 20): The party ascends a steep cliff with ropes and climbing gear, bypassing a large part of the labyrinth, or they leap over gaps in the stairs to continue the upward ascent.

On the first failure, each member of the party loses 1 healing surge.

For each failure after the first, adjust the descriptions above and roll for one of the following consequences:

1: Fatigue causes each PC to lose one healing surge.

2: A group of trolls spots the party and attacks. Run the following combat encounter:

Stairwell Bruisers

LEVEL 16 ENCOUNTER (XP 7,600)

1 fell troll (level 20 elite brute)
2 war trolls (level 14 soldier)

3: The party encounters the ghosts of lost adventurers. Run the following combat encounter:

Souls of Lost Adventurers

LEVEL 15 ENCOUNTER (XP 6,400)

1 tormenting ghost (level 21 controller)
2 sword wraiths (level 17 lurker)

4: The party attracts the attention of a mountain denizen. Run the following combat encounter:

King of the Steps

LEVEL 18 ENCOUNTER (XP 8,000)

1 shadow hulk (level 17 solo soldier)

Success: If the party earns 8 successes, they find their way to Brokk's Tomb.

Failure: After 3 failures, the PCs find themselves hopelessly lost, and they must restart the challenge. A second failure means they must rest and restart challenge the next day. Alternatively, merciful DMs may decide that a map to Brokk's tomb is tattooed on the skin of the King of the Steps' body in arcane dwarven runes. As the cursed guardian of the passes, he is bound to defend Brokk's tomb from all potential defilers.

BROKK'S TOMB

You come upon an oak door. Despite the obvious age of the tunnel, the door seems stout and in good repair. Carved into the wood is a single dwarven rune: hammer.

The door is jammed shut, but can be battered down or forced open with two DC 25 Strength checks. Once it is open read the following:

The dust of centuries coats the floor of this 40-by-40 foot chamber. The worked stone slabs possess the tight seams of dwarven craft. Except for the dust, the room is bare.

The only item of interest is a secret door in the ceiling's northwest corner. It can be detected with a DC 20 Perception check or a DC 25 Dungeoneering check. Opening it requires a DC 25 Strength check to slide it into an adjacent recess.

Development: The secret door reveals a smooth twenty-foot vertical shaft (DC 25 Athletics or Acrobatics check to climb) ending in another secret door identical to the one described above.

If the PCs open the second door and ascend into the chamber above, read the following:

Green light dances among the objects stored here. The flickering illumination reveals blacksmith hammers, tongs, leather gloves, and goggles hanging from pegs on the walls. Barrels of water and oil sit near a massive black anvil. At the far wall is a brick forge, still alight; a cold green flame glows from within.

All the items in the room are mundane, but expertly crafted and unworn as the day they were made. If a character approaches the forge, a voice booms from the walls, deep and strong as the mountain.

"You have entered the Tomb of Brokk One-Arm. Offer your gift to the forge and I will grant you a boon, just as Perun granted me the favor of Crag Splitter."

Once per year, a character may place a magic weapon of its level or higher within the forge. The weapon instantly disappears, and the room grows warm while hammering noises echo throughout the chamber. A moment later a new weapon appears on the anvil in the room, but it is of the original weapon's level + 4.

It is up to the DM to construct a weapon suitable to the character—though this forge is powerful, regaining its aid can be the focal point of a future quest. Perhaps it is not the forge that is magical, but the ghost of Brokk who uses what's left of his strength to arm the friends of dwarfkind against evil? Whether this is the case is up to individual DMs, of course; however a character who intends to harm dwarves or is chaotic evil will not receive a superior weapon in exchange for one placed in the forge.

SIGLI FENIR THE USURPER

Follower of Loki, half-brother to Brokk One-Arm, and vilified by most other dwarves since his fall, Sigli Fenir briefly assumed the leadership of Bundhausen with the help of several giant clans. Sigli had promised the giants he would mobilize the dwarves on side of the giants against the demons spewing from the deeper reaches of the Ironcrags if the giants supported his leadership bid.

It was eventually revealed that the demons were also in league with Sigli, goaded with promises of taking dwarven slaves into attacking the giants, who Sigli Fenir knew would be forced to join with him.

Even so, Sigli Fenir retained a loyal cadre of Loki's priests. They absconded with his body after his death and laid him in a tomb of puzzling magical wards.

Locating the site is a quest/skill challenge on its own. The place is well hidden in an abandoned mine, far from all active cantons.

SIGLI FENIR'S PARADOX

Setup: A strange but formidable trap protects Sigli Fenir's final resting place. Note: The room is 40 squares in diameter, so anyone inside the chamber is subject to the trap's attack.

Sigli Fenir's Paradox

LEVEL 16 OBSTACLE (TRAP XP 1400)

Runes cover the posts and lintel framing the room's entrance. At first glance most are indecipherable, but a character who reads Dwarven can make out several runes that all read "The shortest route is often the longest." The chamber is a perfect half sphere, like an upside-down bowl, the walls and ceiling dark and shiny as polished ebony. The floor is tiled in various colors of marble, the slabs forming intricate, bewildering patterns. At the room's center rests a golden sarcophagus. Halfway between the entrance and the sarcophagus a skeleton lies in rusting armor.

Trap: Any character who enters the room triggers the trap to attack.

Perception

Characters can't use Perception to detect this trap.

Effect: All creatures within 2 squares of the target take 5 psychic damage.

Additional Skill: Arcana

DC 23: The character recognizes the tiled floor as a pattern used in powerful arcane rituals.

Additional Skill: Religion

DC 25: The design of the floor tiles is in a secret script known to the priests of Loki. It suggests there is a magic ward placed on the room.

Sigli Fenir's Paradox

LEVEL 16 OBSTACLE (TRAP XP 1400)

Initiative +6

Trigger: When a character enters the room, the trap makes its first attack as an immediate interrupt. Afterwards it rolls initiative and makes an attack each round on its turn as long as a creature is in the room.

Special: If a round passes without a character in the room the trap resets and can make an attack as an immediate interrupt the next time a character enters the room.

Immediate Interrupt or **Standard Action** Close burst 20

Target: All creatures in burst

Attack: +18 vs. Fortitude

Hit: 2d10+6 necrotic damage.

Effect: The target is teleported to the hallway just outside the room's entrance and stunned until the end of the trap's next turn.

Miss: Half-damage.

Countermeasures

A character in the hallway outside the chamber can manipulate the runes in the doorway with two successful DC 23 Arcana or Religion checks to alter the trap. Success creates a 1-square wide safe path around the outside edge of the room, and extending from the sarcophagus to the wall opposite the entrance. As long a creature remains in these squares it can move freely and does not trigger the trap's attack.

On a failed check, the trap attacks as a free action.

Upgrade to Elite (2800 XP)

Sigli Fenir's Paradox can attack twice each round: once as an immediate interrupt and once on its turn.

If the party has trouble discovering the way around the trap, let them attempt a skill challenge.

DECODING SIGLI FENIR'S RUNES

Skill Challenge

Level: 16 (2,000 XP)

Complexity: 1 (requires 4 successes before 3 failures)

Primary Skills: Arcana, Religion, Thievery

Arcana (DC 25): The character realizes the runes at the doorway and the patterns on the floor hint at a safe route around the trap.

This skill provides 3 successes in this skill challenge.

Religion (DC 20): The PC recalls Sigli Fenir was a follower of

Loki, the trickster god. Loki's magic always fools those who only pay attention to the obvious.

This skill provides 1 success in this skill challenge.

Thievery (DC 25): As god of thieves, Loki would have known the first rule of hiding things: always put them in plain sight.

This skill provides 1 success in this skill challenge.

Secondary Skill: Insight

Insight (DC 20): A successful check allows the character to reverse the riddle to "The longest route is sometimes the shortest."

This skill can not contribute a success to the skill challenge, but successful use of the Insight skill grants a +2 bonus to the next character's skill check, or a -2 penalty on a failure. Once a character uses this skill successfully it can not be used again during this challenge.

Success: The PCs discover the safe way to travel through the room.

Failure: The PCs believe the trap has been deactivated, and it is safe to walk into the room.

Opening the sarcophagus requires two successive DC 25 Strength checks to remove the heavy lid. Rather than place a standard treasure packet in the sarcophagus, the box should contain a special item or minor artifact the party needs as part of a larger adventure.

If the trap was not enough of a threat or challenge to the party, the vestige of Fenir's soul remains in his body as a wailing ghost. When the sarcophagus is opened the following combat encounter occurs:

Sigli's Forlorn Essence

(XP 700)

1 wailing ghost (level 12 controller)

The trap is attuned to Sigli Fenir's soul and does not trigger or in any way affect his wailing ghost.

QUEEN GUNDRUN'S MAUSOLEUM

The longest-reigning sovereign among the cantons of the Ironcrags, Queen Gundrun led the Gunnacks canton for most of her 200 years. She oversaw the expansion of the dwarves into the southern Ironcrags, and the establishment of mercantile ties with Triolo and the Free City of Zobeck.

Queen Gundrun was interred in a mausoleum overlooking a deep alpine lake. Locating the site is a skill challenge.

LOCATING QUEEN GUNDRUN'S MAUSOLEUM

Level: 14 (1,000 XP)

Complexity: 1 (requires 4 successes before 3 failures)

Primary Skills: History, Nature, Religion

History (DC 11): A party member recalls stories of Queen Gundrun's life and descriptions of the place where she is buried.

This skill can be used to gain 4 successes in this challenge.

Nature (DC 23): A PC uses his knowledge of the wilderness to lead the party to places where lakes are most likely to form in the mountains.

This skill can be used to gain 1 success in this challenge.

Religion (DC 18): The character knows the types of surroundings dwarves appreciate when choosing a burial site.

This skill can be used to gain 2 successes in this challenge.

Success: The characters locate Queen Gundrun's mausoleum. Read the description below.

Failure: The characters locate Gundrun's Mausoleum, but the search takes the party through inhospitable terrain. Just before locating the site, each party member loses two healing surges, and the following combat occurs:

Mountain Raiders

LEVEL 14 ENCOUNTER (XP 5,800)

- 1 earth titan (level 16 elite brute)
- 2 hill giants (level 13 brute)
- 4 ogre bludgeoneers (level 16 minion)

GUNDRUN'S MAUSOLEUM

Encounter Level 14 (XP 4,800)

A path winds up the cliff face to where two massive stone doors overlook a silver lake as smooth as polished glass. Carved scenes of hunting, warfare and hearth-life—each featuring a noble looking dwarf female—adorn the doors. Standing on either side of the doors is an enormous statue of a dwarf warrior.

The stone doors are locked with an Arcane Lock and require a DC 30 Thievery or Strength check to open. Any attempt to open the doors activates the trap.

Gundrun's Kiss

LEVEL 18 WARDER (TRAP XP 2,000)

The massive doors sport scenes of a dwarf queen's life. The figures writhe and scream when you attempt to open the portal, warning of dire consequences if you continue.

Trap: When a creature attempts to open the doors through magic, force or other means the face of Queen Gundrun emerges from the stone and kisses the creature.

Perception

Characters can't use Perception to detect this trap.

Additional Skill: Arcana

DC 23: The character recognizes the stone carvings as ones shaped through magic and designed for a malicious purpose.

Trigger When a creature attempts to open the door.

Immediate Interrupt

Melee 5

Target: Triggering creature

Attack: +18 vs. Fortitude

Hit: 2d8 + 7 psychic damage, and the target is slowed (save ends).

First Failed Save: The target is immobilized instead of slowed (save ends).

Second Failed Save: The target is petrified (no save).

Effect: The stone statues on either side of the doors animate and fight as stone golems. They roll initiative and attack on their turn.

Special: A petrified character becomes a stone golem and fights to defend the sanctity of Gundrun's Mausoleum.

Countermeasures

- An adjacent character can disable the trap with a DC 26 Arcana or Thievery check. A failed check allows the trap to attack as a free action.
- A character can destroy the doors (AC, Ref 4; Fort 12; HP 120). Destroying the doors destroys the trap, but not the stone golems.

Stone Guardians

LEVEL 16 ENCOUNTER (XP 2,800)

2 stone golems (level 17 elite soldier)

Once the doors are open, Gundrun's Mausoleum is a large chamber dominated by a stone sarcophagus on a dais containing the Queen's remains. Side chambers hold her life's most treasured possessions, jewelry, gold, portraits of her children, perhaps even items she enjoyed using during life such as a mining pick, a favorite beer stein and a lute.

CRYPT OF THE THREE BROTHERS

The three brothers of the Gralstein family, a powerful Hammerfell merchant clan, died in quick succession only weeks after each ascended to the head of their house. Some say it was dark elf poison. A few suspect it was a curse from the woman all the brothers courted and then spurned. The cloistered women claim they died of broken hearts; but though the dwarves respect and revere the cloistered women, most ignore them when they prattle on about romance.

However the brothers died, the three are buried in the same crypt.

Access to the crypt is through a stone plug atop an old lava shaft. Once opened, the shaft reveals a 2-square diameter pillar 20 feet below. A character lowered into the shaft or standing atop the pillar will see three dwarf bas-reliefs at the same level as the top of the pillar and evenly spaced around the shaft's perimeter. A narrow bridge 1 square wide extends from the pillar to each of the carvings like spokes on a wheel. Carved into the top of the pillar are dwarven runes that read "Nothing Ventured, Nothing Gained."

The reliefs are 10 feet tall and almost as wide. A character standing before one activates the trap.

Bas-relief

LEVEL 12 OBSTACLE (TRAP XP 700)

The bas-relief of a dwarf adorns the wall. Ten feet high and almost as wide, the relief pivots on an axis when you stand in front of it, pushing you into a chamber beyond, where you are blasted with searing elements.

Trap: The trap is triggered when a character stands adjacent to it. It forces a character into the area behind it where they step on an explosive magic rune.

Perception

DC 21: The character notices a small seam around the carving as if it wasn't attached to the wall.

Additional Skill: Dungeoneering

DC 21: Same as for Perception, above

Additional Skill: Arcana

DC 25: A rune carved into the forehead of the dwarf can be pronounced one of two ways: either as the dwarf's birth name, or the name of the element it represents.

Trigger When a character enters the square adjacent to the trap, it makes an attack as an immediate reaction.

Immediate Reaction

Melee 1

Target: All creatures in adjacent square

Attack: +15 vs. Reflex

Bas-relief

LEVEL 12 OBSTACLE (TRAP XP 700)

Hit: Slide the target 1 square into the chamber behind the relief, and make a secondary attack.

Standard Action

Close burst 1

Secondary Target: All creatures in burst

Secondary Attack: +13 vs. Reflex

Hit: Depending on which trap was sprung the character takes one of the following effects:

- 4d8+4 fire damage and ongoing 5 fire damage (save ends).
- 4d8+4 lighting damage and the target is dazed (save ends).
- 4d8+4 thunder damage and the target is deafened (save ends).

Miss: Half damage.

Effect: The relief swings shut trapping the target in the chamber behind it. The rune rolls initiative with a +5 bonus and attacks a trapped character each round on its turn.

Miss: 1d8 +5 damage and push the target 1 square.

Countermeasures

- An adjacent character can disable the swinging bas-relief with a DC 22 Thievery check or can pike it shut with the proper equipment and a DC 25 Strength check.
- A relief can be pushed open with a DC 30 Strength check.
- A character in the rear chamber can delay the explosive rune with two DC 21 Arcana or Thievery checks. The rune makes an attack as a free action if a check is failed.
- If a bas-relief is targeted by a power that has the same damage keyword as the rune carved on it, the relief swings open and the burst rune is disabled for ten minutes. The bas-reliefs are double-sided so this countermeasure works from either direction.
- Destroying a relief (AC, Ref 4; Fort 12; hp 60) only disables the swinging-door portion of the trap.

The back wall of each chamber behind the reliefs is a secret door requiring a DC 20 Perception check to locate. The door lets on to a short corridor leading to a burial chamber containing one of the dwarf siblings. Each is buried with treasure packets commensurate to the party's level.

Wonders of the Deep Caverns

Deep in the bowels of the earth beneath the lofty peaks of the Ironcrags are miles of tunnels, vast vaults and caverns. In the Stygian depths where the walls between our world and the planes of Deluer and Farindin the Ever-Burning City (See **BEYOND COUNTLESS DOORWAYS**) are worn thin, a dauntless explorer will find strange phenomena, hazardous terrain and places of eldritch power as he wanders the dark grottoes and deep caverns.

This section contains a number of magical locations and terrain features that can be added into **HALLS OF THE MOUNTAIN KING** or adventures set in the underdark.

PLACES OF POWER

Centuries ago, long before the dwarves of the Ironcrags dug deep into their mountains, mining for precious metals and gems, Majid Al-Kabir, renowned scholar and eldest son of the Bey of the Amethyst Labyrinth, led an expedition through a portal from the plane of Elemental Earth into this world. With his entourage of genie servants and xorn warrior-slaves in tow, Al-Kabir emerged into a vast cavern full of tall criss-crossing crystal formations. These formations glowed with a ghostly radiance and were unlike anything Al-Kabir had ever seen.

Beyond this first cave he found other wondrous caverns; in many of them there were strange markings on the walls, on stone pillars and on other rock formations. These markings appeared to be glyphs or writing of some sort. Far removed in style from the angular runes of the dwarves, they swirled and curled in unusual, even unsettling, ways. It was possible these were natural marks rather than manufactured ones, but the markings only appeared in places of magical power. Al-Kabir knew this was an unlikely set of coincidences.

After several weeks studying the glyphs and the mystical powers of the caves, Al-Kabir returned to Deluer, following the Crystal Road to his home in the Amethyst Labyrinth. Al-Kabir was fascinated by what he'd come across but unsure of its origins.

After the expedition, the noble genie compiled his numerous notes, sketches and maps into a book known as the **Codex of the Chthonic Realms** which he had illustrated with exquisite miniature paintings. This priceless codex disappeared from the Royal Library almost 300 years ago—approximately the same time that the noted female dwarven skald Tamantha Runewise traveled the Crystal Road of Deluer, masquerading as a stone pact warlock in search of enlightenment from the genies.

Throughout the years since this theft, text copied from the missing Codex has allowed dwarven miners and explorers to find many of the caverns described by Majid and unlock their secrets. Through experimentation and arcane rituals, the dwarves have managed to harness the magical power of the earth and stone beneath their communities. Some locations still remain an enigma, however, and there is a concern among the dwarven clergy that the unknown origins of the markings may lead the dwarves down a dark path best left alone.

WAYSTONES

“Smooth pillars made of an otherworldly greyish stone that is neither cold nor warm to the touch, “waystones” (as I have so named them) are always 10 feet tall and marked with a spiral pattern that has no beginning or end. By tracing the centre of the pattern with one finger, keeping the mind as tranquil as an underground lake, it is possible to transport oneself in the mere blink of an eye, through stone and earth, to another waystone.

“The first time few times I journeyed this way I felt sick and dizzy on arrival but, by the will of Mighty Kebb (praise be His Name!), I was able to master the power of the waystones, arriving without ill effects and capable of changing my destination.”

– Majid Al-Kabir, **Codex of the Chthonic Realms**

Waystones work like magical portals, capable of transporting a creature from one stone to another almost instantaneously. Of unknown but definitely ancient origin, several dozen waystones are scattered throughout the deep caverns beneath the Ironcrags.

A character trained in Arcana can detect the magic of a waystone (DC 24) and glean its purpose.

To operate a waystone, a PC must trace its spiral markings and make an Arcana check (DC 19). If she succeeds, the PC and up to four other individuals touching her are pulled through a “tunnel” of earth and stone at incredible speed, arriving at the destination waystone in seconds. This method of travel is a traumatic experience: travelling characters are dazed and weakened on arrival (save ends both).

NEW RITUAL: REVEAL WAYSTONE SECRETS

You touch the waystone, tracing the spiral pattern clockwise with your finger and causing it to glow with a ghostly greenish light. Your mind is filled with an image of the arrival waystone, its surroundings and its place in the world.

Level: 8

Category: Divination

Time: 10 minutes

Duration: Instantaneous

Component Cost: 135 gp

Market Price: 600 gp

Key Skill: Arcana or Dungeoneering

When you perform this ritual, you touch a waystone to learn information about it. With a DC 19 Arcana or Dungeoneering check you gain a mental image of the destination waystone and also learn its location (e.g. 21 miles to the northwest and beneath Mount Aerie). With a check result of 29+, you can also learn the origin and type of the last creature to use the waystone.

NEW RITUAL: SWITCH WAYSTONE

You touch the waystone, tracing the spiral pattern widdershins with your finger and causing it to glow with a warm, golden light. By picturing the waystone you wish to travel to, you change where the tunnel leads to.

Level: 11

Category: Travel

Time: 30 minutes

Duration: Instantaneous

Component Cost: 200 gp

Market Price: 500 gp

Key Skill: Arcana

When you perform this ritual, you touch a waystone to change its destination to one you wish to travel to. As part of the ritual you gain an awareness of all other waystones within 50 miles and may choose one of these as the new destination if you wish.

Depending on your Arcana check result, you are able to switch destinations as follows:

Check Result	Maximum Travel Distance
20 or lower	10 miles
21-30	50 miles
31-40	150 miles
41+	Over 150 miles

THE CRYSTAL LATTICE

“Revered be Mighty Kebb, Great and Magnificent Lord of all the Earths, for in this cavern, he has created a place of sheer wonder! From top to bottom, the whole cave is criss-crossed with rods and shafts of pure white crystal, up to three feet in diameter and forming a latticework that is marvellous and splendid to behold. As I approached with my warriors in amazement at the spectacle, the crystal framework started to glow with a bluish light.”

—Majid Al-Kabir, *Codex of the Chthonic Realms*

The crystal lattice that fills this cavern has the power to recharge a PC's expended daily power(s). For every five minutes or short rest spent in the presence of the crystal lattice, one PC in the party regains a random daily power. The lattice glows brightly while it is recharging a power. Once it has recharged five powers, the crystals grow dim and the lattice does not function again for 24 hours.

THE ARMORING POOL

“After travelling a few miles along dull tunnels without incident, I was most pleased to see the passageway opening up before us into a grotto. The strange markings were present on the wall again, their swirling script (if that is indeed what it is) impenetrable to me, but it was the peculiar smell, not altogether unpleasant, coming from the pool of steaming mud in the centre of the cave that drew my attention.”

—Majid Al-Kabir, *Codex of the Chthonic Realms*

An irregularly shaped pool of warm mud (measuring 6 squares by 9 squares) occupies the center of this cave. The mud smells of warm peat, is a pale brownish-grey color and is about five feet deep in the middle of the pool. A character making a DC 25 Dungeoneering check can identify the properties of the mud.

A character who strips off and bathes in the pool for at least 30 minutes, covering himself in the mud, finds it hardens rapidly when he steps out again. The mud covering his body gives him a +2 bonus to AC and Resist 5 weapons for his next two encounters or until he takes an extended rest or washes it off.

An Armoring Pool located close to one of the dwarven Halls will be used by the clan's warriors prior to battle and is therefore typically kept under strict guard.

THE MYSTIC FORGE

“We followed the twisting lava tubes for several hours; eventually, we reached a large cavern that could have belonged in the realm of Deluer or in the homeland of the devious efreeti. The air was stiflingly hot and got worse when we entered the cave, which was crossed by a river of lava. At the far end was a ledge from which more lava poured down into a pool below.

“Two narrow rock bridges led across the river and in places strange crystals were embedded in the walls. The fiery glow from the lava illuminated the whole chamber, but these crystals seemed to glow with their own deep orange light. Up on the ledge, I discovered a large glassy block, five feet high and ten feet square, made of something resembling smoky black quartz. The block was cool to the touch despite the heat of the chamber, and marked with the eldritch patterns I had seen in other caves of power.”

—Majid Al-Kabir, *Codex of the Chthonic Realms*

This cavern is approximately 20 squares long (north to south) and 10 squares wide (east to west), and is bisected by a lava river 2 squares wide running east to west. The lava river is crossed by two stone bridges which are also 2 squares wide. The ledge at the northern end of the cave is 10' higher than rest of the room; here another lava river flows out of a tunnel from the north east and forms a pool as it pours over the ledge in a lava fall. Climbing up to the ledge requires a DC 15 Athletics check. The cavern's ceiling is approximately 30 feet high.

Heat: PCs must make a DC 26 Endurance check when they enter this room or lose a healing surge to the stifling heat.

Lava: PCs falling in to the lava take 10d10 fire damage plus ongoing 15 fire (save ends)

The black quartz block acts as a conduit for anyone enchanting a magic item – a PC trained in Arcana can figure this out with a DC 27 Arcana check. When using the Enchant Magic Item ritual in this chamber, the cost of the item is reduced by 25%.

Unsurprisingly, Mystic Forges are much sought after by dwarven arcanists and clerics. If one is discovered near a dwarven hall, its existence is kept a closely-guarded secret.

CAVERN OF HEROIC EXPLOITS

“We entered this cave and blundered straight into an ambush by foul-tempered and even fouler-smelling reptilian humanoids wielding crude clubs. These creatures seemed to be moving very fast until I realised that we too were capable of moving far quicker than usual. With the battlefield even and both the Hand of Fate and Mighty Kebb on my side, it was only a matter of time before skill and intelligence triumphed over ugly, brute strength. I looked around after wiping my scimitar clean – sure enough, I spotted another set of peculiar markings, this time on the floor of the cavern.”

—Majid Al-Kabir, *Codex of the Chthonic Realms*

This large cavern seems pretty unremarkable save for a set of strange markings on the floor. Characters entering the cave who succeed in a DC 15 Insight check realise they feel different—the convergence of ley lines running through the rock here generate an energy field that empowers PCs and should allow the DM to stage a particularly frenzied encounter:

- All creatures in the room gain an action point.
- While in this cavern, characters and monsters can spend more than one action point per encounter.
- Speeds are doubled.

At the end of an encounter in this cave, all surviving combatants lose a healing surge due to exhaustion.

DARK ORIGINS

At the DMs' discretion, taking advantage of waystones and the other places of power detailed above may lead to unwelcome effects as the characters tap into ancient energies best left untouched.

When the PC(s) take an extended rest, any character that has benefitted from one of these power sources during the day is subjected to a curse:

Dark Origins
CURSE
Attack +10 vs Will
Hit: The character has hideous dreams of huge, slimy worm-like creatures, several hundred feet long, slithering through dark tunnels beneath the ground he is sleeping on. When he wakes up, the PC still feels tired and loses a healing surge. This healing surge cannot be recovered until the curse is removed with a Remove Affliction ritual.

Alternatively, the curse could be worse. Perhaps opening oneself to the mysteries of stone makes the underdark call to you, afflicting you with wanderlust whenever you

attempt to leave the comfort of caves and tunnels. Perhaps the Waystones grow lonely, and utilizing their power allows them to make demands of you. Or perhaps the Waystones take you ever deeper into the world below. The sages of Zobeck insist that if you go deep enough beneath the earth you leave the world and find yourself at the ebon gates of creation—the door that keeps all that is not outside our world.

Or perhaps it is just a curse. This time.

TERRAIN FEATURES & HAZARDS

In addition to the new dangers described below, several fantastic terrain features and hazards described in the DMG are commonly found in the deep caverns:

Terrain

- Cave Slime
- Cloudspore
- Ember Moss
- Font of Power
- Loadstone
- Pillar of Life

Hazards

- Rockslide (level 1 lurker)
- Doomspore (level 3 obstacle)
- Caustic geyser (level 9 blaster)
- Cave-in (level 13 lurker)

Explosive Gas

LEVEL 10 BLASTER (HAZARD XP 500)

The open flame of your torch ignites the colorless vapour that fills the corridor, causing a massive explosion.

Hazard: A pocket of explosive gas fills part of an isolated cavern or tunnel. The gas fills up to 10 contiguous squares.

Perception

DC 29: The character notices his light source starts burning brighter just before entering the area.

Additional Skill: *Nature* or *Dungeoneering*

DC 25: The character recognizes the danger of the gas before entering the area.

Special: A character carrying a caged canary or white mouse (for sale priced 1 gp in dwarven halls) gets a +5 bonus on his check to detect the gas; the animal stops singing (or squeaking) in its presence.

Trigger: When a living creature enters the area containing pocket of gas, the hazard is triggered and attacks as an immediate reaction, causing the gas to explode.

Immediate Reaction

Close burst 5

Attack: +13 vs. Reflex

Explosive Gas

LEVEL 10 BLASTER (HAZARD XP 500)

Hit: 4d8 + 5 fire damage and ongoing 5 fire (save ends).

Miss: half damage

Countermeasure

Extinguishing the torch or lantern before entering the area.

Upgrade to Elite (1,000 XP)

Increase the Perception & Dungeoneering check DCs and attack bonus by 2

Glass Rock

LEVEL 8 OBSTACLE (HAZARD XP 350)

The cave floor appears to have been transformed by magical or elemental forces into a treacherous, glassy surface.

Hazard: Glass rock fills 20 contiguous squares, turning them into difficult terrain.

Perception

DC 24: The character notices that the floor in this part of the cavern looks smooth and glassy.

Additional Skill: *Dungeoneering*

DC 24: The character identifies the hazard and its approximate dimensions.

Trigger: The glass rock attacks when a creature enters or begins its turn in a square of glass rock. It also attacks when a creature stands up from prone in a square of glass rock.

Opportunity Action

Melee

Target: Creature on the glass rock

Attack: +11 vs. Reflex

Hit: 1d8+5 damage, fall prone and slide 1d6+6 squares in a random direction. If the creature hits a wall as part of the slide, he takes an additional 2d6+5 damage as he bangs his head and is dazed (save ends). If the creature is already prone, he takes no damage initially but still slides and may take the additional damage if he strikes a wall.

Countermeasure

With a DC 30 Acrobatics check and a move action, a character can move into a square of glass rock without risk of falling. If the check fails or the character moves more than 1 square, the glass rock attacks.

Upgrade to Elite (700 XP)

- Increase the Dungeoneering check DC and the attack modifier by 2.
- Increase the size of the glass rock area to 40 squares.

Poisonous Gas

LEVEL 9 BLASTER (HAZARD XP 400)

A faint sulphurous smell and a burning at the back of your throat lets you know you've ventured into an area filled with colorless poisonous fumes.

Hazard: Poisonous gas concentrates in an isolated cavern or tunnel. The gas fills up to 20 contiguous squares.

Perception

DC 28: The character detects the slight odour of the gas before entering the area.

Additional Skill: *Nature* or *Dungeoneering*

DC 24: The character recognizes the danger of the gas before entering the area.

Special: A character carrying a caged canary or white mouse (for sale priced 1 gp in dwarven Halls) gets a +5 bonus on his check to detect the gas; the animal stops singing (or squeaking) in its presence.

Trigger When a living creature enters or begins its turn within the area, the hazard is triggered and attacks, causing the creature to inhale its poisonous fumes.

Opportunity Action

Melee

Target: Living creature within the area

Attack: +12 vs. Fortitude

Hit: 2d8 + 5 poison damage and ongoing 5 poison (save ends).

Countermeasure

A character aware of the gas can enter the area without taking damage by holding her breath with a DC 20 Endurance check. Characters can normally hold their breath for three minutes in this way, but will need to make an Endurance check each round if they take damage (e.g. in combat).

Upgrade to Elite (800 XP)

- Increase the Perception & Dungeoneering check DCs by 2.
- Increase the ongoing damage to 10 poison.

Razor Rock

TERRAIN

Razor rock is sharp, jagged rock which cuts the feet of any creature who moves too quickly across it. If a PC enters a square of razor rock without slowing down and treating it as difficult terrain, he takes 1d6 + 4 damage. Razor rock can be identified with a DC 19 Dungeoneering check.

Stinkwort

LEVEL 9 OBSTACLE (HAZARD XP 400)

Found in tunnels connecting the deep caverns, this innocuous-looking mold grows on the walls.

Hazard: Stinkwort can occupy up to 6 squares on a tunnel wall. When triggered, it gives off a cloud of fetid gas.

Perception

No check is necessary to notice the mold.

Additional Skill: *Dungeoneering*

DC 23: The character identifies the mold as stinkwort.

Trigger: When a creature passes within 2 squares of a wall covered in stinkwort, the mold releases a cloud of gas.

Standard Action

Close burst 1

Target: All creatures in burst

Attack: +11 vs. Fortitude

Hit: 2d10 poison damage and the target is weakened (save ends).

Effect: The cloud of gas provides concealment for creatures inside it. The cloud persists until the end of the encounter or for 5 minutes and continues to attack anyone remaining within it. Once a patch of stinkwort creates a cloud, it can't create another one for 24 hours.

Countermeasures

- A character can move carefully (at half speed) within two squares of the stinkwort without triggering the cloud by making a DC 28 Dungeoneering check.
- A character can attempt to burn the stinkwort with a torch at the rate of one square per round. Unfortunately, this triggers an attack at +13 vs. Fortitude on the character doing the burning as the mold gives off an even worse stench.

Upgrade to Elite (800 XP)

- Increase the Dungeoneering DCs by 2.
- Increase the damage to 4d10 poison damage and target is weakened (save ends).

MONSTERS OF THE MINES & MOUNTAINS

The cantons are not without their dangers, whether they are located within the Ironcrags or nestled in the Gear district of the Free City of Zobeck. Presented below are just some of the threats that cantonal dwarves must overcome. Some are indigenous to the Reaver's northlands; others can be found in the deepest mines or the sewers of the Free City. All are suitable challenges for a group of heroes—dwarven or otherwise.

DOGMOLE, STANDARD

With its pink snout snuffling, the beast scratched at the overturned oak cart. The mine cart groaned, then shifted, and the dogmole again proved its worth. The prisoner had been hiding right where it pointed.

Dogmole, Standard	Level 3 Brute
MEDIUM NATURAL BEAST	XP 150
Initiative +1 Senses Perception +8; Blindsight 20	
Scent aura 2; dogmoles automatically detect invisible enemies and those with concealment (including total concealment) within their aura.	
HP 54 Bloodied 27	
AC 15 Fortitude 16 Reflex 13 Will 15	
Speed 6, burrow 3	
Gouging Teeth (Standard, at-will)	
+6 vs Armor Class; 2d6+3 damage	
Tenacious Rage (free, when first bloodied, encounter)	
Make a melee basic attack and gain the benefit of a healing surge (regain 13 hp, +2 to all defenses for one round)	
Alignment Unaligned	Languages n/a
Skills Dungeoneering +8, Nature +8	
Str 17 (+4)	Dex 11 (+1) Wis 14 (+3)
Con 14 (+3)	Int 3 (-3) Cha 8 (+0)

DOGMOLE JUGGERNAUT

Hide armor and scraps of mail have been nailed onto this scarred and tattooed beast. It seems to be a massive dogmole, furless and rippling with brawny muscle. Blood and foam fleck from growling lips as it charges madly towards you, half a dozen forsaken clinging to its flanks.

The forsaken use warped dogmole breeds as mounts and improvised siege engines; smashing down doors, through bulwarks and breaking up dwarven battle lines. When not at war, the forsaken enjoy pitting juggernauts against one another in frenzied gladiatorial combats.



JUGGERNAUT LORE (DUNGEONEERING)

DC 15: Brutalised from birth and hardened by scarification, foul drugs, and warping magics, the dogmole juggernaut is barely recognisable as an offshoot of the dogmole species. A furless mass of muscle, scar tissue, and barbed piercings clad in haphazard barding, they are 7 feet high at the shoulder and have incisors the length of scimitars.

DC 20: Juggernauts fight rabidly and do not retreat. They are famous for battering ram-like charges and for lashing about so violently they often strike friends and foes.

DC 25: Juggernauts are blind but have an amazing sense of smell.

Dogmole Juggernaut		Level 7 Elite Brute	
LARGE NATURAL BEAST (BLIND, MOUNT)		XP 600	
Initiative +5 Senses Perception +8; Blindsight 20			
Scent aura 2; dogmoles automatically detect invisible enemies and those with concealment (including total concealment) within their aura.			
HP 186; Bloodied 93			
Regeneration 5			
AC 21	Fortitude 27	Reflex 20	Will 18
Speed 6, burrow 4			
Gouging Teeth (Standard, at-will)			
+11 vs AC; 2d8 + 6 damage			
Forsaken Frenzy (Standard, recharge 5, 6)			
Close burst 1; +9 vs Armor Class; 4d8+5 damage.			
Ferocious Charge (Standard, at will; when charging)			
+9 vs Ref; 4d8+4 damage; target pushed 2 squares and knocked prone and the juggernaut may continue its move if it has any remaining this turn. It must finish moving in an unoccupied square.			
Rabid Rebuke (immediate reaction, when hit by melee attack; at will)			
Juggernaut makes a basic melee attack against whoever hit it			
Murderous Frenzy			
A juggernaut gains 1 action point the first time it reduces an enemy to 0hp in an encounter			
Alignment Unaligned		Languages n/a	
Action Points 1			
Str 21 (+8)	Dex 14 (+5)	Wis 10 (+3)	
Con 18 (+7)	Int 2 (-1)	Cha 10 (+3)	

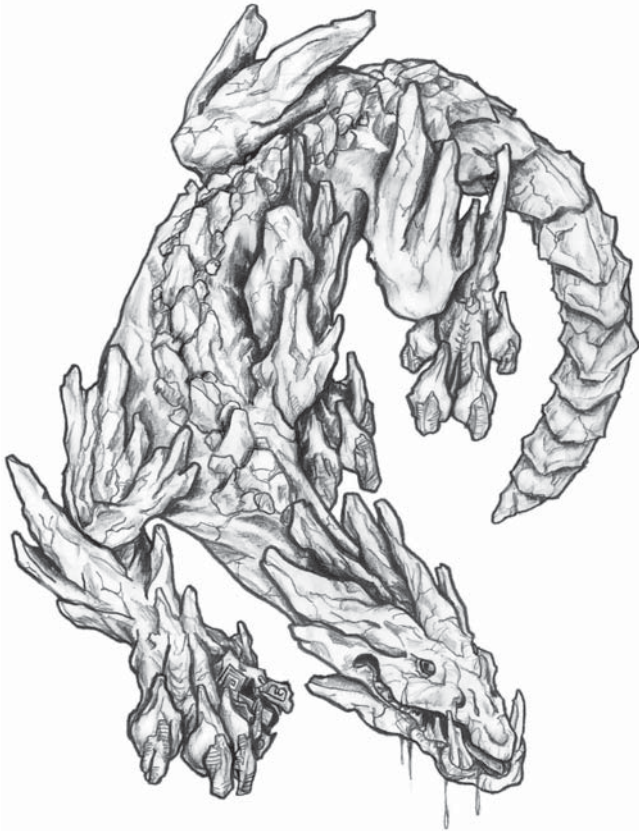
10TH LEVEL ENCOUNTER (XP 2,600)

8 Dwarf Bolters (level 4 artillery)
2 Dogmole Juggernauts (level 7 elite brute)

DRAKE, CRAG

This four foot tall lizardlike beast squats in amid a pile of dissolved minerals, lapping at the liquid with a keen hunger. When your boot scuffs a rock, its tongue lolls out and it looks directly at you. In a flash, it begins to run toward you along the walls and ceiling like a reptilian cockroach.

Crag Drake		Level 9 Skirmisher	
MEDIUM NATURAL BEAST (EARTH, REPTILE)		XP 400	
Initiative +9		Senses Perception +10; darkvision; tremorsense	
HP 93		Bloodied 46	
Regeneration 5			
AC 23	Fortitude 22	Reflex 21	Will 21
Speed 7 (earth walk); climb 7 (spider climb)			
M Claw (Standard; at-will)			
+14 vs. AC; 2d8+5 damage.			
M Bite (Standard; at-will) ♦ Acid			
+14 vs. AC; 1d8+5 damage, and ongoing 5 acid damage (save ends).			
c Corrosive Breath (Standard; recharge 5 6) ♦ Acid			
close blast 4; +10 vs. Reflex; 3d8+5 acid damage, and ongoing 5 acid damage (save ends). <i>Miss:</i> half damage, and no ongoing acid damage.			
Spry Dash (Move; at-will)			
The crag drake shifts up to half its speed.			
Stone Meld (Move; recharge 6) ♦ Polymorph			
The drake shifts into an adjacent square made of solid stone, and becomes part of the stone. While melded, the drake has total concealment and resist 5 all, but is blinded. The drake can move to other squares within the stone, but must remain adjacent to an open space at all times. The drake can end the meld as a free action on its turn, shifting into an adjacent unoccupied square and losing all benefits of the meld. If the drake attacks from within the stone, the meld ends as part of the attack action.			
Alignment Evil		Languages Draconic, Primordial	
Skills Acrobatics +12, Athletics +13, Stealth +12			
Str 19 (+8)	Dex 16 (+7)	Wis 12 (+5)	
Con 13 (+5)	Int 12 (+5)	Cha 16 (+7)	



Crag Drake Tactics

The crag drake begins combat inside the stone (using its Stone Meld ability), waiting in ambush for the PCs to pass. It attacks with Corrosive Breath, then uses a Spry Dash to get out of melee range.

The crag drake makes liberal use of its Spry Dash to avoid melee combat as much as possible, preferring instead to wait for its corrosive breath to recharge so it can use it again. It uses its Claw and Bite attacks only when cornered.

When bloodied, the crag drake uses Stone Meld to hide inside the stone walls, positioning itself for another surprise Corrosive Breath attack. Inside the stone, it waits until its Stone Meld power recharges before exiting, moving often to keep the PCs guessing as to its location.

The crag drake hunts alone or, less often, in mated pairs.

Crag Drake Lore

A character knows the following information with a successful Arcana check.

- DC 15:* A crag drake is the bane of a successful mining operation. The creature stalks underground denizens and feeds on them and their precious minerals. Never far from a rich vein of metal or minerals, some prospectors consider a crag drake a sign of good luck, if not a difficult obstacle to overcome. A crag drake's coloration and stealthy nature help it skulk through darkened mine shafts and natural caverns.
- DC 20:* A crag drake lives only to hunt. Known to lie in wait for miners and wanderers, the adult crag drake relies on a corrosive breath, vicious teeth and claws and elusive tactics to wreak havoc.
- DC 25:* A crag drake makes its home at the top of the food chain. A crag drake eats living flesh, but morsels like that are merely appetizers for its preferred food, rich minerals. These meals take much longer to consume, however, so a crag drake works to thin the competition until it has time to extract the ore and splatter it with its caustic saliva. It then laps up the half-digested metals and gems with its wicked flickering tongue.
- DC 30:* A crag drake prefers to hunt alone, but in an especially rich location it will share its territory with a mate. More often, a clutch of crag drakes will roam separate sections of a mountain to clear it of competitors, and then they convene on the vein, draining it dry, leaving pockets of corroded rock in their wake. A crag drake, being a creature of stone itself, finds comfort in the cramped bowels of the earth.

DRAKE, GLACIAL

This long, sinuous worm runs close to the ground, kicking up small clouds of snow with each step. Its muzzle ends in a sharp bone horn, and jagged daggers fill its toothy maw. Its scales look like dirty quartz crystals, and two eyes of translucent cerulean stare at you with insatiable hunger.

8TH LEVEL ENCOUNTER

(1400 XP) • 4PCs: 1 Glacial Drake, 1 Worg, and 2 Chillborn Zombies.

(1750 XP) • 5 PCs: 2 Glacial Drakes, 3 Chillborn Zombies.

(2100 XP) • 6 PCs: 3 Glacial Drakes, 1 Zombie Hulk, and 1 Chillborn Zombie.

Glacial Drake Level 10 Lurker

LARGE NATURAL BEAST (COLD, REPTILE) XP 500

Initiative +13 **Senses** Perception +7; darkvision

HP 86 **Bloodied** 43

AC 24 **Fortitude** 23 **Reflex** 23 **Will** 21

Resist 10 cold

Speed 6 (ice walk); burrow 6

M Bite (standard; at-will)

Reach 1; +15 vs. AC; 3d6 + 5 damage.

M Icebreaker Gore (standard; encounter) ♦ **Cold**

Reach 1; +13 vs Reflex; 4d10+5 damage, and ongoing 5 cold damage (save ends). Target is knocked prone.

B Breath of Frostknives (standard; recharge 5 6 ♦ **Cold, Zone**

Close Blast 4; +11 vs Reflex; 3d8+5 and creates a zone of swirling ice and snow that blocks line of sight until end of next turn. Enemies within the zone at the end of their turn take 1d8 cold damage. Uncovered flames are doused and ongoing fire damage ends immediately within the zone.

Combat Advantage

The Glacial Drake deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.

Riftshard Dive (move; recharges when bloodied, Glacial Drake must be on snowy or icy terrain) ♦ **Cold**

Close Burst 3; +11 vs Reflex; 4d8+5; the Glacial Drake leaps up and dives into the snowy or icy ground, throwing shards of ice and rock. It may burrow its movement speed.

Through the Ice (minor; at-will) ♦ **Illusion**

When the Glacial Drake is burrowing in an area of snow or ice, it may turn invisible.

Alignment Unaligned **Languages** n/a

Skills Endurance +15, Nature +12, Stealth +14

Str 16 (+10) **Dex** 18 (+9) **Wis** 15 (+7)

Con 20 (+10) **Int** 8 (+4) **Cha** 10 (+5)



FELLFORGED

Fellforged are the castoff scrap metal of Zobeck's Clockwork Watchmen. They gain a foul sentience when the bodies, especially constructed to house the spirits of the dead, come into contact with curious wraiths yearning to feel the corporeal world again.

The clockwork bodies trap the wraiths, which dulls many of their supernatural abilities and gives them corporeal form. The wraiths, in turn, learn to twist the bodies to their own use—going so far as to destroy the body in their attempts to harm the living, even if their corrupted spirits die along with it.

Fellforged		Level 9 Soldier
MEDIUM NATURAL ANIMATE (CONSTRUCT, UNDEAD)		XP 400
Initiative +8	Senses Perception +6; darkvision	
HP 98	Bloodied 49	
AC 25	Fortitude 23	Reflex 20 Will 20
Immune disease, poison, sleep; Resist 10 radiant, 10 necrotic		
Speed 6		
M Slam (standard; at-will)		
+16 vs. AC; 2d6 + 5 damage plus 1d6 necrotic damage.		
M Lifedrinker Strike (standard; encounter) ♦ Necrotic		
Close Burst 1; +14 vs Reflex; 3d8+5 damage, ongoing 5 necrotic damage (save ends), and target is pushed 2 squares		
B Scornful Gearblast (free, when first bloodied; encounter) ♦ Necrotic		
Close Burst 1; +14 vs Reflex; 3d8+5 damage, ongoing 5 necrotic damage (save ends), and target is pushed 2 squares		
B Unnatural Resonance (standard; recharge 4 5 6) ♦ Psychic		
Close burst 3; +14 vs. Will; 1d8 + 5 damage plus 1d6 psychic and the target is dazed (save ends). Fellforged's speed is reduced by 2 for its next move action.		
Alignment Evil	Languages Common, Dwarvish	
Skills Insight +11, Stealth +11		
Str 20 (+9)	Dex 14 (+6)	Wis 15 (+6)
Con 18 (+8)	Int 13 (+5)	Cha 12 (+5)

10TH LEVEL ENCOUNTER

(2000 XP) • 4 PCs: 5 Fellforged

(2500 XP) • 5 PCs: 5 Fellforged, 2 Mad Wraiths

(3000 XP) • 6 PCs: 5 Fellforged, & (2 Mad Wraiths, 2 Spined Devils) / (1 Gilded Devil, 1 Spined Devil)

FROSTFANG YETI

With broad shoulders and thick, nearly translucent ivory fur, this powerfully muscled ape-man sports savage claws and wicked black teeth; dried gore stains its chin a rusty brown. A small cyclone of ice and snow swirls around its feet, and it leaves no tracks in its wake. Fiercely cold air surrounds it, and each steamy exhalation turns to momentary fog before being carried away on the wind. It howls a deep, bestial roar, and from the snows rise three more icy forms, glittering in the light.

The monks of the Khyung Sagarma monastery and the Path of the Umbral Veil claim the yeti are the reincarnated spirits of greedy villagers or unrepentant bandits, now forced to walk the roof of the world in perpetual cold and hunger. They say that the yeti's only hope for a proper rebirth and good karma is to use a yeti's heart to restore a hero to life, and profess the ritual works even if little remains of the hero's corpse.

Some who hear those tales come to the Rachyyas-Gri Mountains to test the story's truth in desperate hunts—but many who hike into the snow never return.



Frostfang Yeti	Level 10 Lurker
MEDIUM NATURAL HUMANOID (COLD)	XP 500
Initiative +13 Senses Perception +7; darkvision	
Winter's Harsh Bite (Cold) aura 10; allies with the cold subtype within the aura gain a +2 bonus to damage.	
HP 84 Bloodied 42	
AC 24 Fortitude 24 Reflex 22 Will 20	
Resist 10 cold	
Speed 6 (ice walk)	
M Skinflayer Claw (standard; at-will)	
+13 vs. Fortitude; 4d10+5 damage, and ongoing 5 cold damage. (save ends)	
B Cloak of the Blizzard (standard; sustain minor; encounter) ♦ Cold, Zone	
Area Burst 3 within 10; creates a zone of swirling ice and snow that blocks line of sight. Enemies within the zone at the end of their turns take 2d6 cold damage. Uncovered flames are doused and ongoing fire damage ends immediately within the zone.	
Combat Advantage	
The frostfang yeti deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.	
Shades on the North Wind (standard; daily) ♦ Summoning	
With a scream, three Frostfang Shade minions appear within the yeti's aura. The Frostfang Shades may leave the yeti's aura after being summoned. Commanding these minions is a free action and each one may receive different instructions.	
Into the Drifts (move; recharge 4 5 6) ♦ Illusion	
As long as the frostfang yeti is standing in an area of snow or ice, it may turn invisible and move up to its speed. It remains invisible until it attacks or is hit by an attack. The yeti cannot use this power while bloodied.	
Alignment Evil Languages Primordial	
Skills Endurance +14, Nature +12, Stealth +14	
Str 21 (+10) Dex 18 (+9) Wis 15 (+7)	
Con 18 (+9) Int 8 (+4) Cha 6 (+3)	

Frostfang Shade	Level 9 Lurker Minion
MEDIUM NATURAL CONSTRUCT (COLD)	XP 100
Initiative +8 Senses Perception +2; low-light vision	
Winter's Harsh Bite (Cold) aura 10; allies with the cold subtype within the aura gain a +2 bonus to damage.	
HP 1; a missed attack never damages a minion.	
AC 23 Fortitude 20 Reflex 22 Will 20	
Speed 6 (ice walk)	
M Icetalon Slam (standard; at-will) ♦ Cold	
+14 vs. AC; 11 damage.	
Return to the Wind (when killed)	
Close burst 1; targets enemies; target is blinded (save ends).	
Alignment Unaligned Languages – (Understands Primordial)	
Skills Athletics +10, Stealth +12	
Str 17 (+7) Dex 18 (+8) Wis 6 (+2)	
Con 15 (+6) Int 2 (+1) Cha 8 (+3)	

FROSTFANG YETI TACTICS

The frostfang yeti uses its Cloak of the Blizzard and then moves into position with into the drifts. While sustaining the burst, it selects the best target and closes the final distance, attacking with its spinnerender smash. It maintains the Cloak of the Blizzard throughout the battle, relying on its cold resistance to move through the effect and using it as an obstacle for enemies.

The frostfang yeti turns invisible as often as its Into the Drifts power recharges. If it can isolate a foe, it utilizes Shades on the North Wind to summon additional minions and press the advantage—usually waiting until it is bloodied and unable to turn invisible.

FROSTFANG YETI LORE

A character knows the following information with a successful Nature check.

DC 15: Frostfang yeti skulk in high alpine ice fields, snowbound forests and glacial moraines. They hunt for travelers and merchants braving mountain passes.

DC 20: Frostfang yetis command the very winter wind and snow—creating intensely cold cyclones that obscure sight or block an escape route.

DC 25: The scream of a frostfang yeti summons icy shadows of the creature that share its bloodthirst. A well-placed blow dispatches them with a frosty explosion, but their death blinds nearby foes.

DC 30: The heart of a freshly killed frostfang yeti can substitute for the component in a Heroic tier Raise Dead ritual, regardless of the state of the body or the time since the hero's death.

ENCOUNTER GROUPS

Ambush predators with a malicious streak, frostfang yetis hunt alone or in pairs. Strangely persistent minions and the restless dead of previous kills swallowed by the snows before the yeti could consume their flesh occasionally accompany them. Very rarely, giants capture them and press them into service as enslaved hunters.

8TH LEVEL ENCOUNTER:

(1400 XP) • 4 PCs: 1 Frostfang Yeti, 4 Frostfang Shade Minions, 2 Chillborn Zombies

(1750 XP) • 5 PCs: 1 Frostfang Yeti, 5 Frostfang Shade Minions, 3 Chillborn Zombies

(2100 XP) • 6 PCs: 2 Frostfang Yetis, 6 Frostfang Shade Minions, 2 Chillborn Zombies



GILDED DEVIL

This tall and bronze-complexioned man is abnormally long of limb and clad in armor of stained and battered coins. His wiry frame is festooned with mismatched bracelets, rings and necklaces, each gaudier than the last. He licks his lips as his eyes take inventory of your possessions.

Rarely seen in their natural form outside of Hell, gilded devils are the servitors of Mammon, arch-devil of greed. They tempt and corrupt with promises of wealth, power and fame. Gilded devils prefer unassuming appearances, the better to worm their way into the roles of bankers or powerful nobles and take over small economies.

Gilded Devil	Level 9 Controller
Medium immortal humanoid (devil)	XP 400
Initiative +6	Senses Perception +7; low-light vision
HP 100	Bloodied 50
AC 23	Fortitude 22
	Reflex 21
	Will 23
Resist 10 fire	
Speed 6	
m Scourge of Avarice (standard; at-will) ♦ Heavy Flail	
+14 vs. AC; 2d6 + 3 damage.	
r Betrayal of Riches (standard; encounter) ♦ Polymorph	
Range 20; +13 vs. Fortitude; One of the target's non-weapon/armor worn items deals 3d6 damage to its owner and causes the items bonus to change into a penalty until the end of the victim's next turn.	
r Amass All Things (standard; daily) ♦ Teleportation	
Range 10; +13 vs. Reflex; The target's most valuable non-weapon/armor item, determined by gp value, teleports from the target's possession and into the hands of the devil until the end of the devil's next turn.	
a The Wealth Beneath Your Feet (standard; encounter) ♦ Conjuration	
Area burst 3, Range 10; +13 vs. Reflex; The area affected turns to molten gold, dealing 4d6 fire damage and restraining its victim until the end of the devil's next turn.	
<i>Miss:</i> Target takes half damage and is not restrained.	
Greed's Many Forms (move; at-will; polymorph)	
The gilded devil takes the form of any humanoid of its size or smaller. It may remain in this form until damaged or until the devil dispels the effect.	
Alignment Evil	Languages Common, Infernal
Skills Bluff +16, Diplomacy +16, Intimidate +16	
Str 16 (+7)	Dex 14 (+6)
	Wis 16 (+7)
Con 20 (+9)	Int 18 (+8)
	Cha 22 (+10)
Equipment golden heavy flail, golden plate mail	

GILDED DEVIL TACTICS

Gilded devils disdain direct combat, preferring to manipulate events from afar using money and lies. If forced into combat, however, the devil likely has multiple contingencies in place, and several bought off and/or loyal guards to keep it safe. Once battle begins, it opens with *the wealth beneath your feet* on the largest group of enemies. It then sends its minions to deal with those who the attack missed. Next it uses *betrayal of riches* on the closest magic user, hoping to blind him. If an enemy is doing a great deal of damage, the devil targets that enemy with *amass all things*, knowing that expensive items tend to be very powerful. If forced into melee, the devil fights for one round, using its *scourge of avarice* to stymie the melee fighter nearest it, then flees, assuming a new form to assist in the escape.

NEW MAGIC ITEM: LIAR'S LARGESS

Level 10

This bejeweled trinket shines with a faint inner light, giving its owner the feeling of strength and power.

Wondrous Item 5,000 gp

Property: This item grants the owner a +2 bonus to Strength and Dexterity but a -2 to Charisma as the owner feels even more powerful and wondrous than this item makes him. These bonuses only come into play if the character received the item from a gilded devil. The devil may revoke these bonuses, but not the penalty, at any time.

Curse: When given by a gilded devil, this item grants that particular devil a +2 against all the owner's defenses and the devil can remotely see, smell and hear sense the environment around the item's owner, through sight, smell and hearing. The devil cannot interact with the environment in any way, however.

RIME WORM

These invertebrates resemble long, crusty slugs. A gaping hole at one end serves as a mouth, from which long tendrils emanate. These writhing tendrils help the worm burrow through ice and snow as well absorb sustenance from prey. Their pale, almost translucent, skin is coated with ice crystals, making them difficult to spot amidst their snowy habitat.

Rime Worm Larva Level 6 Soldier

MEDIUM ELEMENTAL BEAST (COLD, SWARM) XP 250

Initiative +9 **Senses** Perception +2, tremorsense 10
Leach Warmth (Cold) aura 1; rime worm larva makes a basic attack as a free action against each enemy that begins its turn in the aura. In addition, an enemy that enters or starts its turn in the aura gains vulnerability cold 5 (save ends).

HP 72 **Bloodied** 36

AC 22 **Fortitude** 18 **Reflex** 19 **Will** 15

Resist 10 cold; half damage from melee and ranged attacks;

Vulnerable 5 against close and area attacks

Speed 4 (also see snow burrowing)

m Feast on flesh (standard action; at-will)

+13 vs. AC; 1d10 + 4 damage.

C Writhing Snow (standard action; rechargeable 5, 6)

◆ Cold

Burst 1; +9 vs. Reflex; 1d8 + 4 cold damage. If the target moves before the end of the rime worm larva's next turn, it immediately falls prone.

M Crawl Under Armor (standard action; encounter)

◆ Cold

Must occupy the same square as the target; +11 vs. Reflex; 3d6 + 4 damage, and the target is slowed and suffers ongoing 5 cold damage (save ends both).

Miss: 10 cold damage and the target is not slowed.

Snow Burrowing

Rime worm larva is considered to have a burrow speed of 6 squares for purposes of movement through snow and ice.

Alignment Unaligned **Languages** —

Skills Stealth +12

Str 10 (+3) **Dex** 19 (+7) **Wis** 8 (+2)

Con 16 (+6) **Int** 2 (-1) **Cha** 10 (+3)

LARVA TACTICS

Rime worm larva maneuver to keep as many targets as possible within the effects of its aura and Writhing Snow ability.

Rime Worm Grub	Level 5 Lurker
SMALL ELEMENTAL BEAST (COLD)	XP 200
Initiative +11 Senses Perception +1, tremorsense 10	
HP 56 Bloodied 26	
AC 19 Fortitude 17 Reflex 19 Will 15	
Resist 10 cold	
Speed 4 (also see snow burrowing)	
m Bite (standard action; at-will) ♦ Cold	
+10 vs. AC; 2d8+4 cold damage.	
M Lunging Strike (standard action; at-will)	
The rime worm grub shifts 4 squares and makes a basic attack.	
Combat Advantage	
A grub deals an additional 2d6 damage against any creature it has combat advantage against.	
Snow Burrowing	
A rime worm grub is considered to have a burrow speed of 6 squares for purposes of movement through snow and ice.	
Alignment Unaligned Languages —	
Skills Stealth +12	
Str 10 (+2) Dex 20 (+7) Wis 8 (+1)	
Con 16 (+5) Int 4 (-1) Cha 10 (+2)	

GRUB TACTICS

A rime worm grub will launch itself at potential prey and then burrow back under the snow for safety between attacks.



Rime Worm Mollusk	Level 9 Artillery
MEDIUM ELEMENTAL BEAST (COLD)	XP 400
Initiative +9 Senses Perception +4, tremorsense 10	
HP 76 Bloodied 38	
AC 21 Fortitude 20 Reflex 23 Will 18	
Resist 10 cold	
Speed 4 (also see snow burrowing)	
m Bite (standard action; at-will) ♦ Cold	
+16 vs. AC; 1d8+5 cold damage.	
r Frozen Spittle (standard action; at-will) ♦ Cold	
+16 vs. AC; 2d8+5 cold damage.	
C Snowy Breath (standard action; recharge 6) ♦ Cold, Zone	
Blast 5; +12 vs. Fortitude; 3d10+5 cold damage. The zone is considered to be lightly obscured and persists until the end of the mollusk's next turn.	
Snow Burrowing	
A rime worm mollusk is considered to have a burrow speed of 6 squares for purposes of movement through snow and ice.	
Alignment Unaligned Languages —	
Skills Stealth +14	
Str 10 (+4) Dex 21 (+9) Wis 10 (+4)	
Con 16 (+7) Int 4 (+1) Cha 10 (+4)	

MOLLUSK TACTICS

A rime worm mollusk will burrow several squares away from the rest of its brood before surfacing to pelt intruders with its frozen spittle. Enemies that draw too close risk facing its snowy breath.

RIME WORM LORE

A character knows the following information with a successful Arcana check.

- DC 15** Rime worms live under the snow and ice of remote wintry regions. They feed on the flesh of living creatures. A single medium sized creature can sustain an adult rime worm for up to a week.
- DC 25** A rime worm nest consists of up to a half dozen mature worms with individual young numbering in the hundreds or even thousands. Even the larva will swarm to attack a living creature.
- DC 30** Multiple rime worms who hunt together are called a "clew." A clew of rime worms can destroy an entire community.

8TH LEVEL ENCOUNTER (XP 1,700)

- 2 rime worm larva (level 6 soldier)
- 4 rime worm grubs (level 5 lurker)
- 1 rime worm mollusk (level 9 artillery)

FELDSPAR XORN

Where the barriers between our world and the plane of Deluer grow thin, xorn are sure to break through. These clawed maws of pure hunger feed on veins of precious metals; an infestation can devastate a cantons deepest mines.

Feldspar Xorn		Level 8 Skirmisher	
MEDIUM ELEMENTAL MAGICAL BEAST (EARTH)		XP 350	
Initiative +9	Senses Perception +7; all-around vision, darkvision.		
HP 92	Bloodied 46		
AC 22	Fortitude 22	Reflex 20	Will 20
Speed 5 (earth walk); burrow 5; see also <i>stone phase</i>			
M Claw (Standard. at-will)			
+13 vs. AC; 1d8+5 damage.			
m Bite (standard; at-will)			
+13 vs. AC; 1d8+5 damage.			
m Claw Frenzy (standard: at-will)			
The feldspar xorn can make one claw attack against up to three adjacent targets.			
m Burrowing Bite (standard: at-will)			
The feldspar xorn burrows at least half its speed; +14 vs AC; 2d8+5 damage, and the target is pushed one square and the feldspar shifts into the vacated space.			
Stone Phase			
The feldspar xorn ignores the movement penalties for burrowing through stone.			
Alignment Unaligned		Languages Common, Primordial	
Skills Stealth +14			
Str 18 (+8)	Dex 15 (+7)	Wis 15 (+7)	
Con 20(+9)	Int 10 (+4)	Cha 10 (+4)	

FELDSPAR XORN TACTICS

The feldspar xorn will typically initiate combat using *burrowing bite* and prefers to utilize its movement abilities to harry targets with hit-and-run type tactics. If surrounded by multiple enemies, it will use *claw frenzy*; otherwise, the feldspar xorn will look to move or shift into a position where it can then make another *burrowing bite* attack.

GOLD-VEINED CREATURE TEMPLATE

Corrupted by elder magic, the gold-veined creatures shine even deep below the earth, their eyes alight with greed. Somehow they are gold's slaves and servants, and their gold-lust seems contagious.

Gold-Veined Creature	Elite
ANY (EARTH)	XP ELITE
Defenses +2 AC; +2 Fortitude; +2 Will	
Immune charm, psychic	
Saving Throws +2	
Action Points 1	
Hit Points +8 per level + Constitution Score (Skirmisher, Soldier, or Controller)	
or +10 per level plus Constitution Score (Brute)	
or +6 per level plus Constitution Score (Lurker)	
Fatal Bequest (when reduced to 0 hit points)	
The gold-veined creature vomits forth a number of greed-tainted gold pieces equal to its level.	
r Seized By Greed (standard; encounter) ♦ Charm, Psychic	
Ranged 4; Level + 2 vs. Will; the target uses its turn to make a basic attack against its closest ally, the target takes no other actions other than to move, if necessary, to reach an ally to attack (save ends).	
r All That Glitters (standard; recharge 5 6) ♦ Psychic	
Ranged 5; Level + 2 vs. Will; 2d6 + Charisma Modifier psychic damage, and the target is dazed (save ends).	



GOLD-VEINED FELDSPAR XORN

Just as minerals number in the hundreds, so too do those odd creatures that live from eating minerals. Among the less-deadly of the three-armed diggers of Elemental Earth are the feldspar xorn.

Gold-Veined Feldspar Xorn Level 8 Elite Skirmisher

MEDIUM ELEMENTAL MAGICAL BEAST (EARTH) XP 700

Initiative +9 **Senses** Perception +7; all-around vision, darkvision.

HP 184 **Bloodied** 92

AC 24 **Fortitude** 24 **Reflex** 20 **Will** 22

Immune charm, psychic

Saving Throws +2

Speed 5 (earth walk); burrow 5; see also *stone phase*

Action Points 1

M **Claw** (Standard. at-will)

+13 vs. AC; 1d8+5 damage.

m **Bite** (standard; at-will)

+13 vs. AC 2d6+5 damage.

m **Claw Frenzy** (standard: at-will)

The gold-veined feldspar xorn can make one claw attack against up to three adjacent targets.

r **Seized By Greed** (standard; encounter) ♦ **Charm, Psychic**

Ranged 4; +10 vs. Will; the target uses its turn to make a basic attack against its closest ally, the target takes no other actions other than to move, if necessary, to reach an ally to attack (save ends).

r **All That Glitters** (standard; recharge 5 6) ♦ **Psychic**

Ranged 5; Level +10 vs. Will; 2d6 psychic damage, and the target is dazed (save ends).

Stone Phase

The gold-veined feldspar xorn ignores the movement penalties for burrowing through stone.

Alignment Evil **Languages** Common, Primordial

Str 18 (+8) **Dex** 15 (+7) **Wis** 15 (+7)

Con 20 (+9) **Int** 10 (+4) **Cha** 10 (+4)

Learn the Secrets, Survive the Mountains

DUTY. TRADITION. HONOR. These words define the dwarves of the Ironcrag mountains. Their cantons are filled with smiths, miners, and craftsmen of all types; but so too are they home to the heroes, mysteries, and monsters that have come to define the world of Zobeck.

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- Descriptions of all the dwarven cantons—even those fallen into ruin.
- An overview of dwarven society.
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- Paragon paths, and epic destiny.
- Perils of the Ironcrag mountains
- New locales, traps and skill checks.
- Enough new monsters to dull even dwarven-smithed steel.



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is unconquered stone.**

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