

# PATHFINDER<sup>®</sup>

COMPANION<sup>™</sup>



## DWARVES OF GOLARION



## DWARF RACIAL TRAITS

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

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

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

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

**Defensive Training:** Dwarves get a +4 dodge bonus to AC against monsters of the giant subtype.

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

**Hatred:** Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblin subtypes due to special training against these hated foes.

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

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

**Stonecunning:** Dwarves receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

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

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

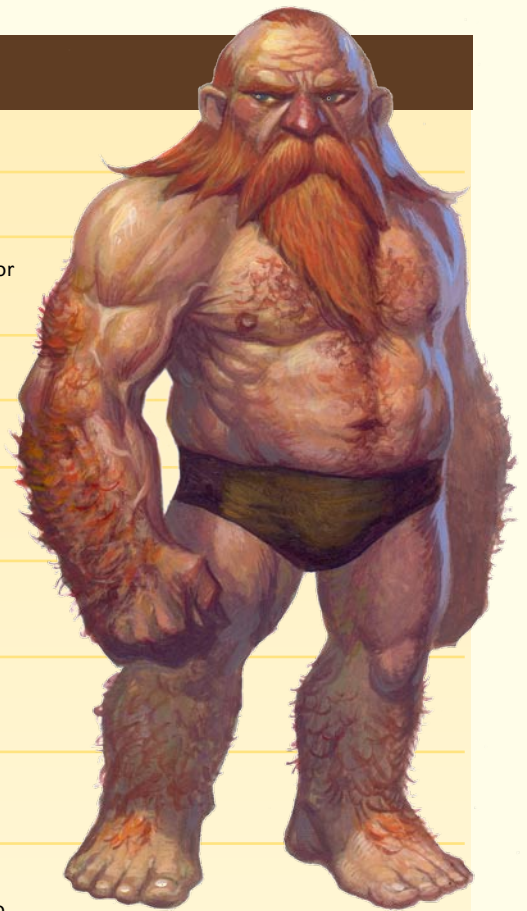
**Favored Deities:** Torag, Gorum, Abadar, the dwarf pantheon

**Favored Regions:** Five Kings Mountains, Lands of the Linnorm Kings, Mindspin Mountains

**Names:** The dwarven language is full of hard consonants, and few dwarven names include soft sounds like “f,” “h,” or “th” (as in “with” or “mouth”). The letters Q and X do not appear in the dwarven alphabet. Honorifics like “-gun” (“-son”), “-dam” (“-daughter”), and “-hild” (“-wife”) are common. Dwarven family names sometimes seem to contain Common words, such as “hammer” or “gold,” but these originated in Dwarven and are borrowed by the Common tongue.

**Female Names:** Agna, Bodill, Dalbra, Erigga, Gonild, Ingra, Kotri, Lupp, Morstra, Paldna, Rusilka, Stinna, Torra, Ulrikka, Yangrit

**Male Names:** Alk, Dolgrin, Edrukk, Grunyar, Harsk, Igmar, Kazmuk, Losk, Morgrym, Nils, Odol, Padrym, Rogar, Stigur, Truddig



## DWARF GODS

Deity	AL	Areas of Concern	Domains	Favored Weapon
Angradd	LG	fire, war	Fire, Good, Law, War	greataxe
Bolka	NG	love, beauty	Charm, Good, Healing	mace
Drannvit	LN	vengeance	Knowledge, Law	light pick
Droskar	NE	toil, slavery, cheating	Artifice, Charm, Darkness, Evil, Trickery	light hammer
Folgrit	LG	mothers, children, the hearth	Community, Law, Nobility, Good	quarterstaff
Grundinnar	LG	friendship, loyalty	Community, Good, Law	hammer
Kols	LN	duty	Law, Nobility	hammer
Magrim	LN	the underworld	Law, Repose, Rune	hammer
Torag	LG	the forge, protection, strategy	Artifice, Earth, Good, Law, Protection	warhammer
Trudd	NG	strength	Good, Strength	warhammer

# Dwarves of Golarion

## Table of Contents

Dwarves of Golarion	2
Dwarven Character Traits	10
The Five Kings Mountains	12
Combat: The Axe, Chain, and Hammer	20
Faith: The Brood of Torag	22
Magic: Dwarven Spells	24
Persona: Gods and Minions	26
Social: Beards, Ale, and Crafting	30

**Authors** • David A. Eitelbach, Russ Taylor,  
JD Wiker, Keri Wiker, and Hank Woon

**Cover Artist** • Matt Cavotta

**Cartography** • Rob Lazzaretti

**Interior Artist** • Jeremy McHugh

**Editor-in-Chief** • James Jacobs

**Editing and Development** • Christopher Carey,  
Sean K Reynolds, and James L. Sutter

**Editorial Assistance** • Jason Bulmahn and F. Wesley Schneider

**Art Director** • Sarah E. Robinson

**Senior Art Director** • James Davis

**Production Specialist** • Crystal Frasier

**Publisher** • Erik Mona

**Paizo CEO** • Lisa Stevens

**Vice President of Operations** • Jeffrey Alvarez

**Corporate Accountant** • Dave Erickson

**Director of Sales** • Pierce Watters

**Sales Manager** • Christopher Self

**Technical Director** • Vic Wertz

**Events Manager** • Joshua J. Frost

### Special Thanks

The Paizo Customer Service and Warehouse Teams



Paizo Publishing, LLC  
7120 185th Ave NE, Ste 120  
Redmond, WA 98052-0577  
[paizo.com](http://paizo.com)

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

*Pathfinder Companion: Dwarves of Golarion* is published by Paizo Publishing, LLC under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc. Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, and GameMastery are registered trademarks of Paizo Publishing, LLC; Pathfinder Roleplaying Game, Pathfinder Society, Pathfinder Chronicles, Pathfinder Modules, and Pathfinder Companion are trademarks of Paizo Publishing, LLC. © 2009 Paizo Publishing, LLC.



# DWARVES OF GOLARION

**D**warves have been a part of Golarion as long as the lost Azlanti and Thassilonian civilizations, mining ore and smelting steel into fine weapons and armor long before humans even knew they existed. Into the world above they've borne their grim determination, an innate knowledge of stone and metal, and a legacy of endurance in the face of constant warfare.

## PHYSICAL AND MENTAL TRAITS

Short of stature and stout of build, dwarves are rarely mistaken for any other race. Equally distinctive are their deep, resonant voices and forthright, often stern

demeanors, blunt almost to a fault. Most have ruddy or earthen skin, though eye color varies widely, with gray and brown being common, and many bearing eyes of startling blue. Hair color most often runs from dark brown to red or dirty blond, graying with age and eventually turning white. Nearly all male dwarves have carefully tended mustaches and beards. Both sexes favor wearing their hair long and often braided, though dwarven warriors—especially if already balding—have been known to shave their heads to deny opponents an easy handhold in battle.

Many assume that dwarves are self-conscious about their height, but in fact, most dwarves think little of the matter, and more often consider themselves blessed by their creator



# Dwarves of Golarion

Torag with a stature well suited to service at his forge. Dwarves who dungeoneer in mixed parties pity the bruised foreheads, stooped backs, and clumsy falls of too-tall elves and humans, the consequences of a lack of proper stature.

In general, dwarves are typically more observant and insightful than humans. Dwarves pride themselves on their common sense, and accept the world as it actually is, not as they might want it to be. They lack patience for dreamers and wishful thinkers, and often come across as abrasive and lacking in empathy. Dwarven society encourages matter-of-factness and a disdain for unconventional approaches, which can be perceived as rude or intolerant, and an insular culture and occasional lack of individuality sometimes leaves dwarves unable to relate well to outsiders.

“Stone endures” is a frequent aphorism among dwarven craftsmen, and dwarves endure like stone. The dwarven ideal is to be like rock—never yielding, always persevering, strong and solid throughout. Between fortitude, resilience, and stubborn resolve, dwarves carry on long past the point of exhaustion. They may not suffer without complaint—though stoic acceptance is a virtue—but what a dwarf sets out to do, a dwarf accomplishes. As a counterpoint to their dogged attitude, health, and stamina, dwarves have little tolerance for malingerers. Illness and wounds are petty inconveniences, not obstacles; the less time spent in your sickbed, the faster you’ll recover.

## Senses

Dwarven vision is clear even in the darkest cave or blackest night. Despite this, dwarves prefer their surroundings well lit, as their darkvision is of limited range and cannot discern colors. Some dwarf artists create paintings with pigments that can only be fully appreciated with darkvision, using phosphorescent hues to bring color to the otherwise gray and dreary world of the dark. These galleries are sealed against even the faintest trace of outside light, with entrance made through curtained foyers referred to as “light-locks.”

Dwarves have a keen sense of taste, which is reflected in their food. They favor savory dishes with satisfying texture and complex, layered flavors. The dining experience is as much a matter of mouthfeel as of spice and accents. Depth and complexity of flavor is also an essential characteristic of dwarven brews, the undertones of which are rarely appreciated by any save dwarves and gnomes. As a consequence, dwarves are often dismissive of other cuisine, particularly non-dwarven libations. Dwarf cooks who have mastered pleasing foreign palates garner high demand as chefs.

Despite their usually rough and weathered appearance, dwarves have a well-developed sense of touch. The hands of a dwarven artisan may be worn and calloused, but

they can find minute flaws in metal and stone that softer hands would miss. Even an unwary dwarf can sense subtle tremors in the floor and spot hairline cracks that would elude a sharp-eyed elf, giving him warning of unstable ground or unsafe tunnels. The dwarves’ kinship with the earth extends to finding traps and hidden passages, so long as they are made of stone. An often-told story is that of a dwarf walking up to a cavern entrance, placing a hand upon the wall, and turning back to continue along another, safer path, a single touch being enough to warn of danger ahead.

The dwarves’ kinship with earth and metal gives them a keen eye for value. They have an instinctive feel for the worth of gems and precious metals, which at its worst can lead to avarice and covetousness.

## Diet

A typical day for many dwarves begins with a bowl of hot porridge flavored with mushrooms, along with a generous slice of bacon or well-seasoned sausage. When the day’s commitments permit a midday meal, the fare is usually coarse mushroom bread, sharp cheese, and perhaps a slice of salted meat, washed down with water or a mug of ale. Supper is often a hearty roast or savory stew accompanied by root vegetables, hunks of bread, and tankards of good stout ale.

While such meals remain popular, modern dwarves have adapted to surface foods and no longer have to rely on the traditional meats and mushrooms. Goats, sheep, and swine are the meat animals of choice, though many dwarves have developed a taste for beef as well. Fruit is usually eaten dried, and leafy vegetables are rare.

## Longevity

A healthy dwarf can live well into his fifth century, though most return to Torag’s forge before they’ve passed 350 years. Age begins to show its mark as a dwarf nears his 200th birthday. Hair grays or falls out, and lines deepen in already craggy faces. Many dwarves are plagued by arthritic and swollen joints by the end of their third century, with hair and beards often snowy and brittle.

Despite their long lives, dwarves rarely tire of existence. Hard work is regarded as virtuous, and many dwarves spend their entire lives mastering and refining a single craft. As they age, they pass on their techniques to apprentices, a tradition even older than the Quest for Sky.

The famed dwarven skill with stone and metal stems from an aversion to ephemeral materials that stand faint chance of outliving a dwarf. Plant a tree, shape a pot, or craft a wooden chair as a young dwarf, and like as not you’ll outlive your work. But good, solid stonemasonry, well-maintained metalwork—these endure, even into the time of your children’s children.

## Speed

With shorter legs than a human and nearly as much mass to move, a dwarf's normal walking speed is no faster than a burdened human. With their iron resolve and stout fortitude, though, dwarves can keep up such a pace in even the heaviest of armors, and indeed, dwarven warriors usually bedeck themselves in the heaviest armor they can afford. Dwarven barbarians are a notable exception, and favor medium armor or even mithral for greater speed.

If you want to get under a dwarf's skin, start by mocking his speed. Dwarves may not be sensitive about their stature, but it rankles them to be holding back the group. Dwarves perceive themselves as the lynchpins: rock-solid cores, not burdens. They concede that it only follows that humans are always in a hurry, as even at birth they're on the brink of dropping dead from old age, and believe that elves should appreciate the value of patience and taking the time to do things properly.

## Stability

To a dwarf, stability is as much a matter of psychology as physiology. Like the stone of their mountains and cities, dwarves stand unyielding against life's challenges. They neither bend nor break under strains that would bring the less hardy to their knees. When standing on firm ground, the dwarven build and mindset makes them exceptionally hard to knock back or off their feet. Some would say this refusal to budge extends to dwarven philosophy as well.

## Resilience

Legend holds that the dwarves were born of the sparks cast off Torag's hammer as it struck the blows that forged the world. His priests hold that the fire of creation smolders within the bellies of the dwarves even now—the flames burning away impurities and casting off hostile magic just as a forge burns impurities from steel. Possessed of enviable stamina and resilience, dwarves can shake off magical effects and survive poisons that would lay low any other race. The more brazen members of the race sometimes wager with their fortitude in contest with their fellows, matching one another bite for bite as they dine on fungal purgatives and noxious plants. Despite an inborn resistance to spells, dwarves have no particular antipathy toward magic. Few dwarves master the arcane arts, but those who do are valued rather than scorned.

## Battle Training

Even before the Quest for Sky, the dwarves waged war in the Darklands with orcs, monstrous ogres, ravenous trolls, and worse. In battle, the dwarves learned to confound their colossal foes by rattling them with insults, dodging around their ponderous feet, and eluding their clumsy swings. To

this day, even young dwarves living in the safest cities are trained to do battle with giants, both in honor of tradition and as a precaution against a return to darker times.

Dwarven memories are long, and past transgressions not soon forgotten. Nearly every dwarf upon Golarion feels the pain and humiliation of the loss of Koldukar to the orcs of Belkzen, and was raised with tales of long and lightless wars with orc- and goblinkind. From an early age, dwarves are taught to channel their anger against their ancient foes into telling blows, so that orcs, goblins, and their vile kin might never again breach the gates of dwarven strongholds.

They also learn how to turn the tools of mine and forge toward war. Every young dwarf is taught to swing a pick against both stone and flesh, to wield a hammer to both create and destroy. Both tools have powerful symbolism in dwarven culture: the hammer birthed the race at Torag's forge, and the pick brought them to their destiny upon the surface of Golarion. Along with these weapons, dwarves train with the battleaxe—a weapon particularly well suited to their short stature, stamina, and penchant for fighting in close quarters. Dwarves of a more martial persuasion master the use of the dwarven waraxe, and are able to make effective use of this heavy axe with but a single hand. Some also favor the urgosh, an exotic dwarven double weapon that backs a poleaxe with a razor-sharp spear, and even more unusual dwarven weapons are used in certain settlements.

## DWARVEN CULTURE

Although the dwarven culture has decayed significantly over the centuries, its core remains steadfast and strong. Whether dwarves live in mountains, cities, or hills, their customs and way of life are apparent and distinct, and while some insiders may regard their civilization as splintered, to outsiders, it is as robust as ever.

The heart of dwarven culture is hard work. This stems from centuries of life underground, when all dwarves had to contribute to their society or see it fail as a whole. Perfection was also a necessity; a small miscalculation when shoring up a cavern or passageway could lead to the deaths of hundreds. Torag requires his followers to be prepared for any eventuality, which is exhibited through long-term planning, dedication to hard work, and attention to detail. Because of these rigorous standards, dwarves are often apprenticed for decades, and it is not unusual for 50 or more years to pass before a dwarf attains the rank of master craftsman.

**Engineering:** During their centuries toiling in the mountains—where the slightest mistake could result in disaster—dwarves became adept at engineering. Here they learned to design and build aqueducts to transport rivers of water, and modern dwarves still rely on cisterns and waterways created thousands of years ago.

# Dwarves of Golarion

Dwarves also invented crude but functional pumps, and engineered large, heated baths by diverting underground streams, with the unclean water from the baths pumped out and used to flush waste from homes and public areas. Over time, these baths became important sites for social networking and politicking.

Much of the knowledge learned in the time under the earth has been lost, and while dwarves continue to be seen as the masters of technology by other races, their golden era has passed. Modern dwarves rely heavily on existing architectural works, a testament to their ancestors' genius. Even so, dwarves remain talented enough to evoke awe in the other races with their constructions, such as the great magma-fall in Jernashall.

**Smithing:** Dwarves produce armor and weaponry of a quality beyond the capabilities of humans, or even elves (though the latter might dispute such claims). Since smithing is directly linked to the worship of Torag, most devout dwarves seek a career at the anvil. Armorsmiths focus on utility and protection rather than beauty or glamour. Warriors need not worry about the weight of their armor, since Torag has blessed them with the ability to wear with ease armor that would immobilize a member of any other race. Dwarves find the heaviness of their armor gives them a sense of confidence. They become like stone, a miniature impenetrable fortress that can withstand even the largest orc's sword.

**Trade and Resources:** Dwarven settlements maintain a healthy trade with their neighbors, mainly in armor, weapons, cut gems, fine jewelry, and quality beer. Trade in metal ore is not uncommon, but most prospective buyers would rather simply purchase the finished product itself since dwarven craftsmanship is so superior. Dwarves also have a robust industry refining seal, whale, goose, and fish oil. They trade for the raw material, refine it into lamp oil and candle wax, then sell at a high markup. The processed oil burns finer and with less smoke than any other.

Dwarves import grains to subsidize their own meager farming. Because the followers of Torag believe all burrowing animals are sacred and therefore inappropriate for eating (except for a few sacrificed each year as an offering to the god), they tend to rely on imported livestock for their protein. Sheep, goats, pigs, and cows are put out to pasture on various mountainside plateaus, and harvested for food and milk by dwarves who live near the surface; some

settlements house pigs and goats underground, fattening them on mushrooms and garbage, though the smell usually requires well-ventilated caves. Chickens raised underground provide easy access to meat and eggs.

Most food waste is composted and used to fertilize great caverns of mushroom farms. The mushrooms dwarves enjoy most are ironbloom mushrooms, which only grow near iron veins but are readily available because dwarven society revolves around mining. Adept at utilizing their living areas, dwarves have many cool, dry caverns that they use to store cheeses, jerked meats, and butter. Cheese is as much a staple of the dwarven diet as beer and mushrooms; milk spoils rather easily, even in the cool underground environs, and is seen as a luxury that most dwarves cannot afford unless the community relies on goats.

Dwarves are renowned brewers. When they discovered that water on the surface world may carry illness, they concocted new beverages to help prevent the spread of waterborne illnesses, a process similar to one they had perfected using subterranean mushrooms. The alcohol in their new creations was an unintended but much appreciated side effect. Dwarven settlements typically have limited access to fresh fruit for making wines, and so they focus on beer and, to a lesser extent, whiskey and vodka. An entire industry has developed around beer, mead, ale, and liquor. New Year festivities usually include a beer-tasting contest, where the best local beers are rated against each other. The winning brewer is assured good sales for years, and will stamp or emboss his kegs and bottles with a seal indicating his status as victor. For more information on dwarven brewing, see the Social chapter on page 30.

**Attire and Fashion:** The dwarven passion for detail is not limited to crafting and engineering. Traditionally, attire and grooming were strictly regulated, but most dwarves now choose fashion and utility over custom. Dwarves customize human clothing styles to their own personal tastes, though as a whole they prefer simpler cloth and leather items (often decorated with metal, stone, or ivory) to anything frilly or likely to interfere with working. Metal is polished to gleaming brilliance and oiled against the elements. Dwarven clothes are made to last, with reinforced





seams, careful stitching, and extra layers or padding where the maker expects to see the most wear. Workaday apparel is typically fashioned with a variety of pockets and loops for tools, this utilitarian approach often finding its way into formal attire as well. The colors of dwarven clothing are often muted earth tones, due in part to the dyes that are available, and to the dwarves' affinity for underground living. Even the lowliest dwarf has some jewelry, and it is common to see gold or mithral wedding bands, regardless of social status.

Formal clothing is either very functional, with a stark and aesthetic simplicity, or stretches the boundaries of utilitarian design through use of rich fabrics, or even gold and silver thread and adornments. Such ostentatious outfits are typically worn by wealthy dwarves engaged in sedentary pursuits, such as gem cutting or jewelry making.

Dwarven males prefer to wear long beards, while dwarven females wear their hair long. Dwarves often braid their hair and beards to keep them out of the way of their labors, adorning them with small tokens and ornaments. These trophies often signify personal achievements and reminders of important events such as births, marriages, and battles won or lost. It is not unusual for a dwarf to wear a token representing a promise made by that dwarf, or a promise made to that dwarf by another. Such tokens may also signify dedication to a particular god or goddess. Wealthier dwarves often take to bedecking their beards and hair with gemstones. For more information on dwarven beard customs, see the Social chapter on page 30.

**Religion:** The dwarves are a polytheistic society, and the pantheon of the dwarves is robust. Torag is the main god worshiped by dwarves and is seen as the Father of Dwarvenkind. However, his extended family is also worshiped, and dwarven homes display small anvil-shaped altars with statuettes representing the different deities. While most dwarves see Torag as their patron, they still whisper small prayers and make modest sacrifices to other gods when the need arises. Clerics are known to reorient their focus to a different deity when necessary. For example, a priest may perform a ritual dedicated to Bolka in an attempt to obtain her blessing on an arranged marriage, so that the new couple will fall in love.

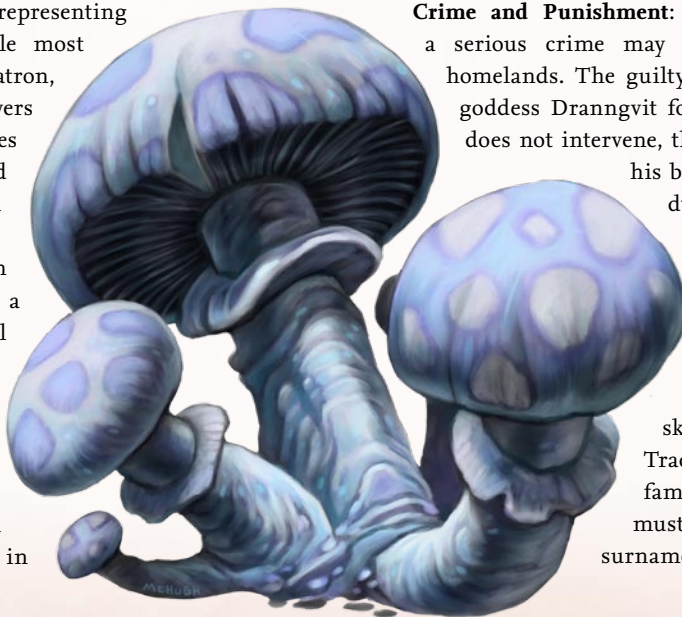
There are many small rituals and celebrations in

dwarven society. For instance, on the eve of an offensive attack, many dwarves will pray and sacrifice to Angradd, the god of aggressive war. When a new home is founded, a ceremony is often held to obtain Grundinnar's blessing on the area to ensure harmony between the newcomer and the existing inhabitants. Mothers will often evoke the name of Folgrit when their husbands go off to war, imploring the god to bring them back home safely. Similar rituals are required for a dwarf priest to gain access to certain spells offered by the other deities (see the Faith chapter on page 22).

When a dwarf dies, his body is returned to the mountain by his family and interred in a special tomb carved into the deepest recesses of the underworld. A somber funeral follows, during which the deeds of the deceased are sung out for all to hear. The living petition Magrim, the god of the afterlife, to provide the deceased with a suitable existence whereby he can continue to perform the tasks he loved so much in life. An honor guard then interrs him in the underground crypt. Typically, a great wake will ensue after the interment, and the life of the dwarf is celebrated as a successful endeavor to embody the will of Torag. Dwarves who die far from home or whose homes are unknown are usually buried in a cave, either directly in the earth or under a cairn of stones.

In addition to the dwarven pantheon, dwarves in human lands often worship Abadar and Irori. Both gods require discipline and hard work, and dwarven temperament is well suited for veneration of these foreign deities. Abadar espouses the advancement of civilization, and many dwarven engineers and architects seek his guidance. Irori promotes perfection of the body and soul, and although his faithful must not imbibe alcohol, they find the disciplined regimen befitting their principles.

**Crime and Punishment:** A dwarf who commits a serious crime may be banished from his homelands. The guilty party may beseech the goddess Drangvit for atonement, but if she does not intervene, the dwarf is forced to cut his beard (or hair, if a female dwarf) and is escorted to the border. Because of this practice, a dwarven immigrant with short hair or lacking a beard is viewed by his new neighbors with much skepticism and distrust. Tradition dictates that the family of a disgraced dwarf must append *-slag* to its surname, and children have the





# Dwarves of Golarion

surname *-slagsun* or *-slagdam*. These relatives are able to restore their family honor by accomplishing a great or important deed; at that time the *-slag* suffix is removed from their names, and children can once again use their normal surnames.

One way to regain family honor is to defeat a vast number of orcs and their ilk, particularly in defense of a dwarven stronghold, or in retaking lost territory. Dwarves remain steadfast in their hatred of orcs and goblins, and although orcs live a fraction of the years dwarves do, they consider dwarves their greatest enemy. This enmity harkens back to their shared existence under the mountains, before and during the Quest for Sky. Upon reaching the surface at the culmination of their Quest, the dwarves discovered they had merely pushed the orcs ahead of them and not exterminated them as they intended. The Fall of Koldukar (now Urgir in the Hold of Belkzen) is seen as one of the most terrible tragedies in dwarven history, and it shames the dwarves greatly that the city has been in orc hands for more than 7,000 years. Unfortunately, dwarves lack the resources or grand vision to retake the citadel at this time.

**Clerics and Fighters:** Most non-craftsman dwarves become clerics or fighters. Dwarves are a very religious people, and their society holds priests in high regard. Laypeople look to them for guidance, blessings, and absolution. They are often seen as mentors and role models. Most take this responsibility seriously and use it as yet another motivator to perform their duties as best they can. Because of their long history of warfare, dwarven clerics are also adept in combat and are often seen on the front lines of battle.

While clerics are the guides of dwarven society, fighters are its heart. They are the defenders of dwarven civilization and are regarded as heroes and saviors. Many a young child dreams of being the one to finally drive the orcs out of Koldukar and have his or her name carved in the stone of history for all eternity. Fighters are a dwarven hold's first line of defense, and are supported by clerics and rank-and-file militia (warriors). The quickest and most dangerous path to glory and honor (or redemption) is to become a fighter.

## HISTORY OF THE DWARVES

The memory of the dwarves is long, yet even they have forgotten much of their origin under the mountains. Torag first forged the dwarves deep in the recesses of the earth as beings perfectly suited to the dark, unfriendly environment. Dedicated to hard work, they were content for a time. Torag was their master, and they strove to earn his approval. Centuries passed, and Torag provided them

## Dwarven Traditionalism

The dwarven nations converge only once every 200 years, which has led to a divergence of dwarven values and customs among the scattered settlements. Most dwarves left behind the more conservative aspects of their culture generations ago. Tar Dorgin alone has chosen to adhere to these strictest of traditions, and although its citizens do not condemn others for their more liberal lifestyles, their own devotion to the traditional dwarven culture is a source of great pride.

Tradition-minded women wear their hair a specific length depending on their status in society—the higher the status, the longer the hair. Female children are expected to wear their hair shoulder-length until they reach their age of majority. For men, beard length is dependent upon societal status in much the same fashion. Male children wear their hair short and are forbidden to wear full beards until they reach adulthood. Even in cases in which an adolescent could grow a beard, he is required to trim it close until he completes his rite of passage. Status is dependent upon one's accomplishments, the accomplishments of one's spouse (for both genders), and the status of one's birth family.

The rite of passage, called *gladdinggarsun* for boys and *gladdinggardam* for girls, is a serious matter for traditional dwarves. Less traditional families do not require this rite of passage, but even so, many youths choose to complete it. A dwarf seeking adulthood must locate a family member's deepest *gladdinggar* (a name-rune carved into a deep mountain cavern) and chisel his or her name directly to the right of it. The older dwarf whose *gladdinggar* is chosen is greatly honored by this, and often the child becomes the relative's favorite in adulthood. Families see this as the dwarf's promise to equal or surpass his relative's contribution to society, and many young risk their lives to locate very difficult *gladdinggar*.

with a simple prophecy: when the ground shook beneath their feet, they must press upward to the surface. When the *Starstone* crashed to the earth in -5293 AR, the dwarves saw this as the earthquake they were waiting for, and began a tedious press to the surface.

The 300-year journey was fraught with peril and betrayal. Numerous dwarves chose to ignore the Quest altogether, and so stayed deep within the mountains and eventually became the evil *duergar*. The dwarves who pursued the Quest squabbled among themselves and hatched plans to complete their own agendas and gain control of the dwarven civilization. As they climbed ever closer to the surface, they drove before themselves their great enemy, the orcs. Unfortunately, the friction between the dwarves eventually became so great that they splintered into small factions. For 2 decades, they focused on fighting the orcs and each

other, and the Quest for Sky became a tertiary concern. The first great dwarf king, Taargick, was finally able to unite his people through a mix of diplomacy, wisdom, and violent coercion, after which he crowned himself the king of all dwarves and founded the nation of Tar Taargadth in -5133 AR. It is under this powerful empire that the dwarves finally completed the bloody Quest for Sky in -4987.

Upon reaching the surface, the dwarves discovered the orcs they had fought so tirelessly beneath the mountains now flourished on the surface. Instead of ridding the world of the orcs, they had unleashed the horde upon the rest of the world's inhabitants. To assist with their epic war against the orcs, the dwarves founded 10 magnificent Sky Citadels. They applied all their engineering experience to create these marvels of architecture. Stony ramparts reached far into the sky and could be seen from miles away. These great cities thrived, tucked safely behind the walls and ramparts of stone and steel.

For nearly a thousand years, the dwarves used their great Sky Citadels as bastions of civilization in this wild, new surface world. Because of the dwarves' outstanding tactical advantage, they experienced a rapid growth in population. Even so, dwarves and orcs fought a savage, relentless war. In -3708, the unthinkable happened and orcs successfully invaded Koldukar, a Sky Citadel in what is now the Hold of Belkzen. In the Battle of Nine Stones, orcs breached the walls and drove the dwarves from Koldukar, slaughtering any who courageously stayed behind to fight. Seven thousand years later, orcs remain firmly in control of their greatest stronghold, which they named Urgir and set as their unofficial capital. The dwarves' loss of Koldukar is a source of great shame for their entire race, and many dream of retaking it and ending the orc menace forever.

Over time, the power of the dwarves waned again. Unfortunately, this too coincided with an upsurge of orc strength, and their barbarian offensive devastated the dwarven civilization. In 1551 AR, the central government of Tar Taargadth collapsed, and each Sky Citadel was forced to fend for itself. One by one, the Sky Citadels fell to the orcs and other threats, until only four of the fortresses remained: Dongun Hold in Alkenstar, Highhelm in the Five Kings Mountains, Janderhoff in Varisia, and Kravenkus in the World's End Mountains.

A new dwarven civilization quickly formed with Highhelm as its center. Within the Five Kings Mountains, five separate dwarven nations flourished, each led by a different brother. In 1557, the baron-mayor of Highhelm, Gardrick I, founded Gardadth. Two years later, his brother Saggorn the Holy founded the Pious Kingdom of Saggorak. The next year, Doggon followed suit with Doggadth, the Impenetrable Kingdom. Grak the Younger

established his own Laborious Kingdom of Grakodan in 1561. Finally, Taggrick I (also known as Taggun I) founded his Everlasting Kingdom of Taggoret in 1562.

Although brothers, each had his own agenda, and the dwarf lords feuded almost constantly. In 1571, a mere 9 years after the founding of the last kingdom, Saggorak and Doggoth broke out in civil war, and the other three quickly joined in. Unfortunately, this was only the first of 19 vicious and unnecessary civil wars that erupted over the course of the next 700 years.

Eventually, the dwarven families grew tired of the carnage, and brought in a delegation from the Kalistocracy of Druma to negotiate what became the Kerse Accord. This treaty ended the civil wars and established a long-lasting peace for all inhabitants of the Five Kings Mountains. In celebration of this great achievement, the five kings commissioned great towering sculptures of themselves carved directly from the face of the mountains at their highest peaks. The king of Taggoret completed his mountain's sculpture before the plans for the others were finalized, and unfortunately for him, the other kings sought to outshine his greatness by creating ever-grandier monuments to themselves. Even so, Taggoret's memorial at Kingtower Pass is impressive, standing nearly 200 feet tall.

This new peace would only last 160 years, and this time the threat came from their ancient enemy, the orcs. In 2492, orcs once again invaded dwarven lands, right into the heart of the Five Kings Mountains. Highhelm was besieged for 5 years, and orcs penetrated her outer walls. However, the inner defenses stymied the orcs, and the Kingdom of Gardadth sued for peace. Unfortunately, it was the last official function of that nation and it collapsed immediately afterward, leaving Highhelm standing but with no kingdom to support. The orcs invaded Doggadth immediately after they abandoned Highhelm. For 19 years, the dwarves defended their city, but eventually Doggadth fell as well. The orcs moved on to blockade Saggorak in 2507, but at the same time they also invaded Grakodan, which fell after only 2 years. The orcs finally ended their siege of Saggorak in success when the last dwarf starved to death in 2519, 12 years after the blockage began. The last kingdom to fall was Taggoret, after a lengthy 17-year-long war. The era of the Five Kings Mountains was over.

A period of rout ensued, which the dwarves refer to as the Wild Era. During this nearly 700-year term, the orcs almost completely controlled the Five Kings Mountains. Only Highhelm remained to defend dwarven and human civilization from the region's orcish invaders.

Eventually, the orc menace descended from its peak of power, in part due to humanity's expansion, and the



# Dwarves of Golarion

dwarves were once again able to lay claim to their ancient holds. In 3197, Khadon the Mighty arrived in the Five Kings Mountains and proceeded to destroy the orc inhabitants, defeating them in 3279 at the Battle of Splitmist Pass. The orc leader, Tarkdok Manyspears, was hunted down, his corpse displayed throughout the mountains to deter any further orc attacks. Khadon founded the empire of Tar Khadurrm in 3279. Thirty-three years later, Jernashall was founded, and although Highhelm remained the capital, Jernashall became the preeminent city of the new empire. In fact, Jernashall became important enough that the nations of Cheliox and Isgar petitioned Tar Khadurrm to help them forge a vast surface city near Jernashall. This new settlement, christened Raseri Kanton, was founded in 3451, and quickly became a vital trade center between Tar Khadurrm, Cheliox, and Isgar. The same year, King Khadon passed away from extreme age and his son Sidrik was crowned king of Tar Khadurrm.

A few decades later, the bustling metropolis of Jernashall, whose importance only grew thanks to its sister city of Raseri Kanton, was named the capital of the kingdom, and it became the center of dwarven life in the Five Kings Mountains. For 500 years, Tar Khadurrm and its cities flourished. In the early 3900s, the first whispers of an impending volcanic eruption of Droskar's Crag began to make its way through Jernashall, but hubris caused the dwarves to ignore these warnings. They fully expected their engineering gifts to save them from any volcanic disturbance, and trusted their lives to their ancestors' skills.

In 3980, Droskar's Crag erupted and Jernashall was shaken to its core, but remained standing. The dwarves mistakenly believed their stronghold had withstood the great tremors completely undamaged. The next day another eruption occurred, and unfortunately for everyone within Jernashall, the initial quake compromised the foundations of the city. The great magmaflow in the center of the city spewed forth a river of lava, and within moments every resident was dead. For Raseri Kanton, it was just as horrifying. The entire city fell into the earth, and only a few buildings in the uppermost reaches remained standing. Nearly every resident in the twin cities of Jernashall and Raseri Kanton perished in the Rending of Droskar's Crag. In response to this, King Sidrig III moved the nation's capital back to Highhelm, abandoning the cities under the Crag, which eventually became populated with monsters.

The decline of Tar Khadurrm can be traced directly to the Rending. It destroyed the spirit of the dwarven empire, and its people fell into sloth and apathy, losing their way and forgetting what it

meant to be the chosen people of Torag. For 5 centuries, the dwarves of the Five Kings Mountains carried on, but failed to truly live. King Talhrik the Industrious sought to inject the spirit and ethics of dwarvendom back into his people. Upon his death, the dwarves once again fractured and tried to wrest power for themselves and their families. Talhrik's son, Garbold, was crowned only after much infighting and passionate negotiation. Unfortunately, a new treachery was afoot: Garbold's cousin Ordrik—his closest advisor, and also a cleric of Droskar, the dark god of toil—was the king's constant companion. He never let Garbold out of his circle of influence, controlling him with addictive substances and forcing him to cede more and more of his power to the priests of Droskar.

Ordrik murdered his cousin and seized the throne in 4369, and attempted to create a theocracy dedicated to the worship of Droskar. The Forge War raged for 13 years, during which time generals loyal to the true crown fought to keep their kingdom. They failed, and in 4382, Ordrik declared himself theocrat and declared that all dwarves



must work in Droskar's name. Thus began the dwarves' second era of toil. For nearly 100 years, the dwarves of the Five Kings Mountains labored simply for labor's sake. They lost all sense of art and beauty, and their creations became merely adequate. This time is seen as the lowest point in dwarven craftsmanship. Dwarves rushed to build temples, shrines, forges, cathedrals, towers, and workshops for Droskar, but forgot the purpose of such endeavors. Eventually, their mediocrity descended into shoddiness, and their works began to collapse almost before they were completed.

Many dwarves realized they would not be able to maintain their existence in such a poorly constructed and maintained mountain home, and began to flee to the other dwarf kingdoms in the Five Kings Mountains, as well as settlements in Druma and the Mindspin Mountains. Many loyal followers of Droskar took offense at the abandonment of their god's will, and attempted to force their families and neighbors to remain in Droskar's Crag. In the end, the priests could not maintain their hold on the other dwarves, and Ordrik's theocracy crumbled in 4466, often with entire settlements being walled off or completely abandoned. Most are now the dens for humanoids and other monsters, but some groups—particularly the Pathfinders—believe that caches of great treasure still exist in these lost cities, resting on the skulls and fingers of long-dead dwarven princes, merchants, and priests.

In the 250 years since the fall of Droskar's Kingdom, a period which the dwarves call the Collapsed Era, no dwarf has come forth to successfully unite his people in their old holdings. The remaining four Sky Citadels are robust metropolises, but none can claim to be more than a city-state; the "kingdoms" of the Five Kings mountains are only so in name. While many dwarves dream of reuniting their fractured empire, none have had the ability, prestige, or willpower to make it so.

## CHARACTER TRAITS

The dwarves' physiology and culture mean they have a unique perspective regarding many aspects of life, the gods, history, and magic. For more information on traits, see the free *Pathfinder RPG Character Traits Web Enhancement* at [paizo.com/traits](http://paizo.com/traits).

### Dwarf Race Traits

Only dwarves may select one of these traits.

**Clearheaded:** You see through deception and lies. You gain a +1 trait bonus on opposed checks against the Bluff and Disguise skills and a +1 trait bonus on saving throws against illusion effects.

**Deep Marker:** You've dared uncharted tunnels in pursuit of the gladdringgar (the chiseling of name-runes

in subterranean depths). You gain a +1 trait bonus on Survival checks, and a +1 trait bonus on saving throws against fear effects.

**Goldsniffer:** Your keen senses lead you to hidden treasures. You gain a +2 trait bonus on Perception checks related to metals, jewels, and gemstones.

**Grounded:** You are well balanced, both physically and mentally. You gain a +2 trait bonus on balance-related Acrobatics checks, and a +1 trait bonus on Reflex saves.

**Ruthless:** You never hesitate to strike a killing blow. You gain a +1 trait bonus on attack rolls to confirm critical hits.

**Tunnel Fighter:** Caves and tunnels are a second home to you. While underground, you receive a +2 trait bonus to initiative checks and a +1 trait bonus on weapon damage rolls for critical hits (this damage is multiplied on a critical hit).

**Warsmith:** You have an intuitive grasp of the weak points of metal and stone. You gain a +1 trait bonus to damage rolls against creatures and objects made primarily of clay, crystal, earth, metal, or stone. Knowledge (engineering) is a class skill for you.

**Zest for Battle:** Your greatest joy is being in the thick of battle, and smiting your enemies for a righteous or even dastardly cause. Whenever you have a morale bonus to weapon attack rolls, you also receive a +1 trait bonus on weapon damage rolls.

### Dwarf Religion Traits

You may only select one of these traits if the listed god is your patron deity.

**Alluring (Bolka):** You have the art of turning a passing glance into love. You receive a +2 trait bonus on Diplomacy checks with those who find you attractive. You can use *daze* once per day as a spell-like ability, with a caster level equal to your character level.

**Battlefield Caster (Angradd, Gorum, Torag, Trudd):** Your faith protects you even as you unleash spells in the thick of battle. You receive a +1 trait bonus on concentration checks to cast defensively and a +1 trait bonus to AC against attacks provoked by or readied against spellcasting.

**Guardian of the Forge (Torag):** Torag's sacred duties are to protect the faithful, take lessons from the great craftsmen and strategists of the past, and prepare against dark times. You receive a +1 trait bonus on Knowledge (engineering) and Knowledge (history) checks. One of these skills (your choice) is a class skill for you.

**Honeyed Words (Grundinnar):** Your tact soothes bristling tempers and cools heated blood. You receive a +1 trait bonus on Diplomacy checks. In addition, you receive a +1 trait bonus to the DC of any charm or compulsion that does not provide ongoing control and results in peaceful acts, such as *calm emotions*, *sleep*, or a *suggestion* to lay down arms.



# Dwarves of Golarion

**Resigned (Droksar):** Existence is little more than unending toil. By laboring unto exhaustion, greatness can be achieved. You receive a +1 trait bonus when retrying a previously failed skill check or ability check, as well as when taking 20 on skill checks and ability checks.

**Toilcrafter (Droskar):** You can craft passable if inferior magical weapons, armors, and shields through diligence and toil. Choose one Craft or Profession skill in which you have at least 1 rank. Ranks in your chosen skill count as your caster level for the purpose of qualifying for the Craft Magic Arms and Armor feat. You may craft +1 armor, weapons, or shields (with no special qualities), substituting your rank in the chosen skill for your caster level. You must use the chosen skill for the check to create the item. Crafting in this fashion takes twice as long as normal. These items cannot be upgraded with new abilities.

## Dwarf Regional Traits

You must be from the listed region to select these traits.

**Blooded (Mindspin Mountains):** Desperate battles have honed your fighting skills against the ancient enemies of the dwarves. You receive a +1 trait bonus on weapon damage rolls against giants, goblins, and orcs.

**Coin Hoarder (Mindspin Mountains):** Everything has a price—and it's your job to know it. Your starting cash increases to 500 gp.

**Frostborn (Lands of the Linnorm Kings):** Long nights in the frigid winters of the north have inured you to cold. You gain a +4 trait bonus on any saving throws made to resist the effects of cold environments, as well as a +1 trait bonus on all saving throws against cold effects.

**Glory of Old (Five Kings Mountains):** In your veins flows the blood of dwarven heroes from Tar Taargadth. You receive a +1 trait bonus on saving throws against spells, spell-like abilities, and poison.

**Perseverance (Five Kings Mountains):** In time, any obstacle can be endured and overcome. When you have more than 1 Will saving throw to overcome an effect (such as *greater command*, *hold person*, or by using the good fortune ability of the Luck domain), you receive a +3 trait bonus on the extra Will saves against that effect.

**Warrior Poet (Lands of the Linnorm Kings):** You were trained by the skalds, keepers of the oral tradition of Kalsgard. You gain a +1 trait bonus on Knowledge checks related to dwarves (dwarven history, dwarven construction, and so on) and a +1 trait bonus on Fortitude saves in any round in which you use a bardic performance ability.

## Dwarf Magic Traits

Only dwarves may select one of these traits.

**Deep Guardian:** The subtle power of the deep places of the world flows within you, and grants you mastery of summoning beings of earth and stone. Any creature you conjure with a summon spell that has the earth subtype or a burrow speed gains a +1 morale bonus on attack rolls and a +1 enhancement bonus to Armor Class for the duration of the spell that summoned it.

**Earthbound:** Your druid spells use a handful of earth or sand as a divine focus in addition to the normal components. While you are touching the ground, you add a +2 trait bonus to saving throw DCs and on caster level checks to overcome spell resistance for all spells you cast against creatures with the air subtype.

**Eldritch Smith:** You are learned in the secret lore of the forge, rituals handed down for generations that some say come from Torag himself. Whenever you use the Craft skill or a crafting feat to make a stone or metal item, you reduce the cost of making the item by 5%. This includes metal-headed weapons with nonmetal parts, such as axes and spears.

**Strength of the Land:** You are able to tap into the living energy of the world to shatter lesser magic. You gain a +1 trait bonus on caster level checks while touching the ground or unworked stone. This includes dispel checks and checks to overcome spell resistance.





# THE FIVE KINGS MOUNTAINS

**A**lthough most dwarves dwell upon the surface of the world, the tunnels and caverns of the Five Kings Mountains comprise the single largest dwarven nation on or beneath Golarion. Even Janderhoff's massive dwarf population cannot compare with the sheer number of their brethren occupying the mighty Five Kings range. As the site of one of the first (and few remaining) Sky Citadels, the Five Kings Mountains hold a special place in the hearts and minds of dwarves throughout Avistan.

The history of the Five Kings Mountains is one of nearly endless struggle. The first dwarves to climb to the surface there labored to construct defenses first, and dwellings second; their longtime foes still threatened from the Darklands, even as the dwarves encountered entirely new

threats on the surface. They have had to vie with aggressive and territorial neighbors in order to carve out their niche in the social and political structure of the surface world, and the long lifespans of dwarves ensures that not one of them has ever known a time when "the stout folk" (as the Five Kings dwarves call themselves) were not at war with someone.

The mountains themselves are mostly rocky, with occasional plateaus where the dwarves have established traditional crops such as wheat or barley, or grazing land for their herds of mountain goats. Just below the snow line, the dwarves have constructed great, bowl-shaped reservoirs to funnel snow-melt into huge, subterranean cisterns. Among the forested foothills, dwarven lumbermills work night and day to procure enough timber and firewood to support the continual tunneling operations,



# The Five Kings Mountains

and to provide light and heat below the surface—an industry which annoys the elves of nearby Kyonin, though they have learned that it is not worth the trouble to try to force the dwarves to stop.

As one of the last bastions of dwarven culture, the Five Kings Mountains provide endless examples of traditional dwarven art and architecture. From the vast market halls to the miles of boulevard-like “underways,” the stout folk have accomplished marvels of engineering, and their stonework is a source of pride to dwarves throughout the Inner Sea region of Golarion.

## Geography

Outsiders see the Five Kings Mountains as harsh and forbidding, prowled by savage giants and bloodthirsty wildlife, with precious few natural resources worth the trouble to collect. Inhabitants from the bordering nations rarely settle any closer than the foothills, and although they often conduct a lively trade with the stout folk, they know better than to encroach upon dwarven territory—and certainly never interfere with any industry carried out by the dwarves in the higher reaches.

Deep under the ground lies a sprawling megalopolis that stretches the length of the mountain range, supported by enduring vaulted arches dating back to the Quest for Sky. To the dwarves, a tunnel is not a dwarven tunnel until it has been properly planed, smoothed, shored, and rune-carved, and the length and breadth of the Five King Mountains reflect this design philosophy. The halls and passages of Highhelm (and most of the smaller dwarven cavern-cities) are hung with rich tapestries and banners, in honor of their history, heroes, leaders, and gods.

## Major Cities

Populated almost entirely by dwarves, the cities of the Five Kings Mountains are bustling places of wide passages, low ceilings, and surprisingly narrow portals. Although Highhelm is the recognized “capital city” of the Five Kings range, the cities of Larrad, Davarn, Kykar, Kovlar, Rolgrimmdur, Taggoret, and Tar-Kazmukh are all prominent centers of stout folk society.

### Larrad

The dwarf city of Larrad is built up around a cluster of temple-caverns carved out in antiquity by some of the first dwarves to reach the Five Kings Mountains, both as a place of worship for the deities who had brought the



## Five Kings Mountains at a Glance

**Government:** Gathering Council, composed of the rulers of Larrad, Highhelm, Kovlar, Taggoret, Rolgrimmdur, and Tar-Kazmukh.

**Terrain:** Temperate mountains and subterranean caverns, tunnels, and lakes. The highest mountain in the Five Kings Range is Emperor's Peak, towering 18,365 feet above sea level. The lowest point in the dwarven tunnels that is still inhabited by dwarves is Varrok's Deep—the first line of defense against invaders from the Darklands—at 17,621 feet below sea level.

**Capital:** Highhelm (39,917).

**Notable Settlements:** Larrad (17,840), Davarn (2,009), Kovlar (4,390), Kykar (8,990), Rolgrimmdur (6,875), Taggoret (13,500), Tar-Kazmukh (3,410).

**Languages:** Dwarven.

**Religion:** Torag and dwarven pantheon (see page 29).

**Imports:** Grains, livestock, oil, textiles, wood.

**Exports:** Copper, gems, gold, iron, masterwork arms and armor, mithral, platinum, silver.

stout folk to the completion of their Quest for Sky, and as a necropolis where the honored dead could continue to be memorialized long after their deeds had been forgotten. Over the centuries, the shrines grew into temples, then into cathedrals, and finally into vast complexes where many of the stout folk clergy receive their training. In turn, the “support settlements” that cropped up around the various temples eventually expanded and overlapped.

While Larrad's necropolis is utilized by only the most influential of stout folk royalty, the Cathedral of Magrim—comprised of devotees of the dwarven god of the afterlife—still maintains the tombs of the Five Kings' oldest “residents,” and employs necromantic magic to commune with the spirits of its members' ancestors. The Cathedral also mounts occasional expeditions into the ruins of Saggorak to keep tabs on the undead population and prevent creatures from the Darklands from breaking into the haunted city in search of valuables.

### Highhelm

The seat of dwarven government in the Five Kings Mountains, Highhelm is a sprawling underground city built deep within the heart of Emperor's Peak. Here, the acknowledged ruler of the mountain's dwarves, currently High King Borogrim the Hale, convenes a meeting of the

leaders of the stout folk cities once every 200 years—though the meetings have been known to go on for months.

Dwarves throughout Golarion regard Highhelm as the center of dwarven culture, even when their own societies and values are radically different. As one of the few Sky Citadels still under the control of dwarves, Highhelm enjoys both a historical and racial significance; should it ever be attacked, dwarves would march from the farthest reaches of the Inner Sea region to come to its aid.

Highhelm nearly fell during the orc sieges of the early 2500s. The city is so thoroughly fortified, however, that the orcs were only able to breach Highhelm's outer defenses before their energy was spent. After the other cities of the Five Kings Mountains fell, Highhelm became the base of operations for the armies of Khadon the Mighty, who retook the mountains from the orcs. Afterward, Khadon established the dwarven empire of Tar-Khadurrm, and made Highhelm its capital.

Highhelm is such an important part of dwarven culture that when it declared its independence from Tar-Khadurrm over a millennium later, the remaining cities of that dwarven empire collapsed almost immediately. Highhelm has been an independent city ever since, though some Highhelm citizens would argue that it is the capital of the new dwarven empire in everything but name. The rulers of the other Five Kings cities consult with High King Borogrim on most major matters, and visiting dignitaries present themselves to the High King first—if they approach the other rulers at all.

While all aspects of dwarven industry are represented in Highhelm, the city's primary business is trade. As the central city of the Five Kings Mountains, situated at the headwaters of the Great Goldpan River, Highhelm is ideal as a cargo waypoint. Further, the High King enforces a lower tax rate for imported goods, thus encouraging merchants to ship through Highhelm, rather than directly to Druma, Andoran, or other human nations.

Highhelm's prosperity is evident for all. The waters of the Great Goldpan River are awash with gold dust, and it's said that everything in the city bears a gold tint, from the iron battlements right down to the food. Goods from the city often sell for half again the normal price, and most of the metal goods are masterwork items—the dwarves of Highhelm are too proud to do less than their best.

### **Kovlar**

Kovlar is one of the Five Kings Mountains' smaller cities, established in the tunnels and caverns surrounding the besieged dwarven city of Saggorak. After the last of Saggorak's defenders starved to death in 2519, the forces of Khadon the Mighty attempted to reclaim the city proper, only to find it swarming with undead dwarves. Rather than fight a protracted battle against an ever-renewing

army of zombies, wights, and ghosts, Khadon directed his efforts toward walling off the city and clearing a much smaller area in the southern outskirts of the once-great city. Now, aside from a handful of mines—which are only accessible from the surface—the region connecting Mount Arugak to Mount Mist yawns as a vast tomb where only the especially brave or foolhardy dare to venture.

In the absence of rightful successors to the throne of Saggorak, the reinstated dwarves of Kovlar established a series of guilds, whose duties included overseeing the well-being of the settlement and its people. These guilds are now every bit as powerful as any lord. The guilds are, in turn, administered by the Court of Regents—a kind of “appointed nobility” who act as judges when disputes arise between guilds, or when anyone has a grievance that a guild cannot (or will not) address.

The single most powerful guild in Kovlar is the Anvilers' Guild, a powerful organization consisting of the leaders of several member guilds, all devoted to crafts involving smithing—anything from weapons and armor to astrolabes and fine jewelry. The guild employs hundreds of dwarven smiths, and regularly ships its wares to Highhelm—heavily guarded by well-paid Rolgrimmdur mercenaries—where they fetch high prices from the local merchants and are traded all over Golarion.

### **Rolgrimmdur**

Built among the ruins of Grakodan by Khadon's engineers as a permanent encampment, Rolgrimmdur now stands as one of the Five Kings Mountains' most fortified cities. Most of its defenses are underground, however—sealing off the city from the upper reaches of the Darklands—though its easternmost region features a particularly sturdy gatehouse, including a high tower that overlooks the pass between Rolgrimmdur and neighboring Highhelm.

As befits a city re-founded by soldiers, Rolgrimmdur's chief business is war. Dwarven children study combat and tactics before they can read, and undergo rigorous physical improvement programs as soon as they are able to walk. Despite its heavily warrior-based philosophy, though, Rolgrimmdur is not particularly aggressive; rather, it exports mercenaries to Highhelm and the other dwarven cities, and provides siege weapons to the fortresses of the Five Kings Mountains, as well as to the nations of Druma and Andoran. Many human military officers come to Rolgrimmdur to study warfare.

Rolgrimmdur is led by General Hayla Sagginsdottir, a battle-hardened veteran with countless Darklands and surface campaigns under her belt. Despite her political power, though, General Hayla is an elected official rather than a monarch. If General Hayla has any rivals, they come from the Grakodor family—descendants of Grak the Younger, who



# The Five Kings Mountains

founded Grakodan centuries ago. When Khadon the Mighty reclaimed the city, the Grakodors naturally assumed that he would restore the monarchy that their family had enjoyed for so long, but Khadon instead installed one of his own generals, treating the fallen city as a military garrison, and not a political prize. The Grakodor family has been at odds with the city's leadership ever since.

## Taggoret

King Taggun and the first settlers followed a trail of lava tubes upward in their Quest for Sky, until they discovered a series of connected caverns that became their new base camp for further explorations. When they eventually broke through to the surface, Taggun and his workers expanded their encampment into a fortified village, then a full-fledged town, and finally a city, with iron gates and stone walls on the surface, and the vast majority of the population dwelling in the expanded and refined caverns and tunnels beneath.

Now, Taggoret is a thriving city, situated at the end of the long trail of dwarven tunnels that run beneath the Five Kings Mountains (though excavation of tunnels that collapsed in the vicinity of Droskar's Crag during the Rending has been underway for centuries). The city's primary industry is iron mining and smelting, and Taggoret iron is known throughout Druma and Andoran as the finest available for hundreds of miles around.

## Tar-Kazmukh

Aside from being the northernmost settlement in the Five Kings Mountains, Tar-Kazmukh's only other claim to fame is its rather impressive arcane library, which draws stout folk wizards from all over the mountains, even distant Janderhoff—as well as a few humans, and even an occasional elf from Kyonin. The Blue Warders—dwarven librarians who cover themselves in tattooed counter-sigils against some of the more powerful magic wards in the library—cater to all patrons, but pay particular respect to the local Sages' Guild, a scholars' collective dedicated to the study of arcane and planar phenomena.

Tar-Kazmukh is also the only settlement in the Five Kings Mountain range that has not built out onto the surface, and has no direct connection to the Darklands (sealed off or not). It was excavated during the creation of the monument to King Kazmukh (one of the Five Kings who signed the Kerse Accord in 2332), and expanded over the years by wizards seeking a remote place in which to hone their crafts. Much of the stonework, in fact, is the work of arcane spells, with the assistance of summoned earth elementals, and not only is the geometry sometimes frighteningly alien, but the place itself can be downright confounding, even to the dwarves' keen depth and directional senses. "Lost" libraries are rumored to lie off

the outlying tunnels, occupied by fiercely territorial hermit wizards—some of whom may actually be dwarf lichens.

## FEATURES

The Five Kings Mountains display a particularly dwarven aesthetic in both architecture and fortification. Underground, the dwarves have accomplished virtual miracles of engineering; aboveground, they have utilized the landscape's natural features to both defend and hide their cities from invaders.

## Underground

Nearly all of the cities and settlements of the Five Kings Mountains are linked by long, regular tunnels, though occasional tunnel collapses here and there have forced the dwarves to venture aboveground and overland to such places as Droskar's Crag and the sealed-off city of Saggarak.

The dwarves have constructed sturdy, iron gates throughout these long tunnels—having learned their lesson during the orc invasions of the late 2400s and early 2500s—though these remain open most of the time to facilitate travel between the cities. Smaller side tunnels often detour around these gates, though they are all rigged to be collapsed as needed, should invaders be tempted by the "easy" route.

Dwarven cities are actually sprawling affairs, somewhat claustrophobically arranged in discrete caverns (though dwarves find them quite comfortable). Any given city may encompass dozens of these cavern clusters, each of which is a separate community, with its own supply of water, ironblood mushroom farms, air vents, waste disposal, and sometimes central heating, thanks to clever rerouting of magma. Should one such cavern collapse or otherwise be cut off, the nearby communities can survive on their own.

Carved mainly out of limestone and tuff, these tunnels and caverns are easy to shape by skilled hands, but still solid enough to support the downward force of the thousands of tons of mountain overhead. The secret lies in the dwarven arches that disperse the weight evenly, rather than relying on columns or thin walls (though plenty of dwarven architecture includes such elements as decoration).

Uncharacteristically for a race that has the ability to see in the dark, most of the inhabited areas are lit by oil lamps, tallow candles, torches, and *continual flame* spells, as the dwarves appreciate color and the play of light on their gilt-work. However, their mines are never lit with actual fire, due to the danger of explosive gases.

## The Surface

Massive iron gates up to a hundred feet high—with great, stylized dwarf faces just above the gates' centers—guard all primary entrances to cities of the Five Kings Mountains.

These gates are but an architectural ruse by the dwarves, as none of their tunnels reach more than 20 feet high. (They simply don't need that much vertical clearance.) The area behind these gates is solid stone, meant to absorb the impact of enemy siege weapons.

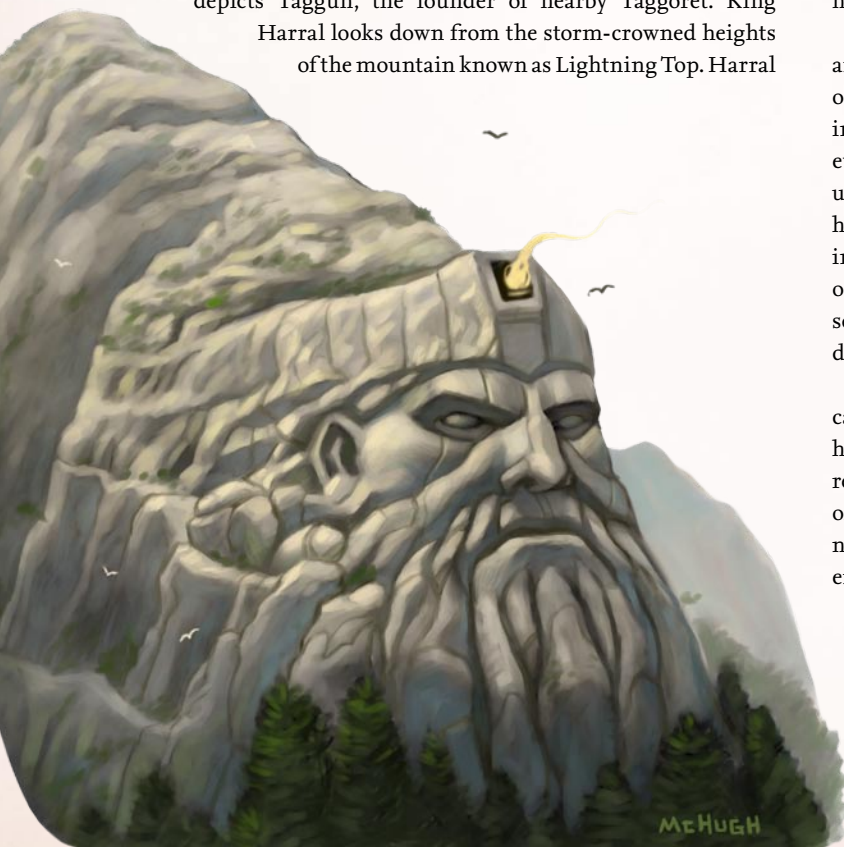
Smaller entrances located in high, otherwise inaccessible plains allow the dwarves to cultivate more traditional crops and provide grazing land for their herds. Additionally, numerous massive, iron-grated tunnels ensure that fresh air reaches even the deepest tunnels, and that smoke and toxic gases can be safely vented away. The dwarves have also built reservoirs that catch the seasonal snow-melt and fill the subterranean cisterns with clear, cold water.

### The Carved Kings

To commemorate the spirit of cooperation between the five dwarven kings who signed the Kerse Accord, putting an end to the Five Kings Wars, the stout folk pooled their resources and constructed great monuments to their forward-thinking leaders, carving them into the sides of the mountains that overlook the most important passes in the region.

The image of King Taggun (also known as King Taggrick) dominates the side of Mount Langley, overlooking the Kingtower Pass, and is the only such monument that does not feature one of the signing Five Kings, but instead depicts Taggun, the founder of nearby Taggoret. King

Harral looks down from the storm-crowned heights of the mountain known as Lightning Top. Harral



actually ruled Saggorak, and was among the dwarves who starved to death during the orc siege. King Kazmukh ruled the Impenetrable Kingdom of Doggath, where he held out for 19 years before invading orcs finally breached the city's defenses. His image stands over Great Pass, carved in such a way that, from the center point of the pass, he appears to peer down from the ramparts of Fort Dagh. The stern visage of King Rolgrimm looks out over Low Pass. The last descendant of Grak the Younger to hold the throne of Grakodan, Rolgrimm died during the orc invasions. The ruler of Gardath, King Madgrim IX, originally commissioned a much larger monument of himself, but the cost soon became ridiculously prohibitive, and he scaled the dimensions back mid-project, resulting in his image having a disproportionately large head, and permanently earning himself the nickname "King Madgrim the Top-Heavy."

### Natural Resources and Hazards

As expected, most of the Five Kings Mountains' natural wealth lies in precious metals, gems, and ore. Largely composed of volcanic tuff and limestone near the surface, the deeper reaches include veins rich in iron, silver, gold, and mithral, respectively. Moreover, the heavily forested mountain slopes provide an abundant supply of wood for fires, though many of the dwarves' forges make use of natural heat vents and magma flows.

In addition to the usual threat of giants, trolls, ogres, and, below ground, orcs, goblins, and kobolds, the stout folk of the Five Kings Mountains must contend with periodic incursions by duergar, drow, hippogriffs, wyverns, and even the occasional band of human bandits (who make use of the twisting gorges and canyons as hideouts from human authorities). Those traveling off the beaten path in the mountains should be prepared to handle any sort of strange creature, and dwarven guard patrols, miners, scouts, and rangers are quick to spot signs of creatures too dangerous to handle without heavy backup.

Furthermore, while many of the original tunnels and caverns of the dwarf empire of Tar-Targaadth are still in use, huge regions lie in ruins, sealed off or otherwise beyond the reach of civilization. These areas have fallen into the hands of Darklands denizens or other, more savage creatures, and now represent major hazards to those daring (or unlucky) enough to tread the old passages and byways.

### Outside Influences

While the Five Kings dwarves do not actively prevent outsiders from entering their tunnels, they do not encourage them, either. Guests are welcome in the civilized areas—particularly in Highhelm—but the ruins of the empire of Tar-Taargadth are far



# The Five Kings Mountains

too dangerous. The dwarves have long since learned that things dwell there that are best left undisturbed.

Nonetheless, the dwarves maintain friendly relations with humans visiting from Druma, and even the elves of Kyonin are on good terms with the stout folk. Gnomes are welcome virtually anywhere in the Five Kings Mountains, being almost as good at mining as the dwarves themselves. Half-orcs, however, are often persecuted even when in the mountains on legitimate business.

## FOREIGN RELATIONS

The stout folk have never had much problem getting along with their surface neighbors, spending most of their time literally beneath the notice of other nations. When the Five Kings dwarves were at war with one another, their conflicts often spilled out into nearby lands, but the Kerse Accord put a stop to all that. Now, they trade freely, and Highhelm is a popular destination for human merchants looking to deal in fine dwarven goods—though the deeper reaches of the mountains are often a bit too dangerous for any but the bravest adventurers. The relations between the Five Kings dwarves and their neighbors are detailed below.

**Andoran:** The stout folk have a “purely business” relationship with Andoran, allowing its people to work certain silver mines that the dwarves consider all but played-out. However, the Andoren ideal of egalitarian democracy fails to sit well with the more conservative dwarves, who have lived under the banner of one monarchy or another for most of recorded history. Andorens are welcome in Highhelm and the other dwarven cities—provided they avoid talking politics.

**Druma:** The dwarves of the Five Kings Mountains will always hold a fondness in their hearts for the people who delivered them from their endless internal wars by fostering the Kerse Accord. In fact, the Druman cities of Kerse and Macridi are still two of the stout folk’s primary trade destinations; barges filled with metal tools, armor, and weapons move downstream from Highhelm to both human ports on a regular basis.

**Isger:** Most dwarves understand orcs, goblins, kobolds, and duergar well enough, but the idea of devils and demons is a bit too strange for them to easily accept. Ergo, they see Isger as a potential military threat, rather than as a spiritual enemy. They are more concerned with the large number of Isgeri bandits who encroach into the mountains, and dispatch numerous envoys to the Isgeri government demanding that something be done about the problem.

**Kyonin:** Although dwarves and elves have not always gotten along, they are not naturally enemies; life is simply too long for both races to nurse grudges. Instead, they trade back and forth, and consult on matters of relations with the humans, particularly when it concerns both nations.

## DWARVES BEYOND THE FIVE KINGS MOUNTAINS

Dwarves can be found nearly everywhere on (and inside) Golarion. Outside the fastnesses of the Five Kings Mountain range, however, only a handful of notable dwarven settlements exist.

### The Darklands

When the dwarves of Nar-Voth began their Quest for Sky, not all of their people were convinced of the wisdom of tunneling upward, and some steadfastly refused. As time went on and the questing dwarves moved farther toward the promised surface lands, they and the holdouts who remained behind grew further and further apart culturally, and, eventually, physically. The deep-dwellers turned to the veneration of Droskar, the Dark Smith of the dwarven pantheon, who urged them to put aside their usual handiwork in favor of weapons, armor, and the like.

These dwarves became the duergar—ashen-skinned, bald-pated warriors every bit as savage and cruel as the Darklands races who had preyed upon them for so long. Though they began their dreadful subservience to the Dark Smith in the deepest reaches under the Mindspin Mountains, duergar are now scattered from one end of Golarion to the other.

Though communication with surface dwarves is infrequent and often hostile, most dwarves in the Five Kingdoms are aware that of late the duergar have been waging war with other Darklands races. Though their resistance to these advances are disorganized at the moment, the duergar have begun reestablishing communications with some of the stronger remnants of their last great underground empire, and plan an all-out assault on their enemies once their forces are in place. Should this come to pass, it may form the foundation of the next mighty duergar civilization, which could easily spill upward into the tunnels and mines currently occupied by their long-lost cousins—perhaps even to the surface.

### Kalsgard

The dwarven enclave at Kalsgard, in the Lands of the Linnorm Kings, is built into the banks of the Rimeflow River, and passes beneath the city proper; the dwarves literally live among the foundations of Kalsgard. Working equally with stone and ice, the dwarves have created canals and cisterns to gather and store fresh water, and underground livestock pens to ensure that Kalsgard’s cattle—and by extension, the people of Kalsgard—survive the long winters.

Because survival in the harsh climate is a matter of community effort, the dwarves of Kalsgard are somewhat

less isolationist than the dwarves of other lands, and not only mix freely with the humans and gnomes, but are warmly welcomed. Dwarves occupy positions of authority all over the city, and the acclaimed warrior-skald Grundi Erigson acts as an advisor to Svienn Blood-Eagle, the Linnorm King of Kalsgard.

All the dwarven warrior-skalds are treated with deep respect throughout the Lands of the Linnorm Kings, though the majority of them reside in Kalsgard. These “fighting poets” are both great entertainers and veteran adventurers, whose heroic deeds are considered second only to the accomplishments of the Linnorm Kings themselves. (To hear them tell it, however, they are always in some way instrumental to the various kings’ victories.)

By virtue of their experience in the world at large, the leaders of the dwarven community in Kalsgard are regarded as the elders of the warrior-skalds. Currently, a council of three warrior-skalds—Bregan the Blind, Korrug Whale-Swallower, and Madgar Dragonbreaker—holds court in the Undercroft, where all matters of justice pertaining strictly to dwarves are decided. This is also where visitors (both non-dwarves, and dwarves from other lands) may formally address the dwarves’ leaders.

### **The Kodar Mountains**

Though considered uninhabited, the Kodar Mountains are home to a few scattered communities of dwarves, most of whom are “slags”—outcasts from dwarven society. Comprised of criminals, outlaws, oath-breakers, and not a few lunatics, these dwarves come here specifically because other dwarves avoid the area. Although their existence is harsh, and their life expectancies short, they literally have nowhere else to go—at least, not anywhere they can mingle freely with other dwarves.

The slag life is brutal, but faced with waves of dwarves immigrating to the Kodar Mountains over the centuries, they have tunneled deeper into the caverns, shored up caves, and generally built for themselves the dwarven equivalent of shantytowns (which they wryly refer to as “slag-heaps”). The accommodations are crude at best, and fortifications sometimes meaningless (especially when considering the rocs, dragons, crag spiders, and other carnivorous beasts that frequently invade the caverns in search of easy prey), and slags are forced to relocate on a regular basis, but their society, such as it is, endures.

The communities themselves remain isolated and fiercely independent, dealing little with the outside world, if at all. Other than some bartering with nearby barbarian tribes, the slags conduct no trade, have no particular industry, and despite their criminal element, rarely even rob travelers or raid other settlements.

### **The Mindspin Mountains**

Although the Five Kings Mountains have the largest population of dwarves in Golarion, and Highhelm is held by most dwarves to be its “capital,” the Mindspin Mountains are renowned for their concentrations of dwarf settlements. Primary among these is Janderhoff, one of the few remaining Sky Citadels still in use by dwarves (as opposed to being occupied by orcs, goblins, and other, more dangerous things) and a major hub of commerce between the dwarves and other humanoid races. Indeed, Janderhoff is the Mindspin Mountains’ real claim to fame: an iron fortress built atop a mountain riddled with ancient tunnels and mines—an architectural achievement largely unmatched in the modern age.

The mountains themselves are also heavily populated by dwarves—primarily miners and trappers, though a fair number of explorers come here in search of ancient dwarven tunnels and caverns from the time before the Quest for Sky. Unfortunately, a great many ogres, trolls, and other giants also inhabit the mountains, and clashes are frequent and violent. Many dwarves have disappeared in this region, and, although dwarven troops from nearby Janderhoff patrol the mountains, far too many dwarven settlements—mainly mining camps, hunting lodges, and the like—are wiped out long before a patrol can arrive to check on their well-being.

Still, the dwarves persist, partly because they occasionally uncover treasures such as Crystalrock. Known to the Janderhoff dwarves as “the Heart of the World,” Crystalrock is a large natural cavern where an enormous crystal formation hangs suspended from thread-like crystal strands—shaking and pulsing with a rhythm that can be felt for miles. The elders of dwarven society gather at Crystalrock once each year—as they have done for centuries—to observe this phenomenon, troubled by the fact that the “heartbeat,” as they call it, is increasing in tempo.

### **The Shattered Range**

In the far south, bordering Geb and the Screaming Jungle, the mountains known as the Shattered Range are home to some of Golarion’s hardest dwarves: the dusky-skinned nomads commonly referred to as “desert dwarves.” Although the Shattered Range has no known dwarven cities stemming from the Quest for Sky (at least, none are named in any historical record), the desert dwarves claim the mountains as their ancestral home. They believe that the ragged tunnels weaving through the region’s broken stone are the remains of ancient dwarven thoroughfares and highways, carved from the rock by their ancestors and fallen into disrepair as the result of some long-forgotten cataclysm. The desert dwarves further believe that this cataclysm buried their ancestors’ once-mighty underground cities—a punishment from the gods for a host of unforgivable sins.



# The Five Kings Mountains

The desert dwarves spend their days in the rough tunnels, preferring to travel aboveground only by night. They move in caravans of as many as 300 family units (though 30–50 are more common), carrying all their possessions on camels and desert ponies. Though somewhat reticent with strangers, they nonetheless trade freely with the communities through which they pass, bartering livestock, ore, gems, and the like for cloth, grains, fresh fruit, and other necessities that they themselves cannot otherwise procure.

The desert dwarves have no need to trade for smithed items, such as weapons or tools, or fresh water. They claim this is because underground springs supply water to many of their tunnel “oases,” which are also equipped with permanent forges, tended year-round by dwarf craftsmen and their families, who have abandoned their nomadic ways for the good of all the tribes. The travelers speak of these “hidden smiths” with the highest respect, and even during the all-too-frequent tribal wars that rage all around them, the wanderers never target these neutral craftsmen.

## Osirion

In addition to the shaven-headed dwarf monks of the Ouat caste, the deserts of Osirion play host to the Pahmet—or, as most non-dwarves know them, the “sand dwarves.” Austere, and of noble bearing, the Pahmet are nonetheless rather savage, holding portions of the mountainous southwestern region of Osirion as sovereign territory, and fiercely fighting off would-be intruders. Though not particularly cruel, they are decidedly harsh in their dealings with outsiders, acting in accord with a code of conduct handed down over generations of life in the hot, dry climate—a code that the sand dwarves claim originated in the Age of Destiny, and came directly from the lips of an ancient dwarven pharaoh.

The history of the sand dwarves suggests they were once closely connected with the pharaohs of Osirion—perhaps as servants or royal slaves, though their own legends claim they were messengers sent by the gods in times of crisis, who somehow became imprisoned in the mortal realm. This may be a misinterpretation of the nature of the pharaohs, but the sand dwarves themselves are particularly sensitive to discussing the subject.

Physically, the Pahmet are similar to other dwarves, though their deeply bronzed skin immediately sets them apart as different from all others of their race, though, aside from their aquiline features, they could be mistaken for desert dwarves from the Shattered Range. Locals of other races never make this mistake, however; they remain mindful of intruding on the sand dwarves’ territory. Unlike the desert dwarves, the sand dwarves dwell solely in one general area of Osirion, where, it is rumored, lies the royal necropolis of an entire dynasty of Osirion’s pharaohs, still tended—and guarded—by their Pahmet servants.

## The Sky Citadels

While dwarves can be found everywhere in Golarion, usually living alongside other humanoids, major dwarven settlements other than those mentioned in this chapter are rare in the Inner Sea Region. Certainly, there are enclaves occupying mines and worked cavern complexes underneath many major cities, and quite a few that exist entirely apart from other races, but most have little impact on dwarf society as a whole. However, the most remarkable dwarven holdings have always been their 10 mighty Sky Citadels, where the dwarves of ages past first ventured forth onto the surface, and constructed fortresses to defend themselves from the dangers of their strange new world. Almost all of these have fallen to sieges or natural disasters over the centuries, but at least five are known to remain standing.

First and foremost of these is the city-fortress of Janderhoff—the seat of dwarf influence in western Avistan. One of the last Sky Citadels built during the Quest for Sky, Janderhoff’s subterranean passageways let onto heavily guarded entrances to the Darklands, where a great many dwarven workers still mine for iron and gold.

The Sky Citadel of Highhelm is the cultural center of the Five Kings Mountains, where the most prominent dwarven rulers dwell, and all other dwarven leaders come for counsel. Located within Emperor’s Peak, Highhelm is one of the oldest Sky Citadels, and the most heavily fortified. It retains a working connection to the Darklands, though it is sealed shut with massive iron gates, secured with locks the size of two dwarves standing abreast.

Kravenkus, nestled in the World’s Edge Mountains of northeastern Taldor, is something of a ghost town; played-out mines and repeated sieges by Darklands dwellers have motivated most of the residents to relocate to the Five Kings Mountains, and vast halls once filled with the bustle of toil and commerce now echo eerily in the gloom. A meager garrison of some 400 dwarven warriors remains to patrol Kravenkus, which is now inhabited by perhaps 2,500 dwarves. Most of these have withdrawn to the central “keep” tunnels, but some of the braver (or more stubborn) dwarves choose to live on the outskirts of what little civilization Kravenkus has left, eking a living scrounging among the citadel’s empty halls and corridors.

A similar fate might have befallen Dongun Hold in Alkenstar, had the dwarves there not invented black-powder firearms. Now Dongun Hold is a hub of commerce in the south, as well as a mecca for explorers on the forefront of technological development.

The most architecturally advanced of the Sky Citadels is now all but unrecognizable as a dwarf construction. Conquered by the orc warlord Belkzen in the Battle of Nine Stones, Koldukar has undergone centuries of defacement and simple neglect under the tenancy of the orcs, and is now known to almost everyone as Urgir. The dwarves, however, have never forgotten, and hope one day to reclaim Koldukar for their people.

# Combat

## THE AXE, CHAIN, AND HAMMER

Dwarves are known as fierce combatants and terrific foes who forged their martial prowess in the furnace of the earth, deep in the bowels of Golarion. They dulled their axes and chipped their hammers on the legions of the Darklands, perfecting their brutally pragmatic techniques on hordes of orcs and even stranger things. It was in this period of warfare that dwarven bards wrote many of their most famed epic poems, celebrating their mightiest warriors and heroes: Hothar the Badger, Adduk Tribeslayer, Kairn the Bandy-Legged, and dozens of others. It was these legendary figures who developed some of the best-known contemporary dwarven fighting techniques, still honored and widely practiced to this day.

Tales of dwarven ancestors are an important aspect of the dwarves' culture, and chronicles of these heroes inspire dwarven children until they are old enough to pick up a hammer or axe, which their parents encourage at an early age. In addition to setting high standards for martial prowess, the dwarves also draw their fighting techniques from their stories, with precise methods handed down along with the epic sagas, connecting the current generation with those heroes, as well as their long and epic past.

Though many such tales abound, a few of the most influential are recounted below.

**The Bounding Hammer:** During his quest for the legendary darksteel, mythical hero Pelligur confronted the Weeping Giant, a great, vicious guardian that crushed foes to death in its vise-like bear hug. To keep his distance, Pelligur spun away from the lumbering brute and threw his warhammer at the giant in a precise manner, causing the weapon to ricochet back within his reach so that he could recover it, repeating the tactic until the giant finally succumbed to the blows.

**The Dorn-Dergar:** During the reign of the House of Daerdren marched the fabled huscarls, the elite bodyguards of dwarven nobility. These men wielded the dwarven dorn-dergar (see sidebar), which granted the huscarls greater reach than their adversaries and, by tightening up the slack, was also quite effective against opponents who managed to close the distance.

**The Sliding Axe:** Another popular dwarven technique comes from the legendary General Stelag during the Battle of the Forgotten Chasm. Stelag, a master of battle tactics,

knew that his opponent, the orc chieftain Malog, would order his warriors to charge once they approached within 100 feet, holding their shields high to protect their heads and vitals from thrown weapons and crossbow bolts. Stelag had his men throw their axes sideways, skipping them off the ground, increasing their range and sending them crashing into the unprotected legs of the charging orcs.

**The Stance of the Xorn:** The great dwarven weaponmaster Agmar Redbeard believed that by studying the creatures of the deep, the dwarves could improve their fighting styles. Though he created many styles, his most famous by far is the Stance of the Xorn. By analyzing these strange extraplanar beings, Agmar was able to develop a technique that was able to mimic the monster's ability to stay constantly aware of its surroundings, teaching this secret to his most dedicated students.

## COMBAT FEATS

The following feats are derived from ancient dwarven battle stories. While any character who meets the prerequisites may select them, the feats are rare outside of dwarven culture, and GMs may require special permission or training for non-dwarf characters who wish to learn them.

### Bounding Hammer (Combat)

You can throw a hammer so it rebounds near you.

**Prerequisites:** Proficiency with hammer, base attack bonus +6.

**Benefit:** As a standard action, you may throw a hammer at an opponent within 20 feet. If you hit (whether or not the attack damages the target), the hammer rebounds off of the creature and lands in your square. If you have the Snatch Arrows feat, you may choose to catch the hammer when it enters your square (though this does not give you the ability to immediately throw the hammer). This ability may not work against some creatures or in certain circumstances as determined by the GM; for example, your weapon does not bounce off incorporeal creatures (unless it has the *ghost touch* ability), it may stick to creatures with the adhesive ability, the slowing effect of fighting underwater prevents you from using this feat, and so on.

**Normal:** A thrown weapon drops in the square where it hit its target.



# Combat: The Axe, Chain, and Hammer

## New Dwarven Weapon

### Exotic Weapons

#### Two-Handed Melee Weapons

	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Dwarven dorn-dergar	50 gp	1d8	1d10	x2	—	15 lbs.	B	reach

**Dwarven Dorn-Dergar:** This exotic weapon is a 10-foot-long, heavy metal chain weighted at the end by a round ball of solid iron about the size of a large fist. By adjusting the slack of the chain, the weapon can be used either with or without reach. Changing between using it as a normal weapon and a reach weapon is a move action. Though fallen into disuse over the spanning centuries, the dorn-dergar is still sometimes employed by dwarves who cling to the old ways.

Dwarves treat dorn-dergars as martial weapons.

### Darting Viper (Combat)

When using a dorn-dergar, you can quickly attack both near and distant foes.

**Prerequisites:** Base attack bonus +4, proficiency with the dwarven dorn-dergar.

**Benefit:** You may change whether you're using the dorn-dergar as a normal or reach weapon as a swift action.

**Normal:** Changing whether a dorn-dergar is a normal or reach weapon is a move action.

### Dorn-Dergar Master (Combat)

You can use a dorn-dergar with only one hand.

**Prerequisites:** Two-Weapon Fighting, base attack bonus +4, proficiency with the dwarven dorn-dergar.

**Benefit:** You can use a dorn-dergar as a one-handed weapon. When using it one-handed, changing whether it's a normal or reach weapon is a full-round action. If you have the Darting Viper feat, changing its reach is a move action.

**Normal:** A dorn-dergar requires two hands to wield.

### Sliding Axe Throw (Combat)

You may aim your thrown axe to avoid an enemy's shield and even trip your opponent.

**Prerequisites:** Dex 13, base attack bonus +1.

**Benefit:** You can choose to take a -2 penalty on a ranged attack roll with an axe, bouncing it or sliding it along the ground. If the target is flat-footed, running, or charging, this attack ignores any bonuses to the target's AC from its shield. If the attack hits, you may immediately make a trip attempt against the target as a free action. If you fail to trip your opponent, your opponent does not get an attempt to trip you in return.

This ability may not work in certain circumstances as determined by the GM, such as if the ground is soft, there is an obstacle or difficult terrain on the floor between you and your target, and so on.

### Stance of the Horn (Combat)

You have heightened awareness of enemies on all sides.

**Prerequisites:** Wis 15, base attack bonus +3.

**Benefit:** Flanking creatures do not gain a +2 bonus to attack you (this does not prevent you from being sneak attacked or denied your Dexterity bonus). A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

**Normal:** Flanking opponents gain a +2 flanking bonus to hit.



# Faith

## THE BROOD OF TORAG

Though dwarves honor Torag as the father and creator of all things, they pay equal homage to his family (with the exception of Droskar, whom most surface dwarves shun). Below are spells granted by each of these deities to the followers of Torag and his relatives.

In order to prepare any of these spells, the caster must spend an hour performing a ritual in which he beseeches Torag (or a member of his family) for the aid of one of his divine family members. For 24 hours after the ritual, the caster may prepare spells of the requested deity. The caster may only attune himself to one additional deity at a time.

### BLOODSWORN RETRIBUTION

**School** necromancy; **Level** cleric 6, paladin 4, ranger 4 (Dranngvit)

**Casting Time** 1 round

**Components** V, S, M (your blood)

**Range** personal

**Target** you

**Duration** special (see text)

When you cast this spell, you cut yourself and swear an oath of retribution on your own blood. You decide how much damage you want to take from this attack, up to 25 points. This damage cannot be healed for as long as the spell is in effect. Anytime you perform an attack, save, or check that is directly related to the oath and brings you closer to the fulfillment of that oath, you gain a morale bonus to that roll equal to the number of hit points of damage you took from the oath divided by 5. The GM is the final arbiter over whether or not an action qualifies for this bonus. When you fulfill the oath (or choose to forsake it), the spell ends, and the lost hit points can be healed as normal.

For example, a notorious bandit leader killed Stigur's brother, and Stigur wants to avenge his brother's death. Stigur casts this spell and sacrifices 20 hit points. Thereafter Stigur gains a +4 morale bonus on attack rolls against the bandit leader's minions, saves against spells from said minions, Intimidate checks to coerce an informant to tell him where the bandit leader is camped, and so on.

### DWARVEN VEIL

**School** transmutation; **Level** cleric 2, paladin 2 (Bolka)

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one creature

**Duration** 10 minutes/level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell enhances the target's dwarven or dwarf-like qualities, making it appear more attractive, personable, and worthy of respect and admiration by dwarves. The target is still recognizable as itself. The target gains a +2 circumstance bonus to checks to influence dwarves (such as Diplomacy, Intimidate, and so on).

### INVIGORATING REPOSE

**School** conjuration (healing); **Level** cleric 5 (Magrim)

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 hour or until discharged

This spell enhances your spells that bring the dead back to life. If you cast *raise dead*, the target creature is restored to full hit points. If you cast *breath of life*, that spell can revive a dead target as long as you cast it within a number of rounds equal to half your caster level, and the healing effect is treated as if the spell were empowered with the Empower Spell feat. Casting any of these spells discharges the *invigorating repose* spell.

### MIGHTY STRENGTH

**School** transmutation; **Level** cleric 4, paladin 4 (Trudd)

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 minute/level

As *bull's strength*, except it grants a +8 enhancement bonus to Strength.

### OATH OF JUSTICE

**School** necromancy; **Level** cleric 3, paladin 2 (Kols)

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** two creatures touched

**Duration** permanent (see text)

**Saving Throw** none; **Spell Resistance** no

This spell seals a solemn vow between two creatures. When this spell is cast, the targets must clasp hands and swear their oath in Kols's name. The spell functions like *mark of justice*, except as noted above and rather than being cursed, the oath-breaker gains a mark on the face indicating to all dwarves who see it that the target has



# Faith: The Brood of Torag

broken a sacred oath, which gives the oath-breaker a -4 penalty to influence dwarves. The mark can be removed as described in the *mark of justice* spell, or the other target can forgive the oath-breaker, which causes the mark to vanish.

## PEACEMAKER'S PARLEY

**School** enchantment (charm) [language-dependent, mind-affecting]; **Level** cleric 2 (Grundinnar)

**Casting Time** 1 swift action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Area** creatures in a 20-ft.-radius spread

**Duration** instantaneous

**Saving Throw** Will negates; **Spell Resistance** yes

You can attempt to influence unfriendly or hostile creatures, altering their attitudes toward you. After casting, make a Diplomacy check against the creatures as a free action; you gain a +2 sacred bonus on this check against creatures that failed their saves against the spell. Even if you favorably manipulate the attitude of the affected targets, they quickly revert to their previous attitude if threatened or treated poorly.

## PLANNED ASSAULT

**School** transmutation; **Level** cleric 3, paladin 3, ranger 4 (Angradd)

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** close (25 ft. + 5 ft./2 levels)

**Area** one creature/level, no two of which can be more than 30 ft. apart

**Duration** 1 minute/level or until discharged

**Saving Throw** none; **Spell Resistance** no

This spell increases the effectiveness of a planned action. If the targets spend at least 1 minute studying a situation, they receive bonuses to their first actions in response to the situation. All targets must declare in advance what their intended actions are. If they perform those actions, they receive a +2 sacred bonus to AC, saving throws, and checks for the first round. This bonus increases to +4 at 10th level and +6 at 15th level.

For example, the PCs discover a camp of orcs; the PC cleric casts *tactical assault*, the group spends 1 minute analyzing the layout of the camp, and then declares its actions. As long as the PCs stick to the plan, they gain a +2 morale bonus to AC, saving throws, and all actions for the first round.

## TACTICAL FORMATION

**School** abjuration; **Level** cleric 3, paladin 3, ranger 4 (Torag)

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Area** up to one creature/level, no two of which may be more than 30 ft. apart

**Duration** 10 minutes/level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell increases the effectiveness of a group's formation in battle. When cast, all creatures under the effect of the spell must be adjacent to one another, forming an unbroken chain of squares (which may include creatures sharing the same square). This chain does not need to be a straight line. Each target in the chain receives a +2 deflection bonus to AC as long as the targets stay adjacent to at least one other creature affected by the spell; moving more than 5 feet from another target ends the spell with respect to that creature only. For example, a cleric could cast it on himself and four dwarves blocking a 20-foot-wide corridor; the cleric can move freely from the left side of the formation to the right side (whether in front of or behind the other targets) and not break the spell as long as he stays within 5 feet of at least one of them.

## WATCHFUL EYE

**School** abjuration; **Level** cleric 1, paladin 1 (Folgrit)

**Casting Time** 1 standard action

**Duration** 1 minute/level

**Components** V, S, F (a pair of silver or gold rings worth 10 gp, worn by both you and the target)

This spell emulates Folgrit's motherly protection. It functions as *shield other*, except as noted above, and you must maintain line of effect to the target.



# Magic

## BARD AND CLERIC SPELLS

Highly revered within dwarven society as the keepers of clan lore and ancestry, dwarven bards and clerics often serve as intermediaries between their people and the ancestors of the clan. As a race, dwarves place great importance on honoring one's parents and ancestors, and learning from their wisdom. Many of the extant Sky Citadels boast great libraries that contain historical texts and treatises as ancient as the *Quest for Sky*, written by great dwarven heroes of old. It is the bards who are tasked with preserving this knowledge, and for this reason they are held in high honor among dwarven society. Among other unique traits, dwarven bards—and, occasionally, clerics—possess the power to magically call upon the spirits of their ancestors for aid.

Normally, only dwarves may learn or prepare these spells, though spellcasters of other races with strong ties to their ancestors, or special individuals who greatly honor dwarven ancestors, may sometimes be granted the ability to call upon these magics.

### ANCESTRAL COMMUNION

**School** divination; **Level** bard 2, cleric 2

**Casting Time** 1 minute

**Components** V, S, F/DF (stone or metal image of your ancestor)

**Range** personal

**Target** you

**Duration** 1 minute/level

You contact the spirits of your ancestors and use their great wisdom to bolster your own knowledge. Consulting with the spirits is a full-round action. If you consult with the spirits before making a Knowledge check, you gain a +4 insight bonus on the check. If you have already failed at a Knowledge check, you may consult with your ancestors and make another attempt. The insight bonus on these checks increases to +6 at caster level 7th and +8 at caster level 11th. You may consult with the spirits for this purpose as often as you like while the spell remains in effect. Only you can hear the spirits speak to you.

### ANCESTRAL GIFT

**School** conjuration (summoning); **Level** bard 4, cleric 4

**Casting Time** 1 standard action

**Components** V, S, F/DF (stone or metal image of your ancestor)

**Range** personal

**Effect** magical weapon

**Duration** 10 minutes/level

A ghostly manifestation of one of your ancestors appears before you bearing a weapon of your choice in its hands. The weapon may be any simple, martial, or dwarven weapon. It has a +1 enhancement bonus and one weapon special ability (your choice) from the *Pathfinder RPG Core Rulebook* with a price equivalent to a +1 bonus (if the weapon is a double weapon, the ability and the enhancement bonus only apply to one end, or the weapon can have a +1 enhancement bonus on both ends but no other magical abilities).

You may use the weapon as if you were proficient in it. The weapon may not be wielded by anyone else, and if removed from your grasp, it vanishes and the spell ends immediately.

If you conjure a weapon with the *flaming*, *frost*, *shock*, or *thundering* property, this spell has the fire, cold, electricity, or sonic descriptor (respectively).

### SUMMON ANCESTRAL GUARDIAN

**School** conjuration (summoning); **Level** bard 3, cleric 3

**Casting Time** 1 standard action

**Components** V, S, F/DF (stone or metal image of your ancestor)

**Range** medium (100 ft. + 10 ft./level)

**Effect** two summoned ancestor spirits

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** yes

You call the spirits of two ancestors to manifest in the mortal world and attack your enemies. Each appears as a transparent image of a powerful, wise dwarf armed with a traditional dwarven weapon of your choice. These spirits move and attack at your direction, each having the abilities of a *spiritual weapon*, except they can attack different targets and deal physical damage (bludgeoning, piercing, or slashing, according to the weapon the spirit wields) instead of force damage. Like creatures conjured with a *summon monster* spell, your ancestors are not harmed if these manifestations are destroyed.

## RANGER AND DRUID SPELLS

Stalking through lonely caverns and tunnels alone, many dwarven rangers and druids lead solitary lives as the guardians of the deepest reaches of their citadels and fortresses. Most voluntarily shoulder the burden of protecting their homes from subterranean threats, viewing their charge as both a duty and calling. The claustrophobic world of the Darklands is forbidding terrain, however; separated from the sun and clear air of



# Magic: New Dwarven Spells

the natural world, dwarven rangers and druids learn to perceive the lands below in entirely new ways. To help combat their enemies in the confines of the Darklands, dwarven rangers and druids have developed a unique spell to make them more effective tunnel fighters.

## SEE THROUGH STONE

**School** divination; **Level** druid 4, ranger 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** concentration, up to 1 round/level (D)

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

You gain the ability to see through solid rock as if it were transparent glass. You may see through 1 foot of stone per caster level. You see within the stone as if you were looking at the area in normal light, even if there is no illumination, though low-light vision and darkvision have no effect on your ability to see through stone. Metal at least 1 inch thick or wood or dirt at least 3 feet thick blocks your vision.

The spell does not negate concealment for those creatures hiding behind stone objects (the stone is still an obstacle to your attacks).

## SORCERER AND WIZARD SPELLS

Dwarven wizards and sorcerers are relatively rare compared to spellcasters of other types. Despite millennia of practicing the arts of craftsmanship and engineering, few dwarves studiously pursue the arcane arts. Those few who master the art of wizardry or embrace their sorcerous talents, however, often employ a unique means of inscribing runes on objects, enhancing their durability or making them impassable.

## RUNE OF DURABILITY

**School** transmutation; **Level** sorcerer/wizard 3

**Casting Time** 1 minute

**Components** V, S, M (iron filings)

**Range** touch

**Target** weapon touched

**Duration** permanent

**Saving Throw** none; **Spell Resistance** no

You inscribe an angular rune upon the surface of a weapon, increasing its hit points. A weapon that bears this rune multiplies its hit points by 2, as if it were one size category larger than it actually is. Placing more than one rune of this type on a weapon has no effect.

## RUNE OF WARDING

**School** abjuration; **Level** sorcerer/wizard 3

**Casting Time** 1 hour

**Components** V, S, M (powdered adamantine, diamond, or mithral worth 200 gp)

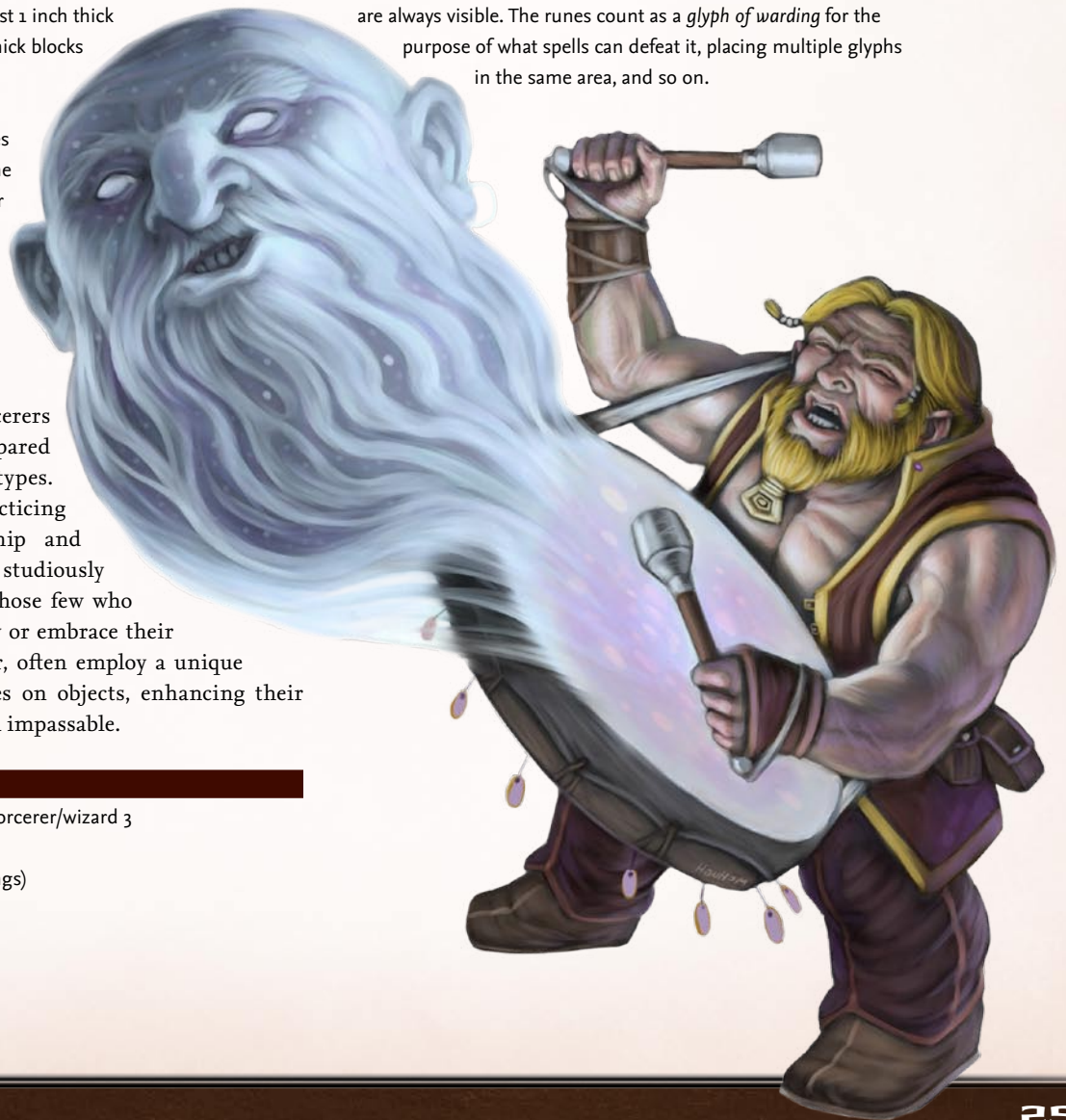
**Range** touch

**Target** doorway or portal touched

**Duration** permanent until discharged (D)

**Saving Throw** Reflex half; **Spell Resistance** no (object) and yes (see text)

You inscribe a series of runes upon the surface of a door or around the border of an entryway. They function as a *glyph of warding* (blast glyph), though unlike a *glyph of warding*, these runes are always visible. The runes count as a *glyph of warding* for the purpose of what spells can defeat it, placing multiple glyphs in the same area, and so on.



# Persona

**T**hough rivalries still exist between certain clans, in general dwarves prefer to work peacefully together when one of their race needs help. The following three characters are presented as sample dwarves. With your GM's permission, you could hire them to help with a difficult adventure or select them as cohorts with the Leadership feat. Alternatively, your GM may introduce them as local contacts. Because they're intended to be allies rather than opponents, none of them have Challenge Ratings or XP values listed. Each also includes a short section about upgrading their gear and appropriate character traits if you want to use these NPCs as quick and easy player characters; if you do, remember to update the characters' information (saves, Armor Class, and so on) to reflect these changes.

## KAPTRA DORETHAIN

Kaptra is a dwarf of Janderhoff, a priestess of Torag, and a skilled worker of metal. She bore a strong son and a healthy daughter for her husband Jorst (who sadly vanished in the Mindspin Mountains more than a decade past). Kaptra works her forge clad in full armor despite the heat of her smithy, though the worst is mitigated by *endure elements*. She is a trusted advisor in her community, and often acts as an envoy between Korvosa and the Shoanti.

With her children grown and her home empty, she looks to the outside world to keep her spirits high. She is likely to help friendly people with tasks, including crafting magic items, providing extra healing on dangerous missions, facilitating negotiations for those unskilled at diplomacy, or guiding visitors to and from locations near her home city. She has a mothering personality and enjoys looking after young or free-spirited dwarves, gnomes, and halflings.

### KAPTRA DORETHAIN

Female dwarf cleric of Torag 6



**KAPTRA**

LG Medium humanoid (dwarf)

**Init** -1; **Senses** darkvision 60 ft.; Perception +5

#### DEFENSE

**AC** 22, touch 9, flat-footed 22 (+10 armor, -1 Dex, +3 shield) (+4 dodge vs. giants)

**hp** 33 (6d8+6)

**Fort** +8, **Ref** +3, **Will** +12; +2 vs. poison, spells, and spell-like abilities

#### OFFENSE

**Speed** 20 ft.

**Melee** +1 warhammer +7 (1d8+3/x3)

**Ranged** mwk light hammer +4 (1d4+2)

**Special Attacks** channel positive energy (3d6, DC 14, 4/day), artificer's touch (1d6+3, bypasses 6 DR and hardness, 6/day), +1 on attack rolls against goblinoid and orc humanoids

**Cleric Spells Prepared (CL 6th)**

3rd—*prayer*, *protection from energy*<sup>P</sup>, *remove disease*, 1 open spell slot

2nd—*make whole*, *resist energy*, *shield other*<sup>P</sup>, *spiritual weapon*, 1 open spell slot

1st—*bless*, *endure elements*, *remove fear*, *sanctuary*<sup>P</sup>, *shield of faith*

o (at will)—*detect magic*, *guidance*, *stabilize*, *virtue*

**D** domain spell; **Domains** Artifice, Protection

#### TACTICS

**Before Combat** Given warning of a specific kind of opponent, Kaptra takes 15 minutes to fill her empty spell slots with combat spells, then casts *shield of faith* just before battle.

**During Combat** Kaptra casts *spiritual weapon*, then fights with her warhammer. If her allies prefer her to focus on healing, she casts *sanctuary* on herself, and *shield other* on an ally, and converts other prepared spells to healing spells.

**Morale** If defending her people or someone she feels especially protective toward, Kaptra fights to the death. Otherwise, she flees or surrenders if reduced to 10 hit points or less.

#### STATISTICS

**Str** 14, **Dex** 8, **Con** 12, **Int** 12, **Wis** 17, **Cha** 12

**Base Atk** +4; **CMB** +6; **CMD** 15 (19 when resisting a bull rush or trip)

**Feats** Craft Magic Arms and Armor, Iron Will, Persuasive

**Skills** Craft (armor) +8, Craft (weapons) +8, Diplomacy +9, Heal +8, Intimidate +4, Knowledge (engineering) +2, Knowledge (history)



# Persona: Gods and Minions

+5, Knowledge (local) +2, Knowledge (religion) +7, Perception +5 (+7 unusual stonework), Sense Motive +8

**Languages** Common, Dwarven, Gnome

**SQ** aura, resistant touch (6/day)

**Combat Gear** *wand of cure light wounds* (14 charges), +1 warhammer, masterwork light hammer, holy water (2), dagger;

**Other Gear** +1 full plate, +1 heavy steel shield, masterwork smithing tools, steel holy symbol, 322 gp

**PC Gear** Replace her +1 full plate and +1 heavy shield with +2 full plate and a +2 heavy steel shield; add an *amulet of natural armor* +2, a *ring of protection* +1, a *bag of holding* (type I), and 50 gp.

## TROVAG UTHAUN

Once a respected watch-sergeant in Highhelm, Trovag Uthaun couldn't resist lining his pockets. Caught taking bribes, he was cast out of the guard. Embittered and blaming his fellow dwarves for his downfall, he turned his back upon the Sky Citadel of his youth. Trovag has since become a bounty hunter and trainer of beasts. Trovag rarely travels without the company of one or more exotic animals or magical beasts, each more bloodthirsty and savage than the last. His latest acquisition is *Curse*, a strange wolf-like creature he acquired from a blootmage of Kaer Maga; the creature isn't really tame, and acts more intelligent than a common animal, but it's probably only a matter of time before it turns on him or runs away.

Trovag sells his services to whoever can pay his fees—one-half of a share of the treasure or 10 gp per day, whichever is greater—unless the work seems suicidal, in which case he refuses. If hunting a known person or creature, he takes time to gather information about the target and adapts his equipment and tactics appropriately. He is starting to feel the weight of years and pangs from many old injuries, and can be unreliable in combat when things turn sour.

### TROVAG UTHAUN

Male dwarf ranger 5/rogue 4

N Medium humanoid (dwarf)

**Init** +7 (+8 in mountains); **Senses** darkvision 60 ft.; Perception +15

#### DEFENSE

**AC** 18, touch 13, flat-footed 15 (+5 armor, +3 Dex) (+4 dodge vs. giants)

**hp** 63 (5d10+4d8+18)

**Fort** +7, **Ref** +11, **Will** +5; +2 vs. poison, spells, and spell-like abilities  
**Defensive Abilities** evasion, trap sense +1, uncanny dodge

#### OFFENSE

**Speed** 20 ft. (30 ft. with *longstrider*)

**Melee** masterwork falchion +9/+4 (2d4/18–20)

**Ranged** +1 *light crossbow* +10/+10/+5 (1d8+1/19–20)

**Special Attacks** bleeding attack, favored enemy (+4 dwarves, +2 humans), hatred (+1 attack vs. orcs, goblinoids), slow reactions, sneak attack +2d6

**Ranger Spells Prepared (CL 2nd)**

1st—*entangle* (DC 14), *longstrider*

#### TACTICS

**Before Combat** When faced with a tough fight, Trovag drinks his *potion of shield of faith*, casts *longstrider*, and poisons his crossbow bolts.

**During Combat** Trovag snipes enemies with his crossbow, making use of poison and sneak attack.

**Morale** Trovag usually withdraws if reduced to 20 hit points or less, leaving any allies to cover his cowardly retreat.

#### STATISTICS

**Str** 10, **Dex** 16, **Con** 14, **Int** 8, **Wis** 16, **Cha** 12

**Base Atk** +8; **CMB** +11; **CMD** 24 (+26 when resisting a bull rush or trip)

**Feats** Agile Maneuvers, Deadly Aim, Endurance, Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Reload, Rapid Shot

**Skills** Acrobatics +9, Diplomacy +10, Handle Animal +12, Knowledge (geography) +3, Knowledge (local) +3, Perception +15, Ride +6, Sense Motive +11, Stealth +14, Survival +15

**Languages** Common, Dwarven

**SQ** favored terrain +2 (mountains), greed, hunter's bond (companions), stonecunning, trapfinding, wild empathy +6

**Combat Gear** *potion of cure moderate wounds* (2), masterwork falchion, daggers (2), +1 *light crossbow*, bolts (30), blue whinnis poison (5), giant wasp poison (5); **Other Gear** +1 *chain shirt*, masterwork manacles, heavy war horse, military saddle, saddlebags with rations and water, 200 gp

**PC Gear** Replace his +1 *light crossbow* with a +3 *light crossbow*, his +1 *chain shirt* with a +2 *chain shirt*, and his masterwork falchion with a +1 *falchion*; add an *amulet of natural armor* +1, *belt of mighty dexterity* +4, *cloak of elvenkind*, *handy haversack*, *restorative ointment*, *ring of protection* +1, and 700 gp.

### CURSE

Male augmented wolf

N Medium magical beast (augmented animal)

**Init** +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

#### DEFENSE

**AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)



TROVAG

hp 17 (2d8+8)  
**Fort** +7, **Ref** +7, **Will** +3  
**Resist** cold 5, fire 5; **SR** 7

**OFFENSE**

**Speed** 50 ft.  
**Melee** bite +4 (1d6+3 plus trip)

**TACTICS**

**During Combat** Curse attempts to flank and trip opponents.  
**Morale** Curse flees if brought to 5 hp or less, or if Trovag retreats.

**STATISTICS**

**Str** 17, **Dex** 19, **Con** 19, **Int** 6, **Wis** 16, **Cha** 14  
**Base Atk** +1; **CMB** +4; **CMD** 18  
**Feats** Skill Focus (Perception)  
**Skills** Perception +10, Stealth +8,  
 Survival +3 (+7 scent tracking)

## ULDOON OF THE DESERT'S HEART

In the desert sands, Uldoon found the inner peace that had so long eluded him among the contemplatives of Ouat. He abandoned their order, and now wanders the desolate Sahure Wastes. He still favors the simple pleated linen skirt and bare chest of the Ouat, though he never gave up the dwarven manner of grooming and decorating his beard. Uldoon is a deep believer in the preservation of the natural order, and acts against those who would upset it; he has a particular interest in destroying aberrant creatures lurking in ruins or humanoids that deplete an area's resources. Uldoon draws his strength from the desert sands, and rarely wild shapes into flying creatures.

Uldoon is a wanderer, whether in the desert or exploring deep caves leading to the Darklands. While a bit ill-mannered and abrasive, he rarely initiates violence, and is fond of using summoned elementals to deal with minor threats. He may work as a guide, guardian, or even a healer, though he has little tolerance for the frail and puny.

### ULDOON OF THE DESERT'S HEART

Male dwarf druid of the Green Faith 7  
 LN Medium humanoid (dwarf)  
**Init** +0; **Senses** darkvision 60 ft.; Perception +11

**DEFENSE**

**AC** 16, touch 11, flat-footed 16 (+5 armor, +1 deflection) (+4 dodge vs. giants)  
**hp** 59 (7d8+28)  
**Fort** +10, **Ref** +4, **Will** +9; +2 vs. poison, spells, and spell-like

abilities; +4 vs. fey and plant-targeted effects

**Resist** acid 10

**OFFENSE**

**Speed** 20 ft.  
**Melee** mwk quarterstaff +7 (1d6+1)  
**Ranged** acid dart +5 ranged touch (1d6+3 acid)  
**Special Attacks** acid dart (1d6+3 acid, 7/day), wild shape (Tiny—Large animal, Small—Medium elemental, 7 hours/day), +1 on attack rolls against goblinoid and orc humanoids

**Druid Spells Prepared (CL 7th)**

- 4th—*cure serious wounds*, *freedom of movement*, *spike stones*<sup>D</sup>
  - 3rd—*cure moderate wounds*, *meld into stone*, *poison*, *stone shape*<sup>D</sup>
  - 2nd—*animal messenger*, *barkskin*, *bull's strength*, *flaming sphere*, *soften earth and stone*<sup>D</sup>
  - 1st—*charm animal* (DC 15), *cure light wounds*, *detect animals and plants*, *magic stone*<sup>D</sup>, *shillelagh*
    - o (at will)—*create water*, *guidance*, *purify food and drink*, *resistance*
- D** domain spell; **Domains** Earth

**TACTICS**

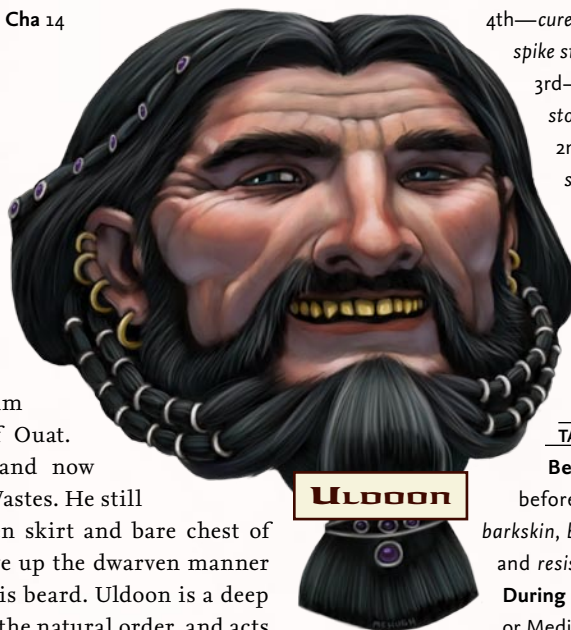
**Before Combat** If he can prepare before a dangerous battle, Uldoon casts *barkskin*, *bull's strength*, *freedom of movement*, and *resistance*.

**During Combat** Uldoon summons a Small or Medium earth elemental, then casts *spike stones* and *flaming sphere*. If hard pressed, he wild shapes into a dire wolverine.

**Morale** If brought to 15 hit points or less, Uldoon wild shapes into a Small earth elemental and flees into the ground using *earth glide*.

**STATISTICS**

**Str** 13, **Dex** 10, **Con** 16, **Int** 12, **Wis** 18, **Cha** 8  
**Base Atk** +5; **CMB** +6; **CMD** 17 (21 when resisting a bull rush or trip)  
**Feats** Augment Summoning, Great Fortitude, Lightning Reflexes, Spell Focus  
**Skills** Craft (pottery) +5, Handle Animal +6, Heal +8, Knowledge (geography) +8, Knowledge (nature) +13, Linguistics +2, Perception +11 (+13 unusual stonework), Spellcraft +10, Survival +16  
**Languages** Common, Druidic, Dwarven, Osiriani, Terran  
**SQ** nature bond (Earth domain), nature sense, resist nature's lure, trackless step, wild empathy +6, woodland stride  
**Combat Gear** masterwork quarterstaff, dagger, *potion of cure moderate wounds*, *wand of resist energy* (6 charges); **Other Gear** +1 *hide armor*, *ring of protection* +1, 43 gp  
**PC Gear** Replace his masterwork quarterstaff with a +1 *quarterstaff* and his +1 *hide armor* with +3 *hide armor*; add an *amulet of natural armor* +1, a *headband of inspired wisdom* +2, and 850 gp.



**Uldoon**



## DWARF GODS

In addition to their worship of Torag, Abadar, and Irori, Golarion dwarves have a small pantheon of related deities that have few worshipers outside the dwarven race. Few nonevil surface dwarves still worship Droskar, though he technically is part of the dwarven racial pantheon. Most of these dwarven gods are related to Torag in some way; as he is the greatest of them, they defer to him except in things that are entirely in their jurisdiction rather than his. Dwarven priests acknowledge these other deities in prayers for the community but very few worship any of them as a primary deity.

For alignment, areas of concern, domains, and favored weapon of these deities, see the inside front cover.

**Angradd (The Forge-Fire):** The counterpart to his older brother Torag's defensive perspective, Angradd is the god of aggressive tactics and warfare. He and Magrim watch over battles, dividing the dwarven spirits between them according to how brave they were in combat.

**Bolka (The Golden Gift):** Daughter of Torag and Folgrit, this happy goddess has long blonde hair and a figure that would make even the most reserved dwarf catch his breath. She makes arranged marriages blossom into love and inspires confirmed bachelors to decide to seek a wife.

**Dranngvit (The Debt Minder):** This bitter goddess is Torag's half-sister; some legends say she was to have been his bride but he chose Folgrit instead, and to earn her forgiveness he made her a goddess. The dwarves consider Dranngvit a necessary evil, a goddess to propitiate when they have wronged someone; only those consumed by hatred and bitterness choose her as a patron. She may be Kols's mother, though Folgrit treats him like her own son.

**Droskar (The Dark Smith):** Though many Golarion scholars would like to believe him dead, Droskar's church is the primary faith of the duergar, and in his name they churn out arms and armor for various conflicts deep under the surface. He teaches that repetitive work leads to improved skill, and that if you push yourself far enough, you will achieve greatness. Those who toil and still fail in this endeavor are either not working hard enough or aren't putting their hearts into their work. He believes in using slave labor to allow craftsmen to focus on the creative aspects of work without worrying about minor details; slaves also provide convenient scapegoats when output doesn't measure up to the expected standards. Among the faithful there is strong competition, as one who manages to create something exceptional or innovative must beware a rival or superior stealing it or taking credit for the achievement.

**Folgrit (The Watchful Mother):** Torag's wife is a patient goddess used to her husband planning and worrying too much. She is the goddess of motherhood, wives, and

children, especially those whose husbands and fathers are at war. She is also the goddess of widows and orphans and does her best to keep Torag's mind fresh so he can minimize dwarven casualties.

**Grundinnar (The Peacemaker):** This glib deity is well practiced in breaking up fights over his sister Bolka. He mends fences, encourages dwarves to be neighborly, and makes sure that dwarves do not forget friends they haven't seen in decades.

**Kols (Oath-Keeper):** This tight-lipped god splits his time between following his father Torag and keeping his brother Grundinnar out of danger. He punishes those who shirk their obligations or break oaths.

**Magrim (The Taskmaster):** Despite his gloomy role as the overseer of the dwarven afterlife, Magrim is no more dour than a typical mortal dwarf. He determines what tasks dwarf spirits must perform, including reforging worn-out souls to make them suitable for visiting the world again. He is Torag's older brother, and taught the first mortal dwarves how to properly commune with the gods.

**Torag (Father of Creation):** The dwarves believe that Torag created the world at his great forge, striking it again and again with his hammer to get the shape he desired. As the rocks tumbled and the sparks flew, the dwarves were born, made of stone with bellies full of fire. Torag appears as a powerful and cunning dwarf, busy at his forge hammering at a weapon or shield. He is the consummate planner, with a contingency for every situation. Nearly half his clerics are dwarves, although a great many humans have taken up his call. His faithful are skilled architects, craftsmen, and military planners. Guardians and watchmen sometimes offer up prayers to the father of creation, hoping he protects them as they watch over their charges.

Burrowing animals are sacred to the faithful of Torag, as are all animals that dwell in caves and mountainous areas. Flying creatures that live in such regions are viewed as abominations and freaks—bats in particular are hated by the church. Torag sometimes sends messages through cryptic riddles that appear on stone surfaces for a short period of time. Earthquakes are the ultimate indication of his displeasure, but those who survive are thought to be blessed. The cult of Rovagug is particularly hated by the followers of Torag, for his spawn have long seethed and squirmed in the deeper corners of the earth. Yet despite this loathing, Torag's followers do not get on well with those of Sarenrae, since their willingness to forgive and their devotion to the sun seem to many dwarves an indication of weakness.

**Trudd (The Mighty):** Torag's youngest son, he is the strongest of the dwarven gods despite his short beard. He guards his father's hall while its lord is away.

# Social

## BEARDS, ALES, AND CRAFTING

Separated by great distances—and occasionally centuries of lost contact—each of the remaining Sky Citadels and dwarven fortresses possesses its own mores and traditions. While dwarven society as a whole is nearly as fractious and diverse as the myriad cultures of humanity, almost all dwarves share a passion for well-groomed beards, hearty ale, and fine craftsmanship.

### Dwarven Beards

Dwarves are a proud people who take pride in few things more than their beards. Within the confines of many Sky Citadels and dwarven fortresses, the length of an individual's beard serves as an indication of his standing in society. The great thanes and dwarven nobility grow their beards to extravagant lengths, while shorter beards indicate a dwarf's rank as a warrior or craftsman whose work makes having a long beard dangerous (long hair that could be grabbed by an enemy or singed in a forge would hamper dwarven soldiers and smiths). The elaborateness of braids may indicate station, or at least the dwarf's sense of self-importance; wealthy or noble dwarves often have clan-servants plait their beards into intricate patterns and adorn them with gold and silver, while dwarves of low social standing keep their beards relatively simple or festoon them with decorations of tin, bronze, and iron.

Many ancient customs dictate that dwarves wear their beards in a particular style on certain occasions. A dwarf who lets his beard grow unkempt and unadorned is in mourning for a lost relative or close friend, for instance, while a beard that has been combed into a split and affixed with gold rings at both ends indicates that a dwarf has undertaken the ritual of courtship.

Dwarves of every station enjoy decorating their beards with metal rings and other adornments, and among the most popular decorations are clasps designed to prevent beards from getting in the way. Beyond their social significance, highly decorative beard clasps are often representative of an individual's accomplishments, and can announce the presence of a revered or reviled dwarf long before proper introductions are given, especially if the clasp is made of exotic materials or decorated with gems. Two particularly famous beard clasps, widely recognized by dwarves throughout Golarion, are described below.

**Clasp of the Orc-Slayer:** Worn by Undril Blackhammer, also known as the Reaver, a bloodthirsty and widely feared tunnel fighter, this leaden clasp depicts a fearsome dwarf hewing down orcs with twin handaxes. Having led numerous forays into the depths of the Darklands, Undril was overcome by an almost religious zeal to reclaim fallen Koldukar (the Sky Citadel now known as Urgir, the orc capital in the Hold of Belkzen). The heavily scarred, red-bearded dwarf led several crusades against the fortress, and had the clasp commissioned as a testament to his ferocity. The Clasp of the Orc-Slayer is now held in a place of honor in Highhelm, returned to the dwarven citadel after Undril was slain by his lifelong foes during his final crusade. A dwarf who wears the clasp gains a +2 circumstance bonus on Intimidate checks made against orcs; likewise, the wearer gains a +2 circumstance bonus on Diplomacy checks to influence other dwarves—at least, as long as they do not believe the wearer stole the clasp.

**The Lost Clasp of Tar Taargadth:** This most famous beard clasp was once worn by General Taargick himself. Crafted from pure silver and adorned with kingly images of Taargick surrounded by his most loyal thanes, it is a symbol of the dwarves' glorious heritage. Widely sought by both dwarves and unscrupulous treasure-hunters, the Lost Clasp of Tar Taargadth is presumed to be missing in the Darklands beneath the Five Kings Mountains. Should it be found, any dwarf bearing the clasp would gain a +2 bonus on Diplomacy checks involving dwarves and +2 bonus to his Leadership score to attract dwarven followers.

### Dwarven Ales

Almost as renowned as dwarf-crafted arms and armor are their potent and deep-flavored ales. As a race, dwarves seem to share a universal love of fine beer. Dwarves prefer their ales strong, with a hearty bite; some non-dwarves find even the mildest dwarven ale to be potent to the point of distaste. Dwarves brew beers that both accentuate the flavors of their favorite meals and, for those dwarves who travel far from the citadels of their births, remind them of home. Many drinks possess a rustic flavor, reminiscent of low-burning hearths, well-cooked meat, and soot-stained ceilings.

Almost all dwarves begin drinking at an early age, and it is not uncommon within feasting halls to see young dwarves sitting at the table of their clanmates, greedily drinking from mugs larger than their heads. Within the citadels, the



# Social: Beards, Ales, and Crafting

love of ale has become almost as integral a facet of dwarven life as warfare against their hereditary enemies, and many dwarves lessen their pre-combat jitters by drinking several pints of their favorite ale before wading into battle.

Every dwarven fortress worthy of the name contains at least one brewery, and each of the remaining Sky Citadels boasts several. Dwarven beer, like dwarven society, changes slowly over time. When the Sky Citadels were first raised almost 10,000 years ago, however, each fortress developed a signature celebratory ale that has remained unchanged throughout the centuries. The recipes for these ales remain closely guarded secrets, and although widely sought, one rarely finds the delicious brews beyond the confines of the citadel in which they were created. To this day, brewmasters continue to search for the recipes of the lost citadels, hoping to recreate them through studious research or descriptions of their taste.

As a whole, dwarves favor strong and bitter drinks such as ales, porters, and stouts. Expert brewmasters craft beers both for their flavor and for the benefits they impart.

**Auroch's Breath:** This bitter stout bears a flavor that hints of auroch meat, and helps hardworking dwarven craftsmen endure long hours at the forge by lessening the sting of ambient heat. Drinking a pint gives you the benefit of an *endure elements* spell for 1 hour, though only against warmth and heat, not cold. A pint costs 1 gp.

**Lost Halls Porter:** This porter has an almond aftertaste and enhances dwarven resistance to poison. Drinking a pint gives dwarves—and only dwarves—a +1 alchemical bonus to saving throws against poison. A pint costs 1 gp.

**Wondrous Whippersnap:** This light ale, a rarity among dwarven beers, extends the range of your darkvision by 1d3 × 5 feet (varying from batch to batch, and even from person to person) for 1 hour, making it a favorite among warriors who stand watch in the deepest, darkest halls of the Sky Citadels. A pint costs 1 gp.

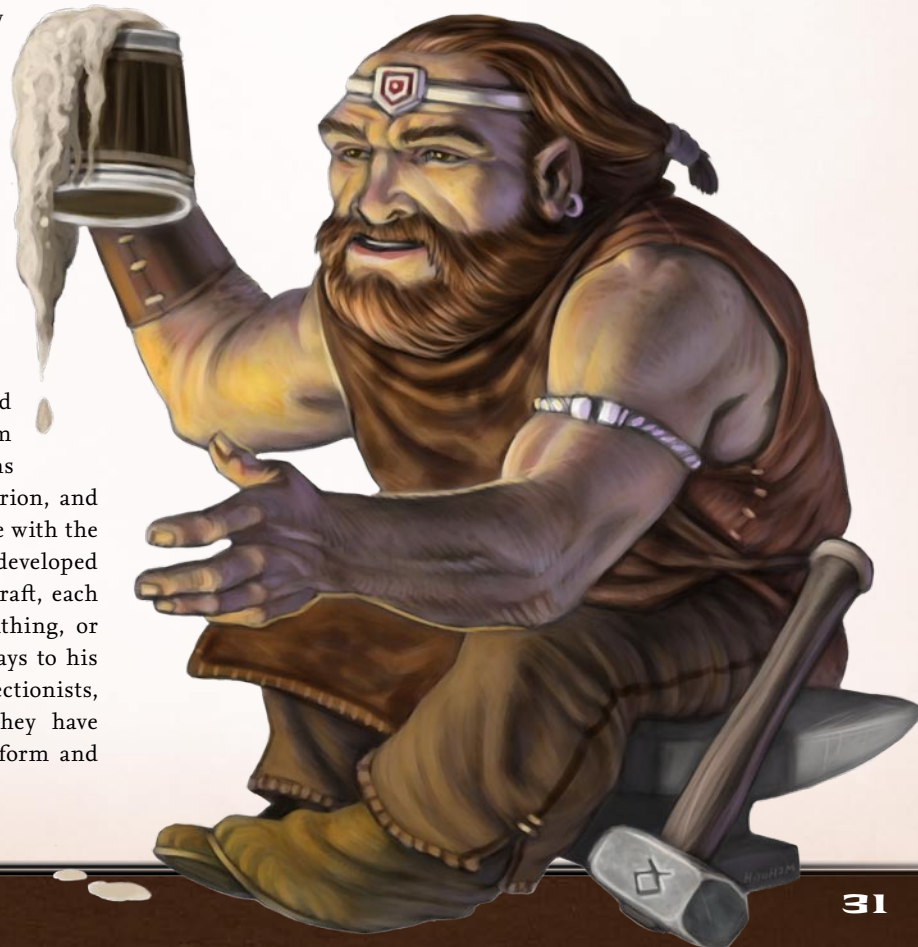
## Dwarven Crafting

In the centuries of warfare dwarves endured during their Quest for Sky, necessity drove them to perfect the art of blacksmithing. Their weapons and armor are unparalleled throughout Golarion, and dwarf-crafted goods are widely sought by those with the means to do so. For their part, dwarves have developed a seemingly religious devotion to the art of craft, each artisan pursuing weaponsmithing, armorsmithing, or stonemasonry with the fervor that a cleric prays to his deity. Dwarven blacksmiths are also often perfectionists, unwilling to part with their work until they have hammered it into a flawless combination of form and

function. Indeed, some dwarves will occasionally forgo payment for completed items, refusing to relinquish their work because of some perceived flaw.

Dwarves tend to decorate their armor and weapons with mythological and religious motifs. Warhammers and greataxes frequently depict dwarven warriors hewing down orcs, aberrations, and the other enemies of the dwarven race. The legendary sword *Turlang*, given to Grand Prince Arthune of Taldor by the dwarven craftsmen of Maheto as a symbol of their allegiance to the Primogen Crown, bears the image of the ancient red dragon Tharularg as it was slain atop the highest peak of the Five Kings Mountains in the second millennium of the Age of Enthronement. Dwarven armor tends to be embossed with images of clan ancestors or icons of Torag and other dwarven deities; armorsmiths hope that doing so will grant the wearer the ancestors' goodwill and protection during battle.

Just as dwarven weapons and armor are unmatched elsewhere in the world, dwarves have perfected the tools of their trade. Many of their finest weapons were created to serve as crafting tools as well as instruments of war. Dwarven warhammers, so ubiquitous among dwarven warriors today, were first used as weapons after craftsmen employed their tools to deadly effect while defending their workshops against incursions by orcs and other savage Darklands species. Master craftsmen frequently use these tools to forge their finest weapons and armor.





## COMING NEXT

Celebrate freedom! The people of Andoran rejected the devil-kissing nobility of Cheliox and created a new government where leaders rule only at the mandate of the people. See what the Andorens have to offer in the next Pathfinder Companion: *Andoran, Spirit of Liberty!*

## ANDORAN

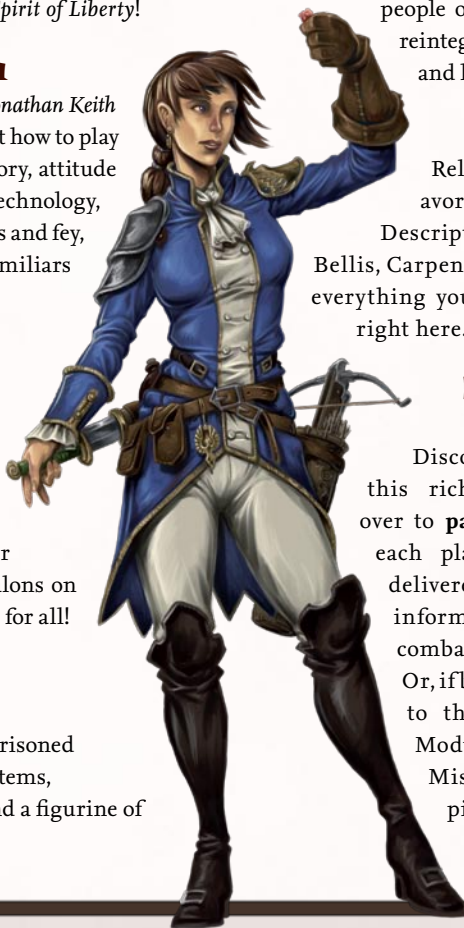
by Hal Maclean, Colin McComb, and Jonathan Keith  
Everything you'd want to know about how to play an Andoren character is here—history, attitude toward other countries, culture, technology, music, influence from the Darklands and fey, life in the military, even typical familiars and animal companions!

## COMBAT

by Hank Woon  
With the long-awaited Eagle Knight prestige class, you can train with the Golden Legion to protect the country, join the Steel Falcons to spread Andoran's ideals to other lands, or work with the Twilight Talons on secret missions to preserve freedom for all!

## MAGIC

by Jason Nelson  
New Andoren spells for freeing imprisoned bodies and minds, plus new magic items, including five new feather tokens and a figurine of wondrous power!



## SOCIAL

by Colin McComb

Being a freedom-loving Andoren requires a unique outlook and has unusual responsibilities, from opposing slavery to raising and training birds of prey, and affects how the people of this country deal with foreigners and reintegrate freed slaves! Become an Andoren, and learn to use “the eye of the falcon!”

## AND MORE!

Religion in Andoran, and their patron avoral, Talmador! Andoren superstitions! Descriptions of the cities of Almas, Augustana, Bellis, Carpenderen, Oregent, and others! At long last, everything you need to join the cause of liberty is right here.

## SUBSCRIBE FOR MORE LORE!

Discover Golarion and learn more about this rich, detailed campaign world. Head over to [paizo.com](http://paizo.com) and subscribe today to have each player-friendly Pathfinder Companion delivered straight to your door, with new information about fantasy races and nations, combat techniques, and magical discoveries! Or, if being a GM is more your style, subscribe to the Pathfinder Chronicles, Pathfinder Modules, or Pathfinder Adventure Path. Missed out on a juicy secret? Log on and pick up every volume of past Pathfinder products online!

### OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE  
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.  
System Reference Document. Copyright 2000. Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.  
Pathfinder Companion: Dwarves of Golarion. Copyright 2009, Paizo Publishing, LLC; Authors: David A. Eitelbach, Russ Taylor, JD Wiker, Keri Wiker, and Hank Woon.



# THE FIVE KINGS MOUNTAINS

KYONIN

DRUMA



Kerse

Tar-Kazmukh

Bolgrad

Lightning Top

Larrad

Mount Mist

Varook's Deep

Macridi

Mount Arugak

Kovlar

Emperor's Peak

Highhelm

High Watch

Mount Kla

Queen Peak

Rolgrimmur

Mount Langley

Bellis

Taggoret

Mount Gustus

Davarn

Mount Onik

Kykar

Mount Soryu

Mount Carissa

Droskar's Crag

**★ CITY**  
**🏠 MAJOR SETTLEMENT**  
**👑 KING CARVING**  
**🏰 FORTRESS**  
**🏛️ SURFACE GATE**  
**⚒️ MAJOR MINE**  
**🗑️ RUIN**



# AXE AND HAMMER!

**B**orn ages ago in lightless caverns, the dwarves surged upward in pursuit of a divine prophecy, driving the feral orcs before them until they reached the surface world in the fabled Quest for Sky. Now established with their own lands and customs, the dwarves work their forges, sing songs of legendary heroes, brew signature beers, and wage war against evil humanoids and hideous monsters.

Inside this Pathfinder Companion you'll find:

- Details on the dwarves of Golarion—where they live, what they eat, how they dress, and their ideas about work and war.
- New combat feats for dwarven fighting styles.
- History of the dwarven people.
- Descriptions of the Five Kings Mountains, the oldest and most stable dwarven homeland.
- Obscure magic of the dwarven gods.
- Spells for ancestral communication, warding, and surviving the Darklands.
- New character traits.
- Game stats for three dwarf NPCs, suitable for hirelings or cohorts.



[paizo.com/pathfinder](http://paizo.com/pathfinder)

**PATHFINDER**  
ROLEPLAYING GAME™

**3.5 • OGL**  
COMPATIBLE

Printed in China. PZO9408

US \$10.99

ISBN 978-1-60125-204-3

5 1099 >



9 781601 252043