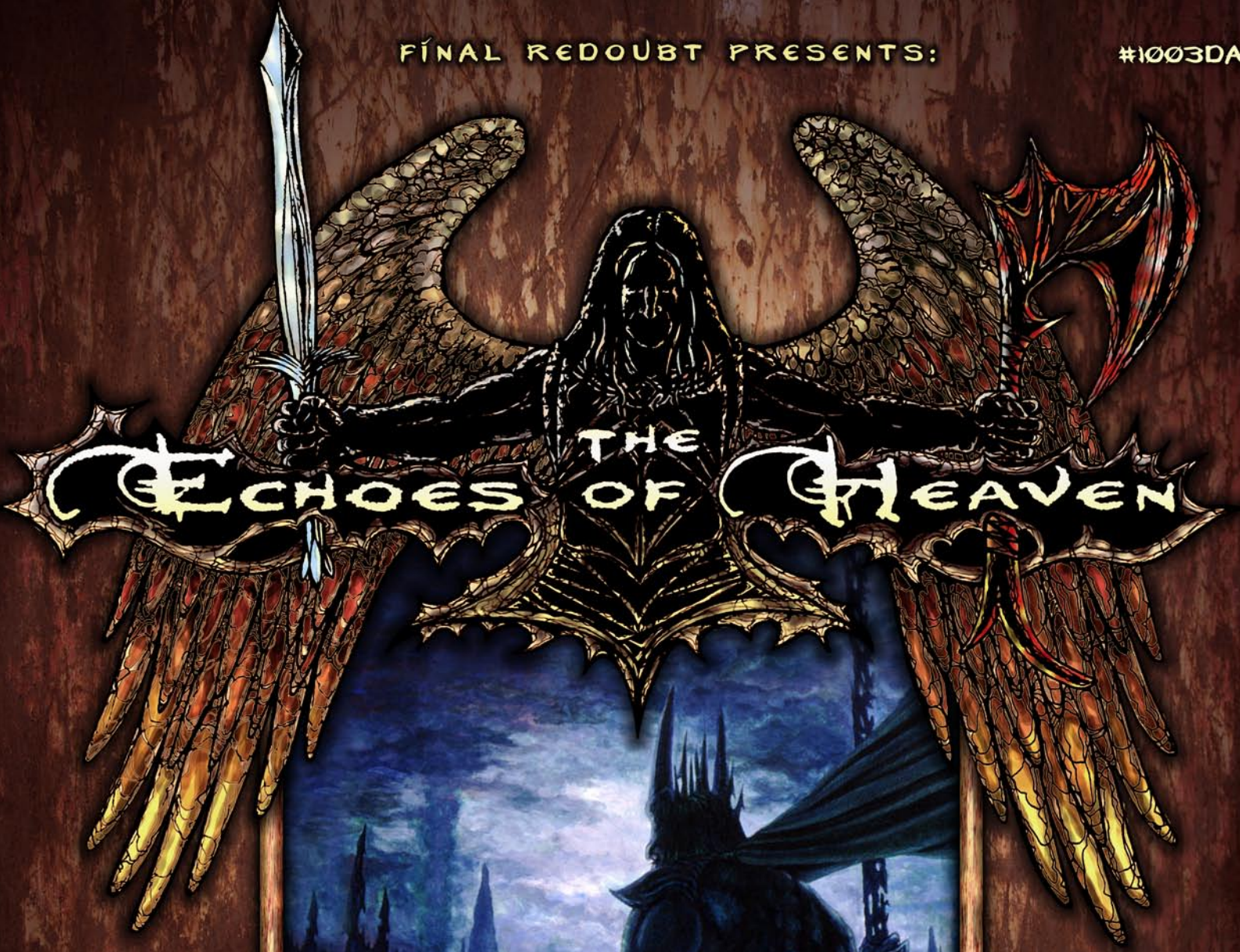


FINAL REDOUBT PRESENTS:

#1003DA



Requires the use of the
Dungeons & Dragons
Player's Handbook, Third
Edition, published by
Wizards of the Coast, Inc.

This product utilizes
updated material from the
v.3.5 revision.



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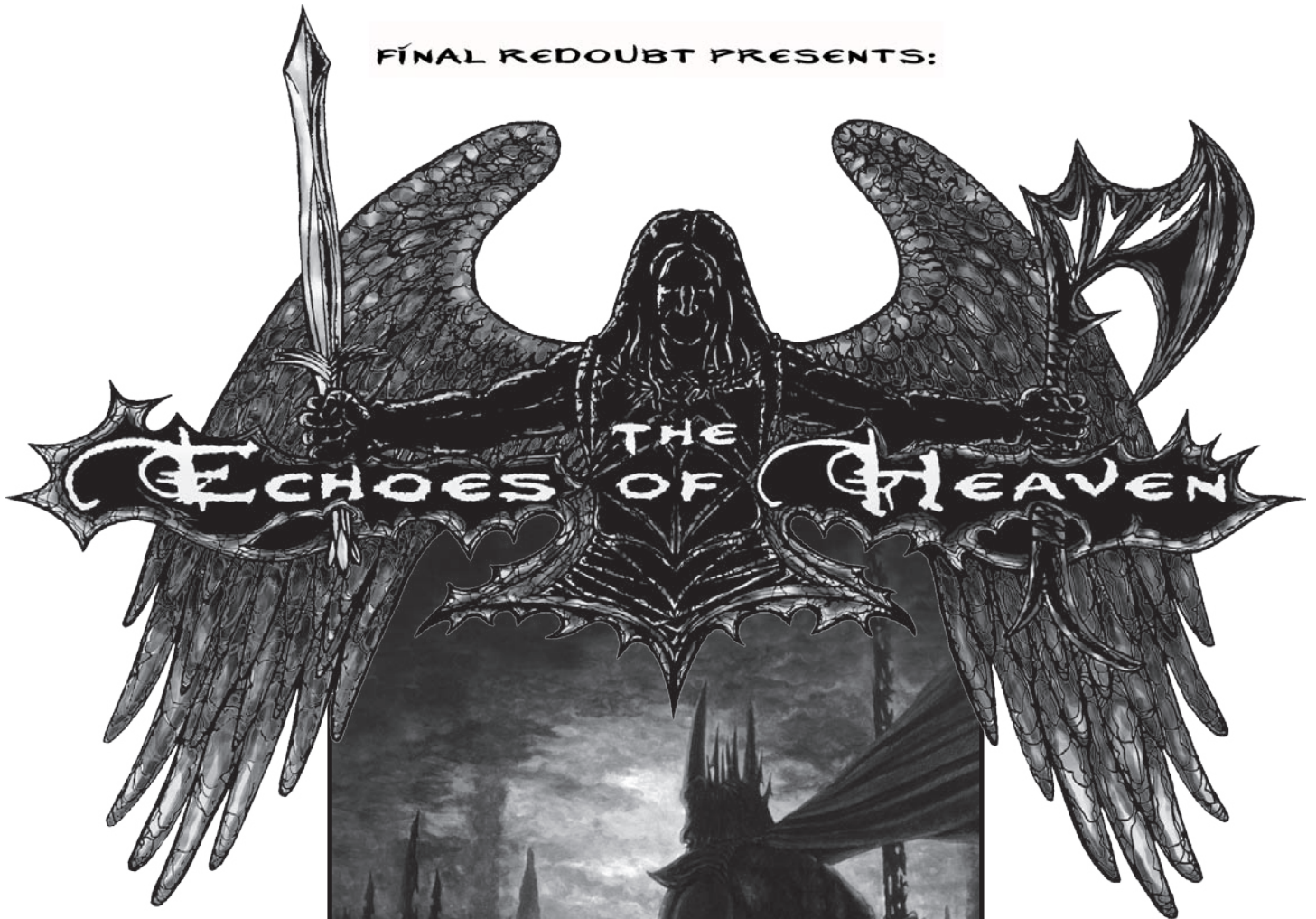
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For all levels of play.

The Lost Kingdom of the Dwarves

by Robert J Defendi

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The Lost Kingdom of the Dwarves

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The earth is the holy gift of God. It is pure as His thoughts, made by His hand, and strong as His bones. To corrupt the earth is to commit the greatest of all sin.
—*The Dulsandak (Dwarven Scripture)*

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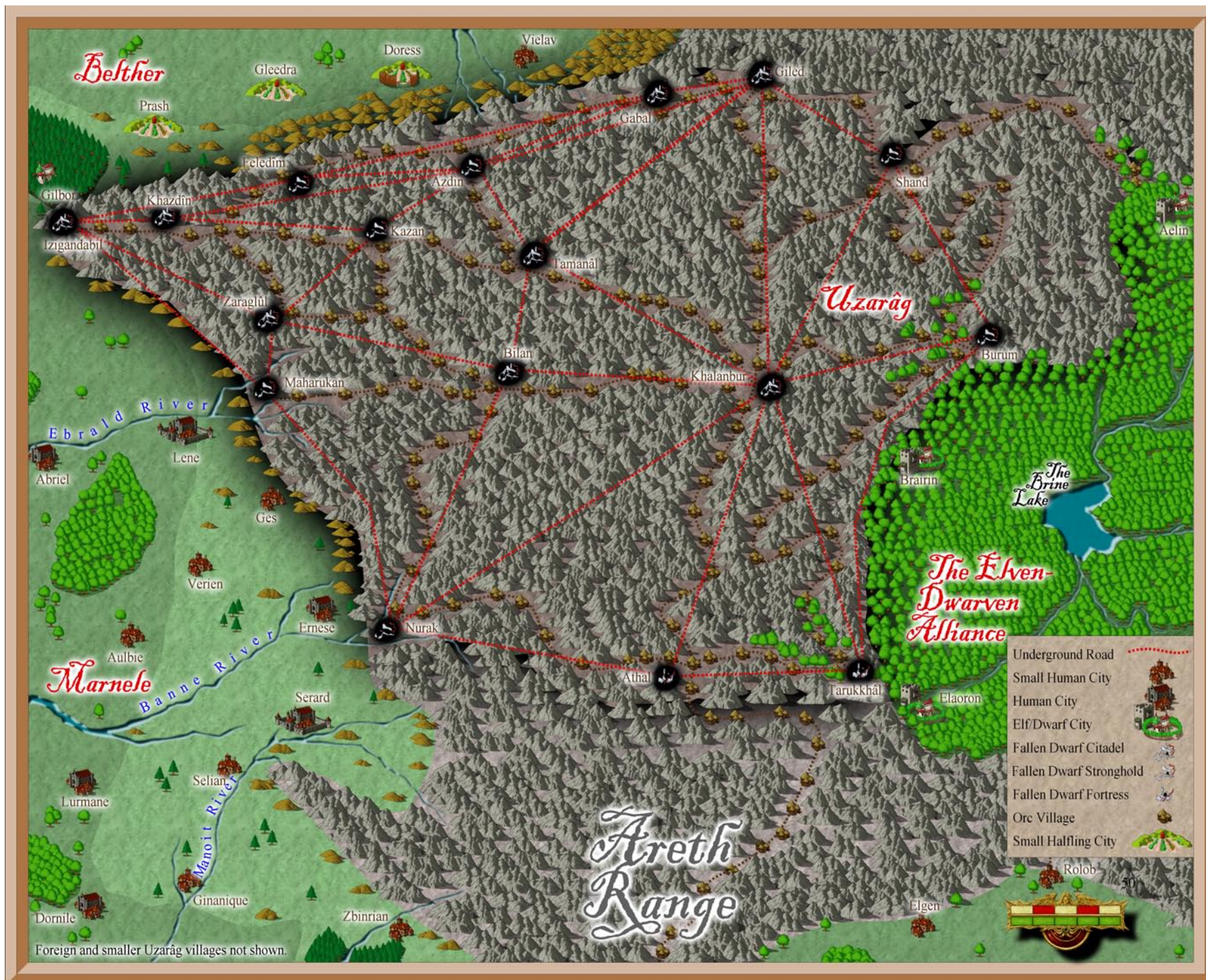
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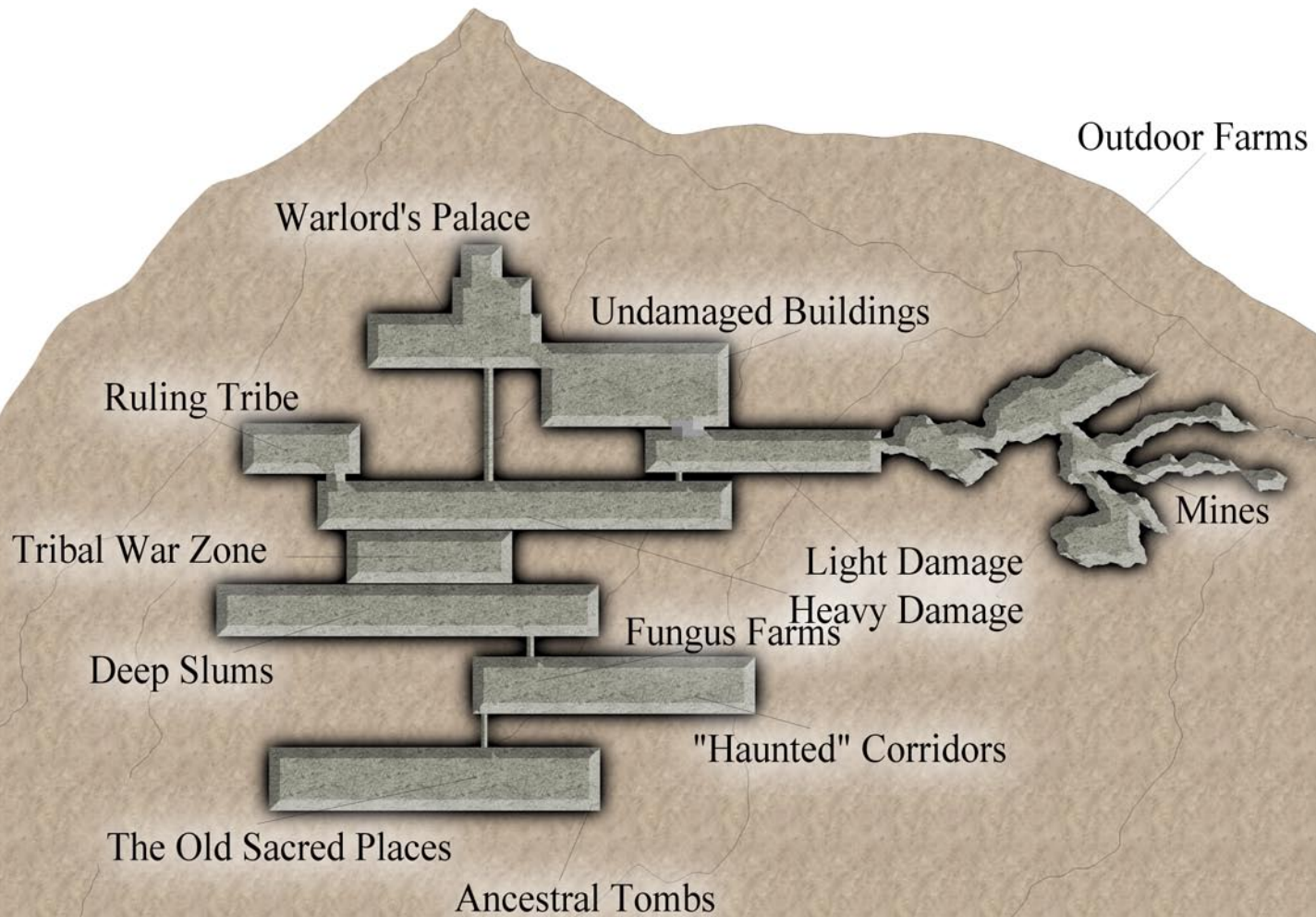
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Khalanbur Ruins



Uzarâg

Undîm stood at the edge of the parapet, squinting off to the south. The wind fluttered his cloak, whistling over his armor and through his mail, stirring his beard. The sky arced blue and infinite above him, making him feel alone and exposed, despite the surrounding troops.

“Any word?” he asked.

Shand shook his grizzled head. “No, sir. Nothing since the refugees arrived from Athal.”

Undîm growled and looked down the southern pass. “He’s coming. I can feel it.”

Shand squinted off to the south as well. “Why wouldn’t he take the Underground Road?”

“There’s no room to maneuver. Better to expose yourself to ambushes from the surrounding peaks.”

Whatever Shand was going to say next was lost when one of the guards shouted and pointed south. Undîm squinted harder and could just make out a cloud of dust creeping over a spur of peaks.

“That’s him,” Undîm said.

Shand shouted the alarm and around them the Dwarves scrambled. Undîm looked to the brother tower to his left and saw activity there as well. Between the two towers, a huge fortress of stone served as a gatehouse for the capital. Dwarves rushed about, the gates crashed closed and the drawbridge lifted off the dry moat.

Undîm turned back to the horizon and could see the troops now, low and squat, the Orcs moving forward in a half-crouch, like apes. Sun glinted off weapons and armor and in the lead rode a figure in twisted armor atop a black steed. Undîm could just make out his shape, but he knew even now who it was.

The Warlord.

The troops approached slowly, and to Undîm it felt like he counted off the final seconds of his life. The Dwarves would make their final stand here. Uzarâg would stand or fall.

The enemy arrayed just out of trebuchet range and formed into something like orderly rows. Undîm stared, but he couldn’t take his eyes off the figure in the middle. The Warlord came. Losius would kill them all.

No.

Undîm gritted his teeth and drew his hammer. He growled again, more for his own benefit than anything else. He’d fight the Warlord. The rumors of the Half-Orc had to be blown out of proportion.

In the distance the Warlord drew his weapon and rode out in front of the rest. The weapon gleamed brilliantly in the sun, a bright contrast to the darkness of his armor. The Dwarves around him muttered.

“What is that?” Shand asked next to him. “What’s he carrying?”

Undîm felt himself growing cold, and didn’t know why. The words came from his lips, and for some reason, they sounded like an epitaph.

“It’s a hammer.”

Welcome

By opening these pages, you enter a new world, a world of danger and nobility, a world of shadow and light, a world of sorrow and love. Most of all, it is a world of hope.

The Mortal Realm desperately needs heroes. Will you answer the call?

A NOTE ON PRONOUNS

Whenever referring to a person of indeterminate gender in this book, the masculine pronoun is used. This should be taken to mean he/she, his/her, etc.

WHAT IS THE ECHOES OF HEAVEN CAMPAIGN SETTING?

The Echoes of Heaven is a game world of darkness and danger, where a monolithic church has split into dozens of quarreling factions and holy war looms like a shadow. Here, strength and brutality win the day and only those with the most faith, honor, and courage can stand against the terrible tyranny of those who would enslave everyone of a different belief, a different philosophy, a different race.

Worse, it is a world infected by the very fabric of Hell itself.

It’s a world that once knew perfection, where Mortals and Angels labored side by side and all spent their days basking in the light of God. There

Uzarâg

was no Mortal Realm. Hell was nothing more than a province of Heaven. All lived in Paradise, and they knew what it was like to wander in Grace.

Then came the War.

The Fall of the first third of the Host of Angels nearly destroyed Heaven. The Fall of the second third came as a death knell. Only the foresight and planning of the Five Prophets saved everyone from languishing under the rule of the Fallen . . . but it came at a terrible, terrible price.

Enter Meridrin, the Mortal Realm, a world Sundered from Paradise, a world both familiar and strangely different. A world where you can make a difference.

The Echoes of Heaven is designed for use in four different game systems. They are the *d20 System game* (owned by Wizards of the Coast), *Rolemaster* (owned by Iron Crown Enterprises), *HARP* (owned by Iron Crown Enterprises), and *HERO System* (owned by Hero Games).

This product contains stats for use in the *d20 System game*.

WHAT IS THE LOST KINGDOM OF THE DWARVES?

This book contains source material on the fallen kingdom of Uzarâg. Located near the center of the known world, this was once the greatest Dwarven kingdom in Belkanâth.

But glory is fleeting.

With the fall of the Empire evils escaped to roam at large and one of them, the Warlord, shattered Uzarâg with his armies and cunning and, sending the Dwarves scattering in all directions. In the intervening years, the nation slowly corrupted under the leadership of the Warlord until it became an Ulcer, a place on earth infected with the fabric of Hell.

Since then, the Warlord has waged his attacks on the world and only by uniting against him with every army in the region have the other nations of the

world survived, but many think that it's only a matter of time. The world is said to end in an Ulcer and while most accept that this refers to the Chaos, it could be the Ulcer of Uzarâg as well, brought to the world at the point of a sword.

LINE ELEMENTS

The Echoes of Heaven contains two main elements. They are sourcebooks and adventures.

Sourcebooks

Some of the existing and scheduled sourcebooks are as follows:

The Echoes of Heaven Campaign Setting—*The Echoes of Heaven Campaign Setting* details the Mortal Realm and includes a bonus supplement describing the Kingdom of Ludremon at no extra charge.

The Last Free City—This book depicts the city of Felric's Redoubt, known as the City-State to many. Sheltered in the lands of Ingrast but beyond the woods of the Elves, this city has remarkable freedom . . . but with freedom comes danger.

The Lost Kingdom of the Dwarves—The book you currently hold. Centuries ago an Ulcer opened inside the Dwarven kingdom of Uzarâg. Now this land is more Hell than earth and it fills to overflowing with a multitude of dark and evil creatures, most notably the Cambionic Orcs and worse yet, the Great Fiend known as the Warlord.

Bestiary—The Mortal Realm is filled with many horrific creatures and some that merely terrify. Here you will find creatures unique to *The Echoes of Heaven* from the Nephilim to Angels and Demons, to the Cambionic Beastmen and beyond.

Adventures

Each sourcebook comes packaged with an adventure. Between these two works, your campaigns can

House Rule Contest Winner
"Skill Feat"
Monte "Lasman" Jones

You may spend one feat skill to make any cross-class skill a class skill no matter what class you are.

Uzarâg

explore an ever-widening world of intrigue and danger.

The Throne of God (Episode 1)—A story that spans 10,000 years, here the players learn the lay of the land in the Mortal Realm and fight to find an ancient relic—a diamond splinter said to come from the Throne of God Himself.

The Festering Earth (Episode 2)—The characters travel to Felric's Redoubt, the City-State. There they must solve a series of murders before the serial killer brings the entire city to its knees.

On Corrupted Ground (Episode 3)—The adventure packaged with this product. Still reeling from their adventures in Felric's Redoubt, the characters must now delve into the heart of Hell on earth—Uzarâg. Inside the fallen kingdom, it will take all their skill, faith, and mettle to survive.

The Tainted Tears (Episode 4)—With the character's success in Uzarâg, they must now make a mad dash across Belkanâth in an attempt to stop the end of the world.

OUR PHILOSOPHY

At Final Redoubt Press, we wish to bring high-quality products into the hands of the gamers who need them. Starting with characters ignorant of the world around them, players can discover the Mortal Realm even as the story unfolds. With each new adventure, player and character alike will discover a world rich in excitement and adventure, a world as intriguing as their GM can make it.

AN ONGOING CAMPAIGN

We're aware that different games progress at many different rates. Some groups play almost every day and some fight to meet once a month. Therefore, we've tried to devise this world and this series for any rate of play.

Each adventure is designed for characters of a certain level. A GM needs only to adjust the rate of experience gain to meet the needs of his group. If a group can play an entire adventure in one weekend and that leaves three more until the next product releases, then the GM can match the experience gain to move hand in hand with this pace. Meanwhile, he'll find Adventure Seeds in every product that will allow the char-

acters to explore the world around them until they're ready for the next episode of the series.

For more on gauging experience given, see the accompanying adventure.

World Threads and Adventure Seeds

We've all been there. A GM tries to plan out his next adventure, and although he can find many things that seem intriguing inside the game world, he has no idea which will be explored in future sourcebooks. If he answers a mystery now, will he have continuity problems if the answer doesn't match a future work from the publisher?

There are two types of hooks in *The Echoes of Heaven*. World Threads are little intrigues about the world itself. Some of these will be explained to the GM, some will be withheld for future revelation. However, since these are world elements not marked as Adventure Seeds, the GM knows that they might be expanded in the future. He can still play with them and even change and reveal them, but he knows the risks of conflict with future supplements if he does.

The second type are Adventure Seeds. These are puzzles, hooks, and problems that we at Final Redoubt Press promise to never explore. If we state in an Adventure Seed that no King of Ludremon has ever lived longer than thirty years, a GM knows he can build adventures, intrigues, even entire campaigns around this puzzle, and we will never do anything to dispute the answers that arise at his table.

That is not to say that a GM can't touch World Threads, just that he should know the risk. Anything he does with a World Thread might invalidate future material.

Quad Statting

The Echoes of Heaven contains stats for four different games. We at Final Redoubt Press purposely chose these games for their compatibility. Each of these games has the same general levels of power and abilities for the major classes or professions. Mages in all four have similar spells and clerics in all four have similar divine powers.

This means that we can weave a story without worrying about whether a mage can cast a fireball in all three systems. We can provide a GM with ev-

Uzarâg

everything he needs to run his game, and he can do that with his own house rules and his own style of game play. As much as possible, we intend to stay out of the way.

This isn't saying that we won't add optional abilities or even change the way that some things work. That's necessary in all game worlds. It just means that we won't stumble all over ourselves because a *d20 System* game Bard can do a bit more with illusions than a *Rolemaster* Bard. Each game group should play the game the way they like to play it.

Using This Product

This product provides everything that a gaming group needs to run a campaign in Uzarâg. The Dwarven kingdom has long since fallen, and the Warlord can control the land, the dreams, even the air within. An adventuring party could spend their entire careers just inside these halls.

Mage Terminology

In these books when we refer to a mage, we aren't referring to any one class. Instead, this is a general term referring to any character who casts spells based on skill and knowledge, not their connection to a Divine source.

Priest Terminology

In these books when we refer to a priest or a druid in general text, we also aren't referring to any one class. Instead, we mean any religious person who may or may not cast spells based on their connection to a Divine source.

Campaign Cartographer

The maps in this product were made using Campaign Cartographer Pro by Profantasy. Viewing and printing software can be found at: www.profantasy.com. There are two types of maps included, one for CC2 and one for CC3. Only CC2 maps can be viewed with the free viewer.

Campaign Cartographer is a trademark of Profantasy Software Ltd.

Dedication

I would like to dedicate this work to JRR Tolkien. Without his works, nothing in our genre would be the same.

Special Thanks

We would like to thank our play testers: Amanda Peltier, Angela Daley, Bjorn Olsen, Brandon Leavitt, Brenda Llewelyn, Dan Willis, Gary Llewelyn, Jennie Mollerup, Josh Peltier, Kori Emerson, Mark Giffune, Mason Emerson, Mathew Daley, Matthew Fitt, Scott Llewelyn, and Stephen Johnson. Without them, this product wouldn't be possible.

Part One: The Dwarves

This is a sourcebook detailing the fallen kingdom and all it's denizens. Since the fall of Uzarâg to the Warlord and the diaspora of the Dwarves, the outcasts of Uzarâg have found their lives where they can. Still, they've guarded their culture and preserved their heritage, and their lives in their halls today is very like it was one thousand years ago.

Ulcers

There is much talk in this book about Ulcers. For those who don't play in *The Echoes of Heaven*, this might be a bit confusing. Luckily, you don't need to know a whole lot about Ulcers to play in Uzarâg.

Ulcers are an infection in the Mortal Realm, where the nature of Hell has infected the land and the laws of nature break down. Anything can happen in an Ulcer and the very shape of the place warps around the desires and dreams of those inside. Some Ulcers become powerful puzzle traps, some fill with hordes of Cambionic creatures (such as Orcs and Hobgoblins). Others might fill with traps or riddles.

Uzarâg is a permanent Ulcer, and so its attributes are long-since set. The place is a slice of Hell but its shape is settled, and so all you need to understand is the nature of Uzarâg itself, not Ulcers in general. For more details on the features of Uzarâg, see Part Three.



HAILES

Uzarâg

INTRODUCTION

Uzarâg. The name brings up images of despair, broken dreams, and lost glory. Once the greatest Dwarven nation in Belkanâth, now it's the seed of evil, the home of the Warlord. It's a breeding ground for Orcs and the rallying point of armies. From here the Orcs flow, waging war against the Mortals of the world.

Uzarâg is an adventure site. When the Dwarves fled, they left most of their treasure behind. Now the halls of Uzarâg are filled with abominations but the treasures are still there. There are armies and defenses, but great rewards.

Uzarâg is a place of memories. Here the ancestral halls of the Dwarves still stand, as well as the murals, the frescoes, and the friezes. Here the statues of the ancient Dwarven heroes adorn darkened halls. The Orcs have certainly tried to deface these historical sites, but the runes protecting them are strong and surely some of them still stand.

Uzarâg is a training ground. Here the Warlord trains and outfits troops. In the passes and halls he drills soldiers and forms armies. In the war rooms and the fallen temples he plans his assaults. From here, he launches his wars.

Uzarâg is many things to many people, but to the Dwarves, it's home.

USING THIS BOOK IN *THE ECHOES OF HEAVEN*

Using this book in *The Echoes of Heaven Campaign Setting* is a simple matter. All of the material here is written with that end in mind.

Be aware that Ulcers are everyone's biggest fear in Belkanâth. With the Knights Lonnuso slaughtering anyone even remotely connected to an Ulcer, no one in the world hears the word with apathy. The Warlord's continued attacks on the world only makes it more terrible. Ulcers will eventually destroy everything. It's in Holy Scripture. The evidence is out there for everyone to see, and in Uzarâg, the Warlord is trying to bring his special brand of Hell to the world, and each time, the world barely stops him. The world fears Uzarâg.

But they fear the Warlord more.

USING THIS BOOK IN ANOTHER GAME SETTING

Using this book in another game setting is fairly easy. Uzarâg's already an Ulcer. The threat is woven into the fabric of the place as a setting. The only new threat would be its expansion, and you can ignore that without any loss of power in the locale.

Uzarâg can be placed in any set of mountains of the appropriate size. You will need to find a way to fit the Warlord into your world, but as long as there's a place for highly-magical villains or demigods, that shouldn't be a problem.

That only leaves history. In the History of Belkanâth, the Warlord's assaults are a powerful, regular occurrence. In your world, you'll need to explain where he has been in your recent history. Perhaps he's a new creation, just taking over the place. Perhaps he's been here for some time but his breeding programs took too long to come to fruition. Either way, he's just coming out now.

And the world had better be ready.

HISTORY

Uzarâg is an ancient kingdom and its history is long and varied. Here you will find an expanded history of the nation.

The Fell Hammer

Years before the formation of Uzarâg, before the rebirth of the surface world, before the Dwarves moved out and founded their nations across the world, there was Dumag.

And while Dumag never lived in Uzarâg, never even dreamed such a place might exist, no history of the Dwarves is complete without his mention.

Dumag forged the Fell Hammer.

It was the time of King Aglân, great-grandson of Khal who founded the Dwarven presence in the Mortal Realm. The king's son would soon be born, and to celebrate, Dumag—the greatest smith of all time—began work on his greatest creation, Dulanbur, the Fell Hammer. He worked for years on the project before he finished. Exhausted, he presented it to Aglân for his son, Izulâr, who was then taking

Uzarâg

his first steps. Dumag then retired for the evening and never woke again.

The Dwarves held the Fell Hammer in a place of honor until Izulâr was old enough to wield it. When Izulâr became king, the Fell Hammer became the symbol of his kingship.

But eventually, the Fell Hammer was lost.

Foundation

By the age of the Dwarf-Human War, the Dwarves far to the East of Belkanâth knew their mortality. It wasn't just the mortality of individual Dwarves, if anything, they gloried in it. No, by this point they'd watched the fall of one Dwarven Kingdom and the near fall of another. The Dwarves weren't concerned with the mortality of individual Dwarves. They were concerned with the mortality of the entire race.

The king at the time was a Dwarf of prodigious seed, blessed with six sons. He kept two sons for himself to assure his succession, but he sent the other four out, each with settlement parties, to found four new kingdoms. Three of these brothers crossed into Belkanâth, where they'd heard no word of other races. The other founded a kingdom near the ruins of Durandûl.

The Dwarves in the west found challenges of their own. Human barbarian tribes covered the area and there were many mountain ranges to choose from.

The oldest of the brothers looked upon the mountains of Uzarâg and prayed to God. In his heart, he felt a brilliant warmth and chose these mountains for his own.

The second oldest son did the same with Zûram. Upon feeling the glow within his breast, he claimed those mountains for his own.

The youngest son could have chosen many other mountains, but he knew the downfall of the Dwarves

would be their greed, so he chose a very humble range, founding Irukhâl.

In 4821 PI, Dwarves lay pick to stone, chipping away the first gravel from all three kingdoms. In Uzarâg, this began with the delving of Khalanbur.

Uzarâg was a mountain range reft with passes, allowing for a tremendous potential for growth. The Dwarves were able to quickly carve out homes in the caves they found there. With the homes established, they then set their efforts to create their mines.

For nearly one hundred years, the Dwarves continued carving and delving their mines. During this time they barely expanded their own living space, only carving new homes when new families needed them. The Dwarves weren't building a nation. They were looking for a sign.

In 4723 they struck Rune Silver and had their sign. Finally acknowledging this was their home, they settled in and built a city. During the next years, they found Rune Gold and Rune Steel, but by then they needed no more signs.

Uzarâg was theirs.

Growth

With the discovery of the Rune Metals, mining actually decreased. The Dwarves had enough metals mined to last them generations and they wanted to make Uzarâg into a place they could cherish. So they delved deep and began the main level of the capital, carving out the grand hall and many of the manses and apartments. They then delved deeper, forming the hall of the dead and the ancestral tombs.

Because even then they had the plans for the entire underground city in mind, in the early days they built sections that were important, often skipping intervening levels. All city and fortress layouts in Uzarâg were planned unlike the organic growth of Human and Elven cities.

Dwarves of the World

This book deals specifically with the Uzarâg Dwarves, but the information in this section, other than the history and specific politics, applies to all Dwarves in Belkanâth. Dwarves aren't big on change, and the culture and rituals they practice now are much the same as the ones they practiced a thousand years ago and much the same as the ones practiced by every other group of Dwarves in the world. Details might change, as might politics, but the broad strokes remain unaltered for millennia. It's all about tradition.

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After the first two hundred years of work, they sent out parties to the locations of each of the other Uzarâg cities and fortresses. At these locations they built gatehouse structures if necessary and a primary delving if not. When they had built fortifications of some sort at all sites, they felt the borders of Uzarâg were safe.

From then on the expansion of Uzarâg continued apace. The Age of Chaos almost destroyed them, but they managed to survive with their royal line and most of their chieftains intact. It took years for them to recover, but in the end, they rebuilt.

They avoided the troubles of the age of the Vampire Lord by closing their gates and concentration on internal matters. They built rather than concerned themselves with the problems of the world in general.

Facing the World

As Almia rose in power, Uzarâg felt it was ready. They joined the Almian Protector State after it controlled most of the world, and only then after several years of studying and negotiations. As part of the Almian Protector State, they found they had a continent-wide role.

Even then they were aloof. They never accepted aid, but they exported their share. The Dwarves of Uzarâg never shirked their responsibility.

It was during this time, while the Dwarves exported troops, that they began to think again about the mortality of their race. With their role in the army of the world, they learned about the dangers outside their border. They didn't require much of a search of their own histories to realize that Dwarves weren't immune to external threat. On top of that, their birthrate reached an all-time low. They decided it was time to protect the Dwarvish line again.

Therefore, the king of Uzarâg selected the mountains far to his north east as a new bastion of Dwarven might. He sent his second son, Rabal, to found a



kingdom there, beyond Belkanâth. This kingdom was known as Zurag-Zathûr, and it prospered in its mineral-rich peaks.

All of this ended during the time of the Great Ulcer. They closed their borders and guarded their stocks. They stayed sealed throughout much of the Dark Ages and didn't fully rejoin the world until the Age of War.

Age of War

In the wake of the Great Ulcer and the following dark age, the nations of the world tried to rebuild in the memory of Almia with a vast network of

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diplomacy. Except for the Uzarâg Dwarves, who tried to sign a treaty with the Elves of the Brine Sea to harvest their woods for the forges, the diplomats of this age formed a network of ironclad alliances.

The Dwarves stayed out of the escalating wars of this age, but when the Kingdom of the Elves became involved, Uzarâg became restless. The Kingdom of the Elves lay far to the east of Belkanâth, but where they went, most other Elves followed and Uzarâg had never known a comfortable peace with the neighboring Elves of the Brine Sea.

For sixty years, Uzarâg and the Elves of the Brine Sea stared at each other from across their border, neither moving. Requests from the Gnomes begged them to join, and the Dwarves decided, accurate or not, that the Elves armed for war.

The Dwarves of Uzarâg marched to the aid of the Gnomes. The Elves, fearing that they'd come east as well, joined on the other side.

At the height of the war, King Arvarian of the Elves met King Zaruk of Uzarâg on the field of battle. They fought amidst the swirling troops for hours. Finally, they stepped apart and looked at each other in exhaustion. Arvarian saluted Zaruk with his sword. Unfortunately, the Elven archers took that as a sign to fire and peppered the Dwarven king with arrows.

In 2218 PI, all sides agreed to peace. King Garak, Zaruk's heir, let the peace stand. He took control of his father's kingdom and tried to rebuild.

His son Balag argued they should seek revenge, for he loved and respected his grandfather and couldn't bear to see him lost to Elven treachery. In time, however, his father convinced him they should rebuild their nation.

Garak died in 2172 PI. Balag took over his father's kingdom. He let envoys of the Elves back into Uzarâg, and things went well. He even invited Arvarian into his kingdom on several state functions. It seemed that he accepted the king's explanation of the death.

Then in 2075 PI, Balag invited Arvarian to Uzarâg for a private feast. Though his entire family was invited, Arvarian left his son, Glóredhel, in charge of the kingdom. At the feast, Balag invited Arvarian to

carve the roast. Arvarian carved slices for his entire family and for Balag as well.

Within 20 minutes, all but Balag were dead.

The Dwarf had thoroughly poisoned the roast with a toxin used in the fermentation of Darlan Gok (Dwarven ale). Balag had a strong resistance to this poison from years of drinking. The Elves did not.

His century-long plan for revenge had finally come to fruition.

Every Elven nation took up arms, and soon all the old alliances and hatreds were renewed. One by one, the nations of the world rejoined the fight, until all of Belkanâth and many lands of the east marched to war.

For over two centuries the war raged. This time, the resources of the longer-lived races had not been fully renewed, and so in 1838 PI, the armies ground to a halt and declared peace.

But war bloomed again, first with rumors of the Fell Hammer, and later with an attack from the Elves of Ingrast. It seemed the world would never know peace again.

Aftermath

The Age of War ended not in victory, but in exhaustion. The armies of the world lost the ability to make war.

This was a time of great building for the Dwarves. They expanded their mines and began the project of the great roads. These long tunnels connected all of the Uzarâg settlements and they were each dozens or hundreds of miles long. The roads were forty feet wide, so every ten feet of excavation required removing thousands of cubic feet of rock weighing many tons. Over time, these roads finished and briefly, the Dwarves lay idle.

Eurustace

When the Butcher came, Uzarâg ignored him. At first he was little more than a rumor of trouble in the far east. Even when the stories came that he had conquered most of those lands, the Dwarves paid little mind. The Enârôz stopped Eurustace, and that was all that mattered to the Dwarves.

When Eurustace made it across the mountains, the Dwarves thought he'd merely moved around

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the edge. When nations in Belkanâth began to fall, they merely shut their doors, confident that would be enough.

That was their undoing. If they hadn't shut themselves off from the world, they would have realized that the rumors didn't make sense, that Eurustace moved his troops magically. As it was, they didn't notice when all the Human nations fell, when the Elves and the Halflings and the Gnomes all lost. If they had, they would have known what happened.

Eurustace appeared in their capital suddenly by way of the Emperor's Roads and the Dwarves were caught unawares. It fell in a matter of hours. From there, the Dwarves fought bitterly, but Eurustace poured men into the Dwarven kingdom, smashing the defenses with one hundred times the Dwarven number of troops. Piece by piece, Uzarâg fell.

After the fall, Uzarâg settled uncomfortably into Imperial rule. As the years passed, the wounds healed. Eventually things returned to normal, but the Dwarves knew now that they were vulnerable. Uzarâg could fall.

The General

Uzarâg eventually had its revenge. Its greatest son was instrumental in the fall of the Empire. The Marshal might have been one of the best generals of all time, but he couldn't have won without Kûlan.

Kûlan was marked for greatness at an early age, but no one knew just how great. He became an Unwed warrior and dedicated his life to warfare, but where most Unwed warriors focus on combat itself, Kûlan focused on warfare and possessed a curiosity about the surrounding world. He left Uzarâg and found a world that needed changing.

Kûlan didn't find Alric until he'd been searching for hope more than eighty years. By this time, Alric and the Herald had already met, and both impressed Kûlan.

Kûlan's story is one of support and logistics for the greater part of the war. He helped Alric when the Marshal found the way onto the Emperor's Roads. He helped to plan Alric's random assaults on the Emperor's troops. When the Emperor captured the Herald, it was with Kûlan's counsel that Alric pitted his entire army against the capital.

When the connection between the Roads and the capital was severed, Kûlan and Alric marched on the capital the hard way. Together, they lay siege to the Emperor. Eventually, they shattered the city's defenses.

While Kûlan continued to fight the Imperial troops on the field, Alric charged to the Herald's aid.

Alric won, but the Emperor detonated a great magical explosion in the center of the city. Alric's mage opened a gate and Alric ordered Kûlan through. Kûlan led the troops to safety, not suspecting that Alric would stay behind.

Alric sacrificed his life to the explosion, now known as the Chaos. In doing so, he saved the world, but he left Kûlan with the aftermath.

The Guardian

The Emperor had five advisors, and they were destroyed in the Chaos Gate explosion. The assistants of four of them, however, became the Great Fiends: the Siren, the Warlord, the Lich-King, and the Demon Queen.

Three of the Great Fiends came west into Belkanâth except for the Siren who settled south of the continent. Kûlan and Vamasius, Alric's mage, were the only one's ready to stand against the onslaught.

But they didn't realize the threat of the Great Fiends. All they knew was that with the collapse of the Empire, the world fell into disarray. Kûlan and Vamasius retired to Uzarâg to regroup. It was the last time Kûlan would really see his home.

Soon, he headed into the lands of the Elves of the Brine Sea. The history between his people and these Elves was so bitter that he feared war would break out at any moment. Instead of a diplomatic mission, he found a nation about to descend into anarchy. He entered the country just in time to find a horde of Humans pouring up the pass from Köhler.

Kûlan put his meetings on hold until the Elves dealt with the threat, but in a matter of days, the Elven General and all of his most trusted advisers fell in battle. In the heat of combat, when all the Elven defenses seemed teetering to fall, Kûlan took charge, and the Elven defenders were desperate enough to listen.

By the end of the day, the Elves regrouped. By the end of the week, the nation was secure again.

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Kûlan stayed for one more month, handpicking the next Elven general and solidifying defense plans. Then he headed out, moving to save the world.

In 1000 AI, the Demon Queen appeared in the capital of Dientor. The army was on the border at the time, and she shattered the city guard who rallied to stop her. There, in the center of the city, she enacted a ritual and opened the first of the Great Gates. Demons and even the occasional Devil issued through and that nation fell to their rampage in a matter of weeks, becoming an Ulcer.

A year later, they poured north. Messengers brought word to Kûlan, and he was able to intercept them with the use of the Emperor's Roads. He counterstruck almost as soon as the Demons arrived.

The battle was brutal and Kûlan lost troops by the thousand, but they prevailed after two years of constant fighting. He then gathered his army as quickly as he could. He was not as charismatic as Alric, but he had people who were, and they spread his legend. Where the stories of Kûlan reached, men were ready to fight.

He rested, but a long rest was not in the cards. As Kûlan consolidated his power and drew in more troops, everyone thought the worst was over. Little did they know that the Warlord gathered an army of Orcs. Kûlan didn't know that there was more than one Great Fiend. He thought the entire threat came from Dientor.

He was wrong.

Kûlan's Lament

In 1003 AI, the Warlord finished gathering his army of Cambions. He attacked Uzarâg, shattering the defenses and seizing the Dwarven nation. The Dwarves had relearned the secret of closing the Emperor's Roads. The Warlord avoided large amounts of underground travel, fighting across pass and defile, seizing one fortress after another. The Warlord knew he had to move quickly, that Kûlan had an army in Marnele. He didn't siege, but poured so many troops into the nation from the south that Uzarâg seemed to drown in Orcish blood. His tactics were clever, his diversions and feints compelling, and his numbers overwhelming. Worse, legend says he carried the Fell Hammer, and that not even

Uzarâg could stand before it. By the time anyone knew something was happening, it was almost all over.

Galindûl, the king of Uzarâg, realized his people were doomed. As the Warlord attacked the capital, he sent Dwarves out across surface roads toward the borders, the Underground Roads were already mostly controlled by the Warlord. In a desperate delaying action, he and his elite guard fell back through the city, playing for time rather than success. Finally, he met the Warlord in single combat in one of his deepest halls. The Warlord killed him, but legend says Galindûl fought for hours, the power of God and his love for his people pushing him long after he was beaten.

But the Elves of the Brine Sea, despite the millennia of hatred, remembered that Kûlan had saved them. Knowing the Guardian would do anything to rescue his own people, the Elves rushed to the aid. They came across one of the largest refugee groups, about to be slaughtered. In a hail of arrows, they blunted the attacks of the Orcs, giving the Dwarves time to escape into Elven lands to the east. The fighting was bitter and both races bled with effort to win, but eventually they managed to secure the Elven border against the Warlord.

When Kûlan arrived, it was too late even to save more of his people. Some had escaped to Marnele as well, but most had been slaughtered.

The Warlord raged out of Uzarâg next, but Kûlan was ready, burning with righteous fury. He rallied every able-bodied man he could find, saving Marnele, Izone, Gaerydd, and the fledgling Elven-Dwarven Alliance. Finally, he broke the Warlord, and it's said that no other person in history could have with so few troops. Weeping, Kûlan decided he didn't have the resources to finish the job.

The Warlord retreated back into Uzarâg. Kûlan had saved Belkanâth again, but this time, at the price of his fatherland.

The Mantle Accepted

With the loss of Uzarâg, Kûlan gave up all hope for happiness. He wintered in Marnele, wearily watching two Great Fiends across opposing borders. His homeland was lost, probably forever, and Orcs

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at that moment defiled everything holy they could find inside the Dwarven kingdom.

But Kûlan wouldn't be defeated. Men had been calling him the Guardian ever since he contained the Demon Queen in Dientor. Finally, in a long dark night of the soul Kûlan prayed to God. He begged for salvation. He begged for deliverance. He begged for some way to put right what had happened to his people. He prayed with a fervor and a passion he'd never known.

His prayers went unanswered.

For six nights he prayed. The first night he prayed for the Dwarves, but when no answer came he doubted that the Dwarven Church was true. The next night he prayed for the Elves, and then the Gnomes, and then the Halflings. Finally on the fifth night, he found forgiveness in his heart for the depredations of the Empire and prayed for Humanity.

Still no answer.

On the final night, he prayed as an Atavist, thinking perhaps that all the Savior-based churches were wrong. That too went unanswered.

Finally, as dawn rose after the sixth night, he stopped asking God for salvation. He stepped out of his quarters and watched the sun rise over the horizon. He stared at it, trying to make out the lines of God's palace, but the light burned his eyes and he



knew that Mortality was no longer worthy of salvation. These were the final days, and all the world would be lost.

And in his heart, he prayed for forgiveness for his greed and his pride and his lies and his appetites and his wantonness. He prayed for forgiveness and then he begged God for one last thing.

"Please," he prayed. "Just make certain that Thy will be done."

And a great warmth filled his bosom and the sun ceased burning his eyes. He stared into the center of the sun and for a moment, he saw a palace of

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diamond and the radiance burning within. He knew God, he knew his place, and he knew God's plan.

He was Kûlan, the Guardian.

Miracles

In the spring, a new foe appeared, the last of the Great Fiends. The Lich King moved out of the north with an army of Undead.

Kûlan moved again, this time with the confidence that comes of acceptance, using the Emperor's Roads to block the Lich King's next moves. The horde of Undead raged and flowed out of the north, and no one had any idea what had become of the nation up there.

Kûlan arrived just as the Undead rose into full swing. They fought throughout the year, Vamasius at Kûlan's side. In the final battle, the Lich King raised such an army that it seemed he'd wash away all the world's warmth in the flood of the dead. Clouds covered the sky and a legion of ghosts and specters tore toward Kûlan's army.

Kûlan prayed, asking God not for victory, but just for the chance of it, but His will be done. The clouds parted and sunlight fell upon the soldier's of Kûlan's army, and where the beams landed, their weapons glowed with a Heavenly light, becoming somehow able to injure the formless dead.

At the height of that battle Vamasius met the Lich King in single combat, but the Lich King struck him down. Kûlan's forces rallied and finally broke the hordes of the Undead, but there was no miracle for Kûlan to save his friend.

Kûlan moved back to the center of Belkanâth, preparing for the next assault from the Great Fiends, and they came. For the rest of his life he beat one after another, and on four more occasions the light of God shone down on his troops, twice in the middle of the night, each time filling their weapons with the Holy power of the Almighty. These five miracles were used to canonize Kûlan later, and they are the primary tales of his followers.

Kûlan fell fighting the Warlord, but not even the Warlord was great enough to beat him, whether by sword or by tactics. In the end, he was killed by a lucky shot from a stray arrow. No Mortal or immor-

tal could bring Kûlan low, and he only died when God himself called him home.

It's said that Kûlan was the only person who could beat the Warlord, either in single combat or on the battlefield. Kûlan often stopped the Warlord when the Great Fiend outnumbered him. Since then, the Warlord has only been defeated when many nations allied at once.

This is why Kûlan himself is known as the Sixth Miracle.

The Diaspora

Since the fall of Uzarâg, numbers of the homeless Uzarâg Dwarves have grown, but the number of Dwarves in other actual Dwarven nations have stayed relatively static. Because of this, there are now more Dwarves outside a proper Dwarven nation than in.

So when other races think of Dwarves, they think of them as a people without a home, and for the majority of Dwarves, this is true. They live in Felric's Redoubt and the Elven-Dwarven Alliance, but a great many others have just spread out, finding lives for themselves in the kingdoms of other Mortals. In general, they've been well-received.

The Dwarves have lived like this for a millennium and the history of the Dwarves in the diaspora has become a history of the nations they inhabit. But no Dwarf of Uzarâg blood considers himself a full citizen of their home. They will always be citizens of the fatherland.

They will always live, in part, in Uzarâg.

Dwarven Culture

The Dwarves have a more-or-less continuous culture that goes back twelve-thousand years. Very little changes in Dwarven culture, even after centuries. The Dwarves treat their traditions like a secret society treats its most secret rites. If Dwarves decide that one must salute Kûlan before the first drink of every evening, then that's how it's going to be, and it would take a new Saint to change things.

Note: *A great many statements in this section will appear as absolute fact. Everything applied to the race as a whole refers to the tendency among Dwarves. Dwarves are diverse, and*

while they may not be as diverse as other races, there are exceptions to every rule.

People

Dwarves are a relatively misunderstood people. The reason for this is that they don't understand outsiders, don't like their changing ways. Even the long-lived Elves are too ephemeral for Dwarves—it isn't about age. Dwarves know how things are supposed to *be*. It disturbs them deeply that other races can change their outlooks. They don't even care that Elves and Humans disagree with them, that's the nature of things. It's that they can't seem to *make up their minds*.

Most people think of Dwarves as dour, and that's not really true. Dwarves can be quite affable, but only with people they trust. It takes a lot for a member of another race to earn the trust of most Dwarves. Dwarves have survived as long as they have through *mistrust*. It's *tradition*.

It's easier for other Dwarves. They're perceived as more trustworthy.

Once you've earned the trust of a Dwarf, they are incredibly loyal. Most Dwarves live a life where the only new familial bonds they'll ever forge are with friends. They don't expect to marry, and so when they've chosen a friend, they protect them like they would a wife. Dwarves take betrayal very seriously. That's the reason Dwarves hate the Infernal so much. It's not about religion or dogma. The Infernal began with a third of the Host betraying God. The Dwarves stood up first among Mortals to fight because they will never, *ever* forgive.

Dwarves are known as great crafters, but this isn't exactly true either. Dwarves are *artists*. They don't believe in doing something in a workman fashion. They strive to find the perfection in everything, but this really comes out in their professions. If a Dwarf makes weapons, he tries to make the perfect weapon every time. This doesn't mean that he tries to make everything the absolute finest quality, but if he's making a hammer for a warrior, his hammer will be a step above in shape and look. It might not hit any harder than something he could dash out without thought, but there's an element of perfection there that he's brought to the fore.

Dwarves do this effortlessly, and so they don't take extra time to make their crafts. Still, there's always something a little special about the result.

In fact, this is the core belief of Dwarven society. Everything has a perfect shape, be it a weapon or a statue or a defensive stance. In each new incarnation, the artist learns something new about perfection. In every sword and every painting, even in wounds bound and stone smashed, a Dwarf receives one more glimpse of the face of God.

A Dwarf with a family often produces work inferior to one without, and this is as it should be. If a Dwarf were to have a wife and children and still spend more than twelve hours at work a day, how would he find the perfection in the most holy of tasks: building a life and love for his children? In fact, while a member of another race will seek out only bachelor Dwarves to make their crafts, most Dwarves will do just the opposite. In buying a slightly substandard belt, they have done their part in making that family unit stronger. A Dwarf with humble gear is far more noble to another Dwarf than one with equipment made only by perfect craftsmen. He understands what it means to be Dwarven. People think that being greedy means everything has to be fine. Dwarves know you can be greedy for the humble as well.

Most Dwarves strike a bargain in their selections. A warrior might buy his shield and his weapon hanger from a married Dwarf but his weapon from a bachelor. Few Dwarves go completely one way or another.

It usually puzzles outsiders that these obvious differences in Dwarven goods aren't reflected in the price, or if they are, the humbler work might cost more due to demand. They have no game effect. If a character wishes to buy a superior quality item, he can find ones made by both bachelor and married Dwarves. The bachelor-made items just look better.

This quest for perfection touches most aspects of Dwarven existence. They work for the perfect craft, they marry for the perfect family, they sweep for the perfect clean, and they live for the perfect death. A Dwarf can find his connection to God on hands and knees, picking up pieces of broken glass. Every action has the potential for perfection, and perfection and God are two words for the same thing.

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Married Dwarves tend to refrain from drinking and partying to excess. This is the way that bachelor Dwarves explore the perfect friendship. Since this is the public face of the race, however, few outsiders know the difference. Even the married Dwarves will go to the tavern, but they will usually go home early to spend time with their families.

Dwarves rarely gripe about their loved-ones, be they friend or wife, behind their backs. To do so is to tear down what they've built.

Dwarves take honor very seriously. However, they don't see the same things as dishonorable as other races. You can insult a Dwarf all day and he'll probably think it's funny. He'll even insult you back. Insult someone he *loves*, however, and you'll get a fight. Insult them harshly, and it will be a fight to the death.

Dwarves have a strong sense of right and wrong. They feel like they've had their share of injustices, and they don't like the idea of evil in the world. Most Dwarves can't help themselves but get involved when they see someone in trouble, if only to point them in the direction of someone able to help.

Demographics

There are far more Dwarven sons than daughters. Both sexes are allowed to do anything they want

with their lives (though fighting females are all but nonexistent). As a general rule, though, the male of the species takes every risk but childbirth. There's a prodigious death rate among sons due to the dangers of the world and the Dwarven need to right them, but even after that, the ratio of sons to daughters is two to one. The birthrate places the ratio at something more like three to one.

Because of this, Dwarves are heavily lopsided toward the son, and while this gives the daughter tremendous power, they're content to exercise it in the home. Daughters still seek positions of power from time to time, but like the sons, when they marry, they like to direct their attention inward, on the family.

Most Dwarven families have a lot of children. Luckily, the Dwarven constitution makes for fewer deaths on the birthing bed. An average Dwarven family produces six or more children before the parents lose their fertility.

Names

Dwarven names involve a given first name and a clan name. Families are sometimes shown by using reoccurring syllables in following generations. For instance, if Kûlan had children, his firstborn male line might have all had names starting in Kûl— or

Dwarven Sexes and Terminology

It's not accurate to refer to male and female Dwarves as men and women. Those words refer properly to Human genders. There are a few different terms that those who understand apply to Dwarves.

The generic term is son or daughter. A Dwarf on his deathbed is still a son, because he is a son to his ancestors. This is proper in any circumstance, so it's what they teach to outsiders as etiquette.

But there are other terms. For the young, boy and girl are still appropriate. For the older, lads and lasses are the common terms. For the elder Dwarves, master or longbeard for the males and dame for the females (this is the dame used as a title of respect and as the female equivalent of a knight, not the 1920's slang version). Graybeards and grayhairs also refer to the very old. Dwarf as a stand-alone word invariably refers to the male, with a qualifier always placed after for the female. So saying a Dwarf, a Dwarf lad, or a Dwarf Master all refer to male, a Dwarf lass or Dwarf dame refers to the female. Most of the terms are used without the word "Dwarf" in everyday speech. A lad, a lass, a graybeard or a grayhair is enough if there's no question of race.

Dwarves will tend to apply these terms to other races, even as humans refer to "Dwarven women." It's not uncommon for a Dwarf to refer to a smooth-faced Elven master smith as a "longbeard." He merely means the Elf has practiced his craft for a long time and would have earned himself a properly long beard to go with his skills if he had the ability to nurture a whisker or two.

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ending in —an. Some generic example names are as follows:

Male: Aglin, Akhizdunab, Andûm, Azbul, Balân, Burâg, Buram, Dalan, Damîn, Dulân, Felan, Felin, Feluk, Galân, Galanzûr, Ganzu, Gibun, Gûl, Gûm, Gûn, Ibazûr, Irak, Irazadam, Izarâg, Kan, Khazan, Khuzdîm, Khuzud, Kibal, Maktharuzâd, Minbi-razâd, Minbizarâg, Mizin, Mulig, Narâg, Nuram, Râgul, Razud, Ruzundûl, Sharagûl, Sigan, Sigathûl, Sigul, Sigulâd, Taram, Thalân, Tharbin, Thûl, Turag, Ukgal, Ulagandam, Unbirkûn, Undal, Urazâd, Zâgil, Zarak, Zaram, Ziruk, Zûram.

Female: Bina, Budala, Dabila, Gabula, Iruzigla, Khizaglanda, Mîn, Mind, Nala, Nagri, Nura, Shanu, Sharam, Sigla, Tara, Zada, Zaga.

For a last name, Dwarves take the name of their clan. The clans are named after different types of stone, and while a Dwarf doesn't alter his first name due to his culture, he will translate his clan name into the local language. For more information on clans, see page 28. Also, a Dwarven proxy takes the name of an ancestor as a title. See page 43.

Languages

Every Dwarf speaks Dwarvish in his own home unless doing so would be rude . . . when he has non-Dwarven guests, for instance. Dwarvish itself is one of the oldest languages in the Mortal Realm. It's a complex tongue, rigidly preserved, and has changed little through time.

In addition, most Dwarves know at least

one other language. If they live in Dwarven lands it's typically either the Divine Tongue or a language most suitable for speaking with outsiders (the language of their nearest national neighbors, for instance.) If they live in the lands of another race, they learn the local language next.

After their second language, if Dwarves learn another, they tend to either pick up the Divine Tongue, if they haven't learned it already, or Maroldo, so they can speak with merchants.

Most Dwarves are literate.

The Spoken Word

Knowing the language is a far cry from actually speaking it. How the language is used is often more important than grammar and vocabulary.



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Swearing

Dwarves love great explosive oaths. Their oaths very rarely involve the disgusting or sexual, however. Damnation and blasphemes are popular among Dwarves, as are the names of Dwarven heroes, usually named by body part. Weapons and artifacts of note are popular.

So a Dwarf might swear on God's name or the name of the Savior. He might bellow "Kûlan's beard!" or "Dumag's fist!" When levity is in order, "Khal's big toe!" "By the Fell Hammer!" or "Khal's hammer!" are also common.

Vows

Dwarves have several levels of vows, which is interesting because they take them all equally seriously. Instead of swearing on things greater importance because the Dwarf intends to take the vow more to heart, Dwarves tend to take more important vows to show that they understand the seriousness of the promise. It's a sign of respect to the person accepting the vow.

The lowest level of Dwarven vows is a simple promise. Next, a Dwarf might swear on his spouse or children, barring that his parents. Next, the Dwarf will swear on his ancestors. The penultimate Dwarven vow and the one used for taking oaths of service is to swear on holy relics, either in person or in absentia. Finally, a Dwarf will swear on the Fell Hammer, the most serious of all Dwarven vows.

Ancestors

The dead are as important to a Dwarf as the living. Dwarven ancestors are worshiped almost as gods themselves, and a Dwarf knows every noteworthy ancestor in his line and can trace the lineage (maybe with the help of a book).

The Dwarven love of ancestors is actually the reason there are no Orders in their church. The love is so strong that were they to allow themselves to ally with any one saint, they would soon devolve into

factions and eventually holy war. Dwarves know their limitations.

The Dwarven version of knighthood is called "proxy." In this state, a Dwarf accepts the name of an ancestor and acts as his proxy on earth. Only one Dwarf in a nation can be proxy for a given ancestor. Proxies are awarded to the noble but also to the accomplished. The lowest-born dwarf in the world can be proxy to Dumag. He simply has to be the best Dwarven craftsman in the kingdom. Proxies can be assigned for anything, from farming to poetry to discipline, but most are military, like a normal knighthood. See page 43 for more details.

Dwarven Romanticism

Whereas Human romantic notions usually involve self-sacrifice, such as dying for a noble goal, Dwarves tend to romanticize feats of endurance. While dying for his people is a noble act to a Dwarf, it's expected. Instead, they place great store in enduring pain and hardship. To suffer in stoic silence is the height of Dwarven ambition.

Rituals

Dwarven rituals are long and often uncomfortable. Simple ceremonies usually involve nothing more than standing or kneeling for long periods, but more important rituals involve greater feats of endurance. While Human ceremonies can occasionally devolve into hazing, walking across hot coals or ritual abuse, Dwarven rituals take this turn very quickly. Truly important Dwarven rituals involve out and out pain, usually in a manner reflecting the meaning of the ritual. Another common aspect of Dwarven rituals is to symbolic sacrifice that which is most dear.

An example is the Hammer Ceremony. When a Dwarven smith becomes a master, the Dwarves of his clan gather. The Dwarf kneels and places his hand on an anvil, symbolizing his willingness to sacrifice his livelihood for the clan. The most important Dwarf present then ritually uses a hammer

The Word "Dwarf"

The Dwarves have a word for their race in their own language but Humans call them "Dwarves" and other races have taken the same habit, even those of smaller stature. The Dwarves don't find this demeaning. If anything, they find it amusing. Humans and Elves appear distorted and gangly to Dwarven eyes.

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to smash the Dwarf's fingers. Then the other members of the ritual each give the Dwarf a strike. If the people involved are relatively unimportant, the hammer is made from a hard rubber, and while the blows are very painful, the damage isn't permanent. If the Dwarf is ascending to a truly high station, such as the Grand Master Smith of his clan, and magical healing is available, the hammers are normal smithing tools and the bones of the hand are shattered into increasingly smaller pieces.

How a Dwarf endures these trials makes great statements about his honor. To suffer without screaming is the goal for most Dwarves. To endure without a sound is a sign of great honor. The height of Dwarven stoicism is to endure the ritual without any sign of pain.

Dwarven rituals seem barbaric to outsiders, but no Dwarf would suggest abandoning them. They should not be taken as a sign of either sadism or masochism. Dwarves don't enjoy pain, and they hate to see the suffering of others. What they honor is the *perseverance* of others. To bear a trial stoically is to show beauty of spirit to a Dwarf.

The Unwed

Most Dwarves never marry. While the majority of bachelor Dwarves hold out hope, a certain few sacrifice even that and marry themselves to their craft.

Called the Unwed, these Dwarves pursue one skill with absolute obsession. They are the height of their crafts, the finest warriors, the most skilled miners, the subtlest jewelers, or the wisest scholars.

To symbolize their dedication, the Unwed ritually scar or tattoo their faces. A particularly ugly Dwarf will also become Unwed, but he'll do nothing to his face. The fortunes of birth said it all.

Wergild

The Dwarves follow the tradition of the wergild, a bounty paid to a person's family for a wrongful death. Typically, this is paid by the killer or the killer's family to the clan of the victim to keep matters from escalating to war.

With the Dwarves, the rigid clan structure gives the wergild a different spin. A Dwarf owes a great duty to his clan, and while the clan has the right to



put him in harm's way, the Dwarf himself doesn't have that right. His life is his clans, not his own. This means that a Dwarf is not allowed to pursue personal business that might get him killed. If a Dwarf acts on the spur of the moment and does something that ends in his death (like saving a non-Dwarf on the street), he technically dies in dishonor. If another concerned party can be held responsible (such as the person being saved) the clan approaches them for the wergild and paying restores the Dwarf's honor. If there is no other involved party or the other person refuses to pay, the Dwarf's friends usually pitch in and pay for his redemption, or occasionally the clan declares that the Dwarf was retroactively operating under clan orders.

The Dwarves have another solution, however. A Dwarf may pay his clan his *own* wergild. Doing so doesn't release him from the clan, the Dwarf is still a valued member of the whole, but the Dwarf's life then becomes his own. He can take risks, follow a path of vengeance, or branch out into the world. This is considered an act of great honor among the Dwarves, and wergilded Dwarves are treated with great respect. The majority of Dwarves die of natural causes without ever paying the wergild, and while this isn't dishonorable, the clan loves its money.

The wergild of a Dwarf depends on the value to his clan. It ranges from 1,000 GP for a minor member of the clan to 1,000,000 GP for a member of the royal family.

Note: The wergild is a great way to account for player characters in **The Echoes of Heaven**.

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We recommend that you don't force a character to still owe their lives to their clan. Assume that any Dwarf character has already paid their wer-gild. If the player would rather still owe, duty to clan is an option. They need only make that a part of their character background.

Kûlan's Lament

Every Dwarf in Belkanâth has adopted Kûlan as one of their own. Because of that, even Dwarves who don't descend from Uzarâg still feel the pain of Kûlan's Lament. Dwarves everywhere feel the loss of Uzarâg. The Lament crosses all boundaries.

The Great Revenge

Because every Dwarf in Belkanâth has taken Kûlan's Lament upon himself, they've all taken the Great Revenge as well. This means that the most common reason for a Dwarf in Belkanâth to pay his wer-gild is to attack Uzarâg. Every Dwarf considers it an abomination that the Warlord holds good Dwarven land and each year at least one expedition heads inside.

Most Dwarves have taken it as given that they can't actually oust the Warlord, and if they did, it would probably just force him to conquer another nation. So Dwarves either entering Uzarâg solely to carry out the Great Revenge (kill as many Orcs as possible) or to retrieve lost Dwarven artifacts. Some just consider it a sort of vacation, a departure from the strictures and toils of Dwarven life. Fighting in Uzarâg, your wer-gild paid, is very liberating. Many Dwarves feel truly alive for the first time while doing so. Some even seem to be addicted to their expeditions to Uzarâg.

Apprenticeship

All Dwarves serve an apprenticeship, and it's extremely bad form for a Dwarf to apprentice to his own father, even if he intends to take over the



family business. It's better for him to apprentice to a family member such as an uncle, but best for him to apprentice completely out of the immediate family.

Dwarves, for all that their culture can seem a bit brutal from the outside, are actually very kind and nurturing to their apprentices. While a Human apprentice is almost like a slave, a Dwarven apprentice is treated like raw material. They might need to be forged and beaten (not literally), but all this is done with a craftsman's eye for the final product. At times, their life might become very rough (if rough handling is what they need), but they are never abused, and it's considered a great dishonor for a master to take out his frustrations on an apprentice. It happens, but the master usually finds some way to make amends afterward, and in the sudden reversal of the honor debt, might even treat the apprentice as if their positions were reversed for a time.

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Dwarven apprentices study for decades, and in this time they learn not just their profession, but their work ethic. Dwarves learn to seek their perfection during these early years, and some have been known to study for decades just to learn to appreciate the potential beauty of unworked raw materials (in fairness, these might be considered remedial Dwarves).

Dwarven apprentices have every need met by their master and usually receive a small allowance to buy luxuries (ale isn't a luxury; ale is the staff of life). They are full dependents in every sense, and their actions reflect on the honor of their master.

When a master deems an apprentice worthy, he's given a series of three tests. These tests don't determine whether or not the apprentice is skilled, but whether he has the proper respect for the craft and the materials. The tests are uses of the skill involved, but if the apprentice treats all the materials with the proper reverence, they pass even if they completely fail at the fundamental skills. They can learn the skills as journeymen. If they love their work, they'll get the fundamentals later.

Tombs

Dwarves do not believe in burying their dead in the earth. Instead the noble dead are placed in tombs, the common dead in catacombs. These locations are underground, of course, but at no point is the body buried in actual soil.

Dwarven tombs are all hallowed places. A Dwarven tomb will often hold out a long time against an Ulcer or other corrupting influence. In fact a powerful Dwarven tomb might develop defenses of its own against a tainted area. The ancestral tomb in Uzarâg is rumored to have powerful spiritual guardians and to still retain its status as Holy Ground.



Dwarves and Water

Dwarves and water are not happy companions. This isn't to say that they don't bathe or drink, although most of their drinking water has at least a little whiskey in it for purity. They bathe more, on average, than humans, probably because they don't have problems catching a chill and getting sick.

Dwarves aren't a big fan of boats for the same reason. While certain Dwarves take a nautical bent by necessity, even the most salty old sea Dwarf will never be wholly at home in a rough chop.

Dwarves and Agriculture

People don't think of Dwarves as farmers, but practically, it usually takes four people growing food for every one working in a city, and the Dwarves don't possess any great secret of farming that makes this easier.

They *do* make great use of underground mushrooms, and some of these mushrooms grow quickly to great volume. With this as a staple in the Dwarven diet, they can manage with two farmers for every nonfarmer. Of course, except for Dwarves of the Elven-Dwarven Alliance, former Uzarâg Dwarves farm very little, allowing non-Dwarves to produce the food they eat.

Dwarves cultivate their food in either underground mushroom caverns or secluded valleys behind their cities. The Dwarves that work these farms are as dedicated as any other Dwarf, but outsiders rarely see them as they spend so much of their time in areas where foreigners don't travel.

Craft, Religion, and War

Dwarves approach many things in the same way, and craft, religion, and war are the prime examples. To a Dwarf, these things are all different aspects of the same truth. Dwarves seek the perfection in crafts, they strive to wage flawless wars and through all those things they believe they are one-step closer to God.

In fact, Dwarves fight their wars in the same way they worship, with prayer and fervor. The Dwarven temples serve also as their war rooms and their priests fight alongside their generals. There is no such thing as a "mundane" war to a Dwarf. All wars

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are holy wars. They merely reflect that first great war, and by fighting them, the Dwarves remember.

Marriage

Dwarves are fairly class conscious, but because of the disparity in the number of males to females, only the firstborn sons typically marry daughters of their own station. Others might find wives below them in the social classes, but this doesn't happen so often the lower classes disappear.

Another thing to note is that a Dwarven marriage involves a husband, a wife, and a child. No Dwarven marriage is fully legal until the birth of the first child. If a marriage lasts five years and there's no sons or daughters, people start talking. At ten years, the clan usually dissolves the marriage and both people find other spouses. If one or the other turns out to be infertile, that person can never be completely married and usually pursues another course for their life.

Lifework

Very rarely, a Dwarf completes his lifework. Typically this means he's completed a craft piece or a job or a task so difficult and so perfectly that there is nowhere left to go in his life. This happened to Dumag when he completed the Fell Hammer. Nothing he did could ever top it, and he had nothing left to do.

Dumag died that very night and there are many similar stories among Dwarves, but some don't simply pass away in the night, they take their own life. There is much honor in this among Dwarves, and while they consider suicide a sin, this isn't suicide to a Dwarf, it's just helping the natural way of things.

THE CLANS AND ORGANIZATIONS

The essential Dwarven organizational group is the clan. Other organizations span clan boundaries.

Clans

The clan is the oldest Dwarven form of organization. Many people think that the clan system precedes any modern Dwarven nation or even the Sundering itself.

Every clan has a specialization. They are as follows:

Clan	Profession
Agate	Historians
Alabaster	Farmers
Amber	Tanners
Aquamarine	Jewelers
Bauxite	Stonemasons
Bloodstone	Warriors
Diamond	Royalty
Feldspar	Leather Workers
Flint	Glass Blowers
Granite	Weaponsmiths
Gypsum	Bowyers/Fletchers
Hematite	Healers
Hornfel	Blacksmiths
Jade	Locksmiths
Jasper	Miners
Jet	Diplomats
Limestone	Animal Trainers
Malachite	Clergy
Marble	Artisans
Mica	Siege Engineers
Obsidian	Armorers
Onyx	Smelters
Opal	Coopers
Quartz	Potters
Sandstone	Cobblers
Shale	Tailors
Schist	Brewers
Slate	Carpenters
Talc	Bakers
Topaz	Weavers
Turquoise	Cheesemakers
Variscite	Wainwrights
Zircon	Winemakers

Clans are only one step away from family. A clan is sort of a sprawling relational group, more important than religion or nation. Stronger than a brotherhood. Clan is father to countless Dwarves, and there isn't a Dwarf alive evil or weak enough that he doesn't

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feel in his bones that the clan is worth everything he has and everything he can ever own.

Clans protect their own. A clan will take care of its weakest members, feeding widows and fostering orphans. The clan will pick up the slack if a Dwarf can't afford to inter family, and it will apprentice Dwarves who can't find situations of their own. A clan will ostracize a Dwarf who doesn't fulfill his duties, but if a Dwarf works hard and still can't make ends meet, the clan will be there.

The clan also polices its own. It handles almost all internal matters of law, barring only charges that cross clan boundaries and those that involve clan bias. It punishes its members and it roots out corruption and theft and fraud. If a Dwarf alters his weights, plates his metals, or abuses his apprentices, the clan will know the dishonor.

Clans are more than just their specialties. Clan Bloodstone might be known for its warriors, but it has its bakers and smiths and clergy as well. There are always matters that a clan won't want to take outside its members, whether special weapons or the Chieftain's dinner, or just mining their private veins. They will go to the other clans for their specialties for most needs, but they always have need for their own.

Clans set all prices for goods produced by their members. They also regulate quality, set quotas and make sure there aren't too many practicing masters.

Clans take great pride in their specialties. If a member of Bloodstone is bested in combat by someone from another clan, Bloodstone loses a bit of prestige (though in a friendly way). Longstanding rivalries rise out of such events. A weaponsmith who can create a better hammer than Clan Granite will find weekly, if not daily challenges from the Granite smiths. This will continue until Granite proves its predominance again.

Clans are ruled by a chieftain, which is usually a hereditary position. Under the chieftain are the clan elders, some of which are Dwarven nobility (and not at all old) and others who have earned their position through age, wisdom, and skill. The elders have a great deal of power over the clan, and they debate most clan issues, leaving the executive decision to the Chieftains. The elders can depose a chieftain

with a vote, and they must confirm the succession when one dies or leaves office, but they rarely interfere in such matters.

Clan Diamond is the ruling clan of a Dwarven Kingdom. The king never uses the name, as he's simply the king, and his wife, heirs, and dowager mother don't either. Everyone more extended in family go by the name Diamond. However, many offshoot families exist as well with noble lines of royal blood. Though technically a part of clan Diamond, they take family names of other precious stones, such as Ruby, Sapphire, or Emerald, to show their noble status. Elders in other clans are usually even further extensions of this blood.

Organizations

The clans aren't the only organizations prevalent among Dwarves. The following organizations are worth noting among Uzarâg Dwarves.

The Assassins' Guild

There are Dwarves among the Assassins' Guild, perhaps a smaller proportional number than other races. The important difference between Dwarven assassins and assassins from other races is that Dwarven assassins rarely take jobs against other Dwarves and never against their own clan. Otherwise the Assassin's Guild presence has more to do with the nation in question than the Dwarves inside it.

The Brotherhood of Purity

With the diaspora, many Dwarves fear that mixing with other races will dilute their cultures and traditions, making them "less Dwarven" somehow. While non-Dwarves would laugh at the suggestion that anyone can affect Dwarven culture, Dwarven hardliners would say that it's already happening and just because it's subtle doesn't make it less dangerous.

So the Brotherhood of Purity is an organization of like-minded Dwarves who strive to maintain the purest Dwarven traditions. They preach to other Dwarves, carry out elaborate rituals and generally talk about how things were better in the old days. Most Dwarves tolerate them and many laud their efforts.

Lately someone has infiltrated the Brotherhood. Accidents have been happening to members, and no one

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knows why. It seems that someone is trying to kill the members, but they haven't moved openly yet.

The existence of the Brotherhood, their philosophies and the like are World Threads. Their infiltration and the "accidents" are Adventure Seeds.

The Coalition

The Coalition has many Dwarven members, but most are Fallen Dwarves. The Coalition presence among exiled Dwarves has more to do with the nation in question than the Dwarves inside it.

The Confessors

The Confessors' use of magic makes them distasteful to Dwarves. The Confessor presence among exiled Dwarves has more to do with the nation in question than the Dwarves inside it.

The Corini

The Corini are Human. The Corini presence among exiled Dwarves has more to do with the nation in question than the Dwarves inside it.

The Hammer Guild

For the most part, Dwarves stick to their clan, but with the diaspora, many Dwarves ended up in locations with a small Dwarven population. Because of this, they were forced to find more and more of their social interaction amid other clans.

And so in the early days of the diaspora, warrior Dwarves formed the Hammer Guild, taking the knowledge of warfare taught by the various clans and combining it into one pool of knowledge. Since then the Hammer Guild has spread, until even the intact Dwarven kingdoms have accepted it. It's the philosophy of the Hammer Guild that the Dwarven way of life must be protected, and guarding the secrets of war are more likely to destroy the Dwarves than protect them.

The Hammer Guild has lately had to reject escalating petitions from non-Dwarves wanting to join. Despite a thousand years of tradition, members inside the guild have applied pressure as well. It seems unlikely that so many Dwarves would suddenly abandon tradition. Something has gotten to them, and blackmail seems unlikely. Even Dwarven

greed isn't strong enough to outweigh tradition, and that leads to something even more insidious.

The Hammer Guild is a World Thread. The petitions from other races are an Adventure Seed.

The Illuminated

There are Dwarven members of the Illuminated like any other race. The Illuminated presence and plans among exiled Dwarves has more to do with the nation in question than the Dwarves inside it.

The Shadow Order

The Dwarven disdain for Human magic makes them unlikely recruits into the Shadow Order. The Shadow Order presence among exiled Dwarves has more to do with the nation in question than the Dwarves inside it.

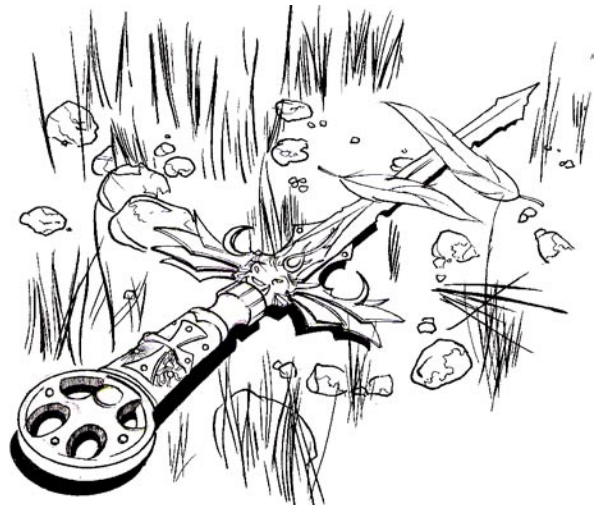
The Shadowed Legion

Dwarves that have succumbed to evil sometimes join the Shadowed Legion. The Legion presence among exiled Dwarves has more to do with the nation in question than the Dwarves inside it.

The Shields of Uzarâg

Some Dwarves take the Great Revenge more seriously than others, and some just wish to protect the treasures of their heritage within Uzarâg. To these Dwarves, the most important thing in the world is to strive constantly and to never forget.

The Shields of Uzarâg are all Dwarves who no longer owe their lives to their clan. Some have had this debt passed by their chieftains to the Shields,



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others have paid their wergild and joined willingly. These Dwarves plan and organize. They stage raids into Uzarâg, delve to retrieve items, and sometimes plan side trips to see the lost wonders. The Shields of Uzarâg are all over, but they are strongest within a couple week's travel of the Dwarven Kingdom.

Lately there's been an internal debate among the Shields. They believe that the next time the Warlord moves, they should stage a major raid into Uzarâg, perhaps as deep as the Ancestral Tombs. Unfortunately, this means shirking their Mortal responsibility to stop the Warlord, and hence the debate continues.

The Shields of Uzarâg are a World Thread, as are their actions during the next attack of the Warlord. All the infighting and politicking because of the debate are Adventure Seeds.

The Sons of Almia

Since Dwarves were members of the Protector State, some Dwarves pay their wergild and join the Sons. The Sons' presence among exiled Dwarves has more to do with the nation in question than the Dwarves inside it.

The Sowers of Seeds

An occasional Dwarf might join the Sowers, but for the most part, this group is very un-Dwarven. The Sowers' presence among exiled Dwarves has more to do with the nation in question than the Dwarves inside it.

Fences and Smugglers

Fencing and smuggling are not particularly Dwarven occupations. While Dwarves definitely do these things, there's no particularly "Dwarven" way of going about them. Dwarves who commit these crimes do so in the manner appropriate to their nation, not their race.

Thieves

There are plenty of Dwarven thieves, more so than any Dwarf would care to admit. The Dwarven Deadly Sin is Greed, after all. Dwarven thieves tend to target great works of art and treasures, stealing things that are sellable is usually just a way to live until they get the next great piece. They rarely sell their personal treasures.

There are no Dwarf-wide thieving organizations. If they join such an organization, it would be regional.

Academics

Academia is a great tradition among Dwarves. Many Dwarves study culture and history and just as many study the sciences that underlay traditional Dwarven crafts. Strategy and tactics are also common fields of study.

Other subjects are less popular, but in a large enough Dwarven population, one can find an academic of almost any field. Except for doubly taboo subjects, such as necromantic Human magic, it might be easier to find an academic of even the rare fields among Dwarves than it is among Humans, if only because academia as a whole is more important among Dwarves. Dwarves find great beauty in the pursuit of knowledge.

In Dwarven kingdoms one might find academic institutions. Elsewhere, though, Dwarven academics keep to themselves, teaching through apprenticeship and communication through books and correspondents.

Who's Who

There are many important people in the guilds and organizations of the Dwarves. Some of the most important are as follows:

Narâg Malachite

Narâg is one of the foremost members of the Brotherhood of Purity. He is one of the Brotherhood's

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traveling preachers and recruiters, moving from place to place and helping to spread the word. He's something of a celebrity, his speeches and his recruitment efforts convert young Dwarves at unheard of numbers.

Most of his time he stays in one place just long enough to heighten the energy of the movement, but he stays longer when the Brotherhood is weak or nonexistent in a place. Then he takes the time to build the Brotherhood before moving on.

Lately, he's been stumbling on an increasing number of Undead and small, new Ulcers. He's been taking care of these like any good member of the Brotherhood (it's Dwarven tradition, after all). Still, the coincidences are mounting. It's as if the Ulcers were finding him, not the other way around.

Narag is a young Dwarf with a beard to mid-chest and honey-colored hair. He has a large chest, even for a Dwarf, and his voice can fill even the largest plazas. He walks with a slight limp.

Darlan Gok

Note: *Most of the following was included in The Last Free City. It's included here for completeness.*

One of the most troublesome contraband materials in Human lands is Dwarven ale, Darlan Gok. Made from the poison of subterranean fish and mushrooms with euphoric properties, Darlan Gok is much more potent than a mundane malt liquor.

A common joke is that Darlan Gok blinds Humans and kills Elves (an allusion to the poisoning of Elves during the Age of War). The reality is much more insidious. Non-Dwarves who drink Darlan Gok find they have trouble with inhibitions, most particularly those concerning violence. If a Human or other non-Dwarf drinks Darlan Gok long enough, he will fly into a homicidal rage.

This is best left to storytelling, rather than hard-and-fast game mechanics. The effects vary from person to person, but increasing outbursts and a worsening temper are usually the first signs.

Many people will want mechanics anyway. The following text shows how a "typical" Darlan Gok addiction might progress. Remember, though, that every person is different. Someone might only become enraged to members of the same sex, or only when they are in bright light. Some might mellow or grow violent when drunk. Some people are affected more or less than others (though all non-Dwarven Mortals are affected to some degree). Feel free to tweak things to make them more interesting.

Sample Mechanics: Have the character roll a Fortitude Save (DC 25) every time they drink Darlan Gok. If he fails, the DC increases by one to all future checks. A character can only gain one of these increases a day. When the DC 35, he must make a Will Save (DC 15) or he flies into a rage. If the DC of the Fortitude Save increases beyond 35, add one to the DC for losing his temper for every increase of one (a 38 DC to the Fortitude Save would equate to an 18 DC to the Will Save).

When the Fortitude Save DC reaches 45, he must kill anyone he meets in a fight. If the character tries to resist this drive, roll as for the bad temper. For every 1 the DC increases beyond 45, add 1 to the DC of the roll.

Darlan Gok is no more chemically addictive than alcohol. In fact, alcohol is a fine way to stave off physical withdrawals. Unfortunately, the stuff is psychologically addictive. Once a character has any penalties to his poison saves from drinking Darlan Gok, going a day without it becomes a stressful situation. If the character is addicted enough that he must make checks against his temper, he must check his temper every hour. If he must also make checks versus killing, it might be best to restrain him.

Every day a person goes without Darlan Gok reduces the penalty by 1.

A tankard of Darlan Gok costs 1 SP when purchased legally.

Uzarâg

Everything about Narâg is an Adventure Seed.

Sharâg Bloodstone

Sharâg is an elderly Dwarf, barely still strong enough to fight. He can't sustain more than an hour or two of solid combat, nothing like his youth, when he could fight from sunup to sundown. But it's enough to teach the young.

Sharâg Bloodstone is a traveling trainer for the guild. As one of the most skilled weapon masters in the world, he's highly sought. To stay in shape he walks from city to city, finding the guild and training with the masters (the students are far below his skill level). He stays in one place for a year at a time and masters come from adjacent nations, just to train under him for a time.

Sharâg has been having nightmares lately. In these dreams he goes on a killing spree, stalking the streets and attacking those who are homeless and unwanted. In the morning, he is always stiff and sore. Worse, he's discovered that people are disappearing in his current city.

Sharâg is an old Dwarf with a beard to his knees and silver hair. He walks with a stoop when he isn't fighting and his joints audibly creak. When fighting, he looks almost like a young Dwarf. He is Unwed and naturally a very ugly person.

Everything about Sharâg is an Adventure Seed.

Sigul Bauxite

Sigul is known in many circles as the greatest architect alive. He's worked in the underground vaults in the Elven-Dwarven Alliance. He's built palaces and chapels and mansions all over Belkanâth. He can do things with stone few people imagine are possible.

Sigul works from job to job, taking a commission and allowing it to consume his life until complete. His work is everything.

Sigul is old and his lungs have filled with the dust and debris of a lifetime of stone masonry. This is a deadly condition in even the hardest Dwarves, and it kills Humans decades quicker. Every night while he sleeps, his lungs fill with blood. Each morning, he's on the verge of death. To stay alive, he needs his lungs completely healed at least once a day, but healing them is little more permanent than healing a sword wound with the blade still piercing the

victim. He commands a high enough fee that his patrons can usually arrange that, but even still, his days are numbered.

Sigul is looking for his last great work. He'd prefer a Human cathedral (perhaps the most challenging thing a mason can build), but no Human bishop has been willing to hire a Dwarf.

Sigul is old, with a long beard and white hair. An intricate network of scars cover his face. He is Unwed. He coughs increasingly, starting two hours after his daily healing.

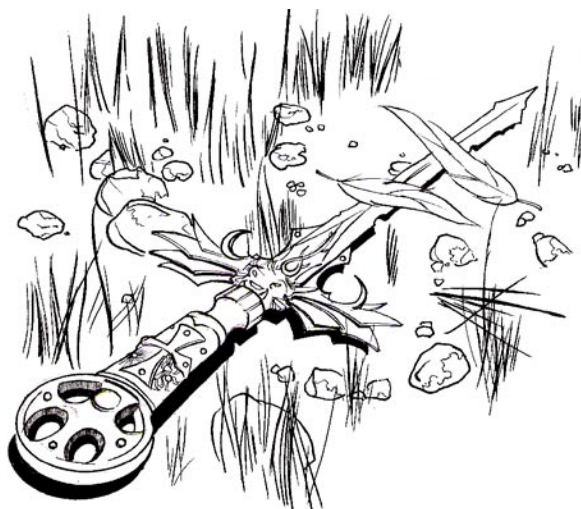
Sigul will not die on his next job, and that allows a GM to build a storyline around him. His actual last job is a World Thread, as is whether or not he's ever able to build a cathedral.

Zarag Granite

There are rumors of a Dwarf who's lived nearly every day of the last twenty years inside Uzarâg. His name is Zarag Granite, and he is the ghost of ice and stone.

Zarag obtained a belt that allows him to take on different guises, and he uses this to imitate Orcs and Half-Orcs as he travels. He kills in the night, walks among Orcs as if he belonged, and has traveled the holy places of Uzarâg. The belt makes the magic undetectable and this has the added effect of masking his Divine Spark from the Warlord. Not even the Howling can find him.

Zarag has been seeing a Dwarf in Uzarâg, never up close, always in the distance. He thinks that the



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Dwarf is Kûlan, and that the Guardian is leading him to his final fate.

Zarag is middle aged with jet-black hair and terrible, acne-scarred skin. He is Unwed. He wears mail and fights with an axe, like many orcs.

Everything about Zarag's current actions is an Adventure Seed. His final fate is a World Thread.

RECREATION

There are many forms of recreation among Dwarves. Most of them are based on location and caste.

In the Outpost

Dwarves love to sing. They sing in deep, rich baritones and basses, often far off-tune. Dwarven songs are more chant than melody, and Dwarven musical theory states that no subsequent note may vary more than one note on the scale from the previous. Dwarven instruments are almost all percussion, though the occasional pipe or bagpipe is used.

Dwarves love chanting ballads, lists, and long genealogies, especially of kings. A typical Dwarven tavern game is to try to recite the lineage of a Dwarven king all the way back to Khal. The winner is the Dwarf who takes it back furthest without making a mistake.

In the City

Dwarves in the city enjoy the same tavern entertainments as outpost Dwarves. In addition, they hold great meetings where Dwarven entertainers create large orchestrated musical performances with soloist chanters.

Dwarves also enjoy throwing games and in a big enough space they will invent new games to fill the area. They learned horseshoes from Humans and made the sport their own.

In the Palace

In addition to the activities in tavern and town, in the palace more intimate musical performances are common, as are dances. In Dwarven dancing, partners don't pair off by sex, and even when that's possible, it's considered taboo, even among husband and wife. Men dance with men, women with women, or everyone in

a large group. As one might imagine, there's nothing romantic about Dwarven dancing. Dancing among Dwarves is usually reserved for the nobility.

The Church

The Dwarven church has picked up one other tradition from the Humans, that of theater. The church loves to put on plays, most of them many hours long. Most of these morality plays tell the story of one of the saints, and Kûlan is the most common (and they insist that the vast quantities of pig blood used in the story has nothing to do with it). Spiritual chants are another important form of church performance art.

Tournaments

Dwarves strive for perfection in everything, and while the perfection of an item can be explored with one's hands and eyes, perfection of the body can only truly be explored through competition.

This has led to one of the most popular Dwarven pastimes: the tournament. In a proper tournament, there are dozens of contests, exploring everything from strength, to balance, to aim, to combat and beyond. There are direct comparison tournaments, where techniques and often variables such as weight class must be identical for all involved, and there are apples and oranges style competition, such as two Dwarves competing to see if a large heavy shield was actually better than a small light one, or if a wrestler can beat a boxer.

Prizes and even purses of money make up the rewards of these tournaments. These awards can be anything from a token for a minor contest to a large gem for the winner of the tournament grand contest of arms.

Craft Shows

Dwarves also love great craft shows. Similar economically to a Human fair, a Dwarven craft show draws the line at trade. Every Dwarf wants to see a craft show, and they want them for the *crafts*. Having minstrels and jugglers and other such diversions at a proper craft show is just alien to the Dwarven mind. They can't understand why

Humans clutter up a perfectly good business fair with all sorts of nonsense.

Arts

The arts are important in the lives of all Dwarves. The types of art appreciated and created depend a great deal on the caste of the Dwarf.

Architecture

Dwarves love grand halls of stone and vast, glittering canyons. While a Dwarven tunnel looks much the same as a Human one (assuming the Humans put more than the usual care into construction), Dwarves believe that their excavation becomes a natural evolution of the stone, whereas the Human construct is a violation.

While there can be little real evidence of this, the Dwarves do undertake their work with a great deal of reverence. The work crews gather for group prayers before and after a shift and sometimes halt work because the current course “just doesn’t feel right.”

While one might not be able to see the difference in normal construction, a Dwarven mine is another matter entirely. A Dwarven mine looks nothing like a Human mine. There are no supports or artificial looking passages. Dwarven mines take hundreds of years of active erosion to make the tool marks disappear, but if you squint your eyes, they look a lot like caverns. Dwarven miners often come in on their time off to work on the passages they’ve left behind, to carve the stone into something more like a natural cavern. They care about what the stone’s true shape might be, and they work behind their own excavations to try to find that shape.

In the Dwarven city, tall, arched structures and open rooms are the norm. The stonework is intricate and Dwarves prefer constructions that need no mortar. Their work with cement is legendary, though, and they build tremendous smooth domes on their aboveground structures (underground, they can carve a dome without cement).

Dwarven Protective Runes

Dwarves cover everything with decorative sigils and carvings. It’s a natural step from this to runes, and many important Dwarven works have protective runes covering their base or surface. This

is especially true for things of great religious and historical significance.

In forming the runes, the rune priest generally designs his rune structure in advance, then a master sculptor comes in and crafts the runes on the base or surface of the object (a true master is typically necessary, or else tiny imperfections will ruin the runes). Then the priest comes in after the fact and enchants the runes, building powerful permanent enchantments into them. He does this by creating a wondrous item using item creation rules.

Dwarven protective runes are used on borders, bases, and as a kind of scroll work to all the majority of the surface to be used for it’s original purpose (they’re placed only on the base of a statue, for instance). They resist all but the most determined attempts to damage the object, and even then it’s typical that they only allow scratches. They can’t be used for armor and the like (there are other runes for that, which operate like normal magic items) and the object must be mineral or metal in nature and absolutely stationary (normal protective runes only work on a door if it never opens).

These runes are the reason why one can still enter Uzarâg and see the wonders of the Dwarven people. They resist Orcish attempts at defacement.

Common Arts

Most Dwarves decorate with carvings and other solid mediums. They love whittling and making little statues and woodcuts. The more dedicated work in stone or etch in metal, but even the most casual Dwarf can take knife to wood.

Getting the wood is the problem, and it’s one of the only benefits of being a diaspora Dwarf. For those deep in a Dwarven city, wood is likely beyond their easy reach, although many make do with the hornlike stems of certain farming mushrooms. Most Dwarven farmers dry these inedible stems and sell them for a nominal charge.

Middle Class Arts

Middle Class Dwarves pursue the same carving tasks as the lower class, with more money to invest in tools. This means more work in stone and metal. With the middle class also comes work in cloth, and while tapestries are not popular in the middle class,

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runes and sigils in clothing (usually in bands around hems) are, and those who can't afford such often do so themselves.

Noble Arts

With the elders, full, exquisite work in stone and precious metal becomes common. Dwarven elders also work in tapestries (or rather the females do). The homes of Dwarven elders are often filled with the works of the family and their ancestors.

LEGENDS

Every people has their own legends. Some of the most common Dwarven legends follow. None of these are proven.

The Last Dwarven King

The last seated king of Uzarâg was Galindûl. He faced the Warlord in single combat and was slain trying to save his kingdom. This isn't the end of the story, though.

According to Dwarven legend, Galindûl never stopped fighting. To this day, he plagues the Warlord in his sleep, harasses him with tiny accidents and generally does everything possible to stop or inhibit the Great Fiend's actions.

Stories abound of the Warlord, tired on the day of important battles, making mistakes. Some dismiss those as mere stories, saying that everyone makes mistakes and people hold the Warlord to an unattainable standard. More stories tell of him tripping or a door jamming at crucial moments, usually when he's pursuing Dwarves in Uzarâg, and the number of these stories, if true, are too high to be coincidental.

The Ancestral Tombs

As detailed in *The Last Free City*, Felric tried to return Kûlan to the ancestral tombs in Uzarâg. He and those with him were never seen again. What happened is the subject of much debate.

The most accepted story is that he succeeded, but at great personal loss. In this tale he and his band of Dwarves fought their way to the ancestral tomb in Uzarâg, but in the final moments of battle, Felric took a mortal wound. He made it inside, as did the last couple of Dwarves, but they all knew there

would be no making it out. The Dwarves sealed themselves in a tomb with Kûlan to serve as his guards throughout eternity. Felric died, still guarding the main door to the tombs. For his reward, he was promoted in Heaven to Kûlan's right-hand man. First an Archon, he has risen through the ranks to become a full Angel. Now he commands the guard on the Walls of Heaven, and while he stands there, Heaven will never fall.

A second legend states that he and the Dwarves managed to put Kûlan to rest with minimal losses. Their tasks done, they attempted to return to Felric's Redoubt. They fell into an army of Orcs on the way and were killed to a soul, but they didn't stop fighting. Felric is still seen at night, patrolling the walls of his city and sometimes the hammers of the Dwarves ring in the forges at night when everyone is asleep. They came home, and they watch over the City-State still. When the city is beset by the Warlord, from time to time his plans have seemed to fall apart with a disruption on his flanks. Though no one has ever confirmed what caused this and most people think it a simple accident or collapse of discipline, the true Felrican knows that it was a High Man, leading a band of mighty Dwarves.

The final legend states that Felric and his Dwarves died to a person on the way into the tombs. The Orcs, thinking they'd won, attempted to desecrate the body of Kûlan, but when they did, the angry spirits of the dead, fueled by the Ulcer, rose and slaughtered them all. They then carried the body to the Ancestral Tombs, where the sacred blessings cleansed them of the Nopheratus' taint. To this day they stand guard on the Ancestral Tombs, and when Orcs go missing or are found dead in Uzarâg, they whisper the ghosts are foraying, seeking vengeance.

The Fell Hammer

The Dwarves have a hard time understanding how Uzarâg fell. The most accepted theory involves not the Warlord itself, but the Fell Hammer.

The Fell Hammer is the oldest and most cherished of all Dwarven artifacts. It's the symbol of the king and said to be an artifact without compare. It was last seen far in the east and is lost to history.

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A legend says that the Fell Hammer isn't exactly lost. It's in the possession of the Warlord. Many of the Dwarves escaping Uzarâg claimed that the Warlord carried a hammer, but he's never done so since. No one got close enough to identify the hammer and live, but few Dwarves in Belkanâth doubt the legend.

If it's true, one of the Emperors probably obtained the hammer and added it to his personal treasury. The Warlord would have retrieved it sometime around the fall of Octarus and the opening of the Chaos Gate. He would now have the Hammer deep in Uzarâg, probably with his greatest treasures.

The Mad Dwarf

It's said that when Uzarâg fell, a single Dwarf had the ability to stop the Warlord, but instead fled. There are many different versions of how he could have stopped the Warlord, but all agree he deserted his post and therefore his people.

He was cursed for his cowardice and now roams the world, stark raving mad. a thousand years old. It is said his failure will plague him as long as the Warlord lives or Uzarâg is an Ulcer. If either of those things ever change, then he can die.

Adventure Seeds and World Threads

With the exception of the Ancestral Tombs, everything in this section is an Adventure Seed except for the true location of

the Fell Hammer. For more on the Ancestral Tombs, see page 63.

THE COURT IN EXILE

The title of this section is slightly misleading, as this covers the most important Uzarâg Dwarves outside of the Elven-Dwarven Alliance. Not all of them are in the same "court."

King Tarag

King Tarag is the rightful king of all Uzarâg, descended many generations from the last king. He has no permanent home, as an ancestor declared that no Uzarâg king would hold permanent court outside of Uzarâg.

This is fine with him, as it gives him the excuse of living off the hospitality of various great houses throughout the world, most of them in the general area of Uzarâg. He stays with them for a season or a year, and then moves on. He is friendly and charismatic and has developed a great deal of skill



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in earning the affection of non-Dwarves. Housing Tarag and his court is considered a great honor.

Tarag is related to the Dwarven king of the Elven-Dwarven Alliance, their distant relatives were first cousins, but Tarag's ancestor refused the help of the Elves and thus the new royal line established.

Tarag has become increasingly ill over the last few months and the standard array of healing spells didn't help. Finally, a priest tried to cure him of poisons, and he recovered immediately. The culprit hasn't been caught, but some feel that he'll try to move again, and this time with quicker-acting poisons.

Tarag is a majestic dwarf, beautiful in his Dwarveness. He wears bands of gold in his beard to denote his rank and often dresses in ceremonial armor, though this can be rough on Human furniture. He takes this into account when planning the day's apparel.

Tarag, his position and life are all World Threads. The current assassination is an Adventure Seed. If Tarag is needed in a future product, he might be in a different place than in your game, but since he moves, just make sure it isn't a problem if his locations were to suddenly change and become a World Thread for a while.

Ulak Sandstone

Many would consider Ulak the true leader of the Dwarves in exile. A merchant of great power, he's spun a web of alliances and favors throughout all of the Dwarven lands, and he holds them with a light but solid hand.

Ulak keeps the Dwarves together, spreading word, making plans. He's a broker in favors and he uses these as a coin among the Dwarven people. If one secluded group has trouble, they can ask him for a favor. He'll call in another group's favor to help them out. While the Dwarves would likely take care of their own anyway, this places a structure on the situation and no group of Dwarves gets overlooked because everyone thought someone else was helping.

Ulak has a dark secret, one that he thinks would destroy him if it got out. Years ago, during a battle with the Warlord, Ulak was blinded and set back with the luggage train. There, a group of Orcs attacked and Ulak protected the boys and the wounded, even though he was blind. In the confusion, his brother rushed to help and Ulak killed him. Ulak fears the truth to this day, but someone knows. Lately he's been receiving messages threatening to reveal the information. Ulak has paid all the demands so far, but lately, the unknown party has started asking for *favors*.

Ulak dresses more simply than a king, usually in the clothes of a rich middle class Dwarf. He has dark eyes and an unassuming air, yet there's an undercurrent of power to everything he says and does.

Ulak and his position are World Threads, as is his secret. The current blackmail plot is an Adventure Seed.



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Taruzâd Bloodstone

Taruzâd dedicated his life to fighting at a very early age. He had little choice, considering his appearance, but to become Unwed. Everyone he met would have assumed it anyway, and he had no real chance to marry.

So he took up the hammer and ventured out into the world. Taruzâd technically is a mercenary but he has bound himself to Ulak on permanent contract. He protects Ulak's interest and often does small missions to garner favors for his master.

Taruzâd is a Dwarf of the highest honor, but when he gets drunk enough, he turns nasty. Lately under the influence of Darlan Gok he's begun insisting that Ulak let him kill the exiled king. With the king dead and no heir to succeed him, Taruzâd believes that Ulak will take over as the rightful and not just defacto king of the Uzarâg Dwarves. When he sobers up, he is riddled with guilt for these statements, but Ulak has begun to fear allowing him to cross paths with the king, worrying that this will result in regicide.

Taruzâd is ugly, with a long beard and uneven eyes. He dresses in armor almost every waking hour and is always armed. He's bald as a rock but his beard is magnificent.

The true cause of these murderous ramblings of an otherwise noble Dwarf is an Adventure Seed. He himself is a World Thread.

Dulab Ruby

Dulab is a crotchety old merchant, a distant member of the royal family, and a permanent fixture of the king's exile court. He's presented as the king's treasurer and most people think that he uses his financial abilities to actually fund the court, rather than just monitoring the money.

In actuality, he is the king's spymaster. A careful Dwarf, he controls agents throughout all of Belkanâth. While he uses most of these agents to find financial situations to exploit in further funding his



king (not that the court needs much money, but they *are* Dwarves), he also uses them to keep a tab on all the happenings of the world, looking for things that might upset the Dwarves.



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And lately, he's found one. Dwarves around the world have been disappearing, only to reappear a few weeks later, richer than when they left. His spies have found nothing obviously untoward in these events, but he's still suspicious. None of the Dwarves will tell where they got their money, which isn't surprising, but none of them are going back for more, which is suspicious. He's afraid someone is slowly using the Dwarves' Deadly Sin to subvert the race, but he isn't certain enough to act. The events are so widespread that only he knows of it, with no one spy noticing more than one or two events. If it is a plot, it's big.

Dulab has a good head of hair, but to his shame, his beard is patchy and balding. He was once a good-looking Dwarf, but age has not treated him well. Luckily, he married young.

Everything about Dulab is a World Thread. The strange Dwarven windfalls are an Adventure Seed.

Dala Emerald

Dala is a member of Ulak's extended power base. Though technically higher in class than Ulak, she's dedicated herself to helping him with his work. She isn't married, although she has been twice in the past. Neither marriage produced children, but both of the husbands went on to produce families with other wives. Because of this, the wedding proposals have stopped.

Many people think that she's nothing more than a hanger-on, and she promotes this belief by fawning on Ulak at every public moment. Actually, they don't like each other very much, their goals are just powerfully entwined and they share a deep mutual respect for their abilities.

Dala is actually Ulak's spymaster, and no one even remotely suspects her. Her agents work throughout the world as well. She's noticed the windfall of the Dwarves and knows the cause, though she hasn't revealed it to anyone. She's also noticed something more troubling. The number of Dwarves entering Uzarâg to pursue the Great Revenge has gone up dramatically in the last years, yet the number returning has gone down. She hasn't determined why more Dwarves are going in, though many of them have had windfalls, but she's more concerned about



them coming back out. It's almost as if the Warlord is getting accurate information on Dwarven raids into the fatherland. If so, this could be the beginning of a much bigger problem.

Dala is a pretty Dwarven daughter, solidly built. She dresses in the simple fashions of a commoner, and most people think this is because she's given up on attracting the opposite sex. In reality, she just hates frivolity in clothing.

Dala is a World Thread. The issues with Dwarves going in and coming out of Uzarâg is an Adventure Seed as is her knowledge of the windfalls, though the fact that the Warlord is getting, at least for a time, information on his enemies might be referenced in passing in a later work.

Athalân Jet

Athalân is a member of a long-standing merchant family. He has studied fighting and warfare and intends to rise as high as a Dwarf can rise. He has attached himself to King Tarag's bodyguard, and has risen to the head of Tarag's guard.

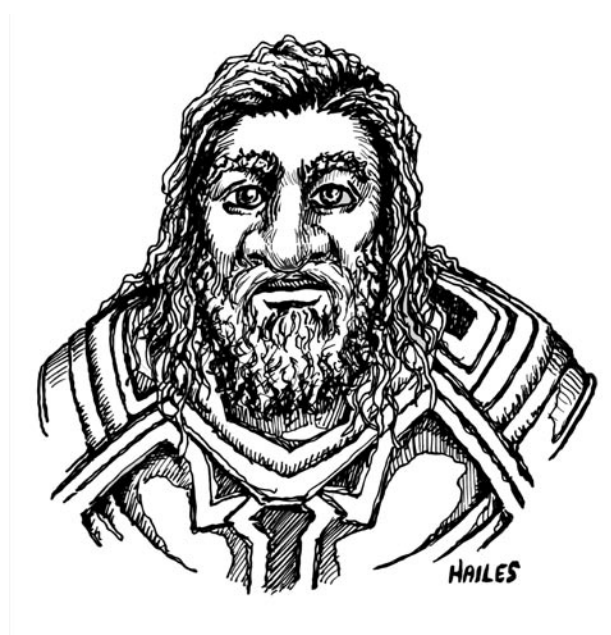
Athalân is itching for a war. He feels that if he can find a way to force King Tarag into some sort

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of fray, he can be named the Battle Master of all the Dwarves. He has a plan in the works and certain people in the court feel that he's been more than unusually interested in the Warlord lately.

Athalân is a young, powerful Dwarf, his beard still short. However, he has earned his respect, and he's good looking and powerfully built. Dwarf maids court him in earnest.

Athalân and his position are World Threads. His current plot is an Adventure Seed.



Sharam Hornfel

Sharam comes from a long line of blacksmiths. While he took his family's path, he has branched out in many directions and now is considered one of the foremost weaponsmiths in the world. He works for Ulak now, and controls a large shop of weaponsmiths. It's amazing how many favors one can garner with a shipment of weapons.

Sharam has been obsessed with retrieving Rune Steel from Uzarâg. Although he can get it through trade with Irukhâl, he feels that the exposure to Ulcer energy has made the natural veins in Uzarâg even more potent than before. Lately a Human has shown up offering to sell him Uzarâg Rune Steel. While he knows that the money must certainly go

back to the Warlord, he is having a hard time resisting the temptation.

Sharam is middle aged and not exactly attractive. He wears his hair short and his beard long. He rarely smiles.

Sharam is a World Thread. His attempts to get Rune Steel and any fallout of the Ulcer's effects are an Adventure Seed.

Laws

Trials in Dwarven courts are ritual affairs, steeped in twelve thousand years of precedent and tradition. In fact, a modern Dwarven judge often retires to judge for weeks as he searches the precedents. The idea of making a new ruling would terrify one.

There are three levels of Dwarven punishment. Dwarves are only incarcerated long enough to be sentenced and for the sentence to be carried out, although for some trials, this can be months.

The lowest level of punishment is corporal. The Dwarf must suffer some punishment to purify his soul. Flogging and caning are common, as are periods of intense hardship (no more than a month in a freezing cell on a diet of mash and water).

The second level of Dwarven punishment is death. Death is always by decapitation, with a skilled executioner so the subject doesn't suffer.

The final and most terrible form of Dwarven punishment is banishment. A banished Dwarf is branded on the forehead and his beard is shaved. He's then kicked out of the clan, and no Dwarf will ever speak civilly to him again. Almost any Dwarf would prefer death.

Note: Dwarf's can be ostracized, but such are still members of their clan. Banishment is a completely different thing.

The Guard

The Dwarven guard is a proud institution. Dominated by Clan Bloodstone, these Dwarves are powerhouses of combat skill and dedicated to their cause. They are career soldiers and many of them are Unwed.

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The Watch

The Dwarven guard serves double duty as the watch. This makes them much more professional and deadly than a guild watch system. It also crosses over to martial law, but the Dwarves rarely abuse their power, taking the duty very seriously.

RESOURCES AND TRADE

Diaspora Dwarves have no resources of their own, depending on the country in which they live. Dwarves in their own kingdoms still have the resources available there, of course.

Money

Diaspora Dwarves do not mint money of their own. While there are Uzarâg coins still in circulation, most of these are treasured and not spent. Money pulled out of Uzarâg now is usually minted by Orcs,

but if one finds actual ancient coins, they would begin at ten times their value in metal.

Banking

In most countries, there are three types of bankers. They are pawnbrokers, moneychangers and deposit bankers, and merchant bankers. Dwarves have no usury laws, and so they fulfill all these roles without shame.

Pawnbrokers buy goods, then sell them back to the former owner or to new customers at a higher price. Usually there is a period, say a month, where the pawnbroker agrees not to resell the item to anyone but the original owner. After that, the pawnbroker can do what he likes.

Moneychangers and deposit bankers provide an honest service for their fees, they make extra money from long distance exchanges.

Merchant bankers are a newer development. They hold a person's money and give him "bonuses" in exchange for investing the money in their own enterprises. Merchant bankers also handle written monetary exchanges from one

banker to another, transferring the real funds later during their normal caravan travel.

Taxes

Dwarves pay taxes to their country. To find those rates, look to the country in question (or just use Ludremon as a guide, see *The Echoes of Heaven Campaign Setting*, Appendix One).

Clan dues are handled much like a guild due, with the exception that Dwarves don't pay many "fines." Normally they just have dues based on production. A rich Dwarf might pay 1% a year, while a poor Dwarf will pay closer to 25%.

Trade Guilds

There are no international Dwarven trade guilds. See individual nations for information on their trade guilds.

THE MILITARY

Since the fall of Uzarâg, the diaspora Dwarves have no cohesive military. They do have military traditions, and many of these are still seen on a small scale.

Proxies

Also known as ancestral proxies, the proxy is the Dwarven equivalent of the Knight. Dressed in heavy armor and carrying heavy weapons, these are the elite warriors of the Dwarven people. While most noble Dwarven sons become proxies, others from the common ranks rise to proxy much more often than among Human nations.

A proxy is meant to be the representative of an Dwarven ancestor on Earth. While craft and political proxies also exist among the Dwarves, most proxies are combat oriented. These Dwarves are elite enough that the clan declares a famous Dwarven guides their actions. The king is usually the defacto proxy of Khal, while the best craftsman in a Dwarven nation is proxied with Dumag's name. The Dwarf in question is then known by the ancestor's name after their given name. A Dwarf name Kalen Granite who's been proxied with Dumag would be known as Kalen ak Dumag Granite. He is referred to as ak Dumag formally and Kalen to his friends. The more important a Dwarf's birth or more outstanding his achievements, the more important his ancestor.

Commoners

Common Dwarves are much better armed than the commoners of other races. Most Dwarves own some kind of weapon of war, usually a hammer. Even the poorest Dwarf will buy thick wire, a dowel and cutters. With these, they make themselves crude, unriveted chain. So most of them have at least minimal mail protection as well.

Feudal Service

Dwarves do not follow a feudal model. If they live in a country that does, they follow the laws of that country.

Mercenaries

Clan Bloodstone has many mercenary units. They hire these out to other clans and to the king as well

(as their normal units can more than meet the troop requirements they owe their king). Under dire threat to the Dwarven way of life, or when great honor is involved, Clan Bloodstone usually offers these troops for nothing more than their upkeep costs. Even these costs might be waved.

Army

Almost every Dwarven troop belongs to the Army. Dwarven crossbowmen and heavy infantry are the backbone of the Dwarven might.

Navy

Dwarves in Belkanâth have never needed a navy.

THE CHURCH

There is only one Dwarven church, and it's followed by the diaspora Dwarves. Some Dwarves are Atavists as well, but most follow the Dwarven church. See *The Echoes of Heaven Campaign Setting* or the upcoming book on churches for more details.

POLITICS

Dwarven external politics has to do with the nations in which they reside. See individual nations for more details.



Uzarâg

Part Two: The Orcs

Of all the Cambions in the Mortal Realm, the Orcs are the most famous, the most feared. Orcs are brutal and bestial, powerfully built and terrifying to behold—to a commoner at least. Worse, so many Orcs serve the Warlord that when he needs an army, he has one.

And that makes Orcs the most dangerous Cambions as well.

HISTORY

The history of the Orcs is nearly as long as the history of the world. They have no grand tales of deeds and woe. They have no unified past, and so for this book, the history of the Orcs starts in Uzarâg.

The New Uzarâg

In 1003 the Warlord attacked Uzarâg, taking the nation in remarkably little time. When Kûlan responded with troops, Uzarâg had already fallen. The Warlord invaded surrounding countries, but by the end of 1004, Kûlan defeated him.

With the Orcs and Warlord in Uzarâg, the place slowly corrupted. By 1006, the first Ulcer had formed inside the capital city. By 1007 it'd become permanent. By 1010 the Ulcer had grown until it encompassed the entire nation.

Since then the Warlord has attacked every five or twenty years. Sometimes these attacks were devastating, others ended almost before they started. About every hundred years the Warlord has made a big move and nearly broken out.

In 1503 the Warlord managed to seize the entire region of modern Ontav. He put the royal line to the sword and butchered much of the aristocracy. For a year, he withstood the sieges of the neighboring nations. They responded too sluggishly.

In 1504, members of the Knights Equenis infiltrated the advisers of the Warlord. He didn't notice the switch until too late and the Knights managed to swarm him and throw him from a third-story window.

The landing was enough to stun the Warlord for a few seconds and in that time, more Knights leaped forward and hacked him over and again.

They couldn't kill him, of course, but the Warlord was barely able to flee, his limbs hacked to pieces and throat slit. In the wake of his loss, the rest of the nation fell quickly and the Veraj, the man who'd orchestrated the attack was crowned Emperor by the Church.

Belther formed out of the shattered victims of the Warlord assault in the year 1555. Formerly mixed lands dominated by Humans, the Halflings of this region suffered withering assault after withering assault. In the end, a core competency of brutal Halfling infantry survived. The other races hung bleeding and shattered. Only the little folk were able to carry the war to all corners of Belther.

By the end of the season, the Halflings not only controlled the entire region, but they were now the most populous race. As the other races died or fled, Belther formed.

More recently his attacks have been less effective. Many think this is a trick, but certain countries have come to think that they've learned the Warlord's tactics, that he has no tricks left.

But others feel this is all a part of his plan. They warn the Warlord is far more clever than others give him credit for being. They say the Warlord will conquer everyone.

And until recently, everyone listened.

Note: *Whether the Warlord is lulling the world into a false sense of security is a World Thread.*

Orcish Culture

Orcish culture is an indistinct thing. Every tribe has its own traditions, and the traditions can change with startling rapidity. Still, there are common trends, especially among the Orcs of Uzarâg.

People

The Orcs are a violent, brutish people, deeply in touch with their demonic roots. The beastmen are the most . . . bestial, but that's more their animal natures than true personality. It's an even race between the Orcs and the Hobgoblins for which Cambionic race is the most *cruel*.

Orcs revel in violence. They love to watch it and take part in it. They love to gather together and boast about their exploits, telling stories of gore and slaughter. They love to punish the weak. They love

Uzarâg

to bask in the glory of violence. They are, in every aspects of their lives, monsters.

The Hobgoblins are more disciplined than the Orcs, but most people in Belkanâth don't know that. The Warlord is good at making a creature do things *his* way. While there are more Orcs outside Uzarâg than in, it's the Uzarâg Orcs that everyone hears about, and so people think of Orcs as forming armies and marching in step.

Orcish relationships focus around dominance displays. Superiors often strike their inferiors, usually casually and just to remind everyone who's in charge. These strikes don't even hurt that much, as Orcs would rate pain, but they brew discontent in the ranks, which festers until the next challenge or the next killing.

Orcs have it in them to be builders, they're half Dwarf after all. Unfortunately, they don't have the drive. While the occasional Orc craftsman rises to the top, they bang out anything they have to make and steal whenever possible.

Demographics

Orcs produce about twice as many males as females, but there's a high death rate among males. Usually there are far more females than males, and the most dominant males claim several mates, leaving those low in the pecking order without. Orcs breed quickly, producing a child or twins about every eight months.

Names

Orcish names have many of the same tonal elements as Dwarvish names. In fact, many Dwarven names, if spat as a curse, would sound Orcish. Some names are as follows:

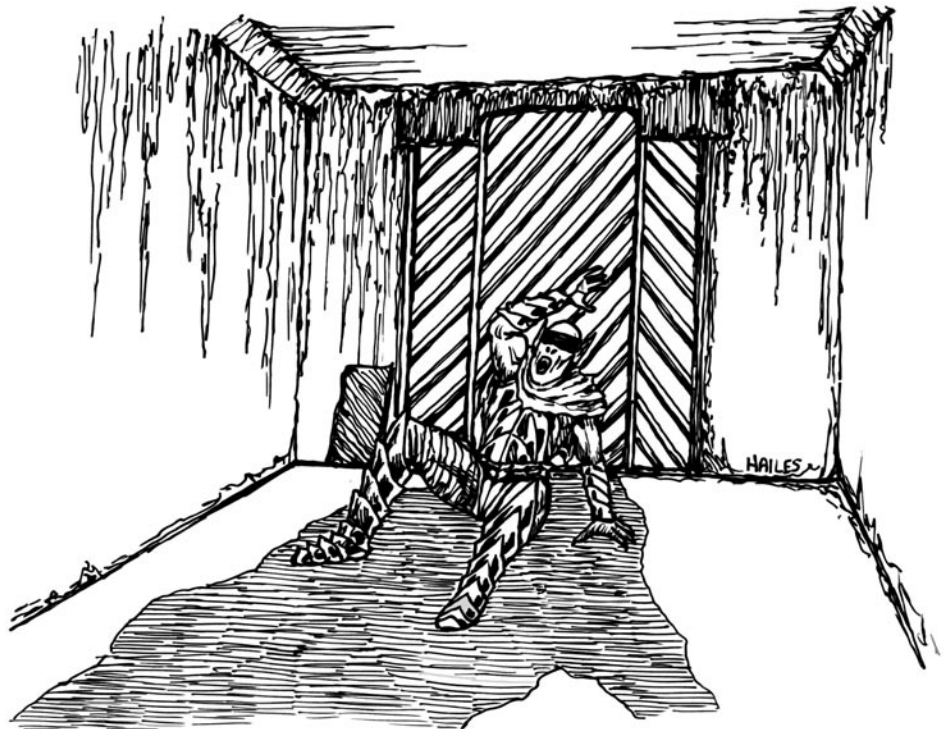
Male: Adbarz, Ashub, Bag, Bagdú, Bagúl, Bamúl, Bashurul, Bazgúr, Bol, Borag, Borkúl, Borog, Bughar, Búmbar, Búrgak, Búrob, Burzonk, Dulag, Dulob, Dumurkúl, Gambak, Gatúl, Ghamúrz, Gharkúl, Ghashnag, Gholag, Gholúb, Ghorzug, Gol, Gor, Gúb, Gúl, Gúrahk, Gúruk, Kharol, Lagob, Lúrag, Lurgakh, Mag, Marbug, Markúb, Moghol, Morbul, Morzol, Múrzug, Mushar, Nag, Nákh, Naruf, Ogdurn, Orbúl, Orog, Orolg, Orzog, Roghak, Rolakh, Shag, Shakh, Shamob, Shazgú, Shuglat, Shuk, Shulog, Shumbor, Shurz, Snadbul, Snagdub, Snarub, Ugar, Ugrub, Umbúrz, Urgol, Urgúl, Yag, Yamog, Yamuf, Yar.

Female: Ghama, Shelurn, Shulorn, Mugra, Busham, Ghorbúm, Ghoth, Glarash, Dughamph, Bugdú, Othmaga, Ragoth, Dulfim, Borkúm, Dughash, Boloth, Mash, Búrkúm, Mugha, Khashum, Burba, Múrga, Búlash.

Orcs don't usually take last names, though they often earn titles like, "One Eye" or "The Slasher."

Languages

Orcs speak Cambionic. Many of them learn a local lingo as well, at least enough to shout profanities at their victims.

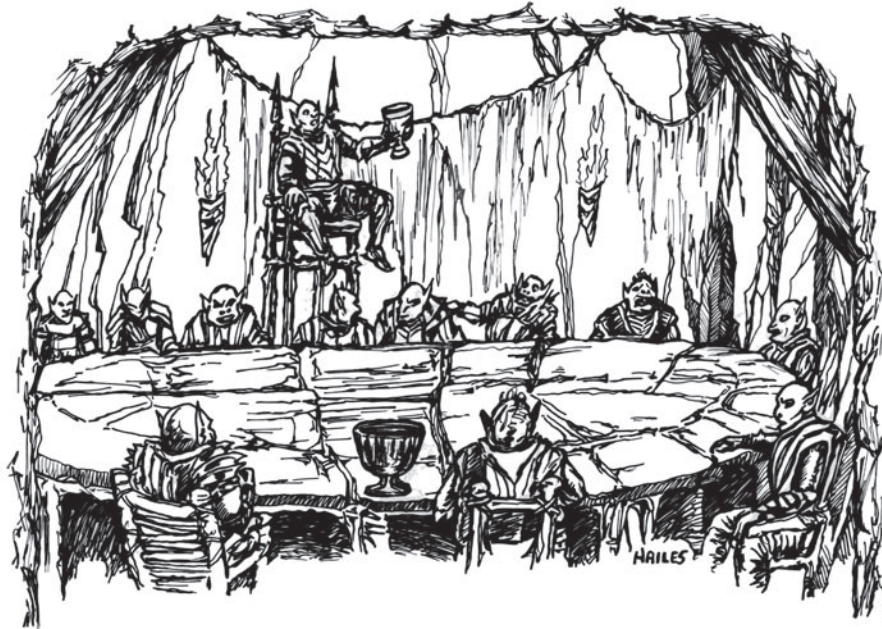


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Cambionic is the language spoken by the Cambion races. It is older than the world, at least in its roots, and spoken heavily in all the nation-sized Ulcers.

The Spoken Word

There are few races that abuse, twist, and torment the spoken word more than the Orcs. Whereas some Cambions are just too ignorant to speak right, the Orcs learn the language well enough to torture it on purpose.



Swearing

Orcs love to swear, and swear eloquently and at great length. Although they often shout curses at victims in the victim's native tongue, they usually fall back on Cambionic, a language made for swearing. This is probably for the best as their curses would shock a sailor.

Vows

Orcs place no stock in vows. Even in the more-disciplined Uzarâg, an Orc will break any promise he can, assuming the promise is the least bit inconvenient.

Orcish Succession

Orcish succession is quick, brutal, and usually final. Often it involves a quick knife in the back or the judgment of a heavy club.

More formally, challenges take place in a large ring of Orcish spectators. The leader faces the challenger in combat to the death. There are no rules, but

the audience rarely does more than throw the occasional rock. They know if they interfere too much it will turn from a spectator's sport into a free-for-all. The outcome is simple. If an Orc walks out alive, he either kept his position or gained the one of the Orc he bested. If he can walk out strong enough that one of the spectators doesn't challenge *him*, he'll hold it a few hours, at least.

The Communal Cup

Orcs violently guard their rights while tearing the rights away from those under them. This reveals in many different ways, but one prime example has risen in Uzarâg. The communal cup.

In Uzarâg taverns, only the highest ranking Orc is allowed to have his own cup. All other Orcs must drink from a large single cup of ale, often foul with bits of food and pus from open wounds. The Orcs

Orcish Sexes

One can't properly refer to Orcs as "men" and "women" either. The generally accepted terms are "Orc" and "She-Orc." Sometimes the more scholarly refer to females as an "Orcess." More often, a male will refer to a female in a profane fashion. Orcs aren't very politically correct.

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chip in and buy the ale to fill the cup, then they pass it until it's empty. This is a great affront to Orcish independence and the Orcs *hate* it. No Orc abolishes it when he's in charge, though. He enjoys watching those under him suffer.

Goblin Slaves

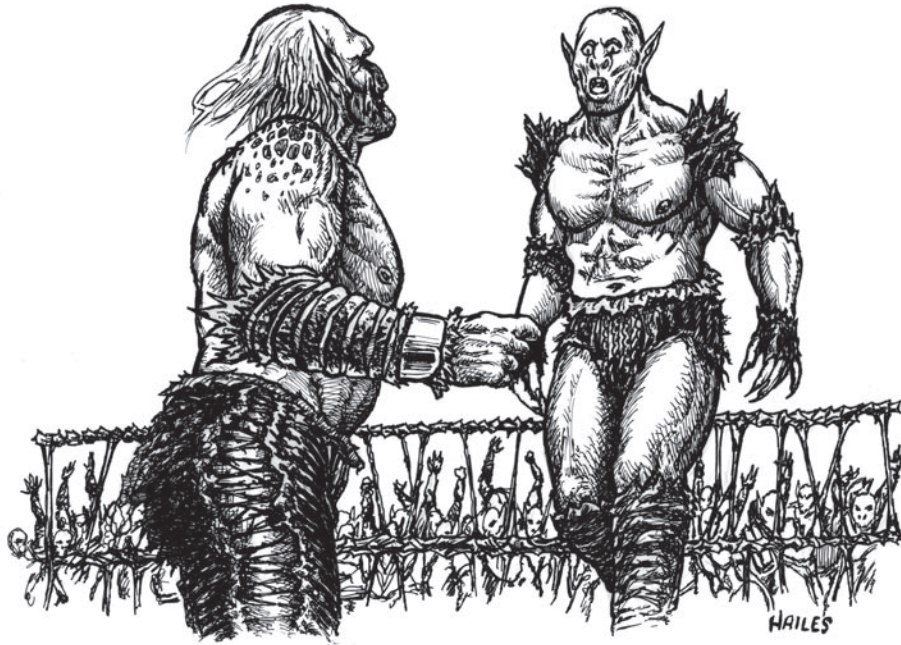
Orcs everywhere, and Uzarâg Orcs in particular, prefer to keep Goblin slaves. Perhaps half the population of Uzarâg is Goblin, many working on the surface and in the Dwarven mushroom farms to produce food for the Orcs.

Goblin slaves are sometimes owned individually, but more often they belong to the group. They do whatever the nearest Orc tells them to and answer quickly to the slightest demand. Most Orcs know the ones producing food should be left to their work, so this is the favored duty of the slaves. Often, Goblins will work for people in certain positions, like the Chieftains, and when the position changes over, the Goblins go to the new Orc.

HALF ORCS

If an Orc and a Dwarf mate, the result (if there is one), is a Half Orc. Half Orcs are unwelcome in the homes of both their parents. In Orcish homes they are brutalized for their Dwarven blood. In Dwarven homes their parent might love them, but no one else will.

Half Orcs have a reduced Infernal Taint, but it is strong enough to detect. Half Orcs are the eternal outsiders and they often end in terrible and brutal professions. This only stands to reason as they have terrible and brutal lives.



THE TRIBES AND ORGANIZATION

Organization is a necessary evil to an Orc. They band together for strength, but they spend the entire time resenting their comrades and the strictures that come with belonging.

Tribes

Orcs group in tribes. These tribes are large, loose organizations. There is little loyalty in a tribe, and Orcs would leave them wholesale if another tribe would accept them, but most of the time, they wouldn't. So Orcs are stuck in the tribes into which they are born.

And yet, there's something about a tribe. Tribes make the Orcs strong. They allow for the quick muster of a warband and for defense against other Orcs. An Orc without a tribe is a lost creature, often killed by Humans or Dwarves or simple fate.

Tribes create order and some loose community. Without a tribe, it's impossible to have a tribal Chieftain, and the Chieftain is the only chance a group of Orcs have of resolving an issue without blood on the ground. Without the structure of a tribe, Orcs

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would tear themselves apart, and a Chieftain needs to hold them together or else he loses all his power.

Like all Orcish groups, a tribe is barely contained entropy.

Within a tribe all the basic needs are met. Some Orcs hunt, some craft, some guard, and some breed. Tribes are essentially self-sufficient, which is good because there is little trade with surrounding nations.

Organizations

Below the Tribe, Orcs also group in bands. Other than that, organizations aren't popular among Orcs. There are no Orc-specific organizations (aside from Orc religions, of course). There are worldwide non-Orc organizations, however, and some effect those of Orcish blood.

The Assassins' Guild

Orcs don't join the Assassins' Guild. Certain Half Orcs do, though. The Assassins' Guild doesn't have much of a presence in Uzarâg. There's a contract on the Warlord, but no assassin has ever collected it.

The Coalition

Orcs aren't welcome in the Coalition, and it takes a rare Half Orc to be recruited. Both Orcs and Half Orcs find themselves unwitting pawns to Coalition plots. The Coalition has no presence inside Uzarâg.

The Confessors

There are no known Orc or Half Orc Confessors. The Confessors avoid Uzarâg.

The Corini

The Corini are Human. They might accept the occasional Half Orc to act as a freak in their shows, but they have nothing to do with Orc blood otherwise. The Corini avoid Uzarâg.

The Illuminated

It's rumored there is a single Half Orc member of the Illuminated. No one knows his position or duties. This is a World Thread. The Illuminated works around Uzarâg, but not inside.

The Shadow Order

There are no known members of the Shadow Order with Orc blood. Naturally, they have no reason to set up shop in Uzarâg.

The Shadowed Legion

Certain low-ranking members of the Shadowed Legion are Half Orcs. There are no known Orcs. Both races, however, can serve as pawns. The Shadowed Legion has no presence inside Uzarâg.

The Son's of Almia

The Sons of Almia would welcome Half Orcs. Almost none join. The Sons of Almia sometimes conduct missions inside Uzarâg, but naturally they have no branches there.

The Sowers of Seeds

Half Orcs fit in well with the Sowers of Seed. The Sowers have agents inside Uzarâg all the time. The Warlord is aware of them and their attempts to prod him into attacking more often. He finds them more a nuisance than an actual threat.

The Trade Guilds

There aren't any trade guilds inside Uzarâg. Trade does exist, but most Orcs don't like working with one another enough to set up permanent cooperative guilds.

Fences and Smugglers

There isn't much opportunity to smuggle or fence inside Uzarâg. There aren't any contraband goods, and one can sell stolen goods to the same people to whom they sell legitimate goods.

Orcish Tribes

There are hundreds of Orcish tribes, and while they don't change much, their fortunes do. The most powerful tribe in Uzarâg this year might be outcast the next. If you need to come up with an Orcish tribe, create the name by adding a descriptor to a weapon. The Rusted Spear. The Broken Claw. The Bloody Sword. The Rotting Tooth. The Shining Ax. These are all good Orcish tribe names.

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In other nations things are different and there are Half Orc smugglers and fences. See the nation in question for details.

Thieves

Thievery is rampant among Orcs and quite common inside Uzarâg. Since there's not much in the way of law inside the nation (at least not antitheft law) thieves don't need to organize. Most of them aren't even thieves, but bullies.

In other nations, things differ. See the nation in question for details.

Academics

There are no Orc academics, and a Half Orc academic would be rare. There are no institutions of learning inside Uzarâg. The closest one comes to Orc academics are tribal wise men.

RECREATION

Orcs need recreation just like any other race. Orcish entertainment is less caste-based than other races.

It probably isn't surprising that the primary form of Orcish combat is the blood sport. Orcs love to watch fights even more than they love to fight themselves. They create all sorts of blood sports. One-on-one, group on group, and one against group are all very popular. They like uneven battles better than fair ones. If they capture a deadly monster, they'll relish in throwing one Orc after another to his death until one finally beats it or it gets too full to care.

Orcs also love contests of skill, be it throwing or running or climbing. They tell stories (the more outrageous the better). They gamble and curse and vandalize.

In general, they just revel in being *Orcs*.

ARTS

All intelligent races seem to value art. What they consider art might vary from creature to creature.

Architecture

Orcish architecture isn't very . . . precise. Orcs favor crude, easily built structures. Anything that will keep most of the rain off will do. A frame of branches with walls and ceiling of grass are common. Sometimes

Orcs build up a set of walls out of hides after time. Orcs know how to tan, they aren't primitive, they're just lazy.

Sometimes they'll build a palisade around a long-lasting settlement.

Considering their Dwarvish blood, it should be no surprise that Orcs love good architecture. This, combined with their laziness, is one reason why they live so often as squatters. Orcs quickly inhabit any abandoned building they can. They love old ruins, and Orcish guards sometimes spend more time staring at their home than out toward danger. They will brag and fight over the best places to live and will sometimes lovingly caress the walls and stairs.

As much as they love a nice building, they don't clean them. Ever.

Commoner Arts

Common Orcs love to carve, especially wood and flesh. They sometimes cover themselves with tattoos and are always making themselves trinkets and charms to hang from their clothing.

Middle Class Arts

More powerful Orcs add plunder from other races to their collections. They love sculptures. Many Orcs will hang small statuary from their gear as decoration. They love Dwarven carvings, especially when artfully defaced.

Noble Arts

The highest Orcs add precious metals into their decorations, often completely out of context. An amulet might make a wall decoration while a gold plate serves as decoration for the Orc's armor. It's not that they don't understand the intended use, they just don't care.

LEGENDS

Every people have their own legends. Some of the most common legends among Uzarâg Orcs follow. None of these are proven.

The Lone Orc

Orcish individualism is a point of racial pride, but few Orcs ever have the opportunity to be their own

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creature. Perhaps this legend is more than a myth, but an insight into Orcish psychology.

When Uzarâg fell, one Orc refused to bow to the Warlord's rule. He challenged the Warlord in single combat, and the Warlord struck him down without a thought. But the Orc stood back up. The Warlord struck him down again, and again the Orc stood back up. The Warlord struck him again, and again the Orc stood up.

This went on over and over again. The Orc never successfully laid a hand on the Warlord, but he never stopped trying either. The Warlord fought him all

day and night and in the end, the Warlord ran him through the chest with a sword.

The Orc got back up.

In the end, the Warlord is part Orc as well. He looked into the heart of the Lone Orc and found him worthy. The Orc couldn't beat the Warlord, but the Warlord couldn't dominate the Orc.

To this day, somewhere in Uzarâg, a single Orc lives a lonely, thousand-year life. Not even death can take him.

A Vengeful God

Years ago a single paladin entered Uzarâg, a member of the Knights Euenis. He fought his way into the center of the capital of Uzarâg. There he challenged the Warlord in single combat.

The Warlord agreed and the two fought for hours through the halls of the Dwarves. The paladin's faith and magic made the walls tremble, and it looked like the Warlord had met a worthy rival.

The Orcs watched this fight, and when it finally turned against the paladin, they acted. They attacked suddenly, filling his back with crossbow bolts. The paladin fell.

But the Orcs should have killed him when he first came. If not, they shouldn't have interfered at all. In waiting and taking this path, they earned the wrath of God.

The ghost of the paladin still walks the halls. It's said that sometimes an Orc wanders off on his own and disappears. He's later found, his back filled with crossbow bolts, his head removed so the body can't rise again.

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The Ghost Bear

Something roams the surface in Uzarâg. Some say it's the corrupted spirit of the Dwarven land. Some say it's the ghost of a fallen bear, risen as Undead from the fell magicks of the Ulcer.

Whatever the truth, Orcs often hear the roar of some great beast in the mountains of Uzarâg. On countless occasions, Orc patrols have disappeared, and others have found them dead and mutilated, their bodies too badly damaged to rise again.

The Angry Mountains

Many accidents happen on the surface in Uzarâg, and Orcs die in falls and avalanches and slides all the time. Some Orcs believe that this happens too often for coincidence.

These Orcs believe the land itself hates the Orcs. They believe the land has a connection to the former Dwarves, and now as an Ulcer, it has awoken. It has dark powers. While the Warlord controls the land, the land itself can still reach out, taking its vengeance out on the Orcish interlopers.

The Cursed Scimitar

Years ago, an Orc Chieftain tried to assassinate the Warlord. He stabbed the Great Fiend in the back, and the Warlord turned, taking the Orc's scimitar and using it to hack him down. The Warlord's fury was so great that it forever tainted the nature of the weapon.

The Scimitar was later found by another Chief-

tain, and this Orc also planned the murder of the Warlord. When he failed his attempt, the Warlord killed him as well, again with the Scimitar.

Since then the scimitar has appeared time and again. Each time, it's found by an Orc planning some treachery so great that even Orcs find it detestable. Each time, the Orc is discovered by those he's trying to betray.

The scimitar always disappears by the time the scuffle is over.

Orcish Paradise

There is a place in the mountains, and only one Orc has seen it and emerged to tell the tale. It's a valley of green and warmth. The game is violent



Uzarâg

and plentiful and always puts up a fight. The water is sweet. A band of Orcs, served by Dwarven slaves, lives a life of hunting, combat, and leisure.

A single Orc found the place once, lived there a year, and then was banished. He made it back to his tribe and told the tale, but the loss of the place was so great it broke his heart. He was butchered during his next fight.

Orcs have searched for this paradise ever since, and none have reported finding it. Orcs *have* disappeared, though, and whenever an Orc doesn't return, his body never found, it's rumored he found a certain, waiting valley. . . .

Adventure Seeds and World Threads

Everything about the veracity of these legends is an Adventure Seed. The purely factual information, minus exaggeration, are World Threads. A paladin did fight the Warlord and was shot in the back.

Orcs are found dead sometimes. An Orc did report the Orcish Paradise.

THE GOVERNMENT

The "government" of Uzarâg is both simple and complex at the same time. It's simple because the Warlord rules with an iron hand, assisted by officers, his orders distributed by Chieftains. It's complex because only the Warlord holds his position permanently, and the rest constantly fight and claw and murder one another for power.

Ruler

The Warlord, Losius, was the second in command of the Lord High Marshal of the last Emperor. Something happened in the last days of that war, and many think it's linked somehow to the Chaos. Whatever the case, it created the Warlord and the other Great Fiends. The Warlord gathered an army of Orcs quickly, likely from the remnants of the Imperial army. He then took over Uzarâg, and legends say he carried the Fell Hammer when he did it. Since then, the Dwarven kingdom has become an Ulcer and the Warlord has gained in strength and power. Many people believe the world won't end in an Ulcer gone bad, like most people think, but

the Ulcer will come from Uzarâg, as the Warlord conquers outward.

The Warlord is a powerful individual, driven, with an equal talent for detail and the big picture. Still, he spends most of his energy on the big picture, not because this is his preference, but because his Orcish nation runs better if he allows them to take out their aggression on violent internal politics.

The Warlord thinks his tactics through, some believe years ahead of time. In fact, one theory is that the Warlord's past failures are a myth. He hasn't failed, but when looking at the world, he realized early on that all the nations had to do was unite, and he'd face unbeatable odds. This theory states the Warlord has a longer-range plan, and that each of these failures is a stage in a plan that no one in the world has yet to fathom. If so, the Warlord might be more dangerous than anyone thinks.



Uzarâg

The Warlord is more an elemental force than an opponent. While he might be appropriate to instigate a campaign based around his armies, except in special circumstances, he's too powerful to be a direct foe.

The Warlord stands six feet tall, huge for a Half Orc. He has gray skin and a bitter, hateful appearance. He wears plate armor and carries a shield and weapons at almost all times.

Kharash

Kharash is a powerful She-Orc, beautiful by the standards of her race. She is the current concubine of the Warlord.

Kharash killed her predecessor, but the Warlord doesn't know this. She knows he favored the She-Orc and fears what would happen if he ever discovered the truth. So far two spymasters have found out, and she killed both of them. She also killed fifteen other She-Orcs who investigated too deeply. If she wasn't an Orc, people might start to get suspicious.

Kharash is cunning in combat, a deft assassin, but otherwise she's as dumb as fungus. She levered herself into this position and seems to think that everything will get better if she can just bear the Warlord a child. She hasn't yet and has begun to look for prospective fathers among the Warlord's guard. She hasn't realized that no Great Fiend has ever created a child.

Kharash is a beautiful She-Orc who dresses in finery or battle dress most of the time. She carries her killing knife at all times.

Logor

Logor is the great shaman of the Orcs in Uzarâg. He follows a regime of worshiping all Orcish Arch Demons while placing the Warlord above them all.

The Warlord tolerates him. He knows that religion is a powerful tool for controlling rabble like the Orcs.

Logor has lately come to desire Kharash. He's begun to take steps to get her to notice him, but so far, she hasn't. He considers himself a spectacularly beautiful Orc, and so he can't figure out why she



ignores him.

Logor is scarred and old, missing several teeth and a part of his lip. He wears the Orcish equivalent of high, religious finery.

Ugúrn

Ugúrn is the spymaster of Uzarâg. He is a clever Orc, young and strong. He has no scars and is adept at killing his enemies before they realized they were in danger. He controls a long web of spies with an

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easy hand. If any Orc in the Government is likely to survive more than a season in their post, it's Ugûrn.

Ugûrn has built a careful case against Logor, most of it manufactured. The evidence proves that Logor has been conspiring to kill the Warlord and take his position. The charge might be outlandish, but the Warlord has never cared about that in the past.

Ugûrn doesn't dislike Logor. He just feels his skills have become a bit rusty. Logor is a random target, the first Orc Ugûrn saw after he decided he needed to stretch his conspiracy skills.

Ugûrn loves Dwarven poetry, but he usually replaces key words with Orcish profanities. He has several corrected works in his libraries. He's a rare, literate Orc.

Ugûrn has smooth skin and a healthy look. He'd be attractive if he had a few battle scars.



Morog

Chieftain of the Bitter Knife tribe, Morog is a contradiction in terms: an old Orc. Years ago Morog found a magical bracer that protects him against Orcish attacks. He used it to rise through the ranks of the Orcs. Now he's settled at the head of the most powerful tribe in Uzarâg and the ruler of the capital. To date, no challenger has beaten him.

Morog is growing senile, and he's forgotten the bracer is the source of his power. He believes the Warlord has granted him powers, and that he's the

next god of the Orcs. After all, they were barely able to touch him in his last five battles. Morog's knowledge of theology is suspect as well.

Morog is an angry Orc, his skin mottling with age. He's become increasingly feeble but he still carries himself as if he were young.



Glumbag

Glumbag's name might sound silly to Humans, but among Orcs it's considered horrible and awe-inspiring.

Glumbag is the Chieftain of the Rusted Spear Orcs. He's a powerful warrior and has devastated all challengers. Now he's at the top of his achievements, and he's wondering what to do next.

He figured out that Morog's bracer is magical, but he thinks it's attached to the Orc's arm. He's laying plans to cause Morog to lose his arm, but it can't be by an Orcish hand. His plans have become increasingly complex.

Glumbag is usually a cheerful Orc. He whistles while killing and the music is beautiful.

He is a middle-aged Orc. Half his head is scarred as if by fire, and he's missing an eye. The other eye glares with malevolence, cowing all comers.

Uzarâg



Ogduk

Ogduk is a powerful Orcish warrior in the Warlord's personal guard. He's fearsome in combat, terrifying in anger, and quiet when at peace.

Ogduk is a confused Orc. Lately he's been having visions. In these visions he sees a palace of diamond and a great being of light tells him that it's not too late, that even a Cambion can find his way back into the fold. All he has to do is prove himself worthy.

He strives to make himself worthy. He trains constantly. He kills everyone who looks at him strangely. He ridicules children and threatens She-Orcs. He asserts his dominance and his superiority at every turn in a hope the man in the diamond palace will welcome him back.

Ogduk is a young Orc, earnest, maybe a little noble looking. He tends to dress in his war gear at all times.

Adventure Seeds and World Threads

The Warlord is a World Thread. Everyone else in this section is an Adventure Seed. If the Orcs are ever referenced in future works, different Orcs will be in charge. Consider these the power players whenever you need them without worrying about who ruled before or will rule after.

Laws

Orcish laws are simple and relatively nonexistent. Theft, abuse, and murder aren't exactly crimes. Orcs are expected to put up with it or redress it as they see fit. The only crime to an Orc is betraying the group. An Orc who betrays the band is hunted and killed. An Orc who betrays the tribe becomes an object lesson. The Orc must fight in blood sport after blood sport. If the evidence is strong, the difficulty increases until he can't win the

fight. If the evidence is weaker, this becomes a trial by combat, and if the Orc can survive it, it clears his name.

The Guard

Most Orcs fight, and so the Orcish guard, the Orcish Army, and the Orcish people (the males at least) are much the same thing. All able-bodied Orcs serve, though they go to great lengths to get out of their service.

The Watch

There's no Orcish watch. The guard does perform patrols to protect against riots and the like.

RESOURCES AND TRADE

Orcish trade is crude, but their resources can vary greatly. For the Orcs in Uzarâg, they have vast resources and only Orcish laziness holds them back from being a production powerhouse.

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Money

Orcs have long since taken to minting their own coins. Most of the coins have an Orcish symbol of some sort on one side and a crude design on the other. Different groups all mint their own money. Mortal money changers can work it out, and most don't charge an extra fee for the work. Everyone's happy when people take money from Orcs. Using the coins in Mortal shops is another matter. Many shopkeepers don't want the hassle.

As a general rule, give out money to players by its actual value. 100 gold coins might be 10 or 500 depending on the weight. Have players keep track of their Orcish coins for later exchange. Luckily, Orcs are terrible at plating, so the metals involved are easier to value, although even then it can take a money changer a few days to verify purity.

Banking

Orcs don't really engage in banking. The closest they come are disreputable merchants (even compared to other Orcs) who handle a sort of pawn broking business. Orcs also have a thriving loan sharking tradition.

Taxes

Standard Orcish "tribute" is one fourth of everything a subordinate has. Practically, Orcs hide their wealth

and usually get by with one tenth, but this tenth can be taken at any time.

THE MILITARY

Orcs don't have a truly nonmilitary life, they are always ready for a fight and while their culture lacks none of the military discipline one would expect from warlike creatures, it isn't civilian either.

Shulzog

The shulzog are the elite Orcish warriors, powerful veterans who dominate anyone they encounter. The shulzog are positions of merit, and one can't become shulzog without besting another in combat (the battle isn't often to the death). Shulzog are the knights of the Orcish culture and fairly rare. For instance, there are no shulzog in the accompanying adventure *On Corrupted Ground*.

Commoners

The typical Orc is a creature of combat, angry and furious. We think of Orcs as easy foes from years of training in roleplaying and fiction. But look at their stats and then think of what they are like to a Human farmer or merchant. Orcs are powerhouses, devastating, and the only reason we think of them as easy is because we usually fight only the least skilled.

So your lowest level of Orc soldier is still a brutal killing machine and a creature that lives for war and combat. Out of all the Cambionic races, the only one that rivals them is the Hobgoblin.

For the purposes of the game, it's easiest to apply human terms to Orcish positions. A band of Orcs, when big enough, is controlled by something like a sergeant (called a goulak in Cambionic). Multiple sergeants are commanded by an officer like a captain (a shazol). Multiple captains are commanded by a battle chief (a magoth).

Feudal Service

Orcs are tribal and don't follow a feudal model. When the Orcs go to war, they nearly all go to war. Like a feudal army, though, it's hard to keep them focused on a prolonged campaign. The Warlord is



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unique in his ability to keep an Orcish army together for more than a month.

Mercenaries

Orcs don't hire mercenaries, and they don't serve as mercenaries. Half Orcs sometimes form mercenary units, even entirely Half Orc ones (it's the only way they feel they belong).

Army

The Army of Uzarâg is slightly disorganized. At any given time there are approximately 100,000 active troops inside Uzarâg, a mixture of about half Orcs and half Goblin slaves. The Warlord can personally muster 5,000 troops in a day (an hour or less if the capital is under attack.) He can gather half of the rest in a week and the remainder in a month. If he wants to, he can bring his forces up to 250,000 in a week or so and get them outfitted and in one place in a month. A battle chief leads an army.

Navy

Uzarâg has no navy. There is no real Orcish navy in Belkanâth, in fact. There are rumors of Cambionic pirates, but nothing else. Orcs tend to dislike water, although they have no particular physical problems where water is concerned.

Who's Who

There are two Orcs who stand out as eminent in the Uzarâg military. They are, by no means, the only notable people.

Atúl

Head of the shulzog, Atúl is reputedly the greatest Orcish fighter alive. He lives for the kill and thrives

in battle, usually fighting in a frothing rage. To see Atúl fight is to watch a force of destruction. Hurricanes appear less violent.

Atúl has held his post for months, and it looks unlikely he'll be unseated anytime soon. He's so talented, in fact, that he'll probably lose his position through poisoning or treachery rather than a fight of succession.

Atúl hides a great intellect under his exterior, not showing it to anyone. Only the Warlord suspects this intellect, and he's used his apparent stupidity several times to lure assassins into making mistakes.

Atúl is actually an honest creature with a good heart. If he'd had any opportunity, he would likely have followed a path to redemption through one of the Mortal churches. He's never had this chance, so although he might technically be morally good, he still lives the brutal life of an Orc.

Atúl is a hulking brute, some five and a half feet tall. He has powerful arms and moves a bit like a gorilla. He is armed and armored almost every waking hour.

Dúrz

Dúrz is the current general of all the Orcish forces. This is mostly a secondary position as the Warlord is the real guidance behind the military. However, Dúrz fulfills a traditional role as second in command. He's the villain.

The Warlord has more than a thousand years of military experience, and he knows perfectly well that the commander must be loved by his troops. While this means a different relationship among Orcs than it would among Humans, the Warlord carefully plays his role, being brutal enough to keep their respect, clever enough to earn their awe, and powerful enough to earn their fear. But Orcs need a much more brutal hand to stay in line, and it's Dúrz who earns their hate.

Dúrz is likely the future target of Kharash's searching affections. While she's looking in the Warlord's guard, Dúrz is good looking, powerful, and riveting. Better, he's probably not long for this world, as his position has an extremely high turn-over.

Dúrz is short, stocky, and built like a field fortification. He's covered with dashing scars and he

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exudes strength and confidence. He usually wears armor.

Adventure Seeds and World Threads

As with the characters above, everything about these two are Adventure Seeds. They don't have the life expectancy to make it into future works.

CULTS

There are three Orcish churches. All of them thrive in Uzarâg.

Archdemon Dzoulg the Betrayer

Dzoulg is a popular church among Orcs, and no Orc seems to mind that his central tenant brushes against the only Orc law. In defense of the church, though, Dzoulg doesn't teach betrayal of tribe or band. It teaches the betrayal of the individual, the most personal and directed kind of attack.

Dzoulg is worshiped in every corner of Uzarâg, and it's the one church the Warlord would wipe out if he could. Luckily for this church, the Warlord is too savvy to turn the elders of this religion into a set of Orcish martyrs.

Archdemon Ercûll the Vengeful

The second most powerful church among the Orcs, followers of this cult are everywhere. The church is publicly endorsed by the Warlord. That makes it very powerful. If the Warlord hadn't thrown his full weight behind Khugraug, this church would probably reign supreme.

Archdemon Khugraug the Dwarf Slayer

The number one religion in Uzarâg and the one the Warlord himself pays with lip service, Khugraug is a powerhouse in Uzarâg. Bordering on state religion, this cult affects every aspect of Orcish life. Khugraug has troops who often scour the Orcish lands looking for heretics and unbelievers.

Archdemon Orlblogh the Cruel

Ironically, the cult of torture is the least powerful church in Uzarâg. This is ironic because the church teaches basic discipline that meshes well with the

policies of the Warlord. In practice, this works against the cult. Orcs don't want *more* discipline in their lives, they want less, and so they chafe at this cult's culture.

Adventure Seeds and World Threads

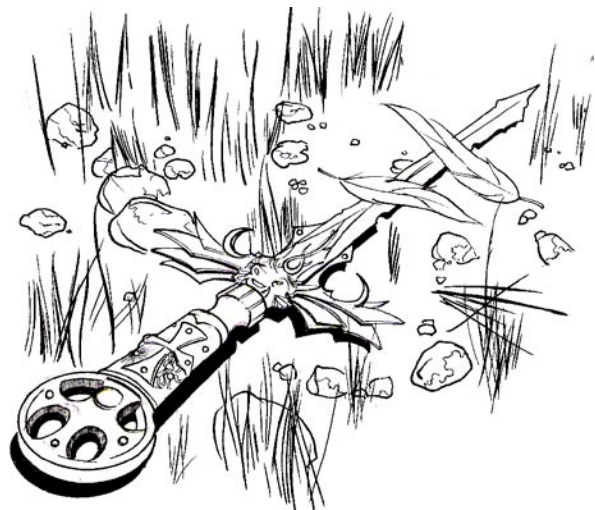
The relative positions and places of these Cults are World Threads. The Warlord's dislike of the church of Dzoulg is a World Thread as well, but one which has a great deal of internal possibility for adventure.

POLITICS

Uzarâg has no official politics with outside nations. Occasionally, one nation or another surrenders to Uzarâg during one of the Warlord's attacks, but this is the natural *end* of diplomacy. All of the real politics in Uzarâg is internal and quickly mutating.

That said, something is moving on this front. Rumors have surfaced that for the first time in history, the Warlord's agents have been contacting people in other realms. No one has confirmed this yet, and most people don't believe it.

This new development, real or not, is a World Thread.



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Part Three: The Land

Uzarâg is a land of danger and adventure, and the inhabitants can be deadly. Sometimes, though, the land itself is the challenge.

VISITING UZARÂG

Most characters visiting Uzarâg will have a little mayhem in mind. At the least, they will need to get in and out without raising the ire of the residents.

Roads and Trade Routes

There are no trade routes in or out of Uzarâg. There are several roads, all of them aboveground and traveling through the passes. They were once the primary means of travel for those not welcomed into Uzarâg's Underground Roads.

They were wide and cobbled across the entire kingdom, but no Orc has laid stone on the road in living memory. Orcs still travel them and they're worn and prone to mud.

These roads are not natural. Many of these passes once ended in cliffs and narrow defiles. Centuries of work have chiseled them out until now a wagon could, with some effort, reach any major city in Uzarâg.

They are not a wise path for characters, though smarter than the Underground Roads. A great many Orcs live on the surface in Uzarâg and they travel the roads all the time. Every hour a character travels the surface roads there is a 10% chance of meeting an Orc patrol. Assume they are groups and see Set Pieces, below, to generate their strength. If the party is powerful, most of these patrols should be far below them in power, but an alarm could change everything.

Ports

Uzarâg has no ports. Even the waterways are too shallow that far upstream.

Merchants

There are few merchants in Uzarâg who will deal with the outside world. Most of them are Half Orc peddlers who work the border between Orcish and Mortal realms.

Population Distribution

Not even Dwarves live entirely in their cities and Orcs follow the same pattern, inhabiting many Dwarven surface settlements that dot the Uzarâg countryside. About 20 percent of the Orcs in Uzarâg live in the major cities. About another 20 percent live in the farming valleys behind the cities. The rest live in the ruins of minor Dwarven delvings and Dwarven surface structures throughout the mountains. Many others live in crude villages of their own construction. Orcs live in settlements every five to ten miles along the surface roads.

FEATURES

Besides the geography of Uzarâg, there are several other bits of note in the lost Dwarven kingdom. The most noteworthy ones to the uninitiated have to do with the nation being an Ulcer.

A Permanent Ulcer

Some Ulcers are wild and fantastic, especially when they have yet to settle on their final natures. Others are sedate. In Uzarâg, the magical features settled long ago. All of them tie into the will and drive of the Warlord, and they are listed below.

Characters might come here expecting something like they'd see in a new Ulcer, where even reality can break down. Usually the wilder effects of a new Ulcer have to do with the fact that it's still changing and evolving. The minds of the former inhabitants, the lord, and the characters themselves might all war for control of the place. Once an Ulcer becomes permanent, those features settle and become permanent as well. Still, Uzarâg has some intense magical effects that can instantly kill characters inside.

One final note. The lord of an Ulcer has great power that comes from his connection to the place. While this power might not be obvious, especially in a young Ulcer, the lord is powerful in his own little pocket Hell. This means that other Infernal creatures stand little chance of beating the lord of an Ulcer (this is why Ulcers aren't constant war zones). An Angel, however, is completely unaffected by this power. He can kill the lord with as much ease or difficulty as he would have if the Ulcer didn't exist.

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The Changing

All within the borders, except those with a Divine Spark, feel the corrupting energy of the Ulcer. It slowly builds an Infernal Taint in their hearts. If a person is here long enough, he begins to turn into a Cambion. For every week underground, roll a Fortitude Save (DC 11). Every week it increases +1 DC. When the character fails, all stats move one step toward the stats of the cambion associated with his race. They change physically as well.

The stats are as follows:

Beastman (Elf): Str +4, Dex +2, Int -4, Wis +2.

Goblin (Halfling): Str -2, Dex +2, Cha -2.

Hobgoblin (Human): Dex +2, Con +2.

Kobold (Gnome): Str -4, Dex +2, Con -2.

Orc* (Dwarf): Str +4, Int -2, Wis -2, Cha -2.

*A Dwarf isn't susceptible to the Changing without first losing his Divine Spark.

Example: *A Halfling adventurer gets lost underground in Uzarâg. In a bad luck streak, he misses two saves in a row. His racial bonuses begin as Str -2, Dex +2. The first week his Cha drops 1. The next week it drops again. The greatest gap between any two stats is 2 (Cha). At the end of the first week, the Halfling appears equal parts Halfling and Goblin.*

Figure out the number of one-point steps between the stat with the greatest gap. As this stat moves,

use it as a guide for how far the Changing has progressed.

If a character spends a week aboveground in Uzarâg, his saves reset to DC 11. If he spends a day outside of Uzarâg completely, the save resets as well.

Only a magic capable of altering reality can reverse the Changing.

The Dreaming

Characters inside Uzarâg borders will begin, after a time, to have nightmares. The time until the nightmares begin is unpredictable. Sometimes it happens immediately, sometimes after a month or more. Being underground seems to speed it up, but the evidence is anecdotal.

The Dreaming begins as a Fortitude Save (DC 14). If the character fails, he gains a -1 penalty. If he succeeds, this increases to DC 15 the next week, 16 the week after, etc. Every time the character fails his save, it resets to 14. Each time the character fails, the penalty increases by -1. The characters get worse and worse until they get a good night's sleep. They must succeed with a natural 20 to get good night's sleep inside Uzarâg.



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The Howling

The Howling is a manifestation of the Warlord's hate. It attacks as a great pummeling wind that smashes a character and lifts him off the ground. On the surface, it attacks randomly and only causes the character to suffer a five-foot fall (although while mountain climbing, this could become a real fall). Underground, things are worse.

The Howling attacks a character while underground, unless the Warlord sees him and grants him exception. Any Cambion is already excepted from the effect, unless the Warlord sees them and decides otherwise. If a character leaves Uzarâg, the exceptions stay. The Land remembers.

Any time a character enters a room underground, there is a 5% chance the Howling will find them at some point while they are inside. If they stay in a room long, roll every half hour. When it hits, underground, the power of the blast depends on how far the air can move. Anyone in the room at the time is hurled against a wall, along the long axis of the room. Treat as a fall for the same distance as that long axis.

The Raging

The Raging is the manifestation of the Warlord's battle rage. All can feel it, a deep anger, buried in their hearts. They only feel it while in Uzarâg and underground. Those with the Infernal Taint gain a +2 to all attacks inside the border. Those with the Divine Spark gain a -2 penalty with the rage clashing against their Divine center, distracting and sickening them. All have a worsening of temper.

Monsters

Orcs and Goblins aren't the only creatures in Uzarâg. Even before the falling, the Dwarves had problems with creatures wandering into their borders. Now the Ulcer attracts them. Many have made homes inside the cities and the mines. The Orcs tame some. Others roam free in abandoned sections.

The surface is worse, with many creatures wandering about, preying on Orcs. Nephilim, Trolls, and Ogres are all common. More exotic creatures live there as well.

Traps

There are many stories of fell traps inside of Uzarâg. Fortunately, most of these are wrong. The Dwarves saw little reason to trap the streets and corridors of their own cities.

Still, many Dwarven treasuries had traps of some sort and Orcs have added crude snares of their own. Traps do exist in Uzarâg, just most of them are in specific areas with a good purpose.

Ancient Magicks

The Dwarves created runes in their most holy and secret places. Many of these magicks still exist, and some only affect Cambions or characters without the Divine Spark.

On top of that, the Ulcer is a magic of its own. While the text above defines the large-scale features of the Ulcer, there are more specific effects, and these depend on the location. In some places, permanent magical gates form. In others, tears form, emitting pure energy of the Nopheratus. Sometimes the nature of halls switch and warp, or time and space become distorted.

Imagination is the key with these Ulcer effects. See *On Corrupted Ground* for some ideas on how these effects might manifest.

Hallowed Ground

Ulcers are Hell on earth, but Heaven is stronger. Over time, the Orcs have managed to defile most of the holy places. Yet, there are locales where the ground is so Sacred, no act of Hell could destroy it. These places are powerful to this day, and many of them have magical defenses of their own to keep away the Cambions.

Dwarven Treasures

While the Dwarven treasures have mostly been looted, many still exist in the hands of the Orcs. The Orcs reminted most of the coins long ago and other treasures have decayed with age, but magical items survive for millennia. Other treasures are protected by Dwarven runes.

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el over the mountains in Uzarâg.

Construction

Much of the ancient Dwarven construction still stands in Uzarâg, protected from the wear and tear of the elements. The Orcs maintain the most important structures and the Warlord promotes and rewards Orcs who learn the crafts of masonry. Still, much of Uzarâg, especially the surface structures, long since fell into disrepair.

Scope

The scope of Uzarâg is huge, far bigger than any map could practically detail. Because of this, GMs will need to narrate much of the travel inside Uzarâg, focusing on key areas and storytelling their way through the longer sections of travel. See Narration and Set Pieces, below, for more details.

Patrols

The Orcs regularly patrol Uzarâg, more on the surface than inside their own cities. These patrols typically consist of squads of ten on the surface and five underground.

Travel and the Howling

The Howling restricts most adventurers to surface travel. Anyone in the underground roads will be tossed for falling damage equal to a drop of many miles.

But the patrols make the surface roads dangerous as well. Because of this, seasoned adventurers trav-

Mines

The mines of Uzarâg are complex and extensive, suffering the same problems of scope as detailed above. They appear like natural caverns, except that they have a rough-hewn appearance and show tool marks. The Dwarven sections do, at least.

The Orcish sections are much cruder and more complex. Though carved by goblins, they need to be tall enough for an Orc to pass, so they accommodate most Player Characters. These sections are more unstable and prone to cave in.

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Farmlands

Large, extensive valleys nestle behind the major Dwarven cities. Most of them are all but unreachable from the outside. Here Goblin slaves toil to raise much of the food the Orcs eat.

The mushroom caves deep under the cities grow food as well. While their mushrooms aren't the same delicacies raised by the Dwarves of old, they are nutritious, massive, and grow quickly.

Rune Metals

There are still Rune Metals in Uzarâg, and the Orcs guard these mines jealously. Over time, though, the energies of the Ulcer have suffused these metals. While they can be purified using standard religious cleansing rituals, if used to create magical items without purification, the items are usually corrupt. Many pick up evil or cursed traits, and these aspects are difficult to predict.

Corruption and Ancient Relics

Some magic items have become corrupted over time, and while the Holiest relics resist this taint, rumors state that even some of these have turned. This has happened, but no one has ever found real proof. Still, powerful Orcs sometimes carry weapons that match the description of powerful relics, and these now display corrupted powers.

The Ancestral Tomb

In the capital of Uzarâg, deep in one of the most dangerous delvings, is the Ancestral Tomb. While no living Dwarf has seen this tomb and made it out alive, many interrogated Orcs tell

stories of spiritual Dwarven guardians that slaughter anyone wicked who approaches.

The Tombs are large, but they were only meant for kings, and so they aren't as large as other Dwarven tombs. The floor plan looks like the Dwarven sigil for the afterlife.



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UZARÂG IN GAME PLAY

For most games, Uzarâg will serve as an adventure site. This section outlines the most important elements for practically running an adventure in Uzarâg.

Narration and Set Pieces

Any adventure that covers much ground probably contains a combination of narration and set pieces. In this model the GM narrates the character's travel through tedious sections, zooming into normal game time for specific encounters. It's a careful combination of showing and telling.

Narration

They tell writers to "show don't tell." This is good advice for GMs as well, but for both undertakings, telling is necessary. No one wants to experience every step of a thousand mile journey. Even in realtime, we zone that out.

So like an overland adventure, a GM will want to narrate their way though the weeks or months of travel that characters might undertake in Uzarâg. Even in a city, it's impractical to describe and map every tunnel and alcove in the place.

So when running an Uzarâg adventure, design it as a series of set pieces, linked with pieces of narration. In narration, you cover all the times when nothing special happens, describing overland travel, the paths through twisting halls, even long periods of waiting. In their right places, narration can even cover encounters that could become boring if belabored.

For instance, in one adventure a group of characters might have to sneak into a Dwarven city past Orcish guards. Unfortunately, they alert the guards and a series of patrols set out searching for the characters. The characters then undertake a ten-hour game of cat and mouse with the Orcs. Even though every moment of this deadly hide-and-seek is likely highly charged, the GM would still narrate the longer patches, concentrating the adventure into a series of specific encounters and moments of suspense linked by periods of narration that advance the time line and describe the character's travel through the halls of the city.

Set Pieces

In this context, a set piece is a literary term. It refers to a significant scene or series of scenes. The highway chase in the second Matrix movie was a set piece, as was the long final duel in Highlander or the Death Star battle in the original Star Wars movie.

Look at the accompanying adventure *On Corrupted Ground*. In it, the set pieces include things like the storm and the ice cliff. One could say the fortress was a series of linked set pieces, but one could also say the entire fortress was a set piece.

For the most part, GMs need to craft their set pieces. However the elements below are arranged in random charts, allowing a GM to randomize elements of a set piece in a pinch.

To create a set piece, decide on a location and the encounter type. Then decide the nature of the opponent and the difficulty of the encounter. Finally, the encounter needs a goal, and there's no backup chart for this. Usually, the goal will be obvious from context or decided by the characters themselves.

Set pieces should be as interesting as possible. They shouldn't all be hard or easy or even the perfect level of challenge. One needs a mixture of encounters to make a good adventure.

Locations

Locating a set piece is important. It sets the tactical realities of the set piece and often dictates the mood. If possible, map out the location ahead of time. You can roll on the chart below or use it for inspiration. This list is by no means complete.

Encounter Type

After you have a location, you must decide what kind of encounter to place there. If necessary, roll on the following chart, or just mine it for ideas.

Enemy Makeup

If the general composition of the enemy force isn't clear from the encounter type (as it is with a trap), then you'll need to decide on the make up of the enemy forces. If you roll on the below chart and produce a result that doesn't make sense (like a single foe attacking from two directions), roll again. Of course, sometimes finding a way to make a

Locations

- 01 Access Way:** This is a narrow corridor, sometimes even a crawl way. It is used to reach difficult places or sometimes to connect to locations for maintenance purposes.
- 02 Armory:** Here the Orcs store their weapons and armor. The Dwarves likely used it for the same purpose.
- 03 Audience Hall:** This is a large hall where a noble of some sort holds court. The Orcs use it much the same way.
- 04 Breeding Caves:** This large area houses Orcish females and children in a communal living space.
- 05 Bridge:** This is a bridge spanning a chasm or shaft.
- 06 Cavern:** This is a large natural cavern.
- 07 Cavern Village:** This is a large cavern. Inside, the Orcs have built a village, as they would aboveground. Sometimes old Dwarven villages remain.
- 08 Chasm:** This is a deep natural chasm. There is no bridge at this location.
- 09 Chute:** This is a vertical chute. Sometimes a ladder grants access. It's meant for construction and maintenance purposes.
- 10 Cistern:** This is a large, underground water storage. It collects rainwater from the surface and stores it for drinking and bathing.
- 11 Clan Hall:** This is a large hall once used for clan meetings. Now the Orcs use it for tribal meetings and succession battles.
- 12 Craft Room:** This room was once used to display Dwarven crafts. The stone shelves remain, but the Orcs have converted it to another purpose.
- 13 Crypt:** This is a simple Dwarven crypt. Common crypts have shelves for Dwarven bodies. The fancier crypts consist of a series of large family tombs.
- 14 Dead End:** This is a dead end corridor. Battles here trap one side or another without hope of fleeing.
- 15 Defensive Area:** This is a defensive fortification, such as arrow slits or a battlement. Sometimes there are murder holes.
- 16 Dungeon:** This was used to store Dwarven prisoners. The Orcs use it for the same reason.
- 17 Forge:** This is a forge for working metal.
- 18 Fountain:** This is a beautiful underground fountain, crafted by the finest Dwarven artisans.
- 19 Gambling Hall:** The original purpose of the hall is unknown. The Orcs use it for communal gambling.
- 20 Garderobes:** These are the castle version of the privy.
- 21 Gate:** This large gate is a defensive fortification, used to separate lower and higher security areas.
- 22 Geothermal Vents:** Here violent steam geysers from cracks in the earth.
- 23 Grand Shaft:** This is a huge shaft. Stairs usually surround it and it joins multiple levels of a Dwarven delving.
- 24 Great Hall:** The great hall is the communal space of a Dwarven or Orcish settlement. Here minor nobles and Chieftains hold court and the common Orc eats.
- 25 Guard Post:** Here Orcish guards likely stand watch. Some old Dwarven guard posts are long empty.
- 26 Lesser Hall:** Here the Goblin slaves prepare food. The Dwarves used them for much the same reason. A lesser hall typically has an adjoining buttery and pantry.
- 27 Library:** Here Dwarven tomes were stored. Orcs might use this for the same purpose, especially if controlled by a literate and ancient outsider, like intelligent Undead.
- 28 Lift:** This is a muscle-powered lift. It's used to move freight from one level to another.
- 29 Light Shaft:** Combine this with another feature. Here shafts connect to the surface, letting in natural light. Orcs don't like these areas, so a character undetected could hide here in relative safety.

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- 30 Market:** This large open area is filled with Orcish peddlers.
- 31 Military Barracks:** The Dwarves used this large room as a barracks. The Orcs do too.
- 32 Mine Access:** This is an access tunnel meant solely for connecting mines.
- 33 Mines:** This is a mine. About 90 percent of mines are Dwarven construction. The rest are newer Orcish shafts.
- 34 Mushroom Hall:** This is a large cavernous hall, probably a natural cavern. Mushrooms grow inside like trees.
- 35 Natural Wonder:** This is a natural wonder. It might be a massive geode or a huge stalactite or a waterfall, whether real or petrified. It's a place of great beauty.
- 36 Palace:** This is one of the ancient Dwarven palaces. These sprawling rooms and lavish luxury have survived the Orcish occupation, at least in form.
- 37 Pit:** This is a deep pit, probably dangerous. Some pits are used for blood sports by the Orcs.
- 38 Poison Gas:** The Dwarves were carefully aware of pockets of poison gas and took care of them as soon as they appeared. The Orcs aren't so careful.
- 39 Pole Chute:** This is an access chute. There's a pole down the center for sliding from one level to the next.
- 40 Pool:** This is a small, natural pool. Larger bodies of water are called Underground Lakes.
- 41 Quarry:** This is a large underground quarry. There are many different quarries in the Dwarven kingdom, some granite, some marble, etc.
- 42 Ramp:** This is a smooth access ramp. It allows carts of freight to move from one level to the next.
- 43 Relief Room:** This was the Dwarven equivalent of a hospital. The Orcs have likely given it a new use, but the stone beds are still here.
- 44 Remembrance Hall:** This is a hall of art, usually sculptures. It depicts great personalities and moments in Dwarven history. Dwarves guarded these areas with protective runes.
- 45 Rune Chamber:** This room is covered in runes. The Dwarves once used it for some magical end (perhaps enchantment or rune carving or the like.) The runes still hum with power. Occasionally, an Orcish shaman tries to harness this power.
- 46 Sitting Room:** This is a comfortable room the Dwarves used to gather socially. High-ranking Orcs likely use it for the same purposes.
- 47 Smelter:** This huge room contains the furnaces necessary to smelt metals.
- 48 Solar:** A solar is a noble's chambers, named because they are usually closer to the sun than other rooms. Ladies' solars usually have light shafts to allow them to sew in natural light.
- 49 Square:** This is a public square. At least two avenues join here.
- 50 Stairwell:** This is a stair that connects one level to another.
- 51 Store Room:** This is a storeroom. While some storerooms are large, this isn't a warehouse.
- 52 Tavern:** Here Dwarves gathered to drink. Orcs use the room for the same purposes.
- 53 Temple:** This could be an ancient Dwarven temple. The Orcs have done what they could to defile it, but they are too superstitious to use it for the same purposes. Alternately, this could be another type of room the Orcs have converted to their Demon cults.
- 54 Treasury:** This was a Dwarven treasury. The Orcs use it for the same purposes, maintaining any defenses if possible.
- 55 Underground Grotto:** This is a grotto of mushrooms and natural cave formations. It's beautiful.
- 56 Underground River:** Here an underground river carves its way through the deep rock.
- 57 Underground Lake:** Here a vast underground lake holds fresh water. Once a safe resource to the

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Dwarves, a thousand years of Ulcer have likely brought . . . things . . . to live inside.

58 Unnatural Wonder: This is a feature of the Ulcer itself. It might be a portal or a place of spontaneous magic. It might have the images of every Dwarf that died on a certain spot or it might drive interlopers mad. The possibilities are endless.

59 Warehouse: This is a large warehouse. The Orcs use it for the same purposes as the Dwarves.

60 Well: This is a deep well. The water inside is probably still good. The Orcs need to maintain their wells just like the Dwarves.

61-64 Avenue: This is a large, wide city street. Not to be confused with an underground road, it's still dangerous for adventurers. Best to dart across it and pray to elude the Howling.

65-73 Residence: These were Dwarven living chambers. Now they are empty.

74-75 Shop: This is an old Dwarven shop. Since Orcs tend to work as peddlers, it's likely been converted to a home.

76-100 Damaged Feature*: Roll again. The resulting location is damaged in some significant way. If you roll this result again, increase the level of damage. Keep rolling until you get a real location.

Encounter Type

01-05 Barricade: Here a foe has set up a barricade. The barricade might stop the Player Characters from advancing to their goal.

06-07 Bizarre Magical Danger: Here is a strange magical threat. Maybe a spell has gone awry and it acts as a magical sickness. Perhaps strange little creatures rush around, downing and killing normal-sized folk. Whatever the case, it isn't normal.

08-12 Boss Monster: The characters must confront a large, powerful monster. While this might not be the final fight in their quest, the monster is of the type that usually qualifies for an adventure climax (a single powerful Undead, a deadly giant serpent, a Nephilim, etc.)

13-17 Chase Scene: In this encounter, the battle turns into a running fight. Either the battle is too lopsided for one force or another to have a chance, or one side is motivated to avoid the conflict (they might be trying to report to their main force, for instance.)

18-22 Diversion: In this encounter, the enemy uses a diversion force to distract the Player Characters from their main attack in the hopes they catch the Characters off guard.

23-27 Dwarven Vacationers: The characters encounter a group of Dwarves on vacation in Uzarâg, doing their part for the Great Revenge.

28-32 Dying Ground: Here the characters are placed on some kind of dying ground. Essentially, there is no possible escape other than winning. If possible, there should be a clock over this battle so the Characters must finish quickly. Fighting in a sinking boat is dying ground.

33-37 Melee Ambush: Here a group of melee opponents set up an ambush against the characters.

38-42 Missile Ambush: Here a set of missile opponents set up an ambush against the characters.

43-47 Natural Danger: Here the characters must deal with some form of natural danger. Perhaps they are in an unstable area or climbing badly damaged stairs. Whatever the cause, the threat is likely easy to understand, even if it's difficult to detect (odorless gas, for instance).

48-52 Ready Foes: Here the characters encounter foes who are ready for them. The encounter is otherwise straightforward.

53-57 Secret Passage Flank: Here the battle begins, but in the middle of it a group of foes uses a secret passage or secret door to flank the characters.

58-62 Sleeping Foes: Here the characters stumble on sleeping enemies. If they are quiet enough, they

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can decide how to proceed.

63-67 Stalking Attack: In this encounter the foes stalk the characters, choosing the best time to spring their attack or just doing recon for a larger force.

68-72 Sudden Strike: Not exactly an ambush, here the characters have little time to do more than grab weapons.

73-77 Surprised Foes: The characters have a chance to get a drop on their enemy. Here, the enemy is unaware unless the characters tip them off.

78-82 Surrounded: The enemy manages to surround the characters.

83-87 The Advantage of Ground: The party manages to meet the enemy with higher ground.

88-92 Trap: The party runs afoul some sort of trap.

93-97 Undead: The characters face a force of Undead.

98-100 Unnatural Danger: Here the magical nature of Uzarâg has caused an unnatural danger. This effect is more straightforward than the Bizarre Magical Effect. It might include things like fire, gates, and magical shields.

Enemy Makeup

01-11 Single Foe: In this encounter, the characters run into a single, relatively powerful opponent. This one opponent is dangerous enough to make up the entire encounter strength, as listed below.

12-22 Scout with Reinforcements: In this encounter the characters must deal with a single scout. The scout has friends nearby, and if he escapes or sounds an alarm, more will come.

23-34 Group: The characters must fight a group of enemies.

35-45 Allied Groups: The characters must fight two groups of forces, which work together.

46-56 Enemy Groups: The characters become embroiled in a battle with two forces. However the forces are, themselves, enemies.

57-67 Monster: The characters encounter a monster.

68-78 Monster with Handlers: The characters fight a monster that is not running free. It has handlers and those handlers help direct the conflict.

79-89 Monster with Hunters: The characters encounter an escaped monster. The monster is being hunted by Orcish handlers.

90-100 Spellcaster*: Roll again. The resulting encounter involves a spell caster as well.

Encounter Strength

01-05 Rout: In this fight, the enemy is clearly and completely outclassed. The characters should almost feel sorry for them. The enemy might just surrender rather than fight.

06-25 Jaunt: These encounters are important, especially early on. They are just tough enough to feel like dangerous foes (well, dangerous to *other* people), but not to challenge the characters. In a jaunt, the players get to feel like their characters are powerful and therefore attach their wish fulfillment fantasies to them.

26-75 Fight: This is a challenging fight. It probably doesn't task the party unless they are weak when it begins, but it makes them use up their resources. They take wounds, they cast spells, they move one fight closer to needing a good rest.

76-95 Desperate Fight: In this type of fight, the party is clearly outclassed. Luckily, the fact that they work together can make up the difference. Characters can win this fight, but it will likely be a close thing, and they'll be vulnerable when they're done.

96-100 Unwinnable Fight: The characters probably better not fight this one. Discretion, valor, and all that.

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senseless combination *make* sense is the beginning of an interesting encounter idea.

Encounter Strength

Encounters come in many different flavors of difficulty. You need a mix to make a good adventure. Here's a rough breakdown of how the fights might go.

Map Tiles

To aid in the general feel of your adventures in Uzarâg, and to serve as a template for encounters, you'll find a set of map tiles in this product. These ten maps give a quick start for the lay of the land during your tactical encounters.

GAZETTEER

The lands of Uzarâg are more clustered than other nations. Here cities are crucial and were once the center of Dwarven life. Orcs have only slightly spread out since the fall.

The Region Folio

Each of the sections below follows the same format. The key to the information is as follows:

City Name (Population)

Under the name of the city is the city's ruler, if appropriate. The format is: Name [sex race classLEVEL].

The troops of the city follow, in this format: Type of Troop number (Highest Level Member). Next come the conscriptable troops. They are separated by those inside the city and those in the surrounding area.

Authority Figures: The listing of the most important authority figures follows. The format is: Name [sex race classLEVEL] (Special Notes).

Important Characters: The listing of other important characters follows. The format is: Name [sex race classLEVEL] (Special Notes).

Others: Other demographics follow in this format: Demographic number (Highest Level Member).

Notes: Finally a description of the city in depth.

Note: *As with Orcs elsewhere, the Orcs listed here will likely not hold their power for long. Subsequent trips to Uzarâg might find new Orcs of note.*

Azdin (4,800)

Chieftain Log the Bloody [male Orc war21].

Guard 32 (19); Conscriptable Individuals 480 (in city), 2,400 (surrounding area)

Authority Figures: Bogdúk [male Orc war17] (Guard Chief); Shelog [male Orc war21] (Battle Chief).

Important Characters: Mogor [male Orc exp9] (Head Shaman); Yatúr [male Orc exp13] (Blacksmith); Arkúl [male Orc war13] (Lazy Peddler); Olurz [male Orc adp9] (Sorcerer); Urag [male Orc war17] (Shulzog).

Others: Powerful Leaders 24 (19); Shamans 4 (9); Craftsmen 48 (19); Other Merchants 126 (19); Shulzog 16 (17); Spellcasting Shamans 1 (9); Spellcasters 1 (9).

Notes: Found in northern Uzarâg, Azdin sits just inside the mountain range. Near Belther, the Warlord often uses this city as a rallying point before moving his troops north. The city is fairly small and "young," meaning that while it was founded when most Uzarâg cities were, its real expansion is rather recent. For centuries, the Dwarves concentrated their main efforts elsewhere.

But all is not well. Orcs have disappeared lately, and for a time, the Chieftains and Battle Chiefs began to worry. The Orcs have begun to reemerge now, and if anything they're in better condition than when they vanished. All have plausible explanations for their absence. The others have stopped worrying about it.

Adventure Seeds and World Threads: The region and its geography are World Threads. The issues with the disappearing and reappearing Orcs is an Adventure Seed.

Bilan (36,546)

Chieftain Khash the Two-Toed [male Orc war23].

Guard 244 (25); Conscriptable Individuals 3,655 (in city) 4, 14,618 (surrounding area)

Authority Figures: Madbúrz [male Orc war19] (Rival Chieftain); Shugonk [male Orc war25] (Battle Chief).

Important Characters: Snambúl [male Orc exp15] (Powerful Shaman); Mashugdúr [male Orc exp15] (Rival Shaman); Shularz [male Orc exp22] (Mine Master); Borz [male Orc war25] (Master Mason); Lazub [male Orc war14] (Peddler); Molag [male

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Orc war8] (Peddler); Luzgamol [male Orc war24] (Shulzog); Bughakh [male Orc war22] (Shulzog); Agrat [male Orc war20] (Shulzog).

Others: Powerful Leaders 138 (25); Shamans 34 (16); Craftsmen 914 (25); Other Merchants 962 (25); Shulzog 122 (24); Spellcasting Shamans 9 (15); Spellcasters 9 (13).

Notes: Bilan sits close to the center of Uzarâg. With most of the population of the nation west of them and the capital to the east, this city has always been a major crossroads for the country. Add to that the richness of the mines and the existence of Rune Gold and valuable gems inside, and the city becomes a major fulcrum in the might of Uzarâg.

The Rune Gold has begun to peter out over the past years. While Shularz, the master miner has yet to miss a shipment to the Warlord, no one in the mines themselves knows how he does it. In the last several months, he's delivered more Rune Gold than his Orcs mined.

Adventure Seeds and World Threads: The region and its geography are World Threads. The problem with the Rune Gold is a World Thread as well. Shularz's ability to meet the shipments is an Adventure Seed. If the matter comes up in future products, Rune Gold from these mines will be scarce.

Feledîm (2,918)

Chieftain Mol the Slasher [male Orc war17].

Guard 16 (17); Conscriptable Individuals 292 (in city), 879 (surrounding area)

Authority Figures: Bar [male Orc war15] (Rival Chieftain); Gharbûk [male Orc war17] (Battle Chief).

Important Characters: Yambul [male Orc exp7] (Shaman); Bûrgob [male Orc war17] (Carpenter); Umbûl [male Orc war18] (Peddler); Nakh [male Orc war15] (Shulzog).

Others: Powerful Leaders 12 (17); Shamans 2 (7); Craftsmen 24 (17); Other Merchants 62 (18); Shulzog 8 (15); Spellcasting Shamans 1 (9); Spellcasters 1 (10).

Notes: Another small city on the northern border, Feledîm has remarkable defenses. While Belther has attacked many times over the years, the city has always withstood long enough for the Warlord to arrive with reinforcements. The mines here are

meager but the farmlands plentiful. Feledîm once produced a huge surplus of food, but under control of the Orcs, the city produces no more than it needs, letting other cities to take care of themselves.

The Goblin slaves in Uzarâg have hit on an interesting effect recently. They've discovered the food grown in their fields has no special effects on Cambions, but causes Mortals to become drunk and disoriented. The Orcs believe this is an Ulcer effect. They've begun looking north to Belther and wonder how to use it.

Adventure Seeds and World Threads: The region and its geography are World Threads. The effect on the food is an Adventure Seed, and if you do nothing with it, it's temporary and won't come into play during the Warlord's next big move.

Gabal (10,201)

Chieftain Shurkûlg the Ax Hand [male Orc war22].

Guard 68 (21); Conscriptable Individuals 1,020 (in city), 4,080 (surrounding area)

Authority Figures: Khambuf [male Orc war21] (Rival Chieftain); Oghorz [male Orc war20] (Battle Chief).

Important Characters: Ghorulg [male Orc war12] (Shaman); Uzug [male Orc exp23] (Weaponsmith); Gûmob [male Orc war7] (Peddler); Orzog [male Orc war20] (Shulzog); Nagol [male Orc war19] (Shulzog); Bothmûb [male Orc war17] (Shulzog).

Others: Powerful Leaders 51 (22); Shamans 9 (12); Craftsmen 102 (23); Other Merchants 268 (21); Shulzog 34 (20); Spellcasting Shamans 3 (13); Spellcasters 3 (13).

Notes: Gabal is an important city for the Warlord. The penultimate northern city of Uzarâg, Gabal is closer than its eastern neighbor to the edge of the mountains. From here, Ontav is an easy strike. The Warlord uses this to great effect, and when he doesn't use it, it's to even greater effect (the Warlord understands the element of surprise).

Gabal once had great mines, but they've long since played out. For centuries, no one even tried to find new veins, but recently the Warlord has decreed that Gabal must begin carrying its weight again. Thousands of new Goblin slaves have arrived to this end, and the new balance of power has yet to

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settle, making Gabal into a huge pile of metaphorical kindling.

Adventure Seeds and World Threads: The region and its geography are World Threads. The issues with the new Goblin miners are an Adventure Seed. If the issue of the mines comes up in a future product, new veins of silver and iron will have been found.

Giled (15,321)

Chieftain Sharzul the Beef Fist [male Orc war23].

Guard 102 (23); Conscriptable Individuals 1,532 (in city), 6,128 (surrounding area)

Authority Figures: Ushnarz [male Orc war21] (Rival Chieftain); Sharuf [male Orc war21] (Battle Chief).

Important Characters: Bargak [male Orc war13] (Power-Hungry Shaman); Mashulg [male Orc war13] (Zealous Shaman); Yaglor [male Orc exp24] (Armorer); Snag [male Orc war23] (Peddler King); Loghakh [male Orc war21] (Shulzog); Shugdun [male Orc war19] (Shulzog); Glúrzub [male Orc war18] (Shulzog); Mogdúrz [male Orc war17] (Shulzog).

Others: Powerful Leaders 77 (23); Shamans 14 (13); Craftsmen 153 (23); Other Merchants 403 (23); Shulzog 51 (21); Spellcasting Shamans 4 (14); Spellcasters 4 (14).

Notes: One of the more powerful cities in Uzarâg, Giled sits just far enough into the mountains to make it a difficult attack from Ontav. Rich mines of gold, copper, and iron allow for this city to take its place in the Orcish war machine. Here, the Warlord sometimes stages surprise attacks and raids. An army flowing out of Gabal is a good diversion to draw attention from the “less ideal” attack point of Gibel.

Dwarven coins have recently shown up in Gibel. No one knows for sure who’s circulating them, but it seems some Orc or group of Orcs has hit on an undiscovered Dwarven treasure. Interest (and tempers) are high.

Adventure Seeds and World Threads: The region and its geography are World Threads. The matter of Dwarven gold is an Adventure Seed.

Izigandabil (30,602)

Chieftain Ghorbulg the Bloody [male Orc war25].

Guard 204 (25); Conscriptable Individuals 3,060 (in city), 12,241 (surrounding area)

Authority Figures: Borzul [male Orc war23] (Rival Chieftain); Mushnákh [male Orc war22] (Battle Chief).

Important Characters: Ushub [male Orc war16] (Insane Shaman); Kharulg [male Orc exp15] (Prophetic Shaman); Amúb [male Orc exp25] (Siege Engineer); Shugrob [male Orc exp24] (Weaponsmith); Garz [male Orc exp22] (Armorer); Shumbag [male Orc war26] (Crooked Peddler); Azgúl [male Orc war23] (Shulzog); Gramúk [male Orc war22] (Shulzog); Aglob [male Orc war19] (Shulzog); Ugdu [male Orc war17] (Shulzog).

Others: Powerful Leaders 153 (25); Shamans 28 (16); Craftsmen 306 (25); Other Merchants 805 (26); Shulzog 102 (23); Spellcasting Shamans 8 (16); Spellcasters 8 (16).

Notes: Izigandabil is a huge city on the western tip of Uzarâg. Because of its location and its use as a staging point, it’s often called “the point of *his* sword.” This city holds the country’s Rune Silver mine as well as a mundane silver mine and a source of many gems.

All Orcish cities are hotbeds of politics, but Izigandabil is worse than most. Here, fifteen separate tribes strive for power and assassinations and coups are everyday occurrences. Things only calm down when the Warlord sends an agent to oversee things. He only does this when war is pending.

Adventure Seeds and World Threads: The region and its geography are World Threads, as is the level of internal strife. The details of the strife is an Adventure Seed. Future products would likely place their own new power groups in charge, only to tear them apart again.

Kazan (6,371)

Chieftain Dugrul the Unsleeping [male Orc war20].

Guard 42 (19); Conscriptable Individuals 637 (in city), 2,548 (surrounding area)

Authority Figures: Ughar [male Orc war19] (Rival Chieftain); Yashul [male Orc war19] (Battle Chief).

Important Characters: Gháshar [male Orc war11] (Quiet Shaman); Lazgob [male Orc war22] (Stone Mason); Amarz [male Orc war20] (Stuttering Peddler); Orbag [male Orc war17] (Shulzog).

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Others: Powerful Leaders 32 (20); Shamans 6 (11); Craftsmen 64 (22); Other Merchants 168 (20); Shulzog 21 (17); Spellcasting Shamans 2 (11); Spellcasters 2 (11).

Notes: Kazan is one of the smaller cities, nestled comfortably with cities on every side. The Dwarves built this city because they found special granite in the mountains here. Stone taken from these quarries allows for more powerful rune structures, as if it were half-Holy to begin with. The Warlord hasn't done anything with this stone—if anything, it's at odds with the things he'd build. He's tested it several times and it's never shown any sign of corruption.

The Orcs here speak of a ghost that wanders the halls at night. Thought to be the spirit of a dead Dwarf, it doesn't kill or hunt. Subtle things go wrong with Orcish construction here, little bits of cunning sabotage. The Orcs have invented elaborate superstitions to deal with this threat.

Adventure Seeds and World Threads: The region and its geography are World Threads. The matter of the Dwarven ghost is an Adventure Seed.

Khalanbur (48,241)

Chieftain Morog the Gut [male Orc war24] (for the Warlord).

Guard 322 (25); Conscriptable Individuals 4,824 (in city), 19,296 (surrounding area)

Authority Figures: Agrol [male Orc war25] (Rival Chieftain); Snazgol [male Orc war21] (Battle Chief).

Important Characters: Bakh [male Orc exp15] (Prophetic Shaman); Shagrob [male Orc war13] (Warrior Shaman); Shelag [male Orc war12] (Dissident Shaman); Umbakh [male Orc exp27] (Master Mason); Múrgol [male Orc exp25] (Weaponsmith); Mauhúk [male Orc exp23] (Armorer); Gharug [male Orc war26] (Fast-Talking Peddler); Bashnag [male Orc war23] (Honest Peddler); Dushag [male Orc war23] (Shulzog); Bugak [male Orc war21] (Shulzog); Boghak [male Orc war21] (Shulzog); Bashumub [male Orc war19] (Shulzog); Shugronk [male Orc war17] (Shulzog).

Others: Powerful Leaders 241 (25); Shamans 45 (15); Craftsmen 483 (27); Other Merchants 1,270 (26); Shulzog 161 (23); Spellcasting Shamans 12 (15); Spellcasters 12 (15).

Notes: Khalanbur is the capital of Uzarâg and its greatest city. Here is the Warlord's underground palace and the barracks and training grounds. The treasury is here as are Uzarâg's most powerful ancient holy sites, such as the Ancestral Tombs and the Dwarven Holy See. These locations are still Holy and the Orcs avoid them at all cost.

Khalanbur is a hotbed of intrigue. Chieftains and power mongers compete for dominance. Lately, a rash of assassinations has swept the city, hitting all midlevel Orcs. No one knows who's doing it or why they are targeting the midlevel.

Adventure Seeds and World Threads: The region and its geography are World Threads. The matter of the assassinations is an Adventure Seed. See the government section of Part 2 for more Adventure Seeds.

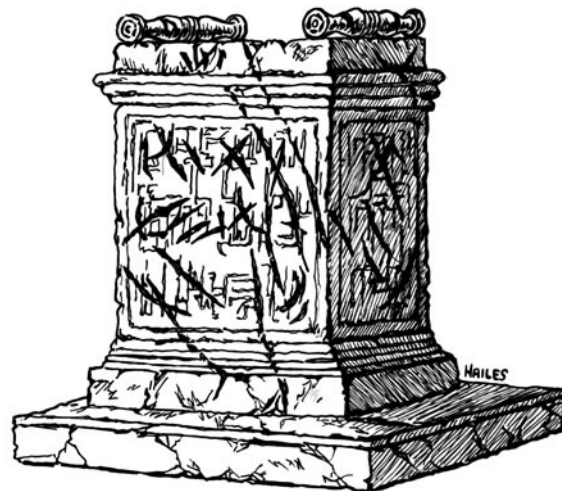
Khazdîn (23,420)

Chieftain Khagdurbúl the Wicked [male Orc war17].

Guard 156 (23); Conscriptable Individuals 2,342 (in city), 9,368 (surrounding area)

Authority Figures: Shagluk [male Orc war23] (Rival Chieftain); Gharog [male Orc war21] (Battle Chief).

Important Characters: Shurgak [male Orc exp13] (Demagogue Shaman); Yak [male Orc war12] (Murderous Shaman); Gharadbúb [male Orc exp25] (Weaponsmith); Shurzug [male Orc exp23] (Armorer); Lugdurz [male Orc war24] (Insane Peddler); Búlúrgakh [male Orc war21] (Shulzog);



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Golak [male Orc war20] (Shulzog); Ufthag [male Orc war18] (Shulzog).

Others: Powerful Leaders 117 (23); Shamans 22 (13); Craftsmen 234 (25); Other Merchants 616 (24); Shulzog 78 (21); Spellcasting Shamans 6 (15); Spellcasters 6 (16).

Notes: Khazdîn is positioned in the far west of Uzarâg. Just east of the point, it's perfectly positioned for attacking either Ingrast or Belther. Shut down for years, a massive vein of copper recently led to the reopening of the mines. A strong vein of Rune Steel was found shortly after that, and now Khazdîn works at full swing again.

Khazdîn is rumored to contain hundreds of secret passages. If this is true, it explains a great deal because a group of Orcish thieves has risen to great power in Khazdîn. They strike quickly and vanish seemingly at will. If they don't have a network of secret passages, they have some sort of magic.

Adventure Seeds and World Threads: The region and its geography are World Threads. The issue with the Orcish thieves is an Adventure Seed.

Maharukan (2,345)

Chieftain Dúrog the Ax [male Orc war16].

Guard 16 (17); Conscriptable Individuals 235 (in city), 938 (surrounding area)

Authority Figures: Orbol [male Orc war17] (Rival Chieftain); Bargúl [male Orc war21] (Battle Chief).

Important Characters: Mul [male Orc Adp9] (Shaman); Lumbug [male Orc war18] (Weaponsmith); Rog [male Orc war17] (Talented Peddler); Orgúl [male Orc war15] (Shulzog).

Others: Powerful Leaders 12 (17); Shamans 2 (8); Craftsmen 24 (18); Other Merchants 62 (17); Shulzog 8 (15); Spellcasting Shamans 1 (9); Spellcasters 1 (9).

Notes: Maharukan is a small city, but it's well-located as a forward position against Marnele. The city has little of note, the mines long since played out, but it's full of Marnele treasures, Marnele gold, and Marnele dreams.

Maharukan is so rich in plundered Marnele treasure the average Orc here is filthy rich. This makes them complacent and lax. If a counterattack was to hit Maharukan, it would find the defenses less than alert.

Adventure Seeds and World Threads: The region and its geography are World Threads. The lax state of the defenses in Maharukan is a World Thread, but one rife with adventure possibility.

Nurak (1,841)

Chieftain Mogrul the Left [male Orc war15].

Guard 12 (16); Conscriptable Individuals 184 (in city), 736 (surrounding area)

Authority Figures: Lamog [male Orc war14] (Rival Chieftain); Marbol [male Orc war13] (Battle Chief).

Important Characters: Latúb [male Orc exp8] (Shaman); Ghar [male Orc exp18] (Boot Maker); Búmol [male Orc war15] (Psychopathic Peddler); Mauhúb [male Orc war15] (Shulzog).

Others: Powerful Leaders 9 (15); Shamans 2 (8); Craftsmen 19 (18); Other Merchants 48 (15); Shulzog 6 (15); Spellcasting Shamans 0 (n/a); Spellcasters 0 (n/a).

Notes: Nurak has the distinction of being the Uzarâg city closest to Serard. It's little more than a huge fortress, built as a gateway into the Dwarven kingdom, the Warlord has worked hard to build up the defenses since. This is one of the few Uzarâg cities with it's full external defenses intact.

There is a well in Nurak that grants combat powers to anyone who drinks from it. The Orcs have lined up to drink from this well, and they've all become bigger and meaner. Unfortunately, the internal violence has intensified as well, and there's no end in sight.

Adventure Seeds and World Threads: The region and its geography are World Threads. The intensifying violence caused by the well water is an Adventure Seed.

Shand (3,752)

Chieftain Agdúk the Fat [male Orc war19].

Guard 25 (19); Conscriptable Individuals 375 (in city), 1,501 (surrounding area)

Authority Figures: Shurbul [male Orc war17] (Rival Chieftain); Mor [male Orc war15] (Battle Chief).

Important Characters: Nazor [male Orc exp9] (Shaman); Snagúr [male Orc war19] (Weaponsmith); Búrgak [male Orc war17] (Peddler); Bolob [male Orc war18] (Shulzog).

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Others: Powerful Leaders 19 (19); Shamans 3 (9); Craftsmen 38 (19); Other Merchants 99 (26); Shulzog 13 (18); Spellcasting Shamans 1 (9); Spellcasters 1 (9).

Notes: Found far from the nearest border, Shand is a city that rarely worries about invasion. Instead, it involves itself in internal politics and its own concerns. The mines are still strong, producing large amounts of bronze and tin.

Lately Goblin slaves have found gold and valuable gems in dead-end halls. They've gathered these treasures, stockpiling their wealth. They have yet to discover where these treasures are from or what to do with them.

Adventure Seeds and World Threads: The region and its geography are World Threads. Goblin gold is an Adventure Seed.

Tamanal (8,102)

Chieftain Glúruk the Gluttonous [male Orc war21].

Guard 54 (21); Conscriptable Individuals 810 (in city), 3,241 (surrounding area)

Authority Figures: Lug [male Orc war19] (Rival Chieftain); Oghákh [male Orc war21] (Battle Chief).

Important Characters: Yag [male Orc war11] (Manic Shaman); Durz [male Orc war22] (Scabbardmaker); Gháshnarz [male Orc war21] (Narcoleptic Peddler); Buzgol [male Orc war19] (Shulzog).

Others: Powerful Leaders 41 (21); Shamans 8 (11); Craftsmen 81 (22); Other Merchants 213 (21); Shulzog 27 (19); Spellcasting Shamans 2 (11); Spellcasters 2 (11).

Notes: Found in the center of Uzarâg, the Warlord uses Tamanal as a secondary training area for his Orcish armies. Tamanal is a brutal military camp. The mines here produce iron, tin, and many other metals such as zinc and brass. In addition, this city has dozens of Dwarven remembrance halls and holy temples. The crypt system is extensive.

After years as holy ground, the crypts are finally falling to corruption. Dwarf Undead rise daily. The Warlord is adding these forces to his own, although in the final equation, it's unclear how much of an effect these Undead will have.

Adventure Seeds and World Threads: The region and its geography are World Threads as is the matter

of the rising dead. The latter is rife with adventure potential though.

Zaraglûl (17,687)

Chieftain Morbûlg the Brilliant [male Orc war23].

Guard 118 (23); Conscriptable Individuals 1,769 (in city), 7,075 (surrounding area)

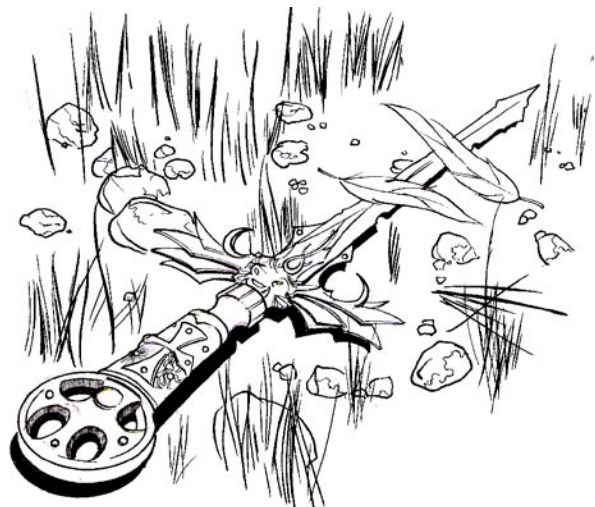
Authority Figures: Shatúb [male Orc war22] (Rival Chieftain); Bashur [male Orc war23] (Battle Chief).

Important Characters: Bog [male Orc exp13] (Shaman); Mol [male Orc war23] (Weapon Master); Bolorgúl [male Orc war23] (Morose Peddler); Azuk [male Orc war22] (Shulzog); Ghorz [male Orc war20] (Shulzog); Bumbúl [male Orc war17] (Shulzog).

Others: Powerful Leaders 88 (23); Shamans 16 (13); Craftsmen 177 (23); Other Merchants 465 (23); Shulzog 59 (22); Spellcasting Shamans 4 (13); Spellcasters 4 (13).

Notes: Zaraglûl is a large city, just far enough into the mountains to be outside the easy reach of Marnele. The city is the biggest, physically, in Uzarâg, with great sprawling avenues and courtyards. It also has ancient, extensive mines, seemingly endless. The Goblin slaves still pull large quantities of Rune Steel out of these delvings.

Zaraglûl is the secret home of the Warlord's "spy school." Not as grand as it sounds, here a cadre of old Orcish spies teach the next generation of the Warlord's agents through a system of apprenticeship. While most of these spies go among the Orcish people, there is at least one master who knows magic as



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well as spycraft, and can occasionally produce a spy capable of disguising himself in the outside world.

Adventure Seeds and World Threads: The region and its geography and the like are World Threads. The spies school, in general is a World Thread as well, as are the identities of any magical spymasters. Individual spies, however, are an Adventure Seed.

GEOGRAPHY

The geography of Uzarâg is both varied and uniform at the same time. Uniform because the nation consists almost entirely of mountains, varied because those mountains are awe inspiring and diverse.

Hills and Mountains

Uzarâg exists in a range of rugged uplift known as the Uzarâg mountains. These mountains are jagged and brutal, with high peaks and low valleys. Like a serrated blade, these waves of rock and ice form terrible and dangerous peaks.

Years of work has carved roads through the passes in these peaks, many of them nothing more than stairs in a cliff.

Vegetation

There are lush valleys and beautiful copses of trees throughout Uzarâg. Some people have a hard time believing the land is an Ulcer in the warm months. While trees and farms are plentiful, none of these growths are big enough to qualify as forest.

Water

Many rivers start in Uzarâg, but none of them deep enough to have much effect on the nation. Most of the waters here come in the form of mountain streams, glacial run off, and crystal pools. The water on the surface is so perfect and clear, in fact, that many delvers forget to check the water underground, which is much fouler.

MAP TILES

At the end of this product you'll find ten map tiles. These are 150'x200' areas for use as quick battle maps inside Uzarâg. If you bought an electronic version of this product, Campaign Cartographer versions are included for printing at miniature scale.



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Part Four: The Rules

There are several details of Dwarven and Orcish life that deserve their own rules treatment (or at least mention). These include magic, base classes, and prestige classes.

DWARVEN RUNE CASTING

Dwarves cast their spells in one of two ways. The first is to create a physical rune for later use. They can then imbue this rune with magic later, filling it with power.

The second is to trace the rune on the spot, preferably with materials, but with the oils of their skin if need be. This can be done anytime the Dwarf has the energy, but it takes longer.

For spells in the *d20 System game*, a Dwarf can learn the spells and domains detailed in *The Echoes of Heaven Campaign Setting*. Spells cast without the need of a concentration check and with a premade rune are cast in the same fashion as a normal spell. Dwarven Runes are Divine spells.

If the character must make a Concentration Check (if hit by an attack of opportunity, for instance) set the DC normally. If a character uses a precarved rune, the material used can help with casting. See the chart below for the material, the cost, and the bonus to the character's Concentration Check.

Cost	Material	Bonus
1 PP	Stone, Copper	+0
100 GP	Silver	+1
1000 GP	Gold	+2
4,000 GP	Rune Silver*	+3
20,000 GP	Rune Gold*	+10
40,000 GP	Rune Steel*	+15

*A Dwarf can't buy these without special dispensation from the clan.

The character can cut the cost in half if he is able to craft the rune himself. Most Rune Casters know how, but they buy their runes from experts even still.

Metamagic feats can be applied to rune spells. If the caster doesn't prepare spells (such as a Dwarven

Rune Priest) they take extra time to cast. This works the same as with sorcerer spells. Otherwise, they are used during preparation as is normal. In addition, Rune Metal Runes allow the caster to add metamagic feats to a spell without paying an extra spell slot. Rune Silver reduces the total adjustment of all metamagic feats by two levels. Rune Gold reduces it by four and Rune Steel by six.

Most Dwarven Rune Priests keep their runes on a ring, like a set of keys. This gives them quick and easy access. If they must prepare spells, multiple versions of the same spell require multiple copies of the rune.

If the character draws the rune on the spot, he need only a smooth surface. This takes longer, however. To create a rune in this manner, the Dwarf must cast for ten times the duration the spell typically requires (1 action becomes 5 rounds, a full round takes 10 rounds, etc). Free action spells take a full round.

When drawing the rune on the spot, he can gain a bonus from materials as well.

Cost	Material	Bonus
None	None (Finger on any surface)	+0
1 PP	Chalk (10 Pieces)	+1
100 GP	Silver dust (1 use)	+1*
1,000 GP	Gold dust (1 use)	+4

*Most Dwarves only draw runes in silver for ceremonial purposes.

No Dwarf would ever use a rune metal for such passing purposes.

A Dwarven Rune Caster spends spell slots as a normal Divine caster.

Dwarven Rune Casters can still cast free action spells, but only if the rune is somewhere on their person. They do not need to manipulate the premade rune to cast, but they cannot draw the rune manually (or rather they can, but it still take one full round, so most of the time, it isn't worth the effort).

Spells that require material components still require them when cast with runes.

ORCISH SHAMANISM

Orcish Shamanism is easier to handle. Orcs cast spells just like any other spell caster of their class,

although the appearance is more primitive. They shake bones, they rattle charms and behave in a “tribal” manner.

DWARVEN RUNE PRIEST

The Rune Priest is the only type of priest one is likely to find in Dwarven lands. Devoted to Ziruk-Nurak, the Rune Priest is part artisan, part minister, part warrior. He is the backbone of the Dwarven church.

Note: *The Dwarven Rune Priest replaces the Cleric among the Dwarven religions. A GM may still allow clerics if they want, but should probably make this class available to Dwarven Rune Casters. Existing Dwarven Clerics from the Teasers of The Moving Shadow are appropriate. Otherwise, the GM should either allow a Dwarven Cleric to redesign his character with this new class or grandfather the existing Cleric in.*

Adventures: Dwarven Rune Priests adventure under two circumstances. First, they might pay their own wergild to the church and go off on their own agenda. Otherwise, they are likely still doing the church’s bidding, operating under direct orders from their superiors.

Characteristics: The Dwarven Rune Priest is a spell caster who doesn’t have to prepare his spells in advance (or rather, he does, but usually the runes he prepares are reusable). Rune Priests are good warriors, and they usually study some form of craft that’s useful in sculpting runes.

Alignment: Any.

Religion: Most Rune Priests follow the Dwarven Savior, and are good, at least in theory (it’s impossible to tell, of course). However, Fallen Dwarves also have Rune Priests, and these follow their Demon gods.

Background: Dwarven Rune Priests are usually raised to be clergy. Some become Experts, but those who master magic become Dwarven Rune Priests and rise to the top of their church.

Races: Dwarven Rune Priests are, almost by definition, Dwarves. However, there’s no reason a

member of another race, raised to worship in the Dwarven fashion, couldn’t become a Rune Priest.

Other Classes: Dwarven Rune Priests get on well with almost any other Dwarven class, such as Paladins, Fighters, Experts. They tend to distrust arcane casters.

Role: The primary role of a Dwarven Rune Caster is provide a backup for front line fighting and support with their divine magic. Many Dwarven Rune Casters serve as combat healers in the Dwarven armies.

Game Rule Information

Dwarven Rune Priests have the following game mechanics.

Abilities: Despite casting spells like a sorcerer, it still takes great understanding to cast rune spells. This means that Wisdom is very important. Charisma allows the Dwarven Rune Priest to turn Undead more easily. In their role as combat back up, strength and constitution are also important.

Alignment: Any.

Hit Die: d8.

Class Skills

The Dwarven Rune Priest’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int).

Domains and Class Skills: A Dwarven Rune Priest who chooses the Knowledge domain adds all Knowledge (Int) skills to the list. See Deity, Domains, and Domain Spells, below, for more information.

Skill Points at 1st Level: (2 + Int modifier) x4.

Skill Points at Each Additional Level: 2 + Int modifier.



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Table: The Dwarven Rune Priest

Level	Base	Fort	Ref	Will	Special	Spells per Day									
	Attack Bonus	Save	Save	Save		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Turn or rebuke Undead	5+1	3+1	-	-	-	-	-	-	-	-
2nd	+1	+0	+0	+3		6+1	4+1	-	-	-	-	-	-	-	-
3rd	+1	+1	+1	+3		6+1	5+1	-	-	-	-	-	-	-	-
4th	+2	+1	+1	+4		6+1	6+1	3+1	-	-	-	-	-	-	-
5th	+2	+1	+1	+4		6+1	6+1	4+1	-	-	-	-	-	-	-
6th	+3	+2	+2	+5		6+1	6+1	5+1	3+1	-	-	-	-	-	-
7th	+3	+2	+2	+5		6+1	6+1	6+1	4+1	-	-	-	-	-	-
8th	+4	+2	+2	+6		6+1	6+1	6+1	5+1	3+1	-	-	-	-	-
9th	+4	+3	+3	+6		6+1	6+1	6+1	6+1	4+1	-	-	-	-	-
10th	+5	+3	+3	+7		6+1	6+1	6+1	6+1	5+1	3+1	-	-	-	-
11th	+5	+3	+3	+7		6+1	6+1	6+1	6+1	6+1	4+1	-	-	-	-
12th	+6/+1	+4	+4	+8		6+1	6+1	6+1	6+1	6+1	5+1	3+1	-	-	-
13th	+6/+1	+4	+4	+8		6+1	6+1	6+1	6+1	6+1	6+1	4+1	-	-	-
14th	+7/+2	+4	+4	+9		6+1	6+1	6+1	6+1	6+1	6+1	5+1	3+1	-	-
15th	+7/+2	+5	+5	+9		6+1	6+1	6+1	6+1	6+1	6+1	6+1	4+1	-	-
16th	+8/+3	+5	+5	+10		6+1	6+1	6+1	6+1	6+1	6+1	6+1	5+1	3+1	-
17th	+8/+3	+5	+5	+10		6+1	6+1	6+1	6+1	6+1	6+1	6+1	6+1	4+1	-
18th	+9/+4	+6	+6	+11		6+1	6+1	6+1	6+1	6+1	6+1	6+1	6+1	5+1	3+1
19th	+9/+4	+6	+6	+11		6+1	6+1	6+1	6+1	6+1	6+1	6+1	6+1	6+1	4+1
20th	+10/+5	+6	+6	+12		6+1	6+1	6+1	6+1	6+1	6+1	6+1	6+1	6+1	6+1

Table: Dwarven Rune Priest Spells Known

Level	Spells Known*									
	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	-	-	-	-	-	-	-	-
2nd	5	2	-	-	-	-	-	-	-	-
3rd	5	3	-	-	-	-	-	-	-	-
4th	6	3	1	-	-	-	-	-	-	-
5th	6	4	2	-	-	-	-	-	-	-
6th	7	4	2	1	-	-	-	-	-	-
7th	7	5	3	2	-	-	-	-	-	-
8th	8	5	3	2	1	-	-	-	-	-
9th	8	5	4	3	2	-	-	-	-	-
10th	9	5	4	3	2	1	-	-	-	-
11th	9	5	5	4	3	2	-	-	-	-
12th	9	5	5	4	3	2	1	-	-	-
13th	9	5	5	4	4	3	2	-	-	-
14th	9	5	5	4	4	3	2	1	-	-
15th	9	5	5	4	4	4	3	2	-	-
16th	9	5	5	4	4	4	3	2	1	-
17th	9	5	5	4	4	4	3	3	2	-
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

*A Dwarven Rune Priest does not need to spend one of these slots to know his domain spells.

Class Features

All of the following are class features of the cleric.

Weapon and Armor Proficiency: Dwarven Rune Priests are proficient with all simple weapons as well as all hammers *except* the Dwarven warhammer. They are also proficient with all types of armor (light, medium, and heavy), and with shields (except tower shields).

A Dwarven Rune Priest who chooses the War domain receives the Weapon Focus feat related to his deity's weapon as a bonus feat. He also receives the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category.

Aura (Ex): This class feature is only available in settings other than *The Echoes of Heaven*. A Dwarven Rune Priest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details). Dwarven Rune Priests who don't worship a specific deity but choose the Chaotic, Evil, Good, or Lawful domain have a similarly powerful aura of the corresponding alignment.

Note: *The Aura Class Feature of other d20 System game classes such as the Cleric and Pala-*

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*din does not exist in **The Echoes of Heaven**. Instead, Detect Good and Evil detect the Divine or Angelic sparks or the Infernal Taint of the appropriate creature. To determine the aura strength, use the creature's base HD (but not additional class levels). For more information on Good and Evil, see In His Name.*

Spells: A Dwarven Rune Priest casts divine spells, which are drawn from the cleric spell list. However, the alignment of his deity may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A Dwarven Rune Priest doesn't choose and prepare his spells in advance (see below).

To learn a spell, a Dwarven Rune Priest must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Dwarven Rune Priest's spell is 10 + the spell level + the Dwarven Rune Priest's Wisdom modifier.

Like other spellcasters, a Dwarven Rune Priest can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Dwarven Rune Priest. In addition, he receives bonus spells per day if he has a high Wisdom score. A Dwarven Rune Priest also gets one domain spell of each spell level he can cast, starting at 1st level. When a Dwarven Rune Priest casts a spell in a domain spell slot, it must come from his domain (see Deities, Domains, and Domain Spells, below).

A Dwarven Rune Priest's selection of spells is extremely limited. A Dwarven Rune Priest begins play knowing four 0-level spells and two 1st-level spells of your choice (plus his domain spell). At each new Dwarven Rune Priest level, he gains one or more new spells, as indicated on Table: Dwarven Rune Priest Spells Known. (Unlike spells per day, the number of spells a Dwarven Rune Priest knows is not affected by his Wisdom score; the numbers on Table: Dwarven Rune Priest Spells Known are fixed.) These new spells can be common spells chosen from the Cleric spell list, or they can be unusual spells that the Dwarven Rune Priest has gained some understanding of by study. The Dwarven Rune Priest can't use this method of spell acquisition to learn spells at a faster rate, however.

Upon reaching 4th level, and at every even-numbered Dwarven Rune Priest level after that (6th, 8th, and so on), a Dwarven Rune Priest can choose to learn a new spell in place of one he already knows. In effect, the Dwarven Rune Priest "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level sorcerer spell the Dwarven Rune Priest can cast. A Dwarven Rune Priest may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time he gains new spells known for the level. Naturally, he needs to make a new premade rune if he wants one.

Unlike a wizard or a cleric, a Dwarven Rune Priest need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level. He does not have to decide ahead of time which spells he'll cast. He must follow the rules of Rune Magic, as outlined above.

Deity, Domains, and Domain Spells: A Dwarven Rune Priest's deity influences what magic he can perform, and how others see him. A Dwarven Rune Priest chooses one domain from among those belonging to his deity. In a setting other than *The Echoes of Heaven*, a Dwarven Rune Priest can select an alignment domain (Chaos, Evil, Good, or Law) only if his Deity's alignment (or his own, in another setting) matches that domain. In *The Echoes of Heaven* he may choose these domain only if it's on the list for his Church or Demon Cult.

A domain gives the Dwarven Rune Priest access to a domain spell at each spell level he can cast, from 1st on up, as well as a granted power. The cleric gets the granted powers of both the domains selected.

Chaotic, Evil, Good, and Lawful Spells: A Dwarven Rune Priest can't cast spells of an alignment opposed to his own or his deity's. Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Turn or Rebuke Undead (Su): Any Dwarven Rune Priest has the power to affect Undead creatures by

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channeling the power of his faith through his holy (or Unholy) symbol (see Turn or Rebuke Undead).

A Dwarven Rune Priest that worships a good deity can turn or destroy Undead creatures. An Dwarven Rune Priest of an evil deity instead rebukes or commands such creatures. A Dwarven Rune Priest of a neutral deity (in another setting) must choose which way his turning ability functions. Once this choice is made, it cannot be reversed.

A Dwarven Rune Priest may attempt to turn Undead a number of times per day equal to 3 + his Charisma modifier. A Dwarven Rune Priest with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against Undead.

Bonus Languages: A Dwarven Rune Priest's bonus language options include The Divine Tongue and Infernal. These choices are in addition to the bonus languages available to the character because of his race.

Ex-Dwarven Rune Priests

A Dwarven Rune Priest who grossly violates the code of conduct required by his god can be stripped of all power by his church (in other settings, he loses it naturally, whether someone knows or not). This includes all spells and class features, except for armor and shield proficiencies and proficiency with weapons. He cannot thereafter gain levels as a Dwarven Rune Priest of that god until he is restored (see *In His Name* for details on losing and gaining power from church actions).

UNWED CRAFTER

The Unwed Crafter is a Dwarf who's dedicated his life to his craft. He studies, he works, and he dreams about his craft, always striving for the perfect level of excellence.

Becoming an Unwed Crafter

An Unwed Crafter must be dedicated to his profession above all else. He must live and breathe for his time in the workshop. In addition, he must make it clear that he will never take a wife. If the character is naturally ugly, he can skip this, but if not, he tends to tattoo or scar himself so others know he's unwed.

Hit Die: d8.

Requirements

To qualify to become an Unwed Crafter, a character must fulfill all the following criteria.

Alignment: Any lawful.

Skills: Any Craft, 12 ranks of higher, Knowledge (Arcane) +6.

Other: Must physically declare himself Unwed either through natural ugliness, scaring, or tattooing. In *The Echoes of Heaven*, he must have the Divine Spark. In other settings the GM should feel free to substitute a similar setting-specific requirement.

Class Skills

The Unwed Crafter can choose any ten skills to be class skills.

Skill Points at Each Level: 6 + Int modifier.

Table: The Unwed Crafter

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+0	+0	+2	+2	Crafter +1
2nd	+1	+0	+3	+3	Item Creation Feat
3rd	+2	+1	+3	+3	Crafter +2
4th	+3	+1	+4	+4	Pseudo Caster +5
5th	+3	+1	+4	+4	Crafter +3
6th	+4	+2	+5	+5	Pseudo Caster +5
7th	+5	+2	+5	+5	Crafter +4
8th	+6	+2	+6	+6	Pseudo Caster +5
9th	+6	+3	+6	+6	Crafter +5
10th	+7	+3	+7	+7	Pseudo Caster +5, Life's Work

Class Features

All of the following are Class Features of the Unwed Crafter prestige class.

Weapon and Armor Proficiency: An Unwed Crafter gains no new weapon or armor proficiencies.

Crafter (Ex): Starting at 1st level and every two level after that, the Unwed Crafter gains an expertise bonus to one craft skill related to his profession. This begins at +1 and increases every two levels after that.

Item Creation Feat (Su): At 2nd level, the Unwed Crafter gains one Item Creation Feat. The feat must be useful for creating magic items related to the

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Crafter's profession. For instance, if the Crafter creates weapons, the Craft Magical Arms and Armor feat would be appropriate. If he is a cobbler, Craft Wondrous Item feat is appropriate. The Unwed Crafter gains this ability through his knowledge of runes and the purity of his crafting spirit. At this point, he can only create magic items if the item requires no spell abilities. The Crafter must still spend any XP costs.

Pseudo Caster (Su): Starting at 4th level and improving every two levels after that, the Unwed Crafter gains the pseudo caster ability. Choose one caster class. For the purposes of creating magic items, the character is considered 5th level in that class. This means they have, just for the purposes of creating the item, all spells that a 5th level character of that class can cast. They meet these requirements through use of runes. Every two levels after that, they gain an extra +5 pseudo levels. These can be applied to the existing class or used to start a new pseudo class. This is how Dwarves in the Mortal Realm can create magic items typically created only by arcane casters.

Life's Work (Su): Once in their lifetime, an Unwed Crafter can place all his energy, all his will, and all his spiritual purity into the creation of the perfect item. He then dies, usually within 24 hours. This item is an artifact of great power, unique. It's often a bonded item. The details of this item are left to the GM, but few Unwed Crafters ever create their life's work. An Unwed Crafter gains this ability at 10th level.

UNWED WARRIOR

The Unwed Warrior is a Dwarf who's given up on a proper family and has dedicated his life to the hammer and shield. The Unwed Warrior loves one thing: combat. It's his entire life.

Becoming an Unwed Warrior

An Unwed Warrior must be dedicated to the warrior's art above all else. He must live and breathe for his time in training or combat. In addition, he must make it clear that he will never take a wife. If the character is naturally ugly, he can skip this, but

if not, he tends to tattoo or scar himself so others know he's unwed.

Hit Die: d12.

Requirements

To qualify to become an Unwed Warrior, a character must fulfill all the following criteria.

Alignment: Any lawful.

Base Attack Bonus: +7.

Feats: Weapon Focus, Weapon Specialization.

Other: Must physically declare himself Unwed either through natural ugliness, scaring, or tattooing. In *The Echoes of Heaven*, he must have the Divine Spark. In other settings the GM should feel free to substitute a similar setting-specific requirement.

Class Skills

The Unwed Warrior's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Profession (Military), Ride (Dex), and Swim (Str)..

Skill Points at Each Level: 2 + Int modifier.

Table: The Unwed Warrior

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+2	+0	+2	Smite Foe 1/Day
2nd	+2	+3	+0	+3	Irresistible Force
3rd	+3	+3	+1	+3	Vow +1d6
4th	+4	+4	+1	+4	Smite Foe 2/Day
5th	+5	+4	+1	+4	Immovable Object
6th	+6	+5	+2	+5	Damage reduction 3/-
7th	+7	+5	+2	+5	Smite Foe 3/Day
8th	+8	+6	+2	+6	Vow +2d6
9th	+9	+6	+3	+6	Bow Not
10th	+10	+7	+3	+7	Damage reduction 6/-, Smite Foe 4/Day, Death Holds No Power



Uzarâg

Class Features

All of the following are Class Features of the Unwed Warrior prestige class.

Weapon and Armor Proficiency: An Unwed Warrior is proficient with all simple and martial weapons, all types of armor, and shields.

Smite Foe (Ex): Once per day, the Unwed Warrior can summon his perfect warrior spirit into a single blow. The enemy must be an absolute foe. The Unwed Warrior can never use this attack against a friend or a foe the Unwed Warrior thinks can be redeemed. The Unwed Warrior adds his class level and his Wisdom modifier to the attack and damage roll of the attack. This increases in uses/day at 4th, 7th, and 10th levels. If the character is a paladin as well, he can use this ability as a smite evil instead, should he wish.

Irresistible Force (Ex): Beginning at 2nd level, the Unwed Warrior gains a morale bonus equal to his class level to charge attacks. In addition, when initiating a bull rush, the Unwed Warrior gets a morale bonus equal to his class level.

Vow (Ex): Beginning at 3rd level, the Unwed Warrior chooses one foe that offends his Dwarven soul. This could be a single creature, but is more likely a race, such as Orcs. The Unwed Warrior vows to destroy this foe at every turn. When fighting this foe, he gains an additional +1d6 to damage. This damage increases to +2d6 at 8th level.

Immovable Object: Beginning at 5th level, the Unwed Warrior gains the ability to stand against any charge. They gain a morale bonus equal to their class level to AC vs. charges and to their Strength Check to resist a Bull Rush.

Damage Reduction (Ex): At 6th level, an Unwed Warrior gains damage reduction. Subtract 3 points from the damage the Unwed Warrior takes each time he is dealt damage. At 10th level, this damage reduction rises to 6/-. Damage reduction can reduce damage to 0 but not below 0.

Bow Not (Ex): Beginning at 8th level, the Unwed Warrior can continue fighting after his body has lost the ability to continue. Through a sheer force of will, the character can continue fighting even at



negative hit points. He continues to fight until he reaches a negative hp value equal to his class level. An 8th level Unwed Warrior falls unconscious at -8 hp, a 9th level at -9, etc. A 10th level Unwed Warrior passes out at -10 and dies one round later. All rules for bleeding continue while the character fights, but the character cannot stabilize unless he stops fighting and takes complete rest.

Death Holds No Power (Ex): Once in his lifetime, an Unwed Warrior can summon so much will that he refuses death's call. He continues to fight for one round for every point of Cha after he would have otherwise fallen unconscious. Using this ability uses the Warrior up, depletes his soul. After using this ability, the Unwed Warrior can no longer be healed or stabilized. He cannot be resurrected either. He is simply done with this world.

Damage that would make fighting impossible, such as the decapitation of a vorpal sword or disintegration, will stop the Unwed Warrior, but massive damage or simple death magic won't. For those brief rounds, he burns his life too brightly.

DWARVEN WARHAMMER

The Dwarven Warhammer is bigger than a typical Warhammer. It is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a Dwarven Warhammer two-handed as a martial weapon.

35 gp, Dam (S) 1d8, Dam (M) 1d10, Crit 20/x3, 6 lb., Bludgeoning.

Ancestral Tombs

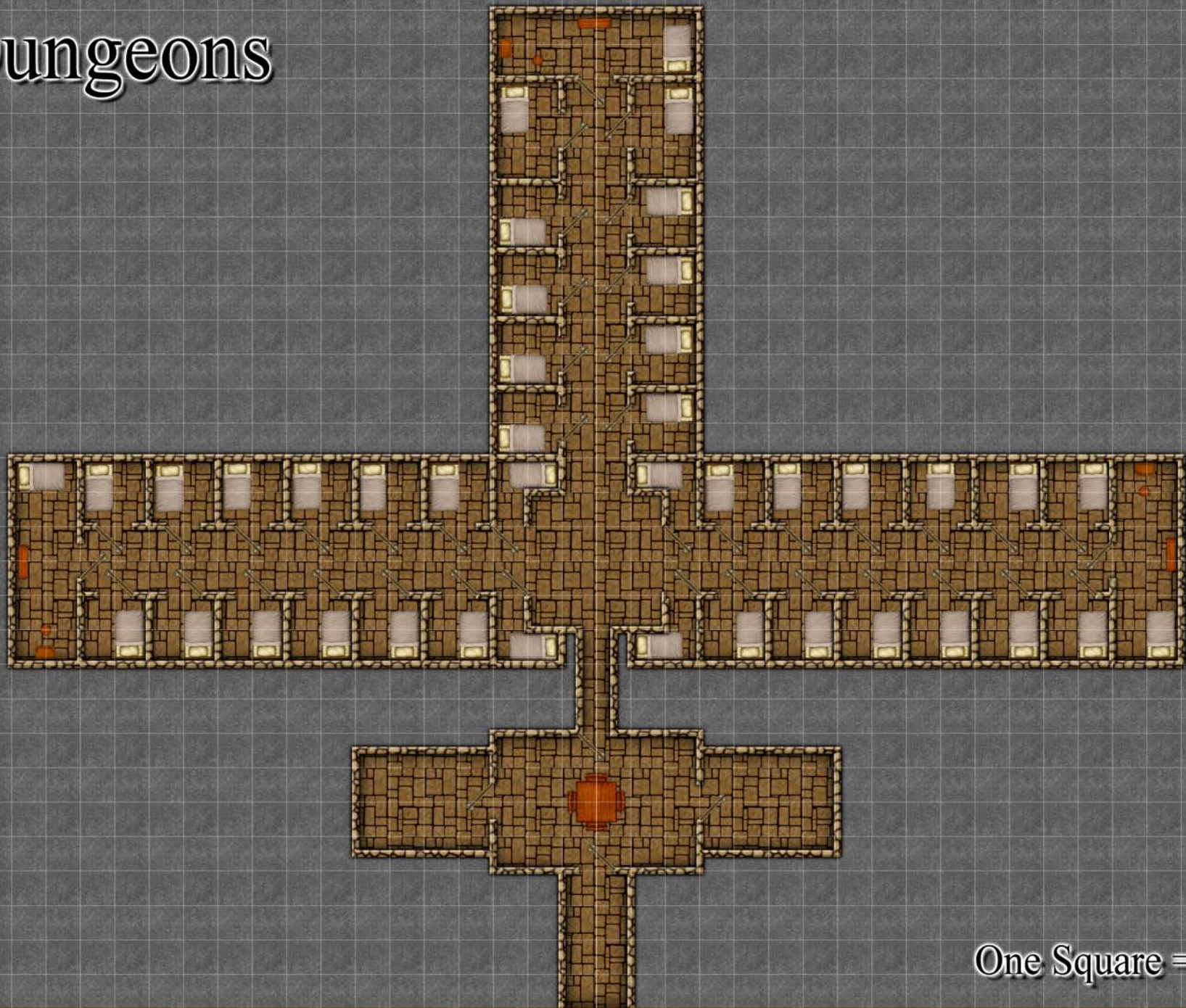
Overview Map



Depicted Area

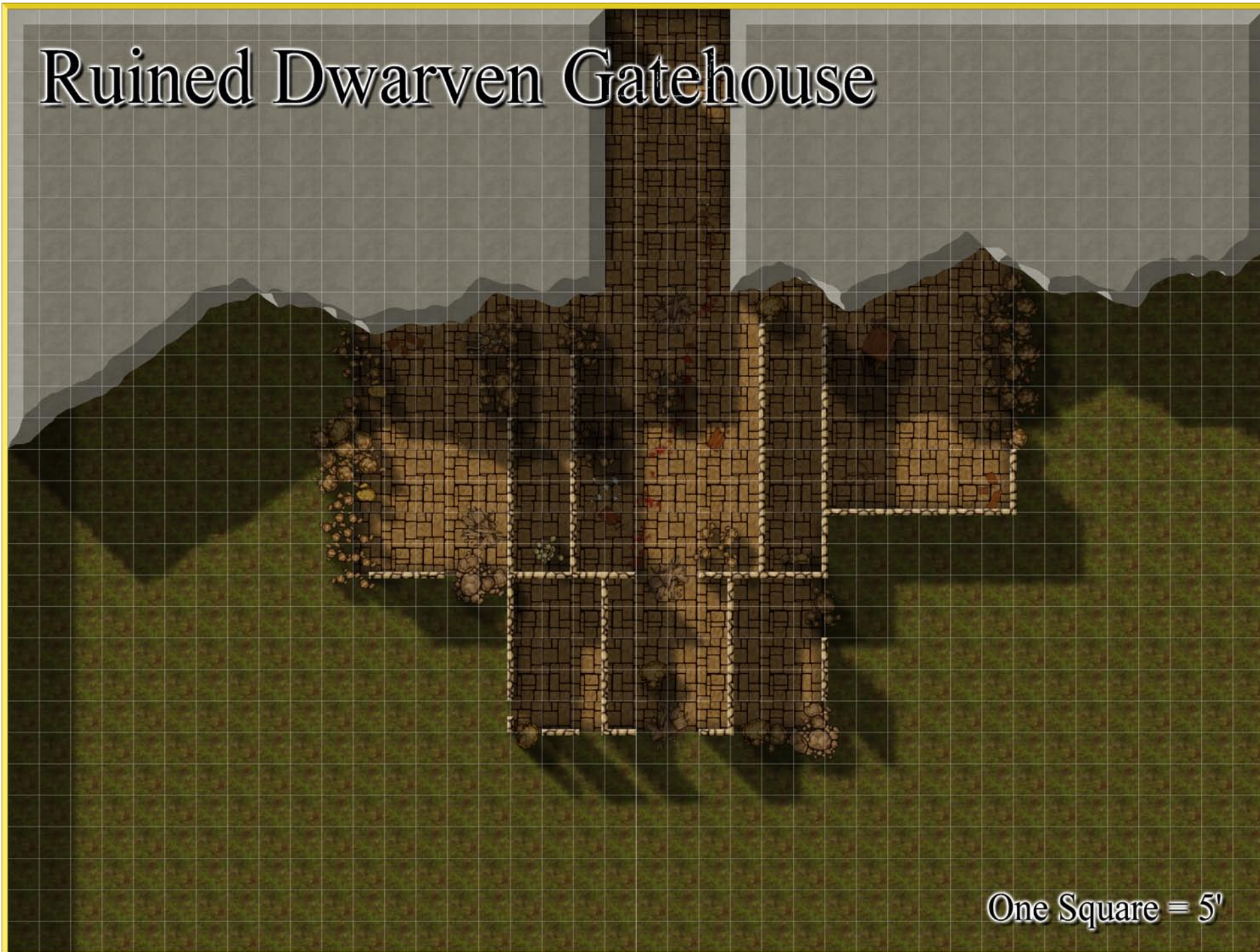
One Square = 5'

Dungeons

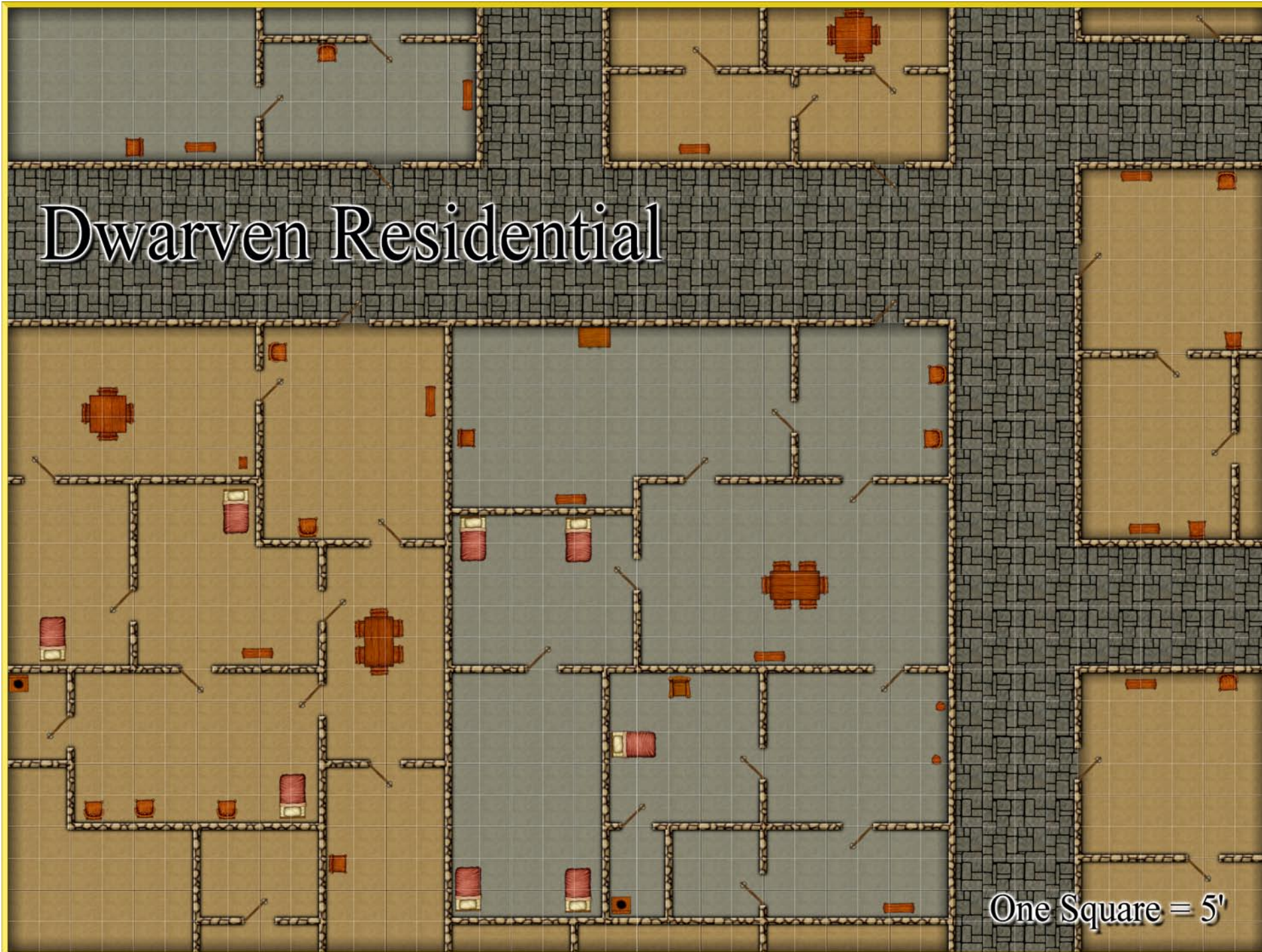


One Square = 5'

Ruined Dwarven Gatehouse

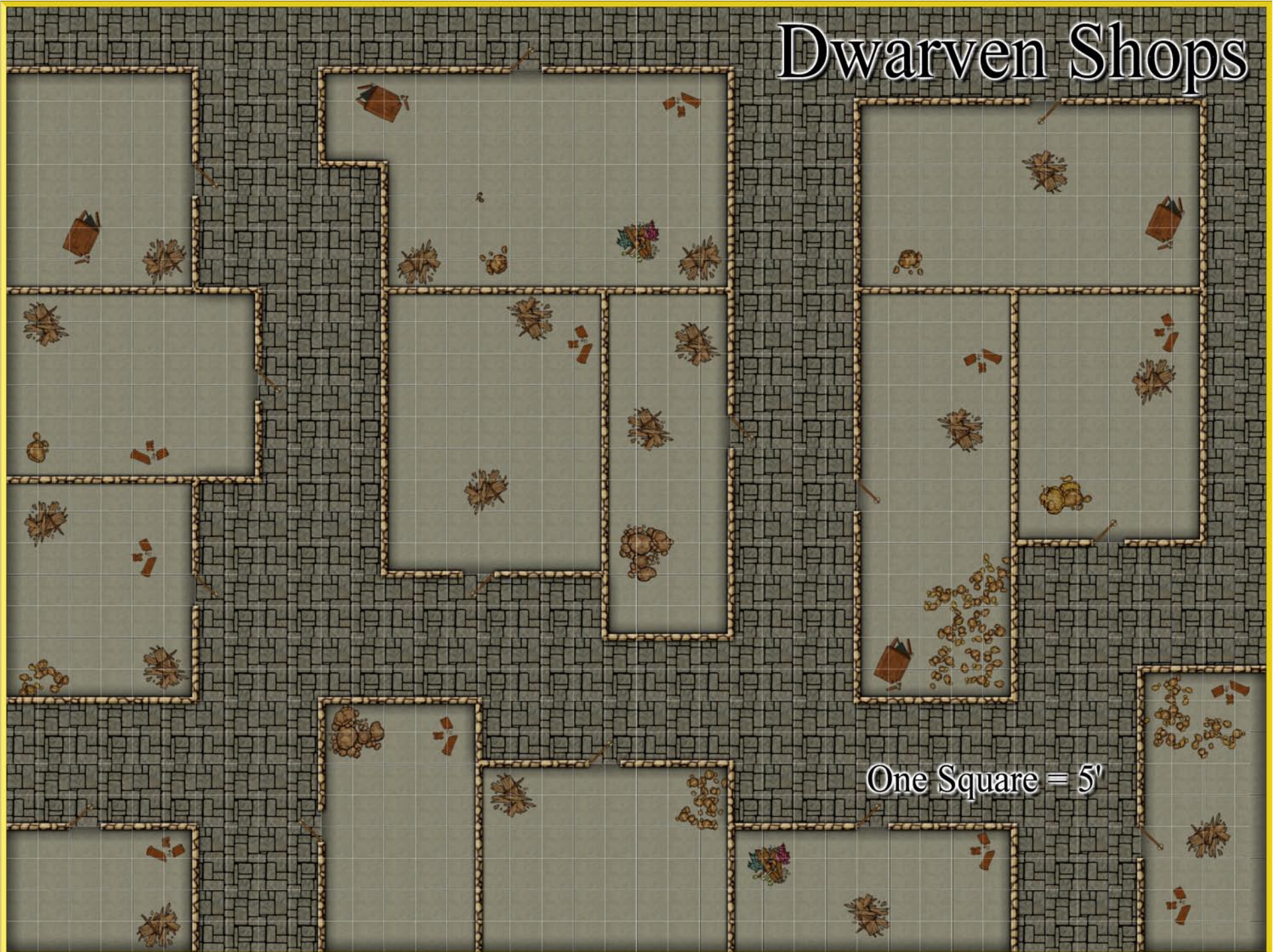


Dwarven Residential

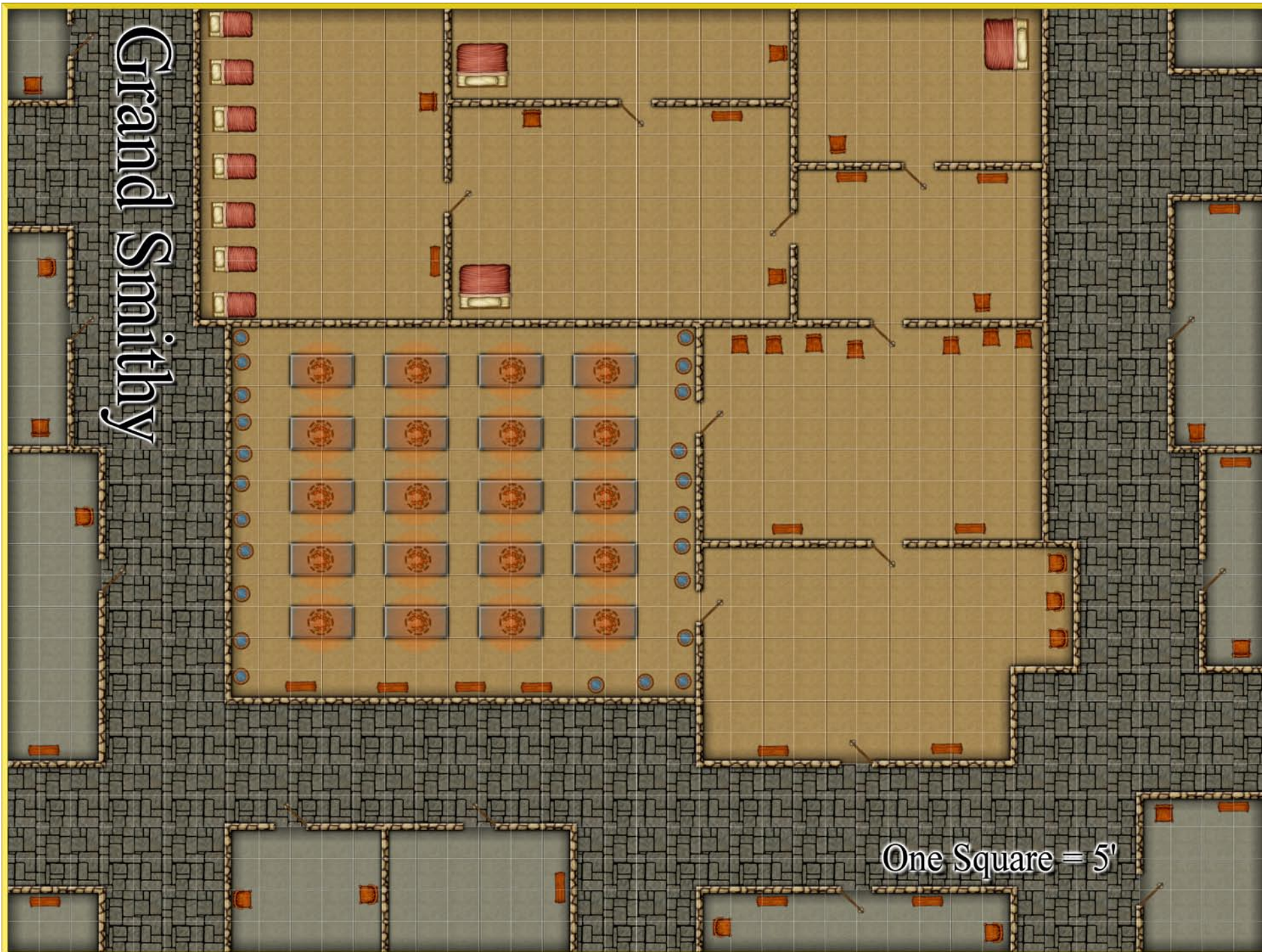


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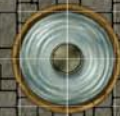
Dwarven Shops



Grand Smithy

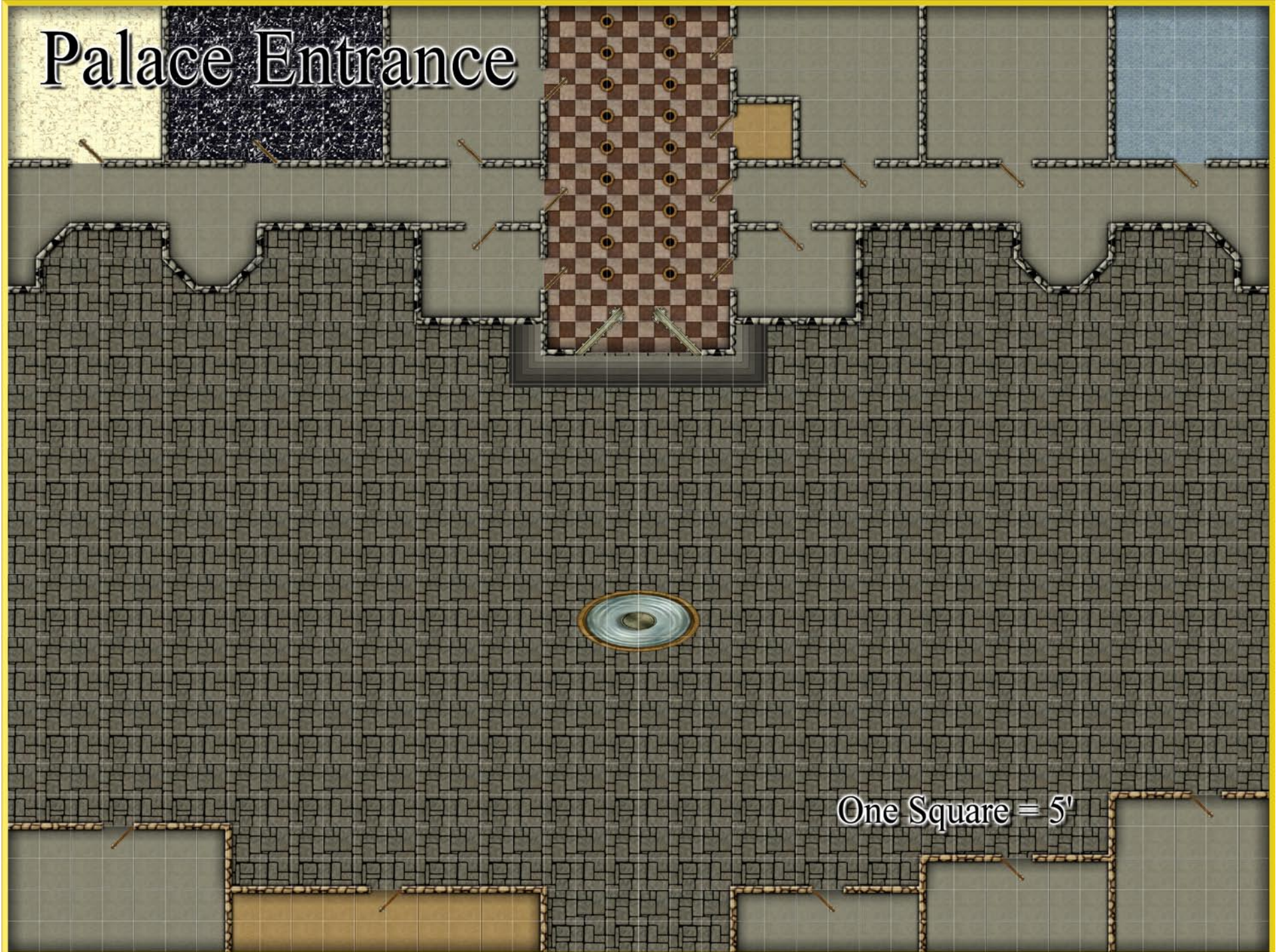


Dwarven Market Square

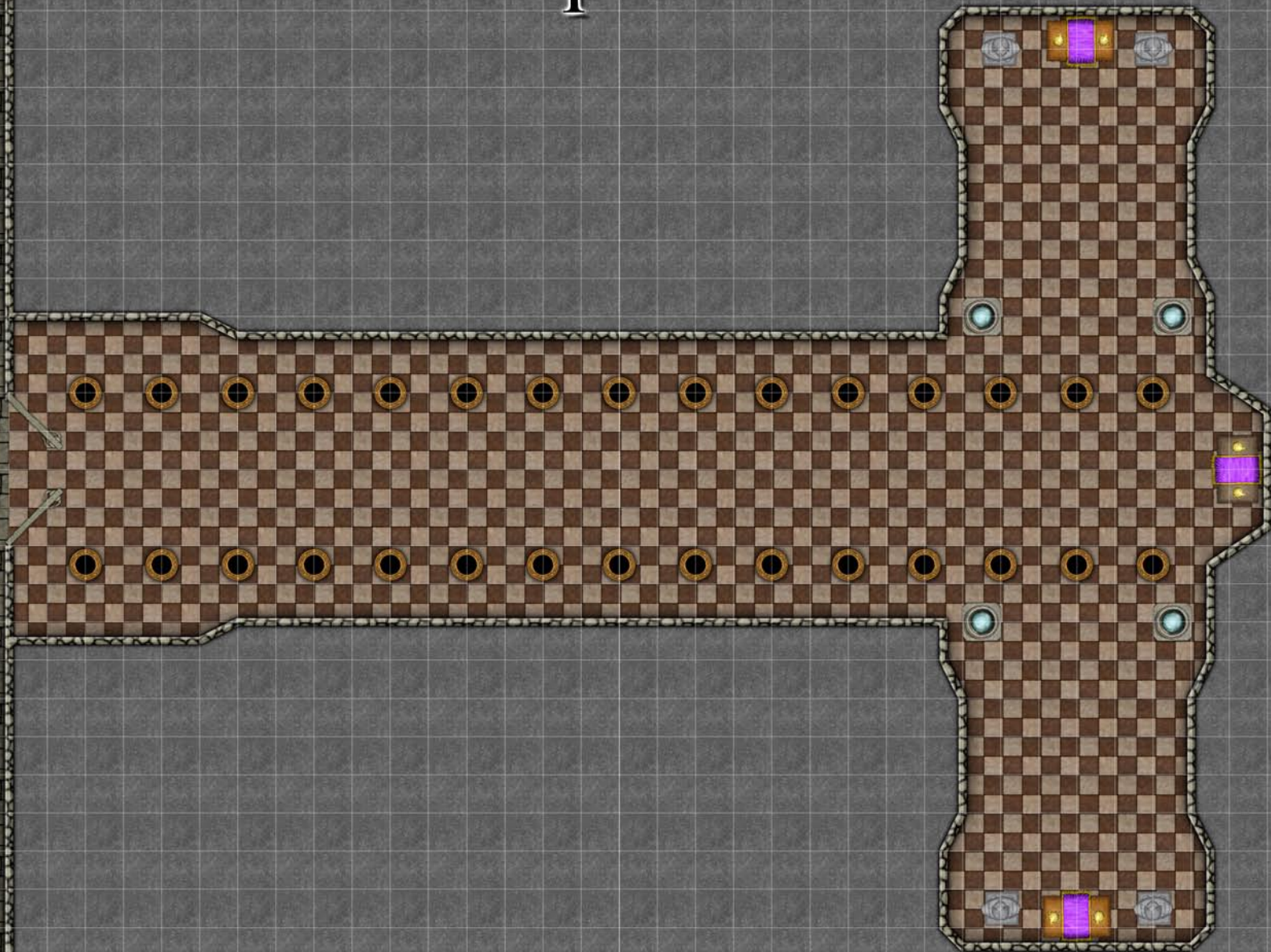


One Square = 5'

Palace Entrance

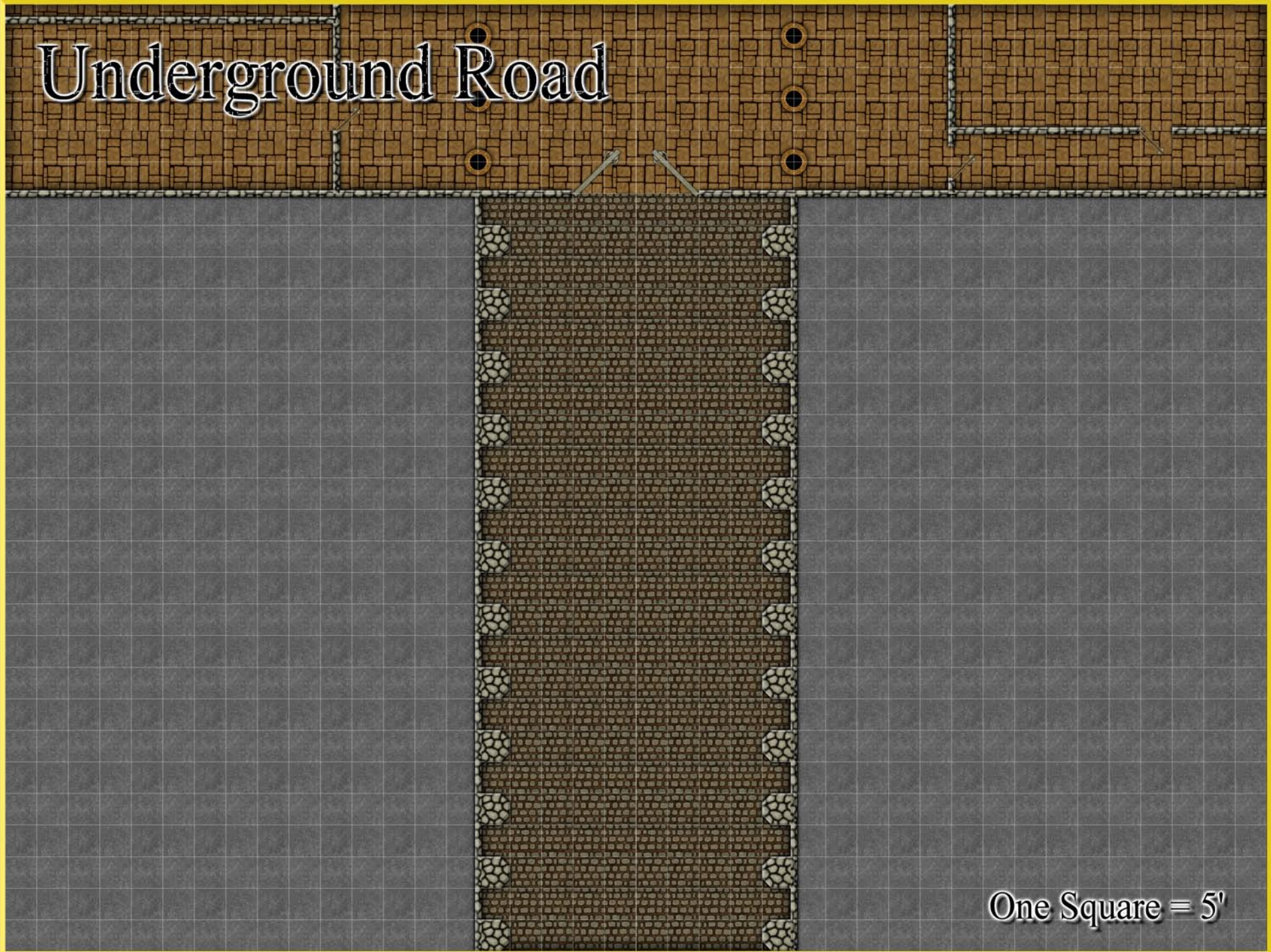


Dwarven Temple/War Room



One Square = 5'

Underground Road



One Square = 5'

Uzarâg

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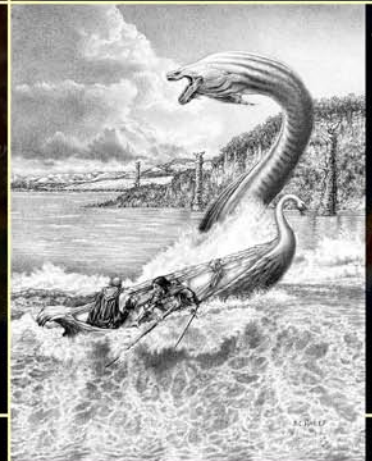
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Undim stood at the edge of the parapet, squinting off to the south. The wind fluttered his cloak, whistling over his armor and through his mail, stirring his beard. The sky arched blue and infinite above him, making him feel alone and exposed, despite the surrounding troops.

“Any word?” he asked.

Shand shook his grizzled head. “No, sir. Nothing since the refugees arrived from Athal.”

Undim growled and looked down the southern pass. “He’s coming. I can feel it.”

Shand squinted off to the south as well. “Why wouldn’t he take the Underground Road?”

“There’s no room to maneuver. Better to expose yourself to ambushes from the surrounding peaks.”

Whatever Shand was going to say next was lost when one of the guards shouted and pointed south. Undim squinted harder and could just make out a cloud of dust creeping over a spur of peaks.

“That’s him,” Undim said.

Uzarâg. The name brings up images of despair, broken dreams, and lost glory. It’s the seed of evil, the home of the Warlord. It’s a breeding ground for Orcs and the rallying point of armies. From here the Orcs flow, waging war against the Mortals of the world.

This was once the greatest Dwarven kingdom in Belkanâth.

But glory is fleeting.

The Echoes of Heaven is designed for use in four different games systems. They are the *d20 System* game (owned by Wizards of the Coast), *Rolemaster* (owned by Iron Crown Enterprises), *HARP* (owned by Iron Crown Enterprises), and *HERO System* (owned by Hero Games).

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