

The Dwarf's Guide to Roleplaying a Dwarf

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Introduction to the Dwarven Race

Dwarves are a subterranean race that live both in mountains and under the lands that humans have claimed for their own. Like the mahiri, dwarves are long-lived and put a great emphasis on the importance of the past. Both honor and the clan are very important to dwarves, who will die before allowing dishonor to themselves or their clans. While dwarves are slow to make friends outside their family and clan, once the bonds of friendship are forged with a dwarf they last until broken by death.

Dwarven Racial Kit

The dwarven racial kit is a combination of several different advantages and limitations. Immunity to Poison and Potion Resistance represent the generally strong constitution and heavy natural resistance to alchemy that all dwarves possess. The “dwarven” skills represent the natural abilities that dwarves tend to be good at. To a large extent, they do not represent skills learned in the clan, but merely things that dwarves are likely to pick up or have an aptitude for. Lastly, Miserliness and the clan Honor represent elements of dwarven psychology.

As these abilities are innate to dwarves, all dwarven characters must take all parts of the Dwarven Racial Kit.

Advantages

Immunity to Poison (2)

2 Points towards the following “dwarven” skills/abilities: Brawling, Locks, Lore, Rapid Healing, Superior Clotting, Traps, Will. (2)

Disadvantages

Dwarven Clan Honor (-1/2)

Miserliness (Charity) (-1/2)

Potion Resistance (-1)

(Note: If a dwarf takes Poverty s/he only gets an additional 1/2 point.)

Forbidden Abilities

Charity

Hemophilia

New Abilities for Dwarves

Dwarven Clan Honor: Clan, Oath, Obligation

While all dwarves have great respect for the lives of themselves and each other, their honor and mutual obligation holds dwarven society together. Any dwarf would rather die than see dishonor come upon themselves, their family or their clan. Although clan honor is something that all dwarves are taught about as children, it is really a fundamental part of their psychology. Although dwarves without this training would not understand why they are bound by the constraints of this disad, they would still be required to take it.

Your Clan is your life, your honor, your brethren.

- Without the clan, a dwarf is nothing. A rock by itself is nothing more than a stone, swept around by the wind and water. A thousand rocks fused together by unbreakable bonds are a mountain. Storms pass it by and the sea breaks against its shoals.
- Never betray the Clan: Betray it not by acting. Betray it not by failing to act. Betray it not by deed. Betray it not by word, sign or inscription.
- Never kill a member of the clan. To slay one's own brethren is to slay one's ancestors. To slay one's ancestors is to slay one's self.
- All disputes within the Clan must be resolved within the Clan when possible.
- All outcasts to the Clan will not be chased or hunted but will not be permitted in the same space as true clansman. While outcasts can never return to the clan, they deserve pity since they can not join with the ancestors after death.

Your Oath is your blood, your honor, your worth.

- Never break a dwarven blood oath.
- All blood oaths by a clansman shall be honored by the Clan.
- Always follow the Bloodstone Oath: "May the Arren never war amongst themselves to seek their own destruction." This oath was taken by the six monarchs at the end of the Clan Wars. Although the oath directly forbids waging war on another clan to destroy the other clan, it also holds meaning for the individual. No dwarf should kill another when it can be avoided.

Unto Obligation and responsibility is due the respect of ages.

- Respect and importance in dwarven society is based on obligation not privilege. Respect must be given to those of any race who take on great obligation.
- A dwarf that shows disrespect for those who deserve praise must deliver a blood apology.
- A dwarf must insist that an insulting person deliver a blood apology if the target of the insult is someone of great honor. (A blood apology is an apology where the person seeking forgiveness cuts their own wrist or hand as a token of sincerity. For game purposes, this person would not be able to use their hand/arm until bandaged.) A dwarf will never insist that someone deliver a blood apology if the dwarf is the target of the insult.

Miserliness

Dwarves have a great love for gold and other fine treasures and have a very hard time giving it away. Furthermore, dwarves care greatly for the wealth of the clan, and seeming like a spendthrift is extremely dishonorable. For this reason, dwarves are prohibited from spending

more than 10 marks at any given event.¹ The only exception to this is that dwarves are permitted to spend money on blessed weapons (and permanent magical items that are also blessed) since having a blessed weapon or holy item is a symbol of great honor among the dwarves.²

Potion Resistance

Dwarves are unaffected by potions unless they drink two potions that produce the same effect within five minutes. A dwarf may drink two potions that have some, but not all, of their effects in common. In this situation, only the effects produced by both potions take effect.

For example, Clansman Kinko Runecarver drinks a potion of Stoneskin. Two minutes later, he drinks a potion of Stoneskin that would give a human courage for 30 minutes. Clansman Kinko gets the benefit of the Stoneskin but does not experience the courage, since only one potion had the side effect. If Clansman Kinko drank a potion of Barkskin instead of the second Stoneskin, he would experience no effect what so ever. Different but similar spells (such as Stoneskin and Barkskin) do not combine in any way.

Other Dwarven Honor Codes

A number of honor codes are provided below. Each is designed for certain members of society, and anyone playing someone with a significant position in society should give serious consideration towards taking the appropriate honor code(s). That said, not every dwarven warrior, for example, would have Dwarven Warrior Honor, and nobody is required to take any of these honor codes. (Unlike Dwarven Clan Honor, which every dwarf must take.)

Although these kits provide a wide range of restrictions, all of them are overridden by Dwarven Clan Honor, which is instinctual and always takes precedence. However, your character will be shamed and you may be required to buy off an Honor disad if you are forced to override one Honor code in favor of another.

Lastly, note that only some of the honor codes are worth any points; some are worth 0 points.

Lordly Honor (The Honor of Nations)

Prerequisites: Law-Abiding, Honesty

Value: 1/2 Points

Restriction: Complete Honesty only grants -1/2 point when combined with this Honor code.

As with all dwarven honor kits, all of these provisions are secondary to the provisions of Dwarven Clan Honor. More information on The Highlords (The Ruling Dominion) is available on page 18.

Never forget who possesses the honor of nations:

- All civilized (those from the civilized races of humans, dwarves and mahiri) rulers should be considered honorable until shown otherwise. Rulers may be considered dishonorable when

¹ Any potions or poisons purchased before a game count towards this total for that event.

² There is actually a second exception. When given the opportunity, dwarves are known to give large expensive gifts either from one clan to another or from one family to another. This is done to show the great wealth of the family or clan. This is not done very frequently and would never be done in human lands. A player wishing to perform such an action must get GM permission to do so.

they violate the requirements of Clan or Lordly honor. (Some dwarves have a greater understanding of how honor is practiced by other races and may be more forgiving.)

- One who voluntarily serves an honorable ruler shall be granted the honor of their liege until they show that they deserve different treatment.
- Any who has saved the life of a member of the clan should be considered honorable until proven otherwise.
- Any who has earned the respect of a great many others (Social Distinction or Prominence) should be considered honorable until shown otherwise.
- All dwarves should be considered honorable until proven otherwise.
- Ratmen, orcs (including grum), lizardmen, vicious animals and the like are not considered honorable unless otherwise demonstrated.

Grant the rights of honor when they are due:

- All rulers have the right of respect from their subjects. Those with lordly honor will respond with righteous indignation to any sign of disrespect from a subject to their honorable liege.
- Honorable greetings are due to any honorable guests. Such guests will be treated well and given the protection of the clan.
- A honorable ruler may disagree with advice, but counsel given by a honorable guest, friend or advisor should neither be ignored or casually disregarded.
- An honorable enemy should not be slain unless it is necessary for the safety of the clan. See that mercy is granted from your clan and allies when it is honorably requested.

The place of a ruler is the leader and guardian of the clan:

- Justice should be dealt out fairly and honorably. The honor of the clan depends upon its reputation for fair judgment.
- You must respect the laws of other rulers (and obey the provisions of the Law-Abiding disad.)
- Although some dwarves practice deceit, even when telling the truth, a honorable ruler never deliberately deceives another unless it is necessary for the protection of the clan.
- No threat to the clan can be ignored. It must be eliminated if possible. Otherwise, it must be reported as soon as possible.
- No possible benefit to the clan can be ignored. If it can be taken without significant risk or cost, then take the benefit.
- The ruler is the leader and guardian of the clan. The clan must always come before the person of the leader. However, others also are necessary for the continuation of the clan. The priest, the warrior, the guildsman and the common clansman are all integral to the clan and this should never be forgotten.

Priestly Honor (The Honor of Gods)

Value: 0 Points

As with all dwarven honor kits, all of these provisions are secondary to the provisions of Dwarven Clan Honor. More information on The Priesthood (The Holy Dominion) is available on page 19.

Never forget who possesses the honor of gods:

- All civilized priests should be considered honorable until shown otherwise.
- All dwarves should be considered honorable until proven otherwise.
- Ratmen, orcs (including grum), lizardmen, vicious animals and the like are not considered honorable unless otherwise demonstrated.

Grant the rights of honor when they are due:

- The life of any honorable person should be saved unless it would put the safety of the clan in jeopardy.
- A priest must both advocate and grant mercy to the honorable who request it.
- All spirits, immortals and divine messengers must be granted the utmost respect no matter what their origin until they demonstrate that other behavior is necessary. Nonetheless, under no conditions may any deity be disparaged.

The place of a priest is the spiritual guardian of the clan:

- Never neglect a troubled member of the clan. Trouble for a clansman is trouble for the clan.
- The place of the priesthood is to council, advise and protect. Should any ruler appear to need advice, the priest must honestly and respectfully see that their opinions are communicated.
- Rulers should be given respect for they are the chosen of the gods and the ancestors.
- However, without the priest, the clan would be not like a mountain but like a piece of wood adrift on the sea.

Warrior Honor (The Honor of Iron)

Value: 1/2 Points

As with all dwarven honor kits, all of these provisions are secondary to the provisions of Dwarven Clan Honor. More information on The Military (The Iron Dominion) is available on page 19.

Never forget who possesses the honor of steel:

- All civilized warriors (those from the civilized races of humans, dwarves and mahiri) should be considered honorable until shown otherwise. Warriors may be considered dishonorable when they violate the requirements of Clan or Warrior honor. (Some dwarves have a greater understanding of how honor is practiced by other races and may be more forgiving.)
- All dwarves should be considered honorable until proven otherwise.
- Ratmen, orcs (including grum), lizardmen, vicious animals and the like are not considered honorable unless otherwise demonstrated.

Grant the rights of honor when they are due:

- All honorable warriors shall be given mercy if it is requested.
- No honorable warriors may be slain unless it is necessary for the safety of the clan.
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- All honorable warriors shall be given mercy if it is requested.
- No honorable warriors may be slain unless it is necessary for the safety of the clan.
- An honorable warrior that requests an honorable duel must be granted it. An honorable duel is one where two warriors face in single combat preferably with poisoned weapons. Honorable duels are almost always fought to subdue but either warrior may request that the other fight to kill.
- An honorable person who goes beyond the normal bounds of effort to save the life of a dwarven Warrior is owed a life-debt by that warrior. The warrior must make all attempts short of putting his or her clan in danger to return the favor. (Risking one's own life to save the dwarven warrior is the typical definition of "going beyond the normal bounds of effort", although those who heal enemies or fulfill obligations that would have meant certain death may also find themselves with a friend who will stick around. Sapping a dwarven warrior that is about to go on a suicidal mission is very risky; depending on the feelings of the warrior and the honor in the mission, you will either get a very grateful warrior or a lifelong enemy.)

The place of a warrior is the guardian of the clan:

- Any danger to the clan or members of the clan must be met immediately and without hesitation. A dwarven warrior will not retreat unless all non-Iron Dominion members of the clan have already withdrawn.
- Priests and Rulers of all sorts should be given respect for they are the speakers of the gods and the chosen of the ancestors.
- However, the warrior is the steel of the clan without him, it would be at the mercy of the beasts of the world.

Guild Honor (The Honor of Gold)

Value: 0 Points

As with all dwarven honor kits, all of these provisions are secondary to the provisions of Dwarven Clan Honor. More information on The Guilds (The Dominion of Gold) is available on page 19.

Never forget who possesses the honor of gold:

- All civilized craftsmen should be considered honorable until shown otherwise.
- All dwarves should be considered honorable until proven otherwise.
- Ratmen, orcs (including grum), lizardmen, vicious animals and the like are not considered honorable unless otherwise demonstrated.

Grant the rights of honor when they are due:

- A craftsman's word is his contract is his livelihood. The word of an honorable craftsman will be taken and respected.
- Never disparage the work of an honorable craftsman.
- No truly great piece of workmanship can be destroyed unless it is necessary for the safety of the clan.
- An honorable person who grants a uncontracted boon to a dwarven craftsman must be repaid in kind.

The place of a guildsman is the provider of the clan:

- Your word is your contract is your livelihood. Once an agreement is reached, you will make all possible efforts short of jeopardizing the safety of the clan to fulfill that contract.
- If you are unable to fulfill a contract, you must make all conceivable efforts to reach a new contract that releases you from the bounds of the one that you were unable to fulfill, short of jeopardizing the safety of the clan.
- If you are unable to fulfill a contract and the other contractor is not negotiating honorably, then you must make all possible attempts to fulfill what aspects of the contact you are capable of (or, less preferably, an equivalently valuable contract) short of jeopardizing the safety of the clan.
- If you are unable to fulfill a contract and the other contractor releases you from that contract on generous terms, you must make all possible attempts to fulfill what aspects of the contact you are capable of (or, less preferably, an equivalently valuable contract) short of jeopardizing the safety of the clan.
- When your opinion regarding an appraisal is asked, it may either be withheld or given honestly. You may never lie regarding something's worth. Naturally, you would never ask something's true value in negotiation and would be mildly insulted by such a request.
- Warriors, Priests, Rulers of all sorts should be given respect for they are the defenders of the clan, the speakers of the gods and the chosen of the ancestors.
- However, the guildsman is the provider of the clan. Without the guildsman famine and poverty would defeat the clan as surely as any beastly foe.

Liege Honor

Value: 0 Points

- All subjects have the right of dutiful leadership from their rulers. Never treat your subjects cruelly or casually.
- The honor of your vassals reflects upon your own. You will not dishonor your vassals, nor will you force them to dishonor themselves. One who dishonors your vassal, dishonors you as well.

Vassal Honor

Value: 0 Points

- All rulers have the right of allegiance from their subjects. Always respect your liege.
- The honor of your liege reflects upon your own. You will not dishonor your liege, nor will you allow your actions to dishonor your liege. One who dishonors your liege, dishonors you as well.

Guidelines for Playing Dwarves

Creating Dwarven Characters

What do I need to do to create a dwarf?

Creating a dwarven character requires a certain amount of work. Not only do you need to go through the basic process of creating any character, you also have to pick through a different set of gods and a wide set of possible honor codes. That all said, the amount of time you need to put in will vary from character to character. However, there are several things that no dwarf can enter game without knowing:

- Your Name
- Your Clan
- Your Caste (which will be Clansman, unless you are a noble.)
- Your Dominion (This is your occupation and place in society. See page 18.)

Furthermore, there are a number of other details that you will probably want to figure out if you are planning on playing the character for longer than a few hours. These will include your title, your family history (and a short geneology), your liege and exact occupation, along with any honor codes that you wish to take.

Common Dwarven Abilities

These advantages and disadvantages are often found among dwarves. No player is required to take any of these. However, anyone playing a dwarf should give these some consideration.

Advantages:

Weapon Points: Shields, Armor, Axes, Crossbow
Brawling
Exceptional Strength
Literacy
Lock Picking
Lore (usually on monsters or items, and not on the local area, since dwarves are not usually familiar with surface regions)
Magic, Cleric
Traps
Superior Clotting
Will

Disadvantages:

Courage
Hatred of Magic
Honesty
Overconfident
Stubbornness

Types of Status

If you want to play a dwarf with status, there are as many ways that dwarves can get status as humans. Any dwarf that is either noble or royal is likely to have some form of status. (Dwarves

from a royal house will almost always have prominence as a Princess or Prince. Dwarves from a noble house can have either Prominence or Social Distinction. In either case, Armsbearing is common among warrior types but depends on the character.) Similarly, status often comes with knighthood. Dwarves also achieve status through every creative and original way that humans do, from heroic deeds to success with a trade or business.

Dwarven Make-up and Costume

Facial Crests

All dwarves must wear the make-up that represents the crest that all dwarves have on their forehead. This consists of a make-up stripe that goes from one temple to the other. The color of that stripe is determined based on the clan of that particular dwarf. A dwarven player must also wear two leather circles, one on each temple.

Note that this colored stripe does not actually exist in-game. Instead, there is a very large and distinctive bone crest on the forehead of the dwarf. (Similar to Klingons from Star Trek.) The pattern of this ridge is distinctive and varies from clan to clan, just as the out-of-game stripe varies in color, so that two players with the same color stripe *are* recognizable in-game as being from the same clan.

Dwarven players also wear two small leather circles on their temples. These represent the "kals", small sensory organs. In exploring caves, dwarves are often in unlit or poorly lit areas, and need a non-visual way of making sure they don't walk into walls or off cliffs. The kal helps serve this purpose, acting as a very short-range (less than fifteen feet) sonar sensor. Dwarves in dark areas will make chirping noises, and can then kal the reflected sound to determine how far they are from a wall.

Clothing

While dwarven characters are, of course, permitted to wear anything they wish, there are certain things that help make the character seem more dwarfish. If you have access to armor and the character points for it, wear it. Failing actual armor, leather bracers and belts can also help a dwarven outfit. Furthermore, though clothing styles vary from clan to clan, generally darker colors and earth tones tend to dominate dwarven dress. Dwarves who wish to appear rich are generally best off decorating themselves with gold and gems instead of using bright clothing.

Weapons

The traditional weapons of a dwarf are an ax and a long knife. As a part of the coming of age, dwarven men are required to make their own set of these weapons. While many dwarves replace their original weapons with either purchased weapons or better crafted implements made later on in life, the majority of dwarves will carry these most places they go. Dwarven women are even more likely to arm themselves though they have the choice of carrying a rod (mace) or second long knife instead of an ax. (Note: Both an ax and a long knife can be made a 0 point weapons if desired. Dwarves are encouraged but not required to take any weapon points.)

Beards

Not all dwarves have beards. While some women develop small amounts of facial hair, those generally shave and the average dwarven woman has no facial hair. Dwarven men tend to grow facial hair much faster than humans do. Although many shave (because long beards get in the way), they do not do so often, and many dwarven men live in a perpetual state of stubble. Men playing dwarves are highly encouraged to grow some facial hair for games. However, they

are under no obligation to do so and are generally discouraged from wearing fake beards, since they look silly.

Role-Playing Dwarves

Dwarven Names

All dwarves have three or four parts to their name. The first part of their name is the title. Most dwarves have the title of Clansman or Clanswoman but nobles, knights, members of the royal house and anyone else with a particularly important position will have a different title. Titles are detailed in the Appendices.

The second and third parts of a dwarf's name are the given and family names. The player can, more or less, make these up. Family names are generally two English words stuck together and are inherited from the mother. If the character is a noble, the player should register the name of the noble family with the Game World Committee, since there are only five or six noble families per clan and several have been already created. The family name of a Princess or Prince is the same as the name of the clan. Examples of names are included in an appendix.

Lastly, some dwarves have an epithet which they add to the end of their names. Granting epithets to members of the royal or noble castes is the province of the highest levels of dwarven society and receiving one is a great honor. A noble dwarf would only be granted an epithet after either a lifetime of honorable service or having completed a great deed for the clan. Players considering such an epithet should be sure to figure out what was done before adding it to their character.

However, for clansman, epithets are bestowed more easily. Although such epithets are still bestowed by the clansman's liege, they can be a mark of fondness just as much as they are a mark of honor. These epithets also tend to be characterized by physical traits such as "the Tall" or "the Strong" while noble epithets are frequently more graphic and relate to the holder's honorable deeds ("the Mighty," "the Holy" and "the Bloody" are examples).

Players of dwarven characters are encouraged to make up a genealogy. Although this is rarely necessary to play a character, it can be quite nice to have if you are playing a noble. Given names are based on the parent's name of the same sex. Therefore, a male player can make up the name of his character's father by changing a few letters in his character's name. A female player can do the same for her character's mother. When giving a genealogy, use the form "X, daughter of Y, daughter of Z." (Substitute "son of" if you are male.) If you do this well, there will be a nice rhythm to the genealogy since all of the names sound similar.

Lastly, although nearly every dwarf has a name of this sort, common usage tends to be a good deal less formal. Even noble dwarves frequently grant their friends and companions leave to address them less formally in private.

The Twelve Commandments of Playing Dwarves:

- 1) Thou shalt be stoic: Dwarves live in rock. They are tough and like it.
- 2) Thou shalt remember the clan: The clan is central to the life of the dwarf. Dwarves would rather die than see harm come to their clan. Dwarves also generally defer to those with greater honor and responsibility but politely let their leaders know if they disagree.
- 3) Thou shalt act honorably: Clan, Oath, Obligation.
- 4) Thou shalt put the lives of other dwarves above all else. Nothing is more important for a clan without clansman is no clan.
- 5) Thou shalt be practical. Dwarves are very down to earth. (Pun intended.) You are not in the practice of denying or concealing things. It is very dwarfish to praise the abilities of people

and groups that you do not like. You consider it foolish to degrade someone's ability as a warrior at any point, especially if they are your enemy.

6) Thou shalt not fear death. Death is the end of life and there is no reason to live if you can not help the clan. Then you must go and join the ancestors. There is also no value in the life of one that does not have a clan to serve. Lastly, nearly every dwarf would wish no more than to die in battle in great service to the clan. Such an honorable death brings honor to your clan, your ancestors and your descendants.

7) Thou shalt take great pride in thy race and thy clan: Humans really don't understand how dwarves work. That's OK; they don't have to. If you teach them to act honorably, so much the better, but it does little good to get upset if they fail to use the proper etiquette.

8) Thou shalt be humble about thy self. It is dishonorable to brag of your own achievements. You announce your title to prevent others from dishonoring themselves, not to puff up your own ego. For example, a Prince of Silverrock might introduce himself to a stranger by saying "I am Bloodlord³ Rohan Silverrock, but let me assure you that title merely represents the blood of my great ancestors and I am but a minor representative of our clan's great leaders."

9) Thou shalt be patient and deliberate (especially as you get old). Dwarves live a long time. Not as long as the mahiri, but still a long time. Dwarves are slow to anger and slow to love. Dwarves are not driven by whimsy or impulse.

10) Thou shalt be passionate. Dwarves are slow to emotion, but the emotion they do feel burns inside them like a forge. It is hard to get a dramatic reaction out of a dwarf but when you threaten or insult something a dwarf loves, the reaction is pretty impressive. In this way, dwarves are also like the earth: it is hard to move the earth or get it to reach; but when the earth does react it is with a great and mighty force to be feared and reckoned with.

11) Dwarves distinguish rank carefully. Be sure to treat those with status especially well as long as they behave. Also treat mahiri with the respect due to wisdom.

12) Thou shalt be respectful. It is more dishonorable to deliver an undeserved insult that it is to receive one. When dwarves wish to deliver an insult they will almost always phrase it so that it is an opinion instead of an accusation. Instead of calling someone a foolish knave, to avoid forcing an apology, a dwarf would instead say that someone reminded them of a foolish knave.

Dwarves on the Surface

Many elements of surface culture will be alien to dwarves. Just as most humans are unfamiliar with cavern flora and fauna, surface plants and animals will often seem strange to dwarves. So too will the food, since the dwarven diet consists of things like mushrooms, molds, lizard meat, and cave fish. Dwarven society also has a very precise set of social norms very different from that of humans and mahiri.

Agoraphobia (fear of open spaces) is also common among average dwarves. Just as most humans are uncomfortable in caves, most dwarves are uncomfortable without a solid ceiling overhead. However, dwarves found on the surface (that is to say, any dwarven PC) won't have this problem, for the same reason that severe claustrophobia isn't common among human spelunkers.

³ See Appendix III: Dwarven Titles for more information on dwarven titles.

The Life of a Dwarf

Dwarves are a very long lived race. Dwarven women live about 200 years on average and dwarven men live about 180 years on average. Women will occasionally live to about 250 and have lived to 300 in the past although this is extremely rare. (It is about as rare as a clear gem mahiri.)

Children

Unlike the mahiri, dwarves have few fertility problems. Women are fertile twice a year and their child bearing years last from their early 20's through their 120's. While dwarves are slightly less likely to conceive children than humans, dwarven women are fundamentally capable of having as many children as they wish, and the 15-month gestation period is generally easier on dwarven women than human women, due to their more stout skeletal structure. Although dwarven women are capable of having many children, feeding them is much harder. Most dwarves are malnourished in some way and only in recent years have populations begun to increase. Interestingly enough, the younger generations who are beginning to hit their adulthood are noticeably taller than their parents.

Dwarven children are beloved by the entire clan holding, and the strong dwarven constitution makes infant mortality less of a problem than in human families. Dwarven parents generally care for their own children, although the large extended family is extremely helpful both in allowing the parents to work and in caring for children if something happens to their parents.

Dwarven children grow slowly over 30 years. Girls reach their full adult height towards the end of their teens, boys in their early 20s. However, dwarven children in their 20s are generally fairly skinny and their shoulders and hips do not reach their proper proportions for another 10 years. By the time they reach their mid-teens, dwarven children require comparatively little care and spend their time learning the trade they will need in adult life.

Coming of Age

Around their twentieth birthday, dwarven girls leave their home for a little over a year. During that time, they live with the nearest Hakima or group of Hakima where the young women are taught of the ancestors and of themselves. "The Passing", as this time is called, is a very important stage in the life of a young dwarven woman. The Passing ends with a ceremony where as many family members gather together and the young woman is given her marriage bracelet which she wears until she gives it to her husband. When this stage is completed, the young woman returns to her family where she prepares for the far more strenuous test, "the Burning".

Young women are given a full turning (one year) to prepare for the Burning, a series of three tests. The first test is perform an act of carrying something of the past to the future. Some young women will repair a damaged structure. Others might learn something of the past and record it in the hall of histories. In poorer families, young women frequently have to spend their time with crops, which can qualify as moving the past to the future, but nearly any woman would prefer a more honorable achievement. The second test is to ensure that the young woman can defend the clan. She is given a long knife and either a rod or ax, forged by her father when possible. She is then placed in a room with food behind her and a hungry beast in front. By any means she chooses, the young warrior must prevent the beast from devouring the food. Stories tell of a young priestess of Clan Wyrmsbane who covered her hands in the food. When the beast came, it tried to swallow her arm; she resisted the pain and sliced open the beast from the inside with the knife in her hand. While the first two tests may be quite difficult, the final test is the most

dreaded of all. Barefoot, the young woman must cross a path of burning coals, to retrieve a heavy tablet with her new family crest carved into it.

Between the times when their sisters go through the Passing and the Burning, dwarven boys go through their own coming of age. Boys are required to participate in "the Testing". During a three year period of time between their 20th birthday and their 23rd, dwarven boys participate in three separate tests. The first test is the Test of Ceremony, where a boy is required to perform in a full year's worth of ceremonies for the first time. The second test is the Test of Steel, where a boy must forge his own ax and long knife and successfully kill with them. The final test is the Test of Bone, where a boy is sent out with his knife, ax, clothing and a piece of flint to a cave where he has never been. He is supposed to live there for a full month when an adult comes and gets him. After the testing, a boy is not yet considered an adult. Although he is "Tested" and is given nearly all the respect of an adult in society, he does not reach his adulthood until marriage and may not participate in a paired leadership position.

Marriage

Most dwarves marry between the ages of 30 and 60. During the ceremony, the marriage bracelet is given from the woman to the man. At this time, the man leaves his own family and joins that of his wife. In cross-clan marriages, the man always joins his wife's clan because the physically distinct clan markings are passed down from the mother.

During the marriage ceremony itself, gifts are brought from the entire family. Marriage represents the continuation of the clan and is the one of the few times that a dwarven family is permitted to honorably spend a lot of money. In return for all of the gifts, the bride and groom present the clan with a gift of their own. The gifts given by the new pair vary greatly but always represent the joining of past and present to form a new future. Such acts of creation are often treasured by the entire clan holding and in some cases, actually become holy items of the clan. Creating a new holy item for the clan holding at one's marriage is one of the most honorable achievements that a dwarf can commit, short of dying in the clan's defense.

Adult Life

Both before and shortly after marriage, young dwarves all pursue their own trade. Tasks in a dwarven community are divided loosely on gender lines. Generally, women are responsible for growing and the past so they tend to be responsible for agriculture, maintaining family trees, building structures and defending the clan. The men of a clan are responsible for making and the present, and thus tend to involve themselves in cooking, crafts, exploring, hunting and seeking out threats to the clan and destroying them. Regardless, dwarves are very practical and hardly anyone who shows a real gift for something will be kept from that profession. It should also be noted that the burdens of leadership, planning, ceremony and child rearing are the provinces of both sexes.

Most dwarven women prefer to bear all of their children in a 10 year period usually starting after they reach 50 and usually ending before they reach 100. Since dwarven parents spend a lot of time raising their children, they do this so they only have to spend 30-50 years of their life with children.

Even though dwarven mothers spend a great deal of time with their children in the first two years after they are born, once a baby turns 2, the mother will generally return full time to her task. Children are usually left in the care of the elder members of the family while they grow up and thus have access to both elders who can teach as well as other children their age.

Death

To the dwarves, death is not the barrier that it is to humans. While the dwarves also believe that they are brought before Arrenail and Arrenell upon their death, judgment is not their fate. Instead, the dwarves believe that their souls merely stay upon the spiritual plane for a period of time until they are allowed to rejoin the clan. Dwarves of great honor are permitted back to the mortal realm after a very brief sojourn while those of less honor remain with the gods for some time.

Upon returning to the mortal realm, dwarven spirits merge into the collective ancestral spirit of the clan. Those who spent less time with the gods retain more of their personality and their voice can sometimes be heard, almost as an individual, by the Hakima. Those who spent more time with the gods become less personalized and tend to fall more into the great background consciousness. The very belief that all dwarves will spend eternity with their clan forms part of the centerpiece of dwarven clan honor and loyalty.

Dwarven Society

Dwarven society is complicated at best. All dwarves have numerous connections to their society. Every dwarf is a member of a clan, the largest social group. To humans, a clan seems like a cross between a nation and an extended family. However, to dwarves, it also represents the strongest bonds of honor, mutual history and fanatical devotion.

Every dwarf is also a member of one of the four dominions. A dwarf's dominion determines the dwarf's occupation and position in society. They are described in detail below.

A dwarf is also part of a caste. Caste is determined by birth and is determined by the nobility of a dwarf's bloodline.

The Dominions

There are four major groups (called dominions) that hold significant power in the typical dwarven clan. Each of these groups has its own areas of influence and dominates dwarven society in that area. Although the Highlords are, unquestionably, the most powerful of the dominions in just about any clan, each has enough power to make the interplay between the dominions the dominant force in dwarven politics.

Every dwarf has his or her own place in the dominion hierarchy. Ancestry plays a significant role in the place that a dwarf has in the dominions. The child of a warrior will receive preferential treatment by the Iron Dominion and a descendant of ten generations of warriors is assured of an opportunity to achieve a prominent position. However, although ancestry opens doors to a dominion, it is still necessary to walk through them. Ten generations of priestly ancestors are necessary for a chance to be Dean of a Holdfast, but only a powerful priest will ever achieve that position. Lastly, although one who possesses only a moderate degree of skill or potential will be barred from a position if the dwarf has insufficient ancestral claim, the truly gifted will usually be granted a position.

One's position or place has a great effect on the life of a dwarf. It not only determines the respect that others grant you but it also is the basis of your life's work. Priests need places in the Holy Dominion to work their prayers. A weaponsmith needs a guildship to practice his art, and a warrior needs a commission to lead others into battle. Lastly, each dominion has its own individual code of honor that defines both how members should conduct themselves and how they relate to members of other dominions. Although no dwarf is required to actually take these honor codes as disadvantages, any dwarven player should carefully read what is considered honorable for one in their position.

The Highlords (The Ruling Dominion)

The Highlords are the leaders of dwarven society. This faction is lead by the Queen and King, who control the clan's Greatholding. After these two, the Highlady and Highlord that rule each holdfast also join as immensely powerful figures in this group. Furthermore, the rulers of the numerous clan holdings, as well as diplomatic emissaries, advisors and counselors fill out this faction to make it the most powerful in the clan.

All other factions are loyal to the rulers of the clan and are bound to them by generations of blood oaths and centuries of tradition. While this group controls the laws and designs of the clan, the average dwarf interacts with the decisions of this faction only in a indirect manner.

The Priesthood (The Holy Dominion)

The Priesthood is the guardian of the clan's ancestors, the clan's traditions and the clan's treasures. As such, the priesthood has tremendous power and influence. The bishops and deans that make up upper echelons of this dominion are clerics of immense personal and political power. Not only do they serve as religious leaders for the generally devout dwarven clans but they also serve as official advisors to the Ruling Dominion. Furthermore, the Hakima, the widowed priestesses that maintain contact with the ancestors of the clan, as well as the Champions, the warrior-priests that guard the clan's treasures and honor, both make up significant elements of this faction.

Dwarven priests are organized in a hierarchical structure of orders, led by the followers of Arrenail and Arrenell. This structure is discussed more in the section on Dwarven Religion.

The Military (The Iron Dominion)

The Iron Dominion is the proud and mighty defenders of the clan. They have a reputation for being particularly surly and are probably the least friendly of the dwarves. Loyalty between subject and liege in the Iron Dominion tends to be the strongest form of loyalty seen in dwarven society. All of the dwarven tendency towards honor and obligation is massively strengthened when dwarves put their lives in each others' hands.

Most of the Iron Dominion is organized into armies. The armies vary tremendously in size, with armies of under a hundred dwarves defending a clan holding and armies of over a thousand serving as the personal protectors of the Queen and King. When war threatens, it is common for many of the smaller armies to gather around one of the larger armies to face the threat. Lastly, since the men of the clan are frequently involved in offensive action while the women of the clan tend towards its defense, the gender bias of any particular army is often quite strong even if the dominion as a whole has a reasonable gender balance.

In addition to the armies, the noble dwarves, along with some especially honorable clansman, are organized into orders of knights. Each knighthood has a special role and is described in more detail on page 25.

The Guilds (The Dominion of Gold)

The guilds are, at once, the largest and least powerful dominion. Although approximately eighty percent of the dwarven population of a typical clan belong to the Dominion of Gold, they are divided into a large number of small guilds each specializing in a particular activity. The activities that call for the existence of a guild are as diverse as the dwarves that practice them. However, the organization of these guilds varies considerably from clan to clan.

In some clans, there is a single Weaponsmith's Guild that has a chapter in nearly every clan holding. In other clans, each holdfast has a Axemaker's Guild, a Swordsmith's Guild and a Hammerforger's Guild. When the guilds have small memberships, the clan holdings near the holdfasts send their members into the holdfasts for guild events. The one universal organizing characteristic of guilds are the guilds that deal with food-making. These guilds are widely dispersed and each clan holding has its own chapter. Although they retain considerable importance since they care for much of the population, they are kept dispersed by the Highlords in order to prevent any guild from having the power to cut off food production for the clan. Because of this organization, the food-producing guilds tend to work very closely with the lord of their clan holding. This tends to work quite well, since many of the food producers own their land while a large number farm areas controlled by their liege.

The internal organization of the guilds resembles a large fraternal society more than a business. At the center of the guild are the guildmasters who serve a number of leadership functions both practical and ceremonial. Around the guildmasters are the guildsmen, the full

members (sometimes referred to as Brothers and Sisters) who have the right to own their own businesses. Below the guildsmen are the journeymen, partial members, some of whom have the ability to advance and others who have reached the peak of their career. After the journeymen are the apprentices, who hope to advance to become journeymen or full guildsmen after many years of hard work and training. Lowest in the Dominion of Gold are the bondsmen. These dwarves share an oath of commitment between them and the guild. On their part, they perform many of the more menial tasks that the guilds require. In return, the guild insures that their bondsmen are fed and housed to the extent they are able and, for each generation that the bond lasts, the next generation receives a higher chance at receiving one of the coveted apprenticeships. Naturally, the proportion of bondsmen to guildsmen varies greatly from guild to guild and, in some guilds, the bondsmen have the opportunity to develop skills of their own which, if carefully practiced and taught to their children can help speed up the process of advancement.

The Caste System

There are five well-defined levels of status within dwarven society: Royalty, Nobility, Clansmen, Outsiders and Outcasts.

Royalty

Although Royalty are technically the members of the ruling houses of each clan, the size of these houses can be quite large. Most royal houses have over three thousand members, where only a few hundred or so are actually in line to the throne. Members of the royal house serve numerous important tasks throughout the clan. Princesses and Princes serve as high priests, generals, guildmasters and just about any other honorable position. Many younger Princes and Princesses have difficulty since their family can not support their desired profession, and thus these young royals serve as ambassadors and assistants to more important relatives.

Although all of the lesser royalty technically hold the title of "Princess" or "Prince", most go by the more generic title of "Lord" or "Lady" in all but the most official ceremonies. Those who are actually in line to the throne are referred to as "High Princess" or "High Prince" unless they are the direct children of the current Queen or King in which case they are referred to as "Most High Princess" or "Most High Prince". Naturally the actual heir is referred to as "Highest Princess" or "Highest Prince".

Nobility

The dwarven nobility is roughly made up of a number of houses that were important prior to being absorbed into the clans. Over time, some noble houses have risen from great deeds and some have fallen. However, as dwarves have long memories of past great deeds and are not easily impressed, the longevity of dwarven noble houses draws considerable respect and some envy from their human equivalents. The leaders and important members of noble houses are "Lords" and "Ladies". The lesser members are considered generically to be "nobles" and are referred to as "Master" or "Mistress" unless they possess a title of their own, in which case they are probably referred to as "Sir" or "Dame". Fortunately for ignorant outsiders, dwarves, while extremely concerned about honor and ceremony, take some pleasure in the idea that humans have difficulty understanding it all. For this reason, most dwarven nobles take great pleasure in explaining to a willing listener exactly how they should be referred to. So long as the outsider is polite, gives the noble the benefit of the doubt, and makes a reasonable attempt to address him or her correctly, the outsider is usually granted considerably patience and leeway.

Clansmen

Clansmen make up the vast bulk of the clan.

Outsiders

These are people outside the clan. This includes dwarves from other clans, humans, mahiri, and any other civilized beings worthy of dwarven respect.

Outcasts

These are the people that have been thrown out of the clan, usually for reasons of dishonor, and are not allowed to return. Outcasts are not likely to be accepted at holds of other clans, since the other clans have no more desire to permit a dishonorable dwarf among them. Most outcasts wander unoccupied caves, scraping out a living, or (if they can conquer their agoraphobia) they make seek welfare on the surface.

Outcasts are not chased or hunted, but are not permitted to be in the same space as true clansman. Outcasts are generally pitied, since they can not join with their clan's ancestors after death.

Titles

In dwarven society the structure of titles is quite complicated. Any given dwarf can have a long series of titles and may go by different titles in different situations. For this reason, it is considered the responsibility of a dwarf and his friends to communicate the proper title to others. Dwarves fully expect their titles to be mangled frequently and, in fact, consider it quite a complement when members of other races address them correctly.

It would be impossible to write down the full extent of dwarven titles in this document. (In fact, an entire book could be devoted to the subject.) Nonetheless, an abbreviated list of titles is included as an appendix so that most dwarves can get an understanding of the important titles they might possess.

The Physical Structure of the Clan

Just as humans have capitals, cities, towns and villages, dwarves have their own settlements where they live, work and gather. Because the nature of dwarven settlements are slightly different from their human equivalents, brief descriptions are provided below.

Clan Holding

This is the dwarven equivalent of a human village. Like all dwarven settlements, Clan Holdings are ruled by a woman and a man who hold joint authority over the affairs of the Holding. These rulers are frequently noble, and are married to each other about half the time. Noble rulers of a Clan Holding are given no special distinction beyond their inherent status as a Lady or Lord. Clansman rulers are all considered to be Honored. Non-dwarves are permitted within a Clan Holding but only when a dwarf accepts responsibility for their actions. Occasionally, a ruler will decide that a large group of non-dwarves will be allowed into the Holding and will take responsibility for all of them.

Trade Holding

A new form of Clan Holding is known as a Trade Holding. Unlike most Clan Holdings, a Trade Holding is deliberately placed near the surface and in an accessible location. Despite some difficulties in its opening, the first Trade Holding, Skylight, has become a great success and several other clans are forming Trade Holdings near the human countries they border. Trade

Holdings are unique in that all of the civilized races are permitted to enter without restriction at all times.

Holdfast

This is the dwarven equivalent of a city. Holdfasts are ruled by either a noble Highlady and Highlord or a royal High Princess and High Prince. They are heavily fortified and well equipped to defend themselves. Holdfasts also keep Knight Captains of both the Champion order and the Ironhelm order.

Greatholding

Each clan has a single Greatholding. These large Holdfasts are ruled directly by the Queen and King of the clan. The Knight Commanders of the clan's Champion order and Ironhelm order also dwell in the Greatholding.

The Worldthrone

A legendary holding. Although each clan has had their own Greatholding since the founding of the ancient empire, stories tell of an even greater citadel. When the empire was born, a new holdfast of gigantic proportions was carved out of the rock. In the center, a titanic palace held the throne of the emperor. Each royal family of each clan had their own estate surrounded by a small holdfast of their own. Here, the court of the empire met, grew and prospered. When the empire fell, Worldthrone was lost; even the Hakima, guardians of the ancestor's secrets have forgotten the location of this legendary monument.

Dwarven Relations with Other Races

Humans

Humans are a mixed lot. Some are as honorable as a dwarven warrior. Others are as loathsome as a rat in a sewer. Generally, they have a poor sense of history and a terrible sense of tradition. Nonetheless, many humans are worthwhile and they are certainly not worth damning as a group. You just need to be careful with them. Keep on your guard until you are sure you have one of the good ones. They will never be the same as a clansman but it would be unfair to expect them to be.

Mahiri

The mahiri are an honorable people worthy of great respect. They keep their histories and remember their traditions. Furthermore, their eternal, perhaps futile, quest for the ideal of balance is an incredibly honorable task that they have passed down from generation to generation. Their warriors are not the mightiest but not be scoffed at either. Several clans have engaged in centuries of the honorable trade of food and surface goods in return for heavy metals and the privilege of entering the holdfasts during times of hardship or war. However, mahiri do not distinguish very well between times to think and times to act; they tend to react with debates rather than deeds. And they tend to make things that don't last very long - for example, they rely on oral instead of written history.

Orcs

Orcs are a plague on all our clans. They are not very dangerous by themselves but they always come in groups of hundreds. If you get one by itself, kill it before it can join with more of them. Mostly, you can just wait behind your fortress and let the orcs throw themselves upon your walls and traps. However, from time to time they get a smart leader and you need to go on the offensive.

The Warrior Tradition: Defending the Clan

The defense of the clan is the first and foremost concern of the Iron Dominion and is seriously considered by just about every dwarf in the clan. All dwarves are taught some level of combat as a child, and many dwarves are proficient in the art of weaponsmithing. Within the Iron Dominion, the female knights and lords generally take responsibility for the defense of the clan. Dwarven women are generally considered to be more diligent and reliable than dwarven men and are responsible for maintaining the clan's health and safety.

Because the issue of defense is taken so seriously by the Iron Dominion, ever since the inner clans began recovering from the Clan Wars, the dwarves have developed what is probably the strongest military in Hesketh. Between the decades of training and "field" experience, and the excellent condition of weapons and armor, a dwarven army is the probably the best-equipped and -trained army of the mortal races. Furthermore, with burgeoning populations, there is no shortage of dwarves who hope to make a name for themselves in battle. However, dwarven armies, while well-versed in underground tactics and unparalleled in defense, have little experience in open plains or forests. Moreover, agoraphobia would seem to inhibit large-scale mobilizations on the surface.⁴

⁴ As would food supply. Until recently, dwarven food supplies were sufficiently low that a patient enemy who could cut off the dwarven hot-fields had a reasonable chance in siege warfare against a holdfast.

Surface *offense* aside, dwarves are strong defensively. The holdfasts themselves are surrounded by numerous defenses including small citadels as well as dead drops, murder holes, false trapped rooms, pits, spinning blades and rock slides. These defensive measures, combined with the excessively large families of warriors and priests, makes the holdfasts quite strong.

Nigel Beaumont, an Allondine ambassador inspecting the defenses of the Silverrock holdfast Deeplight during the Ennitarian conflict, was quoted as saying that "it is terribly unfortunate that the Kislevians haven't taken it into their heads to attack this city."⁵

The Warrior Tradition: Battles of Honor

Shortly after the fall of the Old Dwarven Empire, the different clans warred constantly. During the Clan Wars, the dwarves used every ancient weapon, devastating magic and underhanded stratagem that they had access to. In this series of conflicts, not only did the Lost Clans disappear but the Living Clans lost over half their numbers. At the end of the five centuries of fighting that was the Clan Wars, the leaders of all the clans swore the bloodstone Oath: "May the Arren never war amongst themselves to seek their own destruction."

Over time a new warrior tradition has emerged, and now the defenders of the clans have two tasks. The first duty is to protect the life of the clan. Each of the clan holdings must be kept safe from invasion. Orc raids are common and normally repulsed without much difficulty. However, every so often an enormous horde can build up and threaten to overrun the dwarven defenses. Furthermore, other subterranean races (such as the drajda) can sometimes require the dwarven armies to defend the clans.

The second duty of a warrior is to defend the honor of the clan. Each of the clans has a number of ancient artifacts, clan treasures and family heirlooms. When a clan wishes to gain honor for itself at the expense of another clan, their warriors enter the other clan and engage in ritual combat over the other clan's treasures. The defending clan takes their treasures and parades them through the clan holding to demonstrate their unconcern for the safety of the artifacts. During the combat, the nobles on either side will periodically blow horns to stop the fighting. During these pauses, clergy have the opportunity to ensure that none of the warriors will die while the nobles call out their titles and the deeds they have accomplished. While fighting, the dwarves use unsheathed weapons but attempt to not kill one another. Dwarves will frequently coat their weapons with lethal poisons that will not actually kill another dwarf but will make their opponents feel it when they are struck by the envenomed blade.

Each of the clan holdings regularly parades their artifacts on holy days. If another clan wishes to perform a raid when a holy day is not approaching, they simply declare that the defending clan is incapable of defending their treasures. This forces the defending clan to create a display in order to defend their honor. The attacking clan does, however, gain more honor by attacking during a holy day instead of a prompted display. Furthermore, a clan that successfully defends their treasures from the raids of another gains honor at the expense of the raiding clan. Furthermore, since a large clan holding is more than capable of overwhelming the defenses of a much smaller clan holding, it is only honorable to attack a clan holding larger than your own. It

However, with the recent opportunities for trade, the Iron Dominions of all of the clans have purchased large supplies of grain and other non-perishables to help increase security.

⁵ As it turns out, Beaumont was probably correct. A war against a dwarven clan occurred once at a Quest game. During *Second Stand*, the Caelti-Lizard Man army was attacking clan Wyrmsbane. Although this force had successfully conquered all of Cadfaigh, Ragnorack and Kjolnir, as well as substantial parts of Kislevia and Allondell, it had only been able to successfully drive the dwarves out of three clan holdings, and not a single holdfast.

is also honorable for clan holdings of the same clan to join together, either for defense against a known attack or to attack a holding large to defeat individually.

Orders of the Ancient Empire

From the days of the ancient empire, three orders of knights have made their way through the centuries. Each order is represented amongst all of the clans and during conflicts members of the orders will often seek each other out to do battle.

The Order of the Ironhelm

The knights of the Ironhelm serve as the officers and elite warriors of the dwarven armies. The position within the army of an Ironhelm knight can be clearly observed based on the insignia on the helms that serve as their namesake. Most clans also have a single noble family that makes up the many of the Ironhelms and, like the Champion families, these nobles also control who can enter the order.

To become an Ironhelm, a dwarf must have at least 12 weapon points, at least 4 points between the skills of Lore, First Aid, Brawling and Will, and must wear a helmet with the appropriate insignia. A Ironhelm would possess either Prominence or Social Distinction, depending on how high in the order the character is. An Ironhelm is not permitted to take Cowardice or Fear of Magic.

The Order of Champions

The Champions act as the keepers and final defenders of the clan's holy artifacts. As members of the Holy Dominion, Champions are in the unique position of warriors outside the Iron Dominion. This separation has given the Champions tremendous solidarity as well as a strong rivalry with the other knightly orders. Most of the clans have a single noble family that is in charge of the training of the clan's champions. Clan Silverrock has the Bluesteels to defend their artifacts while Clan Earthcrown depends upon the houses of Greatstone and Diamondheart to hold its precious treasures.

To become a Champion, a dwarf must have at least 9 weapon points, 2 levels of Cleric, Lore, and the sponsorship of the noble house that holds the artifacts. A champion would possess either Prominence or Social Distinction, depending on how high in the order the character is. A Champion is not permitted to take Cowardice, Hatred of Magic or Fear of Magic.

The Order of Wayfinders

The Wayfinders serve as the scouts and guides for dwarven forces. As dwarves go, Wayfinders are often very independent-minded and this order is often the destination of noble dwarves that do not work well with others. In all cases, a Wayfinder remains loyal to her or his clan and will return to it in time of danger. However, their duty is to locate both danger and potential sources of benefit to the clan and thus some spend quite a considerable amount of time away from their clan holding.

To become a Wayfinder, a dwarf must have at least 9 weapon points, Lore, and at least 6 points in Stealth and Awareness. A Wayfinder would possess either Prominence or Social Distinction, although only the most important Wayfinder would have Prominence. A Wayfinder is not permitted to take Cowardice.

Bloodspiders

Though the Bloodspiders are not actually an order of knights, they too fate back to the ancient empire. From the earliest times, the dwarves recognized that there were certain tasks of war that could neither be performed by a mighty dwarven Champion or Ironhelm dressed in full

plate armor nor even the clever Wayfinder well equipped for scouting. The knights and nobles felt that the ancient art of assassination was below them and rightly so. Because of this, the Emperor Caedrih the First, the third emperor of the ancient empire, ordered a new order be founded dedicated to eliminating those who represented so much danger to the clan that they must be eliminated by any means necessary.

Despite the unsavory reputation of this order, its members have their own sense of honor just as strong as the knights that despise them. A bloodspider would never attempt to assassinate one who had not already refused a challenge from a warrior of the clan. Furthermore, a direct order from a queen, king, highlady or highlord is required for an order to kill. Lastly, while the bloodspider is encouraged to escape the scene of the assassination, it is forbidden to conceal one's responsibility in an assassination once it has occurred.

To become a Bloodspider, a dwarf must have at least 9 weapon points, 3 levels of Stealth, 2 levels of Poison, and 4 points in Lockpicking and Traps. It is also necessary for the bloodspider to follow the additional honor restrictions above. (They receive no points for these.) A person playing a bloodspider must also wear a "tattoo" of a spider on the inside of their upper right arm. Although bloodspiders often hide their appearance, they are all capable of projecting a sufficiently fearsome appearance to generate great respect upon those they encounter. A Bloodspider may also purchase Social Distinction if they so choose.

Dwarven History

The past is of fundamental importance to the dwarven people. Most dwarves spend much of their youth learning about their ancestors and the deeds that were accomplished. The most treasured objects in a dwarven family are those from ancestors long dead, and the most treasured objects in a clan holding are those objects that are sacred to the gods, made centuries before by the heroes of the holding.

Because of this attachment, the history of the dwarves is extremely important. It is also extremely long, and each dwarf, to some extent, has a different part of history that is important to her. Therefore, this document makes no attempt to chronicle a comprehensive track of dwarven history. However, there are certain key events that are central to anyone's record of the dwarven past.

Dwarven Records and Time Keeping⁶

Before embarking on a study of dwarven history, it is worth a brief discussion of how this history has been recorded over the centuries.

The Halls of History

Dwarves record their history in large curving caverns called the Halls of History. (Thus the clever name.) The halls are written in three different languages: High Dwarven, Middle Dwarven and Low Dwarven. Since the older two languages are completely and partially lost respectively, some of these halls are quite difficult to read. Furthermore, even though the halls are carefully dated, they are organized chronologically, making specific details are hard to find. The Stonecarvers Guild and the Hakima have the honor and duty of maintaining the halls for generations to come.

The Dwarven Calendar

Most human scholars keep track of time by reckoning back to the crowning of the first Sturian Emperor. In a similar manner, dwarves date their passage through time by reckoning back to the crowning of the first Empress and Emperor of the Ancient Arren Empire "anno Arren." To get the dwarven year, merely add 1500 to the current year in the real world. (You can also add 2500 to the human in-game year.) Thus, January 31, 1996 CE in the real world would be January 31, 3496 AA according to the dwarves of Hesketh. Although dwarves keep track of time on the same 365-day cycle as humans do, they refer to the passage of a year as a turning. More information can be found on this in the Dwarven Language Appendix and the end of this document.

The Pre-Empire Era (~1000 B.A.A. - 80 B.A.A.)

In the earliest depths of dwarven memory, there was a time when the dwarven race was divided into a thousand small family groups numbering less than a few hundred dwarves each. These groups fought each other for food and other valuable resources, and, although they were considered quite skilled in craft at the time, their work was extremely crude and primitive by today's standards.

Around 500 B.A.A., a new custom arose. Instead of fighting to take valuable resources from other families and potentially leaving them to starve, the victorious family would take those they had conquered and offer them a position in a larger, more powerful group. As time went by, the

⁶ See Appendix II: Dwarven Language for more information on dwarven language.

more powerful families grew stronger and stronger. By 400 B.A.A., most dwarves had sworn allegiance to one of the new warlords, and by 250 B.A.A. the warlords themselves had themselves had joined into twelve large war families. These families were Darkvault, Deepstone, Earthcrown, Firewalker, Goldreach, Greysteel, Icemountain, Ironstar, Longblood, Silverrock, Steelforge and Wyrmsbane. These families were the clans.

Once the clans had finished swallowing up their smaller neighbors, they began to fight one another. Each desired to successfully conquer one other clan, thereby becoming the strongest and eventually control a great empire of all dwarves. However, no clan wanted to see another gain such power and alliances of defense prevented and total conquests. Nonetheless, as the early holdfasts became little more than pieces to be exchanged in a long and bloody game without resolution, the Arren felt the blood of their families running from their veins. According to one of the most ancient poems “Death and destruction ruled the earth below, and the children of the earth wept, and cried out, and begged for salvation.”

The Arren Empire (80 B.A.A. - 2041 A.A.)

In the year 80 B.A.A., a new figure entered the arena of dwarven interests. Although much was written about her life, the loss of High Dwarven had shrouded the most important figure of dwarven history in a veil of mystery. What is known is that eighty years before being crowned the first empress of the Arren Empire, a mighty warrior and priestess of Arrenail, who had gained much honor for her clan in battle and in temple and had in her veins the noblest of blood, took her company of warrior-priests and left the field.

Before the formation of the Ancient Empire many thousands of years ago, the dwarves were a single race that could not be easily divided into clans based on physical differences as it can be now. During that time they formed into large family units of about a hundred individuals. Over time, some of these families won dominion over each other and a small portion of those families began ruling over a half dozen other families. Soon, these small clans were unified into twelve great clans each ruled by a single noble house. Over time, these great clans became physically distinct even as the Ancient Empire ruled over them. When the empire fell, the Arren returned to their clans that formed the center of their new society.

The Clan Wars (2041 A.A. - ????)

The Century Parting

During the course of the Clan Wars, the magical gates that held the clans together ceased to function. When this happened, the outer clans that were physically located far away from the inner clans were disconnected and never seen again.

The Bloodstone Oath

Although the loss of the gateways made war more difficult, the Inner Clans continued to fight for over a century. Eventually the clans were so weakened that two large war parties seeking to do battle with each other were never seen again, lost to the orcish tribes marauding the tunnels. Over time even a few of the mighty holdfasts were lost to orcish aggression.

Once the arrogant and mighty Clan Earthcrown lost Diamondpride, a holdfast considered invincible, the Queen and King of Clan Earthcrown stepped off their throne. They invited all of the Clans to come to a neutral meeting place in the Grendarr Mountains with a thousand guards each. Earthcrown swore that no treachery would be attempted and each of the other clans, Longblood, Silverrock, Ironstar, Wyrmsbane and Icemountain, swore the same. The six queens and six kings met together for the first time in over a millennia in a single cave each with but

twelve courtiers and advisors and six thousand guards keeping safe this royal assembly. The royal leaders came to this meeting with noble thoughts of peace in their minds but ancient anger in their hearts.

Into the first speech, by the queen of Clan Earthcrown, the angry Ironstar king denounced the Earthcrown claim to disputed land. The Wyrmsbane high priest claimed that the Icemountain clan was stealing their gems. Even the warriors outside began to declare the superiority of their clan and a battles began to break out among this guards of this royal meeting. As the King of Longblood started to swear that Silverrock would never again feel the warmth of the Bloodtide lava flow, he was interrupted by a thunderous boom and the shaking of the earth. Every torch was extinguished and the great seal of the Ancient Empire in the center of the room, which held the marking of each of the twelve clans, broke in half. Sister-Clanswoman Adriina Bloodstone, a young priestess of Arrenail serving her lieges of Clan Longblood, stood and raised her hand, and with a flash of light the tremor stopped.

She accused her own Queen and King of forgetting their responsibilities to the clan. She accused each and every queen and king, princess and prince, highlady and highlord of failing their clans. She spoke of the Ancient Empire and spoke of the loss of the Outer Clans. She spoke well and she spoke true and the gods smiled up at her from their deep abode. After she spoke, each royal leader removed their noble robes and humbled themselves in front of their gods. Each warrior defending their clan placed their weapons on the ground and begged the gods for forgiveness. As the dwarves finished their prayers and the torches relit themselves, each ruler from each clan agreed to a single oath. Each highlady and each highlord swore this oath and never before and never since has an oath of this magnitude been sworn.

“May the Arren never war amongst themselves to seek their own destruction.”

The Sturian Godfire

When Sturia was destroyed, much of Clan Longblood was also destroyed, including its entire royal family. Clan Whiteblood arose from the ashes and formed a new clan. (See the description of Clan Whiteblood for more information.)

The New Order

Since the end of the clan wars, the clans have struggled to survive. Although the dwarves were able to maintain a healthy birthrate and their strong constitution made them tough to kill, the clans found it difficult to grow sufficient amounts of food to feed their people. While the wealthier royal and noble castes were able to swell their numbers, many other families spent their time avoiding starvation.

Unfortunately, caverns are simply not well suited for growing food. Dwarves cultivate mushrooms and eat the subterranean lizards that they herd and slaughter. A few lucky landowners could grow crops from the ancient underground lights that survived from the old empire. The rest either hunted the mountainsides or grew tubers in ceiling farms near the surface.

In recent years, the dwarven clan holding have begun trading with the human villages near their mountains. While the barbarians that lived on the Grendarr mountains had little to offer in the way of trade, the civilized human nations have been extremely willing to trade grains and animals to the dwarves in return for the finest metalworking on all of Hesketa.

This new source of food and supplies has created a massive population booms in Clans Silverrock and Earthcrown. More recently Clans Wyrmsbane and Ironstar and even occasionally Icemountain have begun their own trade routes and are now reaping the benefits. With many new children and less time needed to grow food, many of the dwarven clans have undergone a rebirth. New songs are being sung, new clan holdings are being founded and some young

dwarves, no longer desperately needed in their clan holdings, are now exploring the large human world and seeing what honor they can gain for their clan above the surface.

Dwarven Clans

The clan is unquestionably the central focus of dwarven society. The clans provide all dwarves with their government, their security, their family and their honor.

The Living Clans

Clan Earthcrown

Crest: Brown

Location: the central Grendarr Mountains

The Royal House of Clan Earthcrown traces its ancestry back to the Imperial House of the Arren Empire. While no other clans dispute this claim, many consider it of only minor significance because all of the Royal Houses can trace their lineage back to the Imperial family, even if the descent is less direct and more questionable. Regardless, Clan Earthcrown is respected by all and, if the clans do have a leader, Earthcrown is definitely it.

Located in the center of the Grendarr Mountains, Earthcrown's powerful holdfasts make it the largest of the dwarven clans. Despite its large size and general importance, Earthcrown has not taken the lead in renewing relations with the human nations it borders. While a few clan holdings have begun contact and trade, Clan Earthcrown definitely lags behind Clan Silverrock in exploring new sources of food.

Royal Family:

Noble Families: Greatstone, Diamondheart

Greatholding: Diamondpride

Holdfasts: Quartzhome

Clan Holdings:

Clan Icemountain

Crest: Blue

Location: the Worldspine Mountains

Less Civilized, Isolated

Royal Family:

Noble Families:

Greatholding:

Holdfasts:

Clan Holdings:

Clan Ironstar

Crest: Black

Location: Black Crest; Southern Grendarr Mountains

Anti-Human, Best weapon-makers

Royal Family:

Noble Families:
Greatholding:
Holdfasts:
Clan Holdings:

Clan Whiteblood

Crest: White

Location: Ludian Mountains (between Chardreau and Iñarra)

Clan Whiteblood has a unique and sorrowful history. In ancient days, the ancestors of Whiteblood were known as Clan Longblood. They were the historians of the Arren Empire and were considered learned, wise and powerful. Partially because of their nature and partially because of their interest in knowledge, Clan Longblood became involved in the development of the human Sturian Empire. The leaders of the clan became very close with the Sturian leaders and scholars. Unfortunately, for the Longbloods, this was the source of their downfall.

When the Sturian empire was destroyed in a great blast from the heavens, earthquakes rocked the northern areas of the Ludian mountains where Clan Longblood made their home. In this disaster, the ruling house and several holdfasts of Clan Longblood were totally destroyed. The clan was devastated.

In the wake of this disaster, House Whitestone, one of the noble houses of the clan that was located in the south, was able to get the remainder of the clan to accept them as their leaders. They changed their name, and the name of the clan, to Whiteblood to mark the beginning of the new era. Although much was destroyed in the Sturian godfire, the Whitebloods have been able to rebuild their clan. However, the distrust of humans that all dwarves suffered with the destruction of Sturia has been harder for the Whiteblood to forget than the other clans. Nonetheless, the Whiteblood population is large for their relatively new holdfasts, and they feel the same pressure as the other clans to open trade with the surrounding human kingdoms.

Royal Family: Whiteblood
Noble Families:
Greatholding:
Holdfasts: Bloodriver
Clan Holdings:

Clan Silverrock

Crest: Silver

Location: northern Grendarr Mountains

Friendly, Mediators, were once the Lower Priests

Royal Family:
Noble Families:
Greatholding:
Holdfasts: Deeplight,
Clan Holdings: Skylight (Trade Holding)

Clan Wyrmsbane

Crest: Red

Location: the Stonewall Mountains (SE Ragnorack, N Cadfaigh, W Kjolnir)

Dragonslaying tech, Gaeldic influence

Queen & King:

Noble Families: Demonslayer, Ironhammer

Greatholding: Dragon's Throne

Holdfasts: Dragon's Fire, Dragon's Pride

Clan Holdings: Dragon's Doom, Dragon's Venture (Trade Holding)

The Lost Clans

Clan Longblood

This clan became Whiteblood; see Clan Whiteblood above.

Clan Deepstone

Crest: Green

Clan Firewalker

Crest: Orange

Clan Foehammer

Crest: Yellow

Clan Goldreach

Crest: Gold

High Priests

Clan Darkforge

Crest: Violet

Clan Graysteel

Crest: Gray

Dwarven Religion

The Dwarven Pantheon

In Dwarven mythology, the gods are depicted as living below the earth, while the enemies of the gods are depicted as living in the heavens above.

Paired Deities

Some dwarven deities come in pairs. They are separate deities but still have the same "portfolio". This is both confusing and taken for granted at the same time, and works similarly to the Christian Trinity in real life.

Arrenail and Arrenell: The Gods of Rulership

Elunan, Balt, Zarr and Furkiron: The Gods of Time

Ubraell, Brinning, Zotra and Kytal: The Gods of Creation and Destruction

The Religious Structure of the Clan

The priests of a clan make up one of the four major power structures of a clan. The leaders of the religious hierarchy are bishops of the clan. Each deity has two bishops, one of each gender. The bishops of Arrenail and Arrenell are Archbishops and are the religious leaders of the clan. Each holdfast also has a pair of deans who are responsible for religion in the individual holdfast. Lastly, the hierarchy includes the Generals of the Champions and the High Hakima.

Ancestors

The Hakima are responsible for contact with the ancestors. Dwarves take this very seriously. This is done through the kimall, a group of mysterious benevolent spirits that help the Hakima speak to the ancestors. Exactly what the kimall do to facilitate this is unknown to all but the wisest of Hakima and, perhaps, the ancestors themselves. The one thing that is known is that the Hakima have a much easier time speaking to the ancestors in a place where dwarves have been living for thousands of years.

The Pantheon List

Type	Name(s)	Sex	Symbol
Overgod, Honor, Responsibility	Arrenail/Arrenell	F/M	Hammer
The Past, History, Death	Elunan	F	
The Future, Fertility, Fear, Hope, Trade	Balt/Zarr	F/M	
Earth, Life, Female Creation	Ubraell	F	
Fire, Craft, Male Creation	Brinnikh	M	
Air, Male Destruction, Renewing, War	Zotral	M	
Water, Female Destruction, Flexibility, Testing	Kytal	F	
Ale, Fortitude, Virility	Dorall	M	
The Present, Scouts, Wayfinders, Hunters	Furkiron	M	
Vengeance, Tragedy, Lost Causes, Treachery	Kahla-Rash	N	
Family, Blood, Home, Family Honor	Perenyr	F	
War, Ceremony, Honorable Combat	Saran	F	

Note: Dwarves are **not** able to take the kits of the humans gods.

Appendices:

Appendix I: Dwarven Trade Goods

Although dwarven exports are almost entirely restricted to their legendary arms, armor, and metal tools, the various clans have managed to export several different food products to the very human lands that put food on dwarven plates.

Lizard Jerky

What this leathery substance loses in taste when compared to the beef equivalent, it more than makes up in longevity. It loses *a lot* in taste. Legend tells of a dwarven explorer from Icemountain who survived by eating his own leather armor that he had cleverly made almost completely from the jerky. Sailors on long expeditions swear by it. They also swear at it, and about it, so one can't quite tell their true opinions on the subject.

Dwarven Lagers & Ales

Dwarves drink these like they were water and are completely unaffected by the alcohol. Humans drink these like they were gin and vodka and are completely affected by the substantial alcohol content. In northern Cadfaigh, the priests of Dorial are stout supporters (pun intended) of trade with Clan Wyrmsbane so they could get access to these products.

Dwarven Stouts

While dwarves can actually become intoxicated by these brews, several human connoisseurs describe Dwarven Stout as "Dirty Grain Alcohol". Dwarves believe that humans are simply incapable of stomaching the 8- to 20-year old distilled drink. They are generally correct in this belief.

Dwarven Whiskey

Unfortunately, the high toxicity of Dwarven Whiskey has driven most trade in this substance underground (no pun intended) among the surface races. While dwarves can become quite drunk off the beverage, humans tend to respond to it by either passing out, going into a coma or simply dying on the spot. While several kings have considered declaring the drink illegal, so far none have done more than remind the dwarves of the weaker human constitutions. Fortunately for humans not possessed of dwarven gullets, the bright green color and pungent aroma makes it difficult to mistake dwarven whiskey for the human equivalent.

Father Jimmy MacGrennog of Dorial described the odor of Dwarven Whiskey as "highly reminiscent of kerosene and dead bodies." Lord-Father Kurtain Ironhammer of Dorall described the same brew as "lightly refreshing if somewhat oily with a definite coal smoke aftertaste."

Appendix II: Dwarven Language

Over the course of time, the dwarven people have had three different languages. In the time of the Arren Empire, thousands of years ago, a language was spoken and written that today has no name other than High Dwarven. Unfortunately, during the times following the Clan Wars, the knowledge of how to write and speak High Dwarven was lost along with all of the histories written in that era. With the fall of the Arren Empire a second language was born, and it is commonly referred to as Middle Dwarven. Although it is no longer commonly spoken and is no longer the language of the halls of history, all laws and many prayers are still conducted in Middle Dwarven, making it necessary for many dwarves to learn.

The current language of choice is Low Dwarven and it is spoken in nearly every circumstance. Due to the strong connection between the Kislennic and Sturian languages that make up the modern human tongue and the dwarven speech towards the end of the Sturian Empire, Low Dwarven is easily read and understood by all but the least educated humans. Similarly, dwarves have no difficulty in communicating with their human counterparts for the same reason.

Dwarven Terms

Although Low Dwarven is essentially identical to modern human language, there are still a number of words that are unique to the dwarven tongue. A selection of these are presented here.

Arren

The word Arren represents a central concept in dwarven philosophy. The Arren refers to the collective race of the dwarves. To say, "an Arren" makes no sense because all dwarves together make up The Arren and so there can be only one. To say, "The Arren will not accept something" is to say that something is so abhorrent that the entire race will react in disgust or loathing. Although the dwarven clans may not get along with each other and some families may not agree with others inside their clans, their belief in the importance of The Arren gives them a bond central to their society. From this concept came the Bloodstone Oath: "Never again shall The Arren war upon itself to seek its own destruction."

Grendarr

Literally translated, the word Grendarr means unity, fraternity or solidarity.

Hakima

A special priesthood that speaks to the collective consciousness of the clan's ancestors via the kimall (a type of luminary unique to dwarven caves). It is made entirely of widows who choose not to end their marriages with their husbands upon their death.

Turning

A dwarven year. Conveniently 365 days. It's called a turning because it marks the turning of the Turningglass, a huge hour glass that lasts a whole year. It is used the same way "year" is: "You do us great honor. It has been over fifty turnings since Lady Hirin walked these halls. Too long indeed..." New Years Day, called Great Turning, is a large ceremony around the Turningglass in each holdfast.

Dwarven Slang

Oaths are very important to dwarves. In addition to swearing loyalty to their claim and their liege, your average dwarf will swear at just about anything. Travelers who have visited both the

holdfasts of Grendarr and the docks of Allondell have said that “swearing like a dwarf” is very much like “swearing like a sailor.” The only difference is that it takes longer to swear like a dwarf and you are much more likely to touch on the subject of lizards.

Insulting a dwarf you don’t know is likely to get you into a lot of trouble. Dwarves can be very quick to anger when their honor or ancestry is questioned but will generally forgive insults about themselves fairly quickly. Insulting a dwarf’s liege is a very bad idea, which means that insulting a liege when vassals are around is an easy way to get killed.

“Lizard Shit!”

This is pretty self-explanatory. Dwarves use this as an expression of disbelief or disgust.

“Pack Lizard”

A pack lizard is a two ton beast that is nearly mindless and hauls stuff around. Calling someone a pack lizard is insulting as well as self-explanatory.

“War Lizard”

A war lizard is a two ton beast that is nearly mindless, but is also a vicious killing machine. Calling someone a war lizard is also self-explanatory. However, some dwarves may take this as a compliment.

“Bury your lizard!”

This phrase is most similar to the human phrase “shut up.” In this case, lizard is used as slang for “tongue.” However, related phrases like “Put your lizard away”, “I don’t like the sound of your lizard” and “If you wag your lizard near my daughter, I’ll cut it off” have caused some confusion among human listeners.

“Oathbreaker”

Oathbreaker is an extremely serious insult. However, it is sufficiently unbelievable that, it can be used affectionately in the right context. Good friends could call each other oathbreakers and treat it lightly. Calling a strange dwarf an oathbreaker is an excellent way to get badly injured. (Compare to the human term "motherfucker": it is rarely used to *actually* indicate sleeping with one's mother; among friends it can be used as rough affection; with strangers it is dangerous.)

Giving someone the lizard

This isn’t a phrase as much as a facial expression. It consists of flicking your tongue off your front teeth at the person you want to insult. This is considered extremely rude. The exact meaning of this expression varies considerably from clan to clan and in some cases, from holdfast to holdfast.

A venturesome Allondine scholar did some research into the exact meaning of this gesture. According to Prince-Champion Rohan Silverrock, it means “Your ancestors liked orcs.” Apprentice-Clansman Urn Rockdweller of Clan Ironstar disagreed saying “It has to do with lizards... the little ones.” Knight-Clansman Kodesh Bloodblade the Vicious had no comment on the matter, although he did impale the scholar with his pick axe.

Appendix III: Dwarven Titles

To dwarves, honor, duty and family are the bedrock of civilization. Titles are the roadmap to understanding civilization. Of course, dwarves are more than just their titles, but their titles define their positions in society and how they are expected to interact with one another.

Nearly all dwarven titles are made of two parts. The first part describes the caste and the second part describes the rank and dominion. For example, a noble dwarf is called “Lord” or “Lady” while a leader of a number of soldiers in the Iron Dominion is called “Captain”. Such a noble would be referred to as “Lord-Captain” or “Lady-Captain”.

Caste Titles

Princess	Dwarven Female of Royal Blood
Prince	Dwarven Male of Royal Blood
Lady	Dwarven Female of Noble Blood
Lord	Dwarven Male of Noble Blood
Clanswoman	Dwarven Female of Common Blood
Clansman	Dwarven Male of Common Blood

Titles of the Highlords

Queen/King	Ruler of the Clan
Highlord	Ruler of a Holdfast
Holdmaster	Ruler of a Clan Holding
Viceroy	Personal representative of and senior advisor to the Clan
Counselor	Advisor to the clan or senior advisor to a holdfast
Recorder	Initiate of a bureaucratic organization
Ambassador	Representative to another clan or land

Titles of the Holy Dominion

High Curate	Religious leader of the Clan
Curate	Religious leader of a particular diety for the Clan
Dean	Religious leader of a Holdfast
Prior	Religious leader of a Clan Holding
Archdeacon	Assistant to a Curate or Dean (almost always an important priest)
Mother/Father	Priest
Sister/Brother	Initiate Priest
Deacon	Lay member of the Holy Dominion
Champion	Religious Knight (more information is in the Order of Champions)

Titles of the Iron Dominion

Grand Marshall	Military leader of the Clan
General	Leader of a large army (typically the military leader of a Holdfast)
Commander	Leader of a medium army or assistant to a general
Captain	Leader of a small army or assistant to a general or commander (typically the military leader of a Clan Holding)
Knight	Warrior inducted into an order of the Arren Empire
Warrior	Soldier in an army
Shieldbearer	Initiate soldier in an army

Titles of the Dominion of Gold

Guildmaster	Leader of a guild
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Guildsman	Full member of a guild
Journeyman	Associate member of a guild
Apprentice	Initiate member of a guild
Bondsman	Associated non-member of a guild

Dwarven Titles in Human Lands

To prevent confusion with the surface races, who have a weak grasp of the complex dwarven hierarchy, male members of the royal house (Princes) use the title "Bloodlord" or "Blooded Lord" in human society, while Princesses use "Bloodlady". This term demonstrates their royal blood without confusing the humans as to what "Prince/ss" means.

How Titles are Used in Conversation

Only close personal friends and immediate family members address each other without title. Even then they are rarely addressed without title in public. Children may always be addressed without title.

It is considered acceptable to reverse the order of titles by putting the dominion title before the caste title if a dwarf's dominion title is more important. "Knight-Clanswoman" and "Father-Clansman" would be the normal way to describe a knight or priest of common blood. It is also acceptable to leave off the "princess" or "prince" on the dominion leaders who need to be of royal blood anyway. "Queen-Princess" and "Grand Marshall-Prince" are redundant.

Titles for Other Races

Aiman	Human
Ailman	Human Noble
Hirin	Mahiri
Elhirin	Mahiri Elder
Heskan	Civilized Mortal (neither dwarven, human nor mahiri)
Immeskan	Immortal (e.g. luminaries)