

# Dwarf

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*Lords of the Eternal Stone*



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### **I. Description:**

This package is designed to provide information about the dwarves that are from the lands around the Kingdom of Baddira.

### **II. Personality:**

Dwarves are an introspective people and spend long hours contemplating the deeper mysteries of life. From their lifelong meditations, most dwarves become incredibly wise and possess great insight to the workings of the world. Such profound insights allow dwarves to smithy some of the finest artifacts, armors, and weapons to be found.

As deep as dwarven thoughts are, dwarven mines are deeper. Dwarven settlements are generally found in mountain ranges as part of or nearby their famous mines. Dwarves are the masters of rock and are famous for their deep mines of endless tunnels. Many dwarves spend their entire lives in the darkness of underground and can see almost as well in utter darkness as they can in broad daylight. Some dwarven mines have been worked for generations producing hundreds of miles of subterranean passages. As new tunnels are mined, older tunnels are abandoned and left derelict. A time comes when no living dwarf remembers what splendors or terrors await at the end of these forgotten shafts. With great dangers lurking in the dark depths, dwarves have become skilled warriors and do not shy away from any mortal threat. Although they are not a violent people, dwarves will defend their homes to the last individual. Rarely does this happen for the dwarven stamina and might make them dangerous enemies. Enemies of the dwarves either leave the area, learn to live in peace, or die.

Normally dwarves are very loyal: first to the family, then to the clan, the guild, the stronghold, and finally to all allied strongholds. Dwarves are a very proud race and maintain their loyalties. They are willing to defend each other, often to the death. An insult to one dwarf will normally be considered to be an insult to all dwarves. Partly because of their stubbornness, and partly because of their distrust for non-dwarves, it is hard to make friends with a dwarf. But once you do, you have a friend for life -- the dwarven commitment to friendship is matched only by their stubbornness.

Most dwarves are also extremely vengeful, and remember slights and insults long after they have ceased to matter to anyone else. They may well wait and take care of such matters after their enemies have been lulled into a false sense of security.

Most dwarves are stubborn to the extreme (they consider being called stubborn a compliment, and hold regular contests to see which clan is the most stubborn). Dwarves are a clannish folk, more so than most other races, and few make a habit of spending much time among the company of non-dwarves. Dwarves are very rigid in their beliefs. They hold fast and firm to their word, their laws, and their people; and they expect all others to do the same. It is almost unthinkable to a dwarf to break from dwarven society, and if asked about breaking their laws would look at the questioner as though they had lost their minds. Dwarves willingly live under lawful institutions, respecting privacy and personal space. Law induces order, organization, and a stable society. The punishment for breaking their laws can be harsh in the extreme. The society reflects the natural order of the world, with everything in its proper place. Laws exist to be obeyed, not to be broken. Society exists so that dwarves may be free from unnecessary intrusions.

Even though law is important, dwarves are fairly individualistic. They have personal views that they rarely make known to others, one reason they are seen as a taciturn race. However, when a dwarf thinks that his own views are not being heard, he will become grumpy, silent, and bear his distress stoically.

Dwarves hate slavery and enforced servitude with a passion that is almost unheard of. No dwarf will practice it against their own kind nor any other race. Those who enslave dwarves are taking a grave risk; other dwarves who discover this fact will lay aside any differences to destroy the slavers.

Dwarves are seen as possessive, single-minded, perhaps having a narrow range of interests, yet throwing all their energies into the seeking of their goals. A strong streak of materialism is present in the dwarven character, and they are notoriously jealous of what they own. The dwarves' passion for gold is well known, as is their love of gemstones. Dwarves are well aware of the value of gems. Where others value stones by weight and scarcity, dwarves value them according to their beauty. They love to possess these treasures of the earth, polishing and cutting them into brilliant shapes that catch the light perfectly. Each stone is seen as a shining example of the beauty of the earth. To those who have left their underground homes, they are reminders that true beauty comes from within the earth. While gold and gems are their greatest loves, other metals are important to them too. Platinum has many of the attributes of gold and is even rarer. Silver is easy to work and holds its shape better than gold. Its color is not as desirable, but it has its own appeal. Copper and other metals are also considered beautiful. While other metals are more common than gold, their comparative rarity lends them value. Dwarves tend to hoard their wealth, spending money only to make more, and are very watchful of thieves, real or suspected.

It is considered bad manners to flaunt accumulated wealth. Such behavior is offensive and has caused dwarves who travel in the surface world to be deeply insulted. Wealth, particularly gems and precious metals, are for personal delight. They should be carefully hoarded and displayed for one's closest family or cherished friends. It is a mark of acceptance and friendship among dwarves for one to reveal his wealth. By doing so, he is not only sharing the joy of his possessions, but is saying, "You are my friend, whom I trust not to steal from me." (The exception to this, of course, is wealth displayed through excellent craftsmanship in utilitarian items. A beautifully crafted and gilded axe with an inlaid gem or two is not ostentatious if it is functional. Dwarves claim this is not a subjective distinction, but most other races find it hard to follow the reasoning.)

Dwarves are not romantics. The vast majority of marriages are arranged by clan elders. Their main concern is to secure the continuation of the clan by ensuring that children are properly raised. They select suitable males from eligible candidates and ensure that the family has a warm and secure place to live. There is no formal wedding ceremony within dwarven culture. The mere fact that those involved have declared their intentions is enough. Dwarf society is about one-third female. Dwarves are monogamous, and marriages are entered into for life. That, along with the fact that males outnumber females about two to one, means that many males do not marry. A woman who loses her spouse will, after a year of mourning,

remarry. Grandparents play as important a role in child rearing as do parents; elders find mates for widowed grandmothers. Divorce does not exist in dwarf society. Couples who have grown distant from one other will continue to share the hearth and the responsibilities of child rearing. Only death can end a marriage.

Dwarves rarely insult or distress each other, but other races distress them greatly. Not giving them the respect they demand, inquiring casually about wealth, or making them the butts of jokes, are guaranteed to make dwarves angry. But this anger will normally only show itself as a scowl or a contraction of the brows. Other races have concluded, therefore, that dwarves are humorless, not realizing that dwarves do not release their anger. They allow it to simmer and increase until they explode, becoming their own stereotypes: grumpy, taciturn, stubborn, and unyielding. Dwarves often despair at the extremely poor manners of other races.

As mentioned above, in the eyes of other races, dwarves are seen as humorless (if not downright grumpy), sour, and loveless except for the lust for gold. Such a perception is entirely false. There is much joy in the lives of the dwarves, such as children, the beauty of a newly worked piece of stone, or a masterfully crafted weapon or suit of armor. Dwarves love to work and find great pleasure in it. More than a few dwarven crafters have stood at the finish of a creation and felt that they had breathed new life into a formerly lifeless “thing”. Indeed, dwarves have almost parental feelings for some things they create.

They do not often tell jokes, and have no appreciation of practical jokes. Their society is based on law and order and a respect for one’s fellows. A dwarf does not abuse that respect by ridiculing another’s dignity. That’s not to say that dwarves are humorless, they have a very black humor concerning their racial enemies, but their sense of humor is very different from that of humans, for example. They do not find jokes about personal suffering or failure funny. They do find those based upon clever stories entertaining. The problem is that dwarven jokes tend to follow a standard narrative pattern. Because of their great length, endless genealogies, and catalogs of dwarven concerns, it is difficult for other races to maintain any interest in them. Dwarf comedians, telling jokes to other races, are frequently annoyed when audience attention slips after 15 minutes or so, or when the audience has no concept of the importance of lineage in the joke’s ‘punch paragraph’! Races who have been subjected to dwarven humor fail to realize that it does not rely on the delivery of one liners, but on the slow presentation of a chapter, if not an entire book.

One of the most popular means of social interaction among dwarves, and one that has been almost universally misunderstood by other races, is their love of having a drink with friends. There are many taverns within a typical stronghold where a dwarf can get a good mug of ale to quell his thirst. The dwarves visit these to spend an enjoyable few hours carousing with their friends, talking about what happened to them during the day. At many of these taverns there are games of dice and cards, and the dwarves are skilled and avid gamblers. The Elves believe that the dwarves are very skilled at gambling because none can beat a dwarven “poker-face”. Non-dwarves tend to view a dwarf’s socializing at a tavern as nothing but an excuse to get drunk, but to a dwarf the actual consuming of alcohol is only a secondary consideration. It is the camaraderie of the situation that they truly enjoy. As the drinks flow, a dwarf can speak more openly of his feelings and emotions without fear of embarrassment. In turn, the trust he shows his fellow dwarves by revealing his inner thoughts greatly honors them. Dwarves consider this demonstration of trust to be the greatest gift a friend can offer.

Many dwarves have rich baritone voices and they love to sing. Their voices echo splendidly about their chambered halls. Numerous great halls are specially constructed around natural acoustic properties. Except for solo performances by entertainers, singing is a group activity. On formal occasions songs written to display their vocal ranges are sung by massed choirs. On less formal occasions, any dwarf may sing within a hall or around the hearth. Their songs speak of the beauty of the earth, commemorate famous deeds of valor, or sing of the construction of a magnificent bridge or other edifice. Some are laments that tell of the death of a loved one or great hero, or the loss of a stronghold to monsters. The songs tend to be long and very well written. Most races would lose patience with a spoken story, but even elves have sat entranced for hours by the story songs of dwarves. Dwarves also enjoy playing instruments: flutes, horns, bagpipes, drums, and percussion instruments especially. They rarely play stringed instruments because short fingers are ill suited to plucking strings and picking out chords.

### III. Relationships with Other Races:

Dwarves are basically good people. They seek to harm no one, merely to coexist with them, or even better, to be left alone. Because of their good nature, dwarves have been known to persevere in the face of insults and inexplicable behavior. They have banded together with men and elves in times of crisis, and have entered long term trade agreements of mutual benefit.

They have little patience for the ways of humans who simply do things wrong. Humans either waste time in petty pursuits or are so keen on achieving their goals that they are willing, almost eager, to be forceful and rude. They have no conception of the proper rhythm of the world, which is hardly surprising since they allow their lives to be dominated by the changes of night and day and the seasons. No sooner do they achieve something, than their children want to change it, replace it, or worse, lose interest in it entirely. Humans are often viewed as capricious. While professing to an amazingly diverse number of creeds, they can generally be counted on for support in times of need. Their biggest flaw is that they do not always follow through on their commitments.

Barbarians are considered to be children, strong children perhaps, but children nevertheless. This is because of the barbarian's lack of culture and their nomadic life. The exception to this view is the dwarven relationship with the 'Mountain Folk', the barbarians of the Dwarven Mountains. The Mountain Folk have the only outside settlements on the Dwarven Mountains and have developed a close relationship with the dwarves. They have become the 'salesman' for the dwarven merchandise that is not sent by caravan to other kingdoms.

Although their cultures and lineage are very different, the Biata and Dwarven races grown close over the years and the Biata are considered friends.

Dwarves believe that Elves should know better, but they lack the simplest virtues of patience, diligence, and consistency. Too often in the past the Elves have refused to aid the dwarves or failed to honor their word when the dwarves have aided them. This attitude of non-cooperation is seen as needlessly selfish, and makes most Elf's word suspect. Deals with them are seen as an option of last resort. They are renowned for wasting their lives enjoying themselves instead of producing lasting goods. Elves are too flighty to be trusted, and rarely keep their word.

Hobbling are considered along the same lines as humans, as are Sarr and Scavengers. They are so often found in Human society, that dwarves basically consider them to be Humans with a different appearance. Similarly, Mystic Wood Elves are seen as Elves for the same reasons, and consequently are accorded the same treatment as Elves.

Dwarves in their home-land have had very little contact with Half-Ogres and know very little about them. Therefore, they are curious and somewhat neutral to people of this race.



Orcs and Goblins are deeply hated and despised by all dwarves. They cannot be trusted and no dwarf would ever be caught in the company of one willingly. Dwarves do not compromise when dealing with these hated races, particularly when competing with them for living space or when their welfare is threatened. This hatred is as ancient as the dwarves themselves. If they come into dwarven lands, they are given the option of leaving under their own power or being buried where they stand, preferably the latter.

As fellow underground dwellers, Gnomes are looked upon more favorably by dwarves, though the Gnomes' delight in black humor and practical jokes has caused friction.

## **IV. Physical Appearance:**

Dwarves are similar in appearance to Humans. Male dwarves are often mistaken as Humans by those of other races. This is a source of great irritation, and those making such a mistake will be unmistakably corrected by the offended dwarf. Female dwarves are never mistaken for Humans. This is due to the one trait of appearance that all dwarves share, their beards. All dwarves have beards, and they take great pride in them. Dwarves start growing them at the onset of adolescence and never stop. Dwarves normally do not color their hair or their beards.

### *A) OOG Rules and Clarifications*

*All players of dwarven characters must wear a beard at all times. Males must have a full beard. Females may have only a mustache and goatee. The beard must match their hair color and their hair must be a natural hair color.*

Dwarven boots, belts, and hats are usually made of tanned leather from the hides of cattle or giant lizards. Their clothing tends to be heavy, somber, earthtoned in color, and serviceable. Made from thick wool or spun strands of fungi, it is designed to keep the dwarves warm in the unheated places in their strongholds. To the untrained eye, colors are uniformly drab grays and browns. Dwarven languages have over 500 words for rock, and almost as many to describe different rock hues. Particular shades of gray and brown reveal much about the clan and status of dwarves, if one has the eye to see. Jewelry is very common in the dwarven society, as they are very fond of good craftsmanship, metals and gems. Earring and finger rings are the most common types of jewelry, though bracelets, necklaces and amulets are not uncommon. The dwarves paint their faces, though this is only done when a battle is anticipated. Some dwarves are also fond of tattoos, and though many are symbols and designs, there are some that are true artwork.

## **V. Statistics:**

The number of dwarves living in the Kingdom of Baddira is small, but they are not uncommon due to the proximity of the dwarven Lands to the Northeast. There are perhaps 2,000 that actually dwell in Baddira. There are always others traveling through, however. The number in the dwarven lands is rumored to exceed 30,000. The real number is known only to those dwarves in their government with access to the population counts.

Dwarves are a truly long-lived race. They reach adolescence at about 20 years of age, and are considered adult when they reach their 30th birthday. Middle age comes around 175 years old, and they are considered truly old if they reach their 300th birthday. The average natural lifespan of a dwarf is 275 years.

## **VI. Abilities:**

Their strict lifestyle and mountainous homelands have made the dwarves into a sturdy people who

are well suited to the rigors that they constantly face. The dangers of underground life, such as falls and poisonous gasses, have given them a constitution that is nothing short of remarkable. They often seem to be as durable as the mountains that are their homes.

*B) OOG Rules and Clarifications*

*Dwarven characters have one (1) more body point than a human character of the same class and level.*

*Dwarven characters may acquire the Resist Poison skill.*

Life underground, however, raises problems distinctly different from those of beings living aboveground. Combat using large weapons is almost impossible in the close and confined passages that make up most of the underground world. Consequently, the idea of two-handed weapons is unknown to most dwarves, and their use is completely unknown to dwarves. The hazards of life underground also give a much higher value to Earth magics, and it is rare in the extreme to find a dwarven scholar with any ability with Celestial magics. Dwarves that use Celestial magic are considered weird and weak. They may be looked down upon by other dwarves.

*C) OOG Rules and Clarifications*

*Dwarven characters may not purchase any two-handed weapon skills, including polearm. All other weapon skills and styles are acceptable.*

*Dwarves must pay double the normal cost for Read Magic.*

Dwarves pride themselves on their craftsmanship above all else, as one could see by the detail and effort put into the construction of their underground cities and tunnel roads. From the time a dwarf child learns to walk and talk, they are started on the path to learning their family's craft. This is in addition to their studies of mining and history. The dwarven craft is something that they put much time, effort, heart and soul into, and they are always proud to make something truly unique and beautiful. Many individuals will pay great prices to obtain examples of dwarven craftsmanship. Dwarves traditionally serve a 25-year apprenticeship, which begins at the age of 25. To dwarves this is part of life. "A job worth doing, is worth doing well." This attitude is deeply ingrained and explains why dwarves love to create beautiful objects and lavish so much time on them. They seek to create that which will last until time's end, and they have difficulty comprehending why other races consider work a chore rather than an act of artistic expression to be savored and enjoyed. Their preferred materials are stone and metal. Almost all dwarves have some small skill to create things of lasting beauty, but always of use and high quality.

*D) OOG Rules and Clarifications*

*Dwarven characters may purchase the following skills for one (1) point less than a human character of the same class:*

*Normal Skills:*

*Armorsmith*

*Weaponsmith*

*Dwarven characters are encouraged to purchase Evaluate Item and one or more of the following Other Craftsman skills for role playing purposes.*

*Other Craftsman Skills:*

*Jeweler*

*Blacksmith*

*Silversmith*

*Goldsmith*

*Tinsmith*

*Coppersmith*

*Miner*

*Mason*

*Stoneworking*



## VIII. Habitat / Government Structure:

Most dwarven communities are found underground in hills and mountains, but some aboveground communities do exist. These surface sites are generally constructed in mountain passes, inside deep valleys, or at the bases of mountain ranges. These sites are carefully chosen to be highly defensible while maintaining accessibility for those who wish to conduct trade with the dwarves. These communities are strongly built using stone and immense timbers to give them great strength and to give those within a feeling of security. These are the only dwarven communities to which non-dwarves are allowed entry.

As stated earlier, most dwarven settlements are found underground. Most of them start as mines, and the older homes are located along abandoned mining shafts. As conditions improve, more effort is concentrated on planning for a city that will accommodate population growth. The homes are carefully planned well in advance to utilize space to the fullest while remaining pleasing to the dwarven sense of order.

A prime example of this is the city of Axedeeep, the capital of the dwarven lands in this part of Tyrra. Axedeeep is a marvel of engineering and excavation. The entry level contains a boulevard of pillars. Along this boulevard can be found the majority of homes, a number of shops, and a park. The design of well-lit streets and carefully planned construction is both functional and aesthetically pleasing. Unlike surface cities, it is clean and vermin free. Street sweepers keep the streets scrupulously clean while individual homeowners and shopkeepers maintain their private property in a similar fashion. Water is provided to the population using natural springs and cunningly designed mechanisms that draw the water from a subterranean lake far below. The temperature of the city is controlled by ducting part of the heat from forges on lower levels through the city. This is used to offset the natural coolness of the underground.

The tunnels of Axedeeep are ancient, dating back well over 10,000 years, and are decorated with scenes that were popular when they were constructed. These tunnels, though not quite as extensive as they are now, are very old, and descend to many places to which the dwarves of this time no longer go. Some of the tunnels are old mining shafts that were mined out, and some are tunnels to older parts of the Kingdom that have collapsed, burying all that was there. And still other ancient tunnels are being discovered all the time, urging adventurers to delve deep into the Dwarven Kingdom to see what lies below. None of the dwarves are quite sure how extensive the tunnels are, but they cover a great deal of area. Still, more tunnels are being built every year to accommodate the ever-growing population of dwarves, and to follow the veins of precious minerals that are very common in the Kingdom.

Dwarven government is in the hands of an elected king. Upon the death of a king, the clan leaders debate, listen to the council of their advisors, then choose a new successor from among themselves. In order to convene for a vote, 2/3 of all of the clan leaders must be present, and in order to pass a vote, a 2/3 majority is needed. The new king may be male or female, related to the former ruler or not. What is important is that he or she be able to take on the burden of ruling the people wisely, because that

responsibility is theirs until death.

Whether or not the ruler is male or female, their title is King. Their mate is known simply as that, the wife or husband of the king. The king has final authority over all things. However, the clan leaders are generally allowed the freedom to handle the affairs of their clans, as long as those affairs do not interfere with the rest of the lands or the other clans. The king may remove the head of a clan at any time, but this is only done under the gravest of circumstances, and the king has no say as to who will replace that person. The clans decide their leaders for themselves. The king may retain their position as the head of their clan after being elected to the throne.

The current King of Axedee is Klangadun Battlehammer of the Steel Forge Clan. King Battlehammer has been a fair leader in his short reign, keeping Axedee thriving. Though King Battlehammer has been on the throne for only 37 years, he has shown great wisdom in his dealings with the outsiders. He is known to be a fair and wise ruler, with a firm hand when the Kingdom needs it, and a soft touch when it is more appropriate.

## **IX. Society / Clans / Guilds**

Dwarven social structure is based on the premise that a dwarf is as good as his word and that all people are deserving respect. Their penal system, government, and even diplomacy with other nations is derived from these concepts. From birth, a dwarf is taught that it is his great responsibility and privilege to conduct himself with honor and dignity throughout his life. To act in any manner that is contrary to this belief is not only to shame his culture, but, more importantly, shame himself. Dwarven civilization places the full weight of responsibility for a person's actions on that person. If a dwarf errs or commits a crime, it is expected for him to voluntarily make restitution. Only in extreme cases where a dwarf fails to take such action does his clan or government step in. However, this occurs but rarely. To fail is not a sin if the dwarf works to rebalance the scales of justice, but to refuse to make restitution could result in such guilt in a dwarf that he might even commit suicide. At the very least, he would separate himself from his kinsmen. It is important to point out that dwarven culture, even in extreme situations, does not actively go out of its way to punish or ostracize law breakers. The mere fact of knowing that his fellow dwarves know of and condemn his crime is punishment enough.

Oaths and breaking them are also a great concern for dwarves. For all practical purposes, dwarves never break their word. However, because of this, they are very careful as to when they actually give it. They would not want to be caught in an awkward situation because of an ill-considered oath. Dwarves, because of the importance they place on them, also expect others to keep their own oaths as well. To break your word when given to a dwarf is to invite swift and harsh retribution.

This same philosophy also extends to the Clan, the basic social structure of dwarf society. Clans are extended family organizations, each with a long recorded history of great deeds and actions. A dwarf takes great pride in the achievements of past and present members of his clan. Dwarves do not become official members of a clan until their 25th birthday. Until then, they are merely wards of the clan to which their parents belonged. While most dwarves choose to enter the clan of one or both of their parents, a young dwarf can petition any clan for membership. Acquiring membership is usually a formality.

The farmers are probably the least talked about group of dwarves, but also one of the most important. These are the dwarves who grow the food to be eaten by the dwarves in the clan city. The farmers nurture their crops on the sides of the mountains and in the valleys, fending off natural weather and the wandering creatures so that they may make a living from their harvest. These dwarves also raise livestock, such as goats and sheep. Some would think this is a low position in the dwarven society, but such is not the case. The stronghold gives all of its support to these dwarves who work so hard to keep the stronghold going.

Dwarven society is very structured. Every individual has responsibilities to fulfill. Adults are

expected to have a trade that will benefit the rest of society, and to keep the skills of that trade alive. Young adults are to find a master to be apprenticed to in order to learn a trade. Older children take care of the younger children and teach them proper dwarvish behavior, while the younger children are expected to learn what it means to be a dwarf. When everyone fulfills their responsibilities, the proper order of society is maintained.

The clans are the basis of dwarf society. Dwarf clans are family groups that are all related to one another. All the members of a clan trace their lineage back to a common ancestor. This could be the founder of a stronghold, but it may go back only as far as the previous generation.

In major strongholds, each clan practices its own craft. In smaller ones, a clan may practice a number of crafts. Out of preference, dwarves practice one craft only, and that one skill may be honed to a higher level than would be possible if two, three or four skills were practiced.

Different clans usually live close to each other so that they can trade skills among themselves. The relationships between clans are complicated and interdependent. The blacksmith clan needs to eat, so they trade with bakers and butchers.

Most clans are concerned with the manufacture of goods and services. They love to create things from raw material, and delight in the working of stone and metal. There are clans that specialize in military and political activities. Military clans include specialists, such as Hearth Guards, Animal Masters, and Sharpshooters.

The clans are regulated by guilds that legislate all matters of trade. Guilds specify weights and measures, quality, and the pricing of items. For example, the Guild of Bakers establishes the weight, price, and ingredients of loaves of bread. All clans conform to these strictures. Those of other strongholds will have different strictures imposed by their guilds. This leads to situations where dwarves from one baker's clan will get into heated arguments with a baker's clan from another stronghold over which one's loaf is of the correct weight. This, combined with their stubborn nature and inability to compromise, is why dwarves are so wary of each other. One view is always right, and all others always wrong.

(Note, however, that this does not mean that dwarves slavishly adhere to narrow production standards. Within the limits established by the guilds is tremendous room for individual expression. In fact, two loaves of bread that conform to the same guidelines *may* appear completely different to the uninitiated. And each guild typically has a bewildering array of accepted standards to choose from for any specific type of item.)

Even though the guilds control the business of the clans, they may not control the clan politically. This is left to elders who handle marriage arrangements, housing, and political dealings with other clans. The elders are the oldest dwarves in the clan. They are frequently also the richest, having amassed large fortunes over the centuries. Some may be guild masters, but this is not a requirement. When this does occur, differences between clan and guild become even more blurred.

New clans are formed when a dwarf decides to take up a different profession from that of his own clan. He may learn a new profession by apprenticing himself to another clan with the understanding that he will either become a member of the clan through marriage, or that he will practice his new trade at a different site. In both cases, he relinquishes membership in his original clan and swears never to reveal the secrets of its guild to others.

If he has served his apprenticeship and does not marry into the new clan, he is obliged to move to a different stronghold or found a new one. His descendants follow his profession. Although still related by blood to his original clan, he is no longer considered to be part of that clan. Ties to his immediate family remain strong, and he may call upon them for aid if he needs assistance. If he is attacked or insulted, his brothers and sisters will quickly come to his aid, as will others of their clan, but he cannot expect their help in matters of trade and daily life.

A sick or injured dwarf will be fed and cared for by his clan. Those in good health are expected to work in order to maintain the welfare and reputation of the clan. No dwarf would ever do otherwise.

Someone who cheats or does not pull his own weight earns the disapproval of his fellow clansmen. He will be warned and pressure will be brought to bear to ensure that he does not bring the name of the clan into disrepute. If he does not heed the warnings, he will be ostracized. An ostracized dwarf loses all benefits provided by the clan. The clan's guild will prevent him from working and confiscate his tools if it can. If he shows a desire to mend his ways, he will be allowed back into the clan, and the guild will lift the ban. If not, he will be left to himself and even his family will shun him.

To an outsider, dwarf clans appear very complex, and the relationships between them highly convoluted, because they are. Dwarves would not organize their lives any other way. They know where their loyalties lie: first to the family, then to the clan, the guild, the stronghold, and then to any other strongholds to which the clan is allied. Dwarves are a proud race and maintain their loyalties. They are willing to defend each other, often to the death. An insult against one dwarf is considered to be an insult against all dwarves.

## **X. Language**

The official spoken language of the dwarven race in DFW NERO is German. Dwarf writing is done using 'Dethek' script. Dwarven writing is almost most always found on stone or metal. Dwarven scribes rarely use anything that may wither, rot, or decompose over time. As such, the writing has to be robust enough to allow craftsmen to chisel it into the medium they are using. Therefore, the script does not contain any round curves. Like the olde roman numbers, they are straight and angled. If your character has the ability to read and write Dwarven, then you can use the 'Dethek' script.

## **XI. Playing / Role-playing the Dwarf Race**

Following are several tips that will aid in roleplaying a dwarf:

1. **Show a feeling of pleasure when underground.** Reflect to others that life was meant to be lived within the solidity, beauty, and timelessness of stone passages.
2. **Enjoy gambling and drinking.** This is by no means necessary, but a good dice game or poker game and a goblet of strong ale are the best way to relax between opportunities to kill your enemies.
3. **Develop a passion for money and gems.** Learn to identify gems and jewelry. Own some but do not show-off your wealth.
4. **Obtain and wear maximum armor.**
5. **Show violent discomfort if confronted with slavery.** Join any group committed to the bringing of slavers to justice.
5. **Show your love of song.** If you can sing, join the 'Bards Guild' and join in the singing.
6. **Always show respect to elders, regardless of race.**

## **XII. Out of Game Notes from the Dwarf Racial Marshall**

I hope this racial package will encourage you to play a dwarf and enjoy the unlimited roleplaying possibilities.

**Many thanks to Ernie Miller for his work on this packet.**