

Dwarves

Excerpt from the Rulebook

Small but mighty, the Dwarves are skilled craftsman and warriors alike. They take pride in their work whatever it may be and accept nothing less than what is fair for compensation. At the end of the day they enjoy a strong brew and a hearty meal to celebrate their accomplishments.

Clans

Hill- The hills provide for woodworking and other building. [SEP]

Mountain- The mountains provide for the raw materials in blacksmithing and other crafting.

Quirks

Dwarves are stubborn and sometime cranky warriors. Also known for their crafting they are proud of everything they put their effort towards.

Traditions and culture

Hill and Mountain dwarves are very different from Deep Dwarves, but it wasn't always so. Dwarves believe they were all created from the rock of the tallest mountain in the world. A place so sacred they dare not say its name. When the eldest beings of the world were departing the realm there was one among them that strived to create more than the rest. Its greatest creation was the first hammer. With this hammer, it moved the earth itself into continents. It pushed the water to form oceans. Then it moved on to making mountains and forests and plains. The great craftsman knew it was time to leave the creations it made in the world. It struck the world with its hammer as hard as it could, and then it let go. The hammer shattered into thousands of pieces. The pieces fell

to the mountains and hills of the continent. From each shattered piece a Dwarf rose from the ground. Legend says that's what makes the Dwarves so stubborn and tough. They are made of the first metal and they cannot be broken.

It's rare to see a Dwarf in a populated area but no one is ever unhappy to have them around. They are a peaceful group of people, but stubborn in what they believe and stubborn in achieving their goals. When they come into town it's usually with a treasure trove of finely crafted goods forged with patience and care. They take the same care with their beverage and stories. No one would call them charismatic, but their dry humor is beloved in taverns.

Dwarves take great pride in making a fair deal and take even greater offense if you insist that they are trying anything otherwise. A strong moral code governs the Dwarves. They have no determined leader. In times of war a leader simply emerges. This leader is one who displays bravery and right action. If they were found to have ever neglected these traits, they would be replaced

All of this traces back to what they believe to be the ultimate theft. The Dwarves were once a proud and powerful group of mages. Not much is remembered and even less is discussed with anyone who isn't a Dwarf, but it's believed a radical group of Dwarven mages looked to usurp the leading faction of Dwarven wizards. These ruling mages were rumored to be guarding the deepest secrets of their power. These thieves stole this power for themselves and cursed their brethren. When the smoke cleared thousands of Dwarves went missing underground. Hill and Mountain Dwarves believe that when the group stole all the power they corrupted themselves.

Dwarves today say they still feel the hole in their heart where magic used to be, but believe there is justice in the curse that pushed their fallen brothers underground. No war ever followed and none will ever happen. The Dwarves of the hills and mountains no longer speak of their loss and have moved on with their lives.

Deep Dwarves

Excerpt from the Rulebook

The grittier, grumpier cousins of the Dwarf, these kin primarily dwell deeper in the mountains, mines, and caverns. They may look similar to their brethren, but don't let that fool you, a lack of natural light most of their lives does things to one's mind.

Quirks

Stubborn like their above ground brethren, but reserved in their actions.

If it's rare to see a Dwarf in public, it's even rarer to see a Deep Dwarf. Deep Dwarves are not as openly welcomed into taverns the same as their above ground cousins. Their gritty demeanor and less than savory reputation causes most people to shy away from them. These Dwarves are believed to be the same that went underground before Dwarven magic was lost. This belief elicits a mistrust of them wherever they go.

If you give them a chance you'll find they make some of the strangest and eclectic machines in the world. Their only match in their machinery is the creativity of the Gnomes. Some would even call them cousins and their only true allies in the world. They, like their Dwarven counterparts can be found selling goods in the most remote places, but unlike the Dwarves they do not always hold to the fair deal code you would hope for. A Deep

Dwarf would tell you that if you don't take care of something you don't deserve to keep it.

A Deep Dwarf would tell you that it's the rest of the world that cannot be trusted, and that they have been unfairly judged. They are also a proud people rich in their customs, but a shrouded culture. They shy away from overtly using magic in front of others and if ever asked why Deep Dwarves have magic and other do not, they end the conversation.

It would be unfair to speak all of the dark rumors without mentioning the brotherhood that they share as a people. No Deep Dwarf will ever betray the trust of another and when they set their resolve to stand for one another you should not be in the way.