

The Dwarra of Urath

Guidebook
to
The **D**warra of **U**rath

The Dwarra of Urath

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Credits: Much d20 System material (Feats, Feat types, Spells, Clanheart magic, and equipment) is incorporated here from Hammer & Helm: A Guidebook to Dwarves by Jesse Decker (published by Green Ronin Publishing) and Heroes of High Favor: Dwarves by Benjamin Durbin (published by Badaxe Games)

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Creating Characters

Sub-Races

The Folks of the Dwarra of Urath define the Sub-Races. The Folk of Jirok are Mountain Dwarves, the Folk of Hurok are Hill Dwarves, the Folk of Korok are Korobokuru.

Classes

According to the D&D Players' Handbook, the Favored class for Dwarves is Fighter.

In Urath, that remains true.

Each Clan (see above) has a preferred Class. This represents a Class for which the Clan has a known affinity. This does not affect the game rules about multi-classing, it merely indicates that some Clans are known for famous members of certain classes.

For example, the Karezurta (Brighthammer) Clan is noted for having produced many famous Clerics, and the Astorado Clan is noted for being non-adventurers by preference (Expert is that Clan's favored class).

How the Classes fit Dwarra society

The following looks at how the Core Classes, NPC classes, and some 3rd party classes fit into the lives of the Dwarra of Urath.

NPC Classes

Adept: The Dwarra do not have Adepts. Adepts are generally found in savage or primitive cultures, like Tarrakyn, Ishtrakyn, or Ishutar.

If there were somewhere a lost, degenerate type of Dwarra, they would have Adepts.

Aristocrat/Scion: The Dwarra have long recognized that there were members of the race with divine bloodlines. They refer to these as Bloodgifts. The Prime Bloodgift feat is considered "equivalent" to the Tainted Bloodline feat in general usage. The Scion's "virtual feat" of Tainted Bloodline may be "Traded in" for the appropriate Prime Bloodgift feat of the Folk from which a Dwarra scion comes.

Dwarra society recognizes the divine right to rule embodied in the Scion. The Clanmasters of established Clans are Scions, reflecting their hereditary status as leaders. The founders of new Clans are sometimes Scions, but are just as often not.

Commoner: Commoners are the untrained masses of the human societies. Dwarra society places greater emphasis on skilled labor than does human society, so there are comparatively fewer Dwarra Commoners than there are

human Commoners. It is an embarrassment to a Clan to produce the basic "unskilled laborer" that is the Commoner.

Expert: This is among the most common NPC classes of the Dwarra. Where most of the human population is Commoners, the ratio is reversed among Dwarra. Clans take great pride in the skills of their members, whatever they are, and encourage training through all phases of the life of a Dwarra child.

Most Dwarra pursue at least one Craft, with a preference for those that deal with metal and stone. In addition, those Dwarra who deal with the humans outside spend some skill points on Diplomacy and Profession (Merchant).

Warrior: Many Dwarra take a few levels of Warrior. Most Dwarra encountered outside of a Dwarra city or Clanhold are warriors.

Core Classes

Barbarian: The Dwarra are generally too cultured and disciplined to be Barbarians. There are a rare few, more violent and less willing to follow traditions, who earn some respect back by channeling their passion for violence into the Barbarian class.

Bard: Dwarra are not very musical in the eyes of other races. This does not mean that they are not musical at all, just that their music is different from that of other races. Dwarra music is more about rhythm than it is about melody, for example. Dwarra Bards are rare, but not unknown.

Cleric: The Dwarra are a deeply religious people. Clerics are very common among them, second to Fighters as a preference. Dwarra Clerics tend to be very martial, crusaders willing to take the fight to the enemy wherever it is.

Druid: The Underdark has its own ecology, but the enclosed spaces there tend to limit the diversity and interactions to pocket-ecologies. There are Dwarra who care for these pockets, but they are self-imposed exiles from Dwarra society. The Dwarra embrace Clerical worship of the Gods, and not the Elf-like reverence for nature.

Fighter: As the Favored class of Dwarves, Fighters are among the most common profession choices for the Dwarra of Urath.

Monk: As noted in the Players Handbook, the monastic tradition is largely foreign to the Dwarra. The Korobokuru of the far east have adopted the practice from their human neighbors.

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Paladin: The Paladin combines the martial and religious traditions so dear to the hearts of the Dwarra. As noted in the Players Handbook, the only drawback is that the Dwarra dedication to Clan and Folk is hard to reconcile with the Paladin's dedication to Law and Good over all else. Most Dwarra Paladins are "Dedicated Paladins" (see the Book of Hallowed Might for a description of this Paladin variant).

Ranger:

Rogue:

Sorcerer:

Wizard:

Specialist Wizards:

3rd Party Classes

Shaman

Witch

Prestige Classes

Homeland

Feats

New Feat Types

Bloodgift, Bonding, and Spell-Channeling feats are from "Hammer & Helm: A Guidebook to Dwarves" by Jesse Decker, published by Green Ronin Press.

Bloodgift feats

These feats represent a definitive mystical connection for each of the Dwarra Folk. Each Folk has one such mystical connection, stemming from events in their ancient past. Most Dwarra cannot tap into this connection, but through training, the gifted can draw on this power.

For purposes of the divine bloodlines of Urath, these Prime Bloodgift feats are equivalent to the Tainted Bloodline feat (meaning that the character is eligible for further bloodline feats) but they do not grant additional powers; the Prime Bloodgift itself conveys a power.

Prime Bloodgift feats must be taken at 1st level. This represents a strong connection of the Dwarra character to his/her heritage. There are additional feats that can be selected to build on these.

Bonding Feats

These feats represent enhanced powers available to those who have undergone a Bonding Ritual.

Spell-channeling Feats

New Feats

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Skills

New Skills

New Uses for Existing Skills

Prestige Classes

Prestige classes are classes that a character cannot begin play as, but which may be chosen as a multi-class option when the appropriate conditions are met. As such, each Prestige class has some prerequisite(s) listed.

Generally, becoming a member of a Prestige class carries with it ... prestige. The character who is a member of the Prestige class has a greater reputation by virtue of having become that Prestige class. Of course, that can be good or bad.

Prestige classes listed here are available only in lands where the Dwarra maintains a Clanhold. They are available only to Dwarra, and sometimes only to certain types.

These are in addition to the available Prestige Classes listed in the Guide to Urath (which are generally assumed to be available to all).

Prestige Classes in other products

Dungeon Master's Guide: Dwarven Defender

Sword & Fist: Hearth Guardian

Hammer & Helm: Clanheart Disciple, Immolated, Ironbound, Magesmith, Mountain's Fury Devotee, Stonehound, Stonesinger, Stormhammer, Thunderthrower, Tundrin

Heroes of High Favor – Dwarves:

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History

The Dwarra count history in terms of generations. Being largely subterranean, the Dwarra do not put as much emphasis on the diurnal, lunar, and seasonal cycles of the surface as do the races that live there. Being longer lived than humans, a single cycle of seasons is also impractical for them to use to record their history. Dwarra history, therefore, is recorded in terms of generations. 1 generation is approximately 150 years, though in truth it varies from 120-180 years.

Creation of the Dwarra

The People of the Forge is what the Dwarra call themselves, for that is the essence of their origin.

When the fires of the world were young and hot, the Great Smith Smitonz Moradin set to work to create his masterpiece. From the purest of metals, in the hottest of fires, he shaped a people to his liking: strong, steadfast, and industrious. Each stroke of his mighty hammer made a thousand sparks fly, and each spark a new soul to be born into his people. Hard he smote the anvil, that his people would be strong; often his hammer rose and fell, that his people might withstand great hardship; hot and cold he tempered them, that they would be sharp and keep their edge throughout the hard usage of life. Ten great works did he craft: five male and five female, to be the paragons of his people. When they were done to his liking, he breathed upon them with the breath of life. And thus were born the Great Dwarra Elders: Brekk Truehammer and Jirok, his wife; Kron Swiftaxe and Hurok, his wife; Alned Steelsoul and Korok; Valdan Orefinder and Narok; and Udelin Sureshaper and Zarok.

These, the Great Elders, assisted the Great Smith in shaping his people. The five pairs shaped and carved their children from the materials of the earth: stone, metal, and gems. Each pair chose the materials they thought best represented the qualities their people should embody, and made them into forms suited to the tasks expected of them. Brekk and Jirok made their people sturdy and enduring, steadfast and implacable, from granite and steel with sapphire eyes. Kron and Hurok chose granite and iron, and emerald eyes, for their people. From each of these come the Bloodgifts of the People of the Forge, which are unique to each Folk.

The Great Smith's greatest gifts he gave then; his time, his love, and his attention. He taught the Great Dwarra Elders many secrets of his craft while they shaped those who would be their subjects and followers.

The People Go Forth

When the People of the Forge had been created and the Great Dwarra Elders prepared to lead them, the time came for the People of the Forge to go forth into the world

and shape it as the Great Smith had intended. So the Great Dwarra Elders led the People away from the Divine Forge of the Great Smith, through tunnels and passages and caverns uncounted.

At first they were concerned, for they had always had the light of the Divine Forge by which to see, and the caverns were dark and unlighted. The Great Dwarra Elders told them: "Be not afraid, for thine eyes can see in the dark without the light of the forge."

And the Great Smith laughed. "There is also no need to fear, for I have friends who can be called upon to solve such problems. One of them I have already consulted, and he has gifted thee with devices he calls 'lamps'. Carry these, then, to better see the way."

Aure of the Light had indeed created lamps, and he shared this gift with the People of the Forge. For, though the People could see in the dark then as they can now, it is still better to see with the light; much is clearer, and truth is more evident. That is why Aure is revered almost as much as Smitonz Moradin among the People of the Forge.

The First Forge and High Hearth

The People of the Forge put the Great Smith's lessons to use, and carved their first great halls from the stone of the eldest of mountains. The selected a vast cavern, with a great lake of fresh, clean water, as the site for their new home. Using this as a core, they put their skills to use, shaping tunnels and chambers. Great halls for discourse and learning, huge workshops where their skills could be honed and used, comfortable homes, and more were carved by and for each Folk.

Central to this great home were two things: an immense forge, made as a replica of that of the Great Smith himself; and a vast common living area with a great fireplace. When these were completed, the Great Smith showed his pleasure with the fruits of their labors by filling each with flamed kindled from his own Divine Forge.

This place they named Khazarain-Farraga, the Home of the People of the Forge.

Exploring the Underdark

The People of the Forge spread out, seeking to harvest the bounty of the Underdark. The People explored the Great Smith's handiwork, and were most pleased. The People discovered veins of iron, copper, nickel, and more; they found vast caverns dotted with emeralds, rubies, and sapphires. The People marveled at the intricacy and beauty of the Great Smith's creation. The People gave praise to the Great Smith, and their Priests learned of Kurothal the Deepseeder, a servant of the Great Smith responsible for the veins of ore and deposits of gems.

The People mined the precious metals and gems, which they worked into items of great beauty and utility.

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Their skills grew with the inspiration of their materials, and with the practice they afforded.

The Arts of War

All was not perfect, though, and some who ventured far from the safety of the city did not return. Their families prayed for their safety and their return, and a few were rewarded for their faith with the safe return of their loved ones. Of them, many told of dark shapes that moved at the edge of sight, of lamps that went out, and of a feeling that something wished them harm.

The People of the Forge had already known of animals, some of which would be dangerous. And to protect themselves, their crafts included weapons. But these dark shapes differed from the animals and beasts; these were intelligent, calling to each other as they attacked and shifting their in response to the People's tactics.

So the People of the Forge, through the Elders, asked the Great Smith for guidance. Determination, courage, strength, honor ... all were available in abundance, but the People lacked the skills to make war. The enemies in the dark lacked courage and honor, but they were many, and had the skills of war.

The Elders communed with the Great Smith, but the Great Smith was not pleased with the request. "I did not make thee for war," was his answer. "There are riches aplenty in the deeps of the world; go not where these others seek, and let there be peace."

The People of the Forge did as the Great Smith bid and abandoned the places where the attacks occurred. But the attacks continued, shifting with the People as they moved. And there was no sign of the dark ones working any of the deposits abandoned by the People.

The dark ones, some small and wiry, others larger and tremendously strong, followed the People; wherever the People mined or farmed, the dark ones came and attacked them. Slowly, it became clear that these creatures had a language and something of a culture. And they learned to use the weapons forged by the People, taken in the attacks.

The People of the Forge appealed to the Elders again, and the Elders communed with the Great Smith. "I did not make thee for war. Ask of these others what wrong you have done them, and seek to make amends."

The People made efforts to contact the dark ones, but to no avail. The dark ones slew the emissaries, and desecrated their bodies. After repeated attempts, one answer was finally given: "You die, or be slaves."

The Elders communed again with the Great Smith. "This is not your fault; these creatures serve Darkness, and pervert all to that purpose. You will need to learn the arts of war. Choose thou some who will learn, and be teachers of these skills to others among you." Each Clan of each Folk chose then those who would learn the arts of war, and they were taken by the Great Smith for a time. When they returned, they brought the teachings of Korvan, the God of War.

So the People of the Forge turned their skills to making weapons, and began to learn the arts of war, in order to defend themselves.

The Runes of Power

The First Wars

So the People of the Forge learned to make war, and did war upon their enemies.

The wars were brutal, for the fires of creation were new and strong in the breasts of the People, and the desire to quench those fires had been stoked in the hearts of their enemies. Where before the attackers had met a passive and unprepared foe, the People of the Forge were not a skilled and determined force. Where before the attackers had raided with impunity and escaped all but unharmed, now they suffered grievous losses.

The battles were long, but the People of the Forge learn well when they set out to master a new skill. They wielded their axes, and found that their hammers were equally as good at smashing their foes as they were useful for making their tools and armor.

The Surface World (c. 255 Generations ago)

The People of the Forge explored farther and farther from Khazarain-Farraga, and eventually they found passages that led to the surface. There, they saw the Sun and the Moons, and knew them for the work of Aure. This outer world was a strange place to the People of the Forge; there was vast open space, larger than any cavern the People had ever seen.

The Great Dwarra Elders communed with the Great Smith to find out more about this strange place.

The People of the Forge explored this vast new space, but most found it uncomfortable... too open to feel safe. This strange space was warm and well-lit. There was a light brighter than the lamps of Aure, which also provided warmth. It appeared to come from a very bright sphere that hung somewhere far above the surface.

Meeting the Elfan (c. 250 Generations ago)

The People of the Forge encounter the Elfan, and find that the Elfan have the same problems with attackers as do the People. An alliance is formed. The Dwarra learn of the Elfan invention of writing, and devise their own alphabet based upon, but not the same as, the Runes of Power.

The Coming of Man (c. 247 Generations ago)

Man appears on the scene, and seems like part of the problem. The Alliance plans to wipe them out with the dark folk.

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The Humanoid Wars (c. 245 Generations ago)

The Alliance drives the dark folk to the wastelands, and subjugates humans “for their rehabilitation”.

The Great Betrayal (c. 242 Generations ago)

The Elfan betray the Dwarra; the Alliance is dissolved.

The Sundering of the Folks (c. 240 Generations ago)

The Folks divide, driven from their homeland by the Elfan.

The Further History of the Folk of Jirok and the Folk of Hurok

The histories of the other folks are unknown.

The Founding of Khazaran-Hamar (232 Generations ago)

The Folk of Jirok establish Khazaran-Hamar.

The Founding of Thalazzar-Murazh (230 Generations ago)

The Folk of Hurok establish the city of Thalazzar-Murazh

The Rise of Man (226 Generations ago)

The human realm of Karthium is established. It becomes a bridge between the Dwarra and the Elfan.

The Coming of Dragons (225 Generations ago)

The Great Empire arises, and wars on Karthium. The Dragons appear. Karthium and the Great Empire destroy each other. The Fimbul Winter begins.

The Founding of Urlakhaz-Moritak (220 Generations ago)

The Folk of Jirok establish their most famous colony.

Withstanding the Long Siege of Evil (140-250 Generations ago)

The Great Wars raged for many long years; century upon century. Through it all, the Dwarra persevered, and even prospered.

The Fall of Urlakhaz-Moritak (140 Generations ago)

During the Great Wars, the Dwarra continued to serve the side of Light. They were victorious, and slaughtered their foes. Then plague came to Urlakhaz-Moritak, and the city fell to it. That marked the beginning of the decline of the Dwarra.

The Fall of Thalazzar-Murazh (120 Generations ago)

Soon after Urlakhaz-Moritak fell, so too fell Thalazzar-Murazh. A large portion of the Folk of Hurok escaped the fall, and made their way to Khazaran-Hamar. There, the Folk of Jirok gave them sanctuary.

The Fhoimoiren (20-150 Generations ago)

With the end of the Fimbul Winter, the Fhoimoiren giants expand into the Pirrion and dominate the surface, subjugating the Gar-Ishtarakyn and Tarrakyn tribes there.

From this conflict the Dwarra learned their skills in fighting giants.

Expanding the Clanholds (100-200 Generations ago)

Slowly, the Dwarra continued to colonize the lands around Khazaran-Hamar. In this period, multiple small Clanholds are established in the Northern Aturist Mountains.

The Na-Karthic Come (10 Generations ago)

The Na-Karthic return to the shores of the Pirrion from wherever they were. They make war upon the Fomorian, and drive the Tarrakyn, Ishravanu, and Fomorian from the plains into the mountains.

Man is Not Ready (5-8 Generations ago)

The Thanes of Khazaran-Hamar conclude that the Na-Karthic humans, though decent, are not suitable for an alliance.

Man Against Man (3-4 Generations ago)

The Karibdani conquest of the Pirrion. The Dwarra are shocked to see that humans, not in the service of evil, make war upon each other. This confirms the belief of the Council of Thanes that Man is not ready for an alliance.

The Tarrakyn Tide (2-4 Generations ago)

The Tarrakyn slowly conquer each of the Clanholds in the Northern Aturist Mountains. Meanwhile, Aruthkar is founded and begins to rise.

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Man Betters Himself (1 -2 Generations ago)

Aruthkar rises. The Council of Thanes is impressed with the rapid space in which man embraces betterment.

The Present (0 Generations ago)

The Red Caves are colonized.

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People

Folks and Clans

Folk

The Dwarra of Urath are divided into Folks and Clans.

To the Dwarra, a Folk represents the core of their heritage. The Folks are named for the Great Dwarra Elders. Folk constitute a sub-race in D&D game terms, and each is linked to a different Prime Bloodgift feat (see New Feat Types, following), representing a different mystical heritage and influence in that Folk.

The Folk of Jirok (Mountain Dwarves) – These are the reclusive deep-dwelling smiths of legend. Bloodgift: Stoneblood

The Folk of Hurok (Hill Dwarves) – These are the canny traders who deal with the outside world. (This is the standard Dwarf of the PHB). Bloodgift: Forgeblood

The Folk of Korok (Korobokuru, in Oriental Adventures) – These Dwarra are rumored to exist in the far eastern lands of Sajintai and Shi-Je. Bloodgift: (To be determined)

The Folk of Narok (To be determined). Bloodgift: (To be determined)

The Folk of Zorok (To be determined). Bloodgift: (To be determined)

Other sub-races

The Folk of Darrok (Duergar), unlike the other Folk, are NOT named for one of the Great Dwarra Elders. Their name represents the mystery about them; their heritage is lost.

The Darrok first appeared in Khazaran-Hamar as refugees; Dwarra who had been lost in the Underdark for generations. They had been enslaved by the alien denizens of the deeps, and had freed themselves only after losing all memory of their individual heritages. Which colonies and which Folks they had come from had been lost. They had retained, however, knowledge of and faith in the Gods of the Dwarra, and the core structure of the Clan. It is thought that their Bloodgift, a new one not part of the original creation of the People of the Forge, is the result of mingling other Bloodgifts over many generations.

Bloodgift: Deepblood

Some would suggest that the Gonoma belong here; the truth of that remains to be seen, however.

Clan

Whatever their folk, the Dwarra are organized into Clans. The Clan is the primary unit of organization among the Dwarra. The Clan unites several families that are already related by blood to a particular figure from Dwarra history.

The Clan name is derived from that figure's name; for example, the Surestroke clan traces its heritage back to Durvan 'Surestroke' Ironhammer (who was himself originally of the Ironhammer Clan). Naturally, these names as they appear here are translated from Dwarric.

New Clans arise as part of the process of establishing new colonies. Some "colonies", in this sense, are very small, and can exist inside a settlement of another race. The most common of these are in human lands, a people with whom the Dwarra find more common ground than others.

Clans become known for a combination of traits, which can include preferred classes, skills, and feats. Similar Clans can appear among the different folk, but there is differentiation by Bloodgift feats (see Bloodgift Feats under Feats, below) in those cases.

Central to the Clan is the Clanhold, the sanctuary and stronghold of the Clan, the place where its Hearth and Forge are located.

Clanhold

The Clanhold is the seat of a Clan's power, its spiritual and organizational center. The term Clanhold typically refers to the physical structure(s) that house(s) a Clan. Clanholds are usually delved deep into the earth, in hilly or mountainous terrain, near to the resources that will provide the Clan's wealth. This is not the only for a Clanhold will take, of course. In a human city, the Clanhold may be a free-standing building like the others.

Clanholds are not considered properly established until they have both a Hearth and a Forge, each with at least one Clansed Coal. Lesser "clanholds" are recognized as legitimate, but they are not considered the core of a new Clan, and instead represent an "advance base" for the existing Clan, until the Hearth and Forge are established properly.

Hearth

The Hearth is the center of the domestic lives of the Dwarra. The Hearth embodies the Dwarra ideal of home life: a roaring fire, good food roasting there, peace, and security. It is for these that every Dwarra labors. Every Dwarra dwelling has a hearth of its own, the The Hearth is a potent ceremonial place, part of the spiritual center of the Clanhold. Each Hearth contains at least one Clansed Coal.

Bonding rituals are performed here, and the secrets of Clanheart magic are taught here.

Forge

The Forge is the counterpart of The Hearth in a Dwarra Clanhold. While there may be many mundane forges and workshops, The Forge is the place where the great smiths labor to create their fabled goods, and where

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the greatest of Dwarra magic items are worked. Each Forge contains at least one Clanseed Coal.

Cities

Dwarra cities are created by the co-location of multiple Clanholds. Small outposts representing a single Clan are common where there are resources suitable for the Clan's talents. As such settlements grow, however, new Clans can be established, and colonies of other Clans from the original homeland may be invited to join the Clanhold. In that case, the founding Clan and its members are accorded greater influence in the politics of the growing city.

Clans of the Pirrion and Härtärlünd

Six sample Clans are presented here, three each from the Folks of Jirok and Hurok.

Reading the Entries

Translated Name: What their name means in the Common Tongue.

Folk: Which Folk these Dwarra are derived from.

Clanhold Location: Where is the primary Clanhold of this Clan.

Favored Core Class(es), Preferred Prestige Class(es), Favored Feats, Favored Skill(s), Favored Weapon(s): Which items this Clan prefers. This does not represent a requirement, it just indicates the most common choices of the members of this Clan. Fighter remains the "game rule" favored class; this entry does not change that.

Azegrik

Translated Name: Swiftaxe

Folk: Jirok

Clanhold Location: Khazaran-Hamar

Favored Core Class: Fighter

Preferred Prestige Class(es):

Favored Feats: Skill Focus (Craft (Weaponsmith))

Favored Skill(s): Craft (Weaponsmith)

Favored Weapon(s): Dwarra War Axe

Voretal

Translated Name: Strongheart

Folk: Jirok

Clanhold Location: Khazaran-Hamar

Favored Core Class: Fighter

Preferred Prestige Class(es): Dwarven Defender

Favored Feats: Toughness

Favored Skill(s): Craft (armorsmith)

Favored Weapon(s): Dwarven Ugrosh

Karezurta

Translated Name: Brighthammer

Folk: Hurok

Clanhold Location: Khazaran-Hamar

Favored Core Class: Cleric

Preferred Prestige Class(es):

Favored Feats: Power Attack

Favored Skill(s): Craft (blacksmith)

Favored Weapon(s): Warhammer

Vogedtral

Translated Name: Truestrike

Folk: Hurok

Clanhold Location: Khazaran-Hamar

Favored Core Class:

Preferred Prestige Class(es):

Favored Feats:

Favored Skill(s):

Favored Weapon(s):

Kurdogat

Translated Name:

Folk: Jirok

Clanhold Location: Red Caves

Favored Core Class:

Preferred Prestige Class(es):

Favored Feats:

Favored Skill(s):

Favored Weapon(s):

Astorado

Translated Name: Truesmith

Folk: Hurok

Clanhold Location: Seaward Hills, Karibdan

Favored Core Class: Expert

Preferred Prestige Class(es):

Favored Feats: Skill Focus (Craft (Weaponsmith))

Favored Skill(s): Craft (Weaponsmith)

Favored Weapon(s):

The Dwarra of Urath

Government

Laws & Legal System

The Dwarra practice a Government that is much different from that of the humans around them. The Dwarra have a Council of Thaners, and an Overthane. The Overthane is the Chairman, the President, of the Council. S/he presides over the discussions of the Council, and makes all final decisions. The Council members are the Clanmasters of the most influential Clans in the Dwarra realm.

In Khazaran-Hamar, for example, there are ten Clans represented on the Council. Which ten Clans have seats on the Council varies, as the power of their holdings rise and fall. There is no Overthane in Khazaran-Hamar, though there is in the Red Caves. The Dwarra do not share the reason for this with outsiders. Khazaran-Hamar has a Steward, who acts as the Council moderator and may cast tie-breaking votes, but the Steward is not the Overthane, and does not have the same personal power to rule.

The Clanmaster is the leader of a Clanhold. Clanmistresses are equally as common as Clanmasters. The Clanmaster, if not the founder of the Clan, is a Scion who has the bloodline of the founder. As with human realms, the Clanmaster or Clanmistress decides who will be the heir, so it may not be the most direct descendant of the bloodline; however, by Dwarra tradition, it MUST be someone with the proper bloodline.

An isolated Clanhold, composed of only one Clan, is ruled by the Clanmaster with authority as a human Regent of a Realm (King, Duke, etc.). A Council of Thaners is formed when a Dwarra settlement is composed of more than four Clans. If there are less than five Clans, disputes are settled by arbitration among neutral parties, or through trial by combat (not to the death).

The Dwarra of Urath

Art & Literature

The Dwarra are skilled artisans who work in many media. Although best known for their armor and weapons, their ability to work metal and stone for purely aesthetic purposes is equally great.

Dwarra prefer to deal with media that will last. They do not usually paint, for example, as colored pigments on canvas, or even on stone, will fade after a generation or two. Instead, the Dwarra prefer to craft mosaics on the walls and floors of their chambers. Portability is not usually an issue, as the Dwarra do not usually think in terms of anything being “temporary”.

As one might guess, any discussion of Dwarra art soon becomes a discussion of Dwarra architecture.

Dwarra literature is much like their other artwork, made for permanency. The Dwarra are a serious-minded people, and do not like to waste material.

As with their art, the medium for their literature is one that is permanent. The Dwarra use stone and metal to hold their literature. Paper-thin sheets of lesser metals (those not suitable for making tools or weapons, like copper) are shaped on the anvils of the Dwarra. Hard, fine-pointed steel chisels are used to work the shapes of Dwarra runes into the sheets.

Dwarra work with solid materials, and are focused on them. This focus also plays into their literature. They do not produce works of fiction, for example, and seldom produce literature purely for entertainment purposes. Rather, their literature is historical in nature, and serves a teaching and preservational purpose.

Religious teachings, historical accounts and biographies of great leaders are the most common works. Embellishment and creativity are largely limited to the edges of the tale; the core facts are left unchanged.

Architecture

It has been said that the Dwarra, once they find a design that works, continue to use it no matter how unattractive it is. That is not precisely true, but it is close. The Dwarra place more emphasis on function than on form, and so will continue to use an ugly design if it is the only one that works. Likewise, since many elements of the Dwarra architectural style were established in their earliest days, they are shared by almost all of the branches of the race. A hall of the Folk of Hurok looks almost the same as one carved by the Folk of Jirok. Only a Dwarra could tell for sure which had carved it.

However, the Dwarra appreciate the working of stone and metal to bring out its beauty. So, the walls of Dwarra holds are usually worked endlessly, adding more and more elaborate detail to the work over the course of many generations. It is often possible, for example, to say how long a Hold was occupied based on the levels of detail in the wall décor. The first generation would rough out the scenes to be depicted. Each later generation would add to it. Color, in the form of mosaic inlays, often came late (5th or 6th generation) to the process.

Most such decorative work would be decided early by the leaders of the Clan. A section of wall would be smoothed, and a border drawn defining the region where the artwork would be created. Among the first things to be worked on would be the inscriptions that surrounded each. Such inscriptions also allow later generations to judge the age of a room or holding. The inscriptions usually mention several nobles of sufficient prominence to know approximately when a particular corridor or room was excavated.

The Dwarra of Urath

Fashion & Clothing Styles

As with architecture, the preference among the Dwarra is for function over appearance. Tabards, mantles, and sturdy trousers are standard. Leather is used frequently, as large amounts are available from their herd animals. Some fibrous molds, and spider silk, are used for some clothing but cloth is in less supply below the surface than above.

Food and Drink

When it comes to food and drink, the preferences of the Dwarra are the same as those of their metal works: just give them plenty of raw materials, and let them work on it.

Dwarra prefer hearty fare. Their diet is rich in meats. They love roasted meats, and Dwarra cooks of different clans vie with each other to develop better combinations of seasonings and sauces.

Contrary to the beliefs of some, the Dwarra are not limited to importing red meat from the surface. Ages ago, the Dwarra brought cattle, pigs, and more into the Underdark. Some of these animals fared better than others in their new environment, and there are now some new species in the depths. In general, though, the animals did not thrive in the underdark; the new species tend to be thinner and stunted. Not all species made the transition well at all; chickens failed to survive.

As for beverages, the scarcity of clean water in the underdark makes the Dwarra appreciate it as a beverage. They consider it most suitable for special occasions, however, and tend to drink alcoholic beverages in common settings. Dwarra appreciate the full, robust flavors of human brewed beers and ales more than the delicate taste of wines. Dwarra-brewed beverages tend to be stronger in alcohol content and weaker in flavor than those brewed by the humans of the surface; this is attributed to the use of mushrooms and other fungi as a base material rather than grains.

The Dwarra of Urath

Entertainment

Funeral Traditions

The Dwarra of Urath

Goods & Tomb Robbery

Some Dwarra Proverbs and Sayings

“Their Hearth is as hot as their Forge” meaning: their marriage and home life is rock solid.

“The broom is as busy as the hammer” meaning: Working in the home is every bit as important as working elsewhere.

“The Hammer never grows dull” – a favorite aphorism among Dwarra warriors who prefer the Hammer as a weapon.

“A Hammer can shape an Axe, but an Axe cannot shape a Hammer” – another favorite aphorism among the Hammer-wielding soldiers.

“The Smith’s strength comes from the farmer’s wares” – popular among the Hww Dwarra, who often farm and dwell close to the surface.

“Always use the right tool for the job at hand; hammers are for making, axes are for killing” – a favorite saying among Dwarra who prefer axes for their weapons.

“A Hammer can’t fell a tree” – the usual rebuttal to the claims of the superiority of the hammer.

The Dwarra of Urath

Geography

The Dwarra in the Pirrion and Härtärslund

Khazaran-Hamar

The oldest Dwarra city known, Khazaran-Hamar is the center of the world for the Folk of Jirok and the Folk of Hurok.

Urlakhaz-Moritak

Another Dwarra colony of the Folk of Jirok, Urlakhaz-Moritak

The Red Caves

The newest colony of the Folk of Jirok, the Red Caves represent the first expansion of the Dwarra in the Pirrion in many generations.

The Northern Aturist Mountains

A series of colonies established here in the past were destroyed, slowly, by the inexorable tide of Tarrakyn warriors.

The Seaward Hills

Originally established as a colony from Thalazzar-Murazh, the Dwarra were cut off here by a violent upheaval during the Great Wars. The survivors re-built, and established this place as a powerful, though small, center of Dwarra culture.

The Dwarra of Urath

The Dwarra of Urath

Religion

The Great Dwarra Elders

The Great Dwarra Elders hold a special place in Dwarra religious practice. As direct creations of the Great Smith, they are in many ways divine relics as well as constructs.

The Great Dwarra Elders acted as leaders and teachers to the early generations of the People of the Forge. Each Folk were shaped by, followed, and ultimately learned from one of the five pairs of these beings. None of them, as far as is known, now remain with their respective peoples.

The Gods of Urath are the same Gods for all races. However, each race has ones it prefers, ones it tolerates, and ones it abhors.

The Dwarra are a very Lawful and Good race, generally, and so prefer Gods that reflect those traits.

In order of preference, the preferred Gods of the Dwarra (The Askarton) are:

Smitonz (a.k.a. Moradin)

Aure - Light

Tuirol (a.k.a. Clangeddin Silverbeard) – servant of Korvan

Lyn - the Lawgiver

Dammanor – Mines and Gemstones

Palius - Justice

Perintor - Trade

Other (secondary) Gods

Alfande - Elves

Finally, the opponents

Ragoblok - Darkness

Thrym – Frost Giants

Surter – Fire Giants

The Dwarra of Urath

The Dwarra of Urath

Magic

New Magic

New Spells

This section describes new spells unique to the world of Urath. Additional Urath-specific notes about existing spells are presented here, also.

The Dwarra of Urath

New Magic Items

New Magic Weapon Qualities

New Magic Armor Qualities

Rings

Rods

Staves

Wands

Wondrous Items

Clanseed Coal

These rare and powerful items are the basis of the Hearth and Forge of a Dwarra Clanhold. A proper Clanhold requires one of each, which requires two such coals. It is in part for this reason that new Clanholds are quite rare. Many such are feared to have fallen into the hands of the Tarrakyn as they overran the settlements in the Northern Aturist Mountains.

Requirements: Caster Level 15; Prime Bloodgift Feat; Craft Wondrous Item; Market Price: 30,000 gp

Minor Artifacts and Relics

The Clan-Forge

Major Artifacts and Relics

Coals of Khazarain-Farraga

The Dwarra of Urath

The Dwarra of Urath

MajorNPCs

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Locations of Interest

Mysterious or Forbidden Places

Khazrain-Farraga

The Dwarra of Urath

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