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INTRODUCTION

Fantasy Flight Games is proud to continue its exploration of the world of Eadar, home of the DAWNFORGE campaign setting. In this mythic age of empires at the height of their civilizations, of new lands and magic being discovered, and of warriors both courageous and brutal, there still lies much to discover.

Each race has its own tale in the world, a story whose ending has not yet been completed. They are like strong wood or pure ore, ready to be molded and directed. If there is one message to be lived in a DAWNFORGE campaign, it is that *you choose your own destiny*. Such choices do not merely affect your own life, however; the cultures and peoples of Eadar are waiting for heroes to lead them. Every action you take, every decision you make, will influence your people for good or for ill.

Inside, you will find the tools to do so. Each of the original races of DAWNFORGE, and a few new ones, receive attention within these pages. Each has at least one prestige class oriented specifically toward that race's goals and culture; each has a new selection of talents and transformations that let players determine if they will continue along the well-trod pathways of their kind, or blaze new trails for their ancestors to follow.

CULTURAL FEATS

The cultures of DAWNFORGE are living, evolving groups. They are defined by the skills and talents of their members, surviving or dying on the merits of their scions. Cultural feats represent the knowledge a character can gain from the culture in which he is raised or in which he becomes immersed.

Characters may acquire cultural feats in two ways: by starting region and by current region. Starting characters may select any cultural feat from their home regions. These regions are usually associated with a specific race or culture, but occasionally an "honorary member" of a race, whether by being an adopted child or by being raised as an accepted minority, can learn the feats as well. The DM has the final say on whether or not a character's background allowed him to have been raised with access to a region's cultural feats.

The second way a cultural feat can be learned is through immersion in a culture during gameplay. Any time a character gains a feat after 1st level, he may qualify for a cultural feat if he spends six months or more as an accepted member of a region's culture. A Stormfells cultural feat could be picked up by a lowlander ambassador to the dwarven kingdoms, for instance, or for that matter by a yuan-ti spy posing as a merchant. A griffin company scout spending time in the Icehammer Front, on the other hand, would not qualify for that region's feats.

CHAPTER ONE

DWARVES OF ARADATH



LEGEND

●	- City	Name/Settlement-
○	- Town	Landsgate
•	- Village	Physical Geography-
⚔	- Fort	<i>PARTHIAN SEA</i> (Italicized)
▲	- Subterranean City	

Hailing from the Three Kingdoms of Aradath in the Stormfell Mountains, the dwarves are renowned as fearless warriors, ingenious engineers, and artisans without peer. Their vast stone cities are carved into the stone of the mountain itself. These cities are bustling cosmopolitan centers of commerce, where craftsmen create tools, weapons, and works of fine art—many of which are imbued with magic—for sale and use throughout Ambria.

Below the cities, the dwarves mine ever deeper, forever searching for richer lodes of iron, gold, mithral, and adamantine. This search uncovers more than minerals, however, as the dwarves discover strange wonders and ancient creatures living in the dark. More dangerous than these are the fire giants whose kingdom lies below that of the dwarves. The fire giants' hatred for the dwarves burns no less brightly today than when the two races last went to war two centuries ago. As the dwarves' wealth and power grows, they remain ever vigilant against a new invasion from below.

CULTURAL FEATS

The great halls of the dwarves are the most ancient and majestic architectural feats in the world of Eadar. Likewise, the mountains that are their homes are the natural equivalent of those halls, representing the world in its most primal yet beautiful state. Ancient wisdom echoes through the history of the dwarves for those that would learn what the stone has to tell.

A character may qualify for Stormfells cultural feats if he resides in or near one of the communities illustrated on the adjacent map.

DREAM OF THE DAWN (CULTURAL)

You have seen a vision of the world at the moment of its creation.

Region: Stormfells.

Prerequisite: Good or evil alignment.

Benefit: You have glimpsed a vision of the great struggle between the darkness and light. You gain a +1 bonus to attack rolls against targets of the opposite alignment on the good/evil spectrum.

ELEMENTAL SCION (METAMAGIC, CULTURAL)

You have learned secrets beneath the mountains.

Region: Stormfells.

Prerequisites: Enlarge Spell or Widen Spell.

Benefit: This feat only affects spells that have the earth or fire descriptors. When you prepare or spontaneously cast such spells with the Enlarge Spell and Widen Spell feats, the increase in spell level is reduced by one.

KINGDOM'S HONOR (CULTURAL)

The presence of other dwarves of your kingdom sustains you in battle.

Region: Stormfells.

Prerequisite: Con 13, accepted as member of one of the three dwarven kingdoms.

Benefit: When you select this feat, you must choose one of the three dwarven kingdoms. Whenever you are in battle and within 30 ft. of at least one dwarf from the same kingdom as you, you may continue to fight even when a wound drops you below 0 hit points. You may fight to one point below 0 for each dwarf of the same kingdom within 30 ft., to a maximum of nine dwarves (–9 HP). This feat otherwise uses all of the same rules as the Diehard feat. Your allies must be within 30 ft. at the moment the initial wound is sustained; if you go unconscious and allies then enter the area, you remain unconscious. Similarly, you and your allies may move out of range after the wound was received, and you will remain conscious so long as you remain within sight of each other.

MARK OF MORDRIN (CULTURAL)

Mordrin has marked you as one of his own.

Region: Stormfells.

Prerequisite: Dwarf, must have been baptized at a temple to Mordrin.

Benefit: The mark of Mordrin appeared on your chest during your baptism in the river of lava. You gain disciple of Mordrin as a favored class. You also gain a +1 on intercession checks when requesting Mordrin's favor.

RAGE OF MORDRIN (CULTURAL)

You may channel Mordrin's righteous wrath.

Region: Stormfells.

Prerequisite: Dwarf, ability to turn or rebuke undead.

Benefit: As a free action, you may use a turn or rebuke undead attempt to charge a melee weapon with the righteous rage of Mordrin. For one round per point of your Charisma modifier, you may add your Charisma modifier to attack and damage rolls with that weapon if you are attacking a creature of the giant type.

RED BLADE (CULTURAL)

Region: Stormfells.

Prerequisites: Str 13, Cleave, Power Attack.

Benefit: When you gain an extra attack for dropping a creature (i.e., from the Cleave or Great Cleave feats) you gain a +1 bonus to attack and damage rolls for the remainder of the round. You gain this damage bonus each time you gain an extra attack, and the bonuses stack.

Special: Fighters may select this as one of their bonus feats.

MOUNTAIN CHARGE (CULTURAL)

You have trained in the uneven terrain of the mountains to use it to your advantage.

Region: Stormfells.

Benefit: You suffer hampered movement as normal when in difficult terrain; however, when in such terrain, you never provoke attacks of opportunity for moving through threatened areas. Further, you can charge and run even in difficult terrain.

Normal: You provoke attacks of opportunity as normal, and cannot charge or run, when in difficult terrain.

DWARF RACIAL TALENTS

Subterranean Empathy (Ex): The dwarves are tied to the earth and all the creatures that live within it. A dwarf that selects this racial talent gains the ability to calm, and even befriend, the things that slither and burn through the darkness.

This talent allows the dwarf to improve the attitude of an animal or magical beast that has an Intelligence score of 5 or lower and lives underground. In order to qualify, the creature must have “underground” listed as



its environment or must have “any” listed and must be found living underground by the dwarf. The dwarf may improve the attitude of such creatures using the same rules as a Diplomacy check (see PHB, Chapter 4: Skills). The dwarf rolls 1d20 and adds his level and Charisma modifier to determine the subterranean empathy check result. A typical subterranean creature has a starting attitude of unfriendly.

To use subterranean empathy, the dwarf and the creature must be able to study each other, which means that they must be within 30 ft. of one another and visible using their main senses. Generally, influencing a creature in this way takes one minute but, as with influencing people, it might take more or less time.

Elemental Empathy (Ex): There are stranger things living in the deep places than most mortals have ever seen. A dwarf that selects this racial talent gains the ability to commune with these creatures of earth and flame. This ability functions exactly like the subterranean empathy talent, except that it can also be used on creatures of the earth or fire subtypes, regardless of their creature type, that have Intelligence scores lower than 5 and live underground.

Prerequisite: Subterranean Empathy.

Underbeast Empathy (Ex): If a dwarf spends enough time beneath the earth, he comes to see even the most bizarre subterranean creatures as kindred spirits and fellow travelers though the darkness. This talent functions exactly like the subterranean empathy talent, except that it can be used on *any* creature, regardless of creature type or subtype, that has an Intelligence score of 5 or lower and lives underground.

Prerequisite: Elemental Empathy.

Master of the Underbeasts (Ex): Dwarves have learned to train and even domesticate the wild things that live in the earth. A dwarf that selects this racial talent receives a +5 bonus to Handle Animal checks when commanding or training animals that live underground. Additionally, the dwarf may make Handle Animal checks to command or train any creature that lives underground, regardless of its Intelligence or creature type, without the usual +5 penalty to DC.

Voice of Stone and Flame (Sp): By speaking soothing words and emphasizing their common love for the deep places, dwarves can befriend the underbeasts that are too intelligent to be broken like animals. A dwarf that selects this racial talent may cast *charm monster* as a spell-like ability once per day, but may only affect creatures with the earth or fire subtype that live underground. Caster level equal to character level. The save DC is Charisma-based.

Prerequisite: Master of the Underbeasts.

Special: This racial talent can be selected multiple times. Each time it is selected, the dwarf may use the ability one additional time per day.

Stone Brother (Ex): As fellow children of stone and flame, the dwarves are linked by their very natures to the subterranean creatures around them. Once they rec-