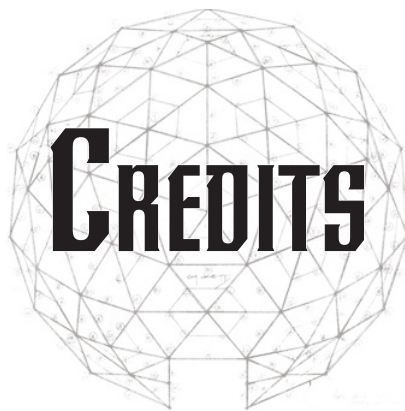


# —Iron— Gazetteer



**A 4<sup>TH</sup> EDITION SOURCEBOOK  
OF DWARVEN PARAGONS, POWERS AND PERILS**

**BY WOLFGANG BAUR, RICHARD GREEN, STEFEN STYRSKY  
AND OPEN DESIGN PATRONS**



## DESIGN

**Wolfgang Baur:** Dwarven Feats, Dwarven Lore and History, Mountain Druid, Mountain Spirit

**Scott Gable:** Stone Pact Warlock

**Richard Green:** Caverns and Hazards, Perils of the Mountains, Gear

**Stefen Styrsky:** Ghost Sorcerer, Ruined Tombs, Rune Mage, Spear Ranger, Tomb Warden, and Watcher of the Halls

## ADDITIONAL DESIGN

**Jesse Butler:** Gearforged Paragon Path

**Andre Araujo & Adam Daigle:** Crag Drake

**Scott Hall:** Dwarven Backgrounds, Lord of the Iron Fortress

**Ben McFarland:** Frostfang Yeti, Glacial Drake

**Ben McFarland and Brandon Hodge:** Fellforged

**Wolfgang Baur and Brett McLean:** Gearforged PC Race

**Tim Nickel:** Feldspar Xorn, Gold-Veined Creature

**John Steven Schutt:** Gilded Devil

**Dan Voyce:** Dogmoles

## PRODUCTION

**Neal Hebert:** Editing

**Stephen Wark:** Layout

**Malcolm McClinton:** Cover Art

**Lucas Haley, Arthur Rackham, Philippe Semeria, Hugo Solis, Piranesi:** Interior Art

**Jonathan Roberts:** Cartography

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Mike Alkema  
George Andrews  
Andre Araujo  
Joel Arellano  
Sara Ashbaugh  
Michael Baker  
Christopher Beattie  
Katie Berger  
Sasha Bilton  
Craig Bishell  
Pablo Blanco  
Steve Blodgett  
Jason Bostwick  
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Frank Branham  
Daniel Brumme  
Markus Bührig  
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Richard Green  
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Kristian Hartman  
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Gillian Wiseman  
Sid Wood



# A New Dwarven History



**T**he traditional dwarf passed down from Norse and German legends and brought into the modern era by J.R.R. Tolkien is a well-known and well-loved character: bearded, often a miner or mason, and exceedingly fond of ale. All of those qualities plus a sense of great fortitude and stout defense are elements of the dwarf presented in 4<sup>th</sup> Edition **DUNGEONS & DRAGONS**.

Of course, it's possible to do a lot more with dwarves. This book makes that attempt, pushing the dwarven role into spear-and-pike fighting, into stone pacts with elder creatures of the depths, and with dwarven druids as well as ancestral ghost sorcerers. Each of those grows out of existing lore, but expands on it and takes the dwarf deeper than he's dared to delve in the past. Which is as it should be: the most interesting dwarves are defined not just by existing legends, but by the new roles we choose to give them in the legends unfolding at our gaming tables every week (if we're lucky, at any rate). In this case, the premise was, "What if dwarves wandered south from the snowy peaks and settled in a new mountain range? What if they broke with tradition?"

You hold the result in your hands; a view of dwarves that is both familiar yet new nonetheless, giving more experienced players new choices for their dwarven PCs to explore in addition to options that cleave to the more familiar. If ancestors are so important to dwarves, why do we know so little of their burial practices? If dwarves are all smiths and miners, how do they eat? If dwarves are the favored children of the Northern Gods, how have they adapted to living among the gods of men and elves? And most of all, what traditions of the dwarves are kept, and which are discarded over the years, as their society meets — and conquers! — its rivals and competitors.

The DM who seeks to make his or her kingdom of dwarves unlike those already familiar will find inspiration and tools here: dwarven culture is not a monoculture, and there's no reason that every dwarfhold must match the pattern laid down so excellently by the sagas and by the **Lord of the Rings**. Both in terms of mechanics and setting, dwarves can offer us a variety of different styles, from the mad-eyed berserker to the wily trader—and a few more besides.

So then, dear reader, meet the New Dwarves of the Ironcrag, a crew that is sure to surprise you.

**Wolfgang Baur**

October 6, 2009





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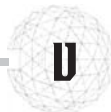
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# THE IRONCRAG CANTONS

