

DUNGEONS & DRAGONS®

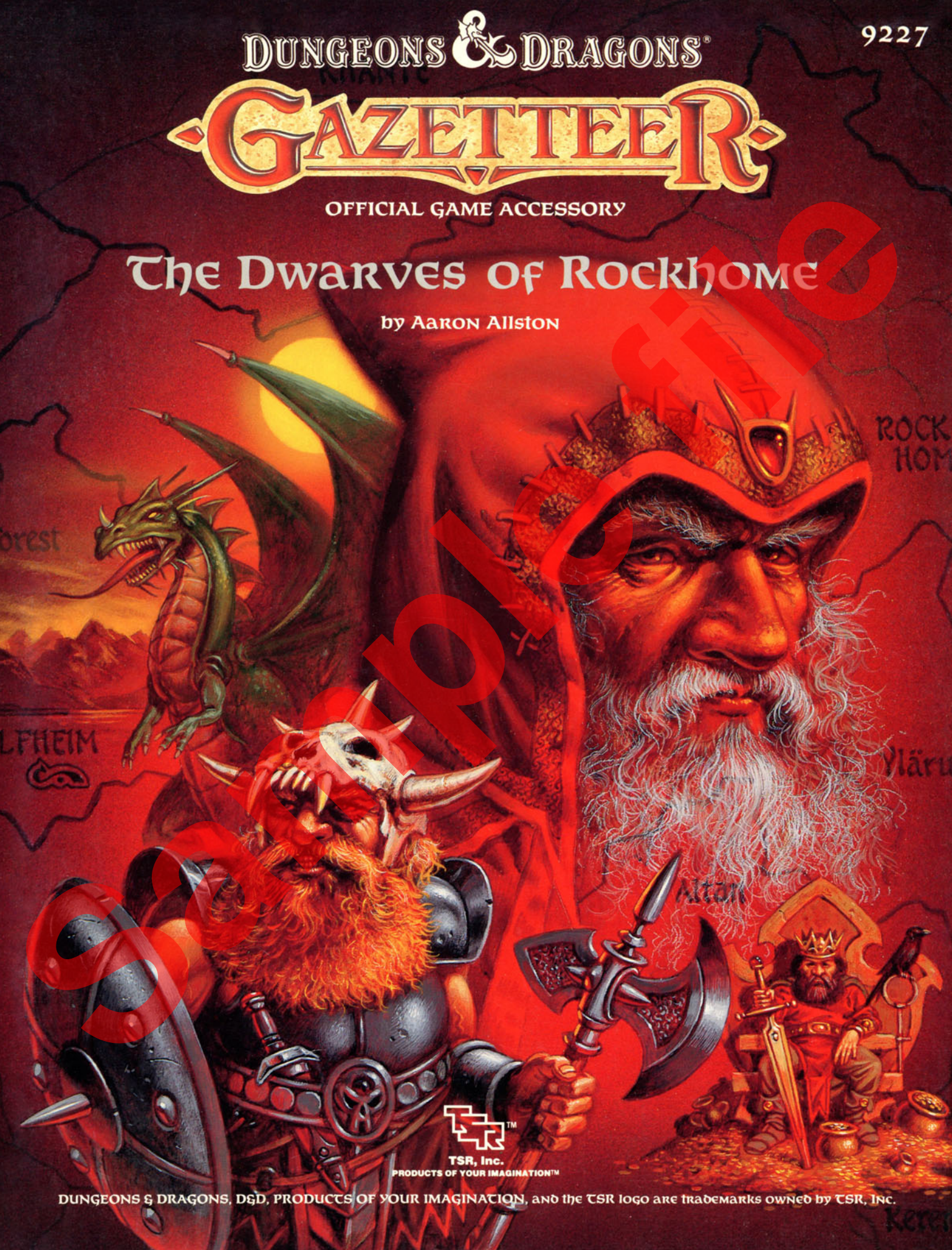
9227

GAZETTEER

OFFICIAL GAME ACCESSORY

The Dwarves of Rockhome

by Aaron Allston



TSR, Inc.

PRODUCTS OF YOUR IMAGINATION™

DUNGEONS & DRAGONS, D&D, PRODUCTS OF YOUR IMAGINATION, and the TSR logo are trademarks owned by TSR, Inc.

DUNGEONS & DRAGONS®

GAZETTEER

OFFICIAL GAME ACCESSORY

The Dwarves of Rockhome

by Aaron Allston

Dwarves have a reputation that is both good and bad. On the good side, they are known as loyal, hard-working, dependable, and fierce defenders of their homes. On the other side, they are considered . . . well, a little dull.

No longer. The Dwarves of Rockhome, the latest Gazetteer for the DUNGEONS & DRAGONS® games system, gives you a complete, in-depth look at a vibrant, living, anything-but-dull society. Included is information on the history, government, economy, and geography of Rockhome, as well as entries on the major cities and towns, and biographies on dozens of important figures. For the first time, learn the truth about dwarven magic-users, clerics, and religions! And like the other Gazetteers, the Dwarves of Rockhome not only includes complete adventures, but background information for home-hewn plots.

And of course, there are the high-quality, detailed four-color maps you've come to expect. The Dwarves of Rockhome is the sixth in this popular series, providing a rich tapestry of background material for player and DM alike.

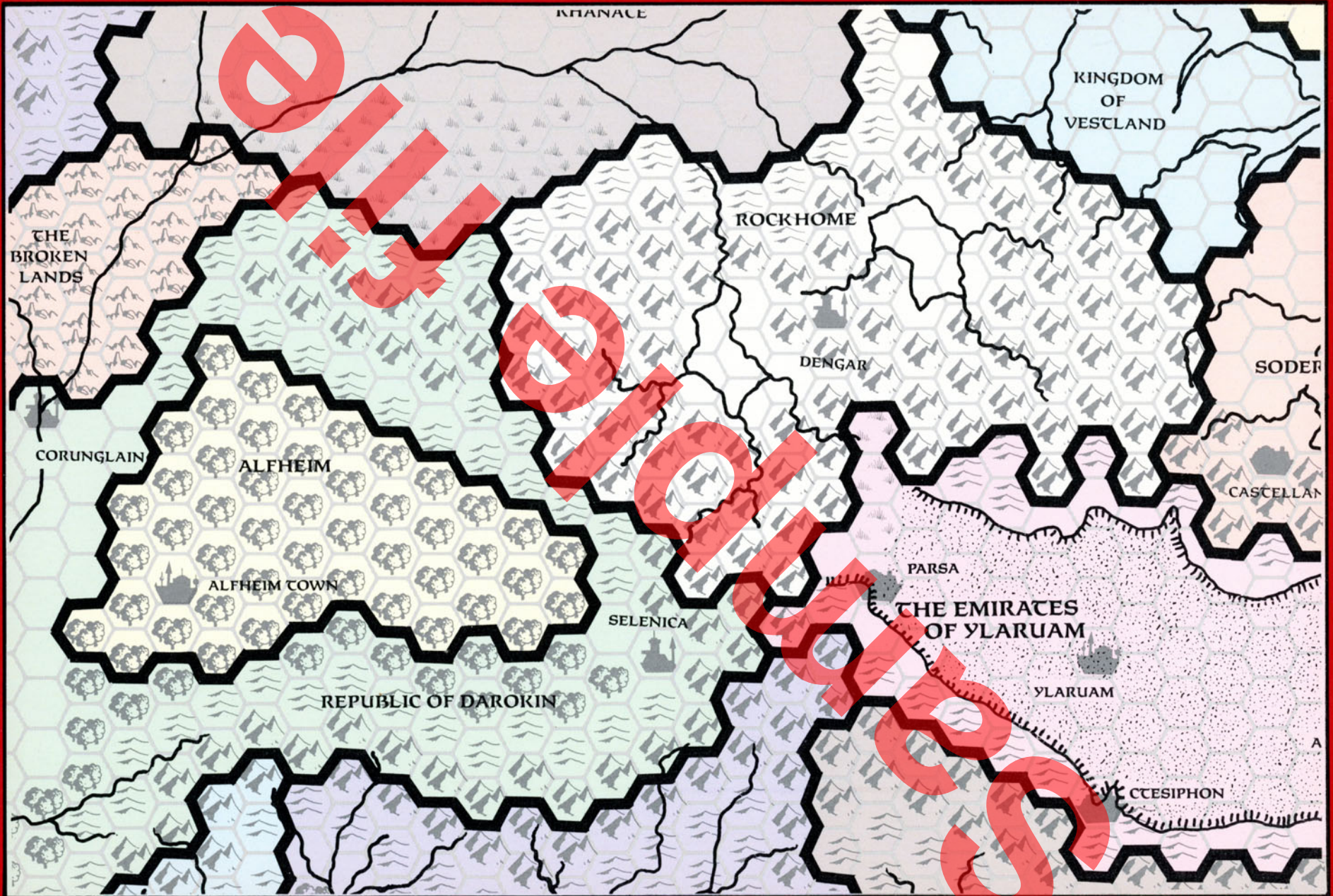
©1988 TSR, Inc. All Rights Reserved. Printed in U.S.A.

TSR INC.
POB 756
Lake Geneva,
WI 53147 USA

TSR UK LTD.
The Mill, Rathmore Road
Cambridge CB14AD
United Kingdom

ISBN 0-88038-561-8





Rockhome from the Outside

The following descriptions can be seen by players in the campaign; they describe the opinions that representatives of different nations have about Rockhome and the dwarves.

A Thyatian trader, speaking to his apprentice before entering the Sardal Pass:

"Tidy yourself up, youngling. We're about to enter dwarf country and you should be at your best. And I need to tell you a few things to remember about the dwarves we'll be meeting.

"First: Don't be boisterous or boyish or loud. The dwarves can be a merry lot, but they have to accept you first. And that takes years. I've gradually become a friend to members of one of their clans, the traders of the Syrklists, and so I've been accepted; by association, you'll be treated with less suspicion than you'd get otherwise. But they still don't like total strangers being too friendly, too fast—acting like traders in the marketplace, you know.

"Second: When you're shown dwarven craft goods, speak your mind. Don't be complimentary if the work doesn't deserve it. That works in human countries, but not here. The dwarves respect quality and minds that can recognize and evaluate it. If you compliment shoddy goods, they'll think you're an idiot. If you speak your mind, criticize fairly, compliment when appropriate, you'll earn their respect.

"Third: Should you happen to see other humans performing magic in the dwarf-cities, *don't* compliment it. The dwarves aren't comfortable around magicians, even when they've hired the magicians themselves.

"Fourth: Don't be alarmed if the dwarves in your presence suddenly close their faces up and seem to become emotionless and strange. They may have seen a stranger enter their midst, or a member of a clan they do not like, and so they have withdrawn into shells like tortoises do. Once the 'threat' is gone, they will return to normal.

"Fifth, and last: They like for visitors to learn their language and their customs. They consider it a sign of respect on the part of the visitors, and makes it easier to deal with them.

"Remember all this, and you will not go too far astray when visiting the dwarves."

A Glantrian sorcerer, writing to a relative in Karamaikos:

"My dear, thank you for your latest letter on your experiences and observations in that benighted and barbarian land.

"I am not surprised that the dwarves of Karamaikos despise the sorcerers of the Principalities; they merely take after their Rockhome cousins.

"It's all baffling to me, though. It's true that, during the Years of Infamy, quite a few dwarves were chased out of Glantri and back to their own land. And it's also true that not a few dwarven criminals received the benefits of Glantrian scientific research. The little fellows seem to have an innate resistance to sorcery—particularly the older and more experienced ones—and it's vital that we find out why, to further the causes of science and sorcery.

"But still, none of this is sufficient cause for the entire nation all but to declare war on Glantri. Outside our borders, Rockhome dwarves (and even some humans) provoke fights with Glantrian mages, or even ambush and assassinate us through their fear and hatred. I don't know why; we really couldn't care less about them, except for their scientific value...and now, because of their random and inexplicable attacks.

"So, keep your eyes open, dear, that you don't fall prey to one of these strange acts of violence. And if you ever do find out why these diminutive lunatics so hate the Glantrians, please pass the word back to me. I *am* curious."

An Alfheim Elvish adventurer, speaking to friends in a tavern in Selenica:

"Dwarves? Yes, we have our problems with them. They're a wild bunch over in Rockhome, all working away day and night and still having enough time to bring grief to us.

"On the one hand, they just ignore Alfheim on an official level. Alfheim doesn't exist. If, by some calamity, they absolutely have to communicate with the Elf-King, they send word through the Darokin ambassador, won't even deign to have dwarves deliver the messages.

"Then, on the other hand, they keep sniping at us—on an unofficial basis. For instance, when they can, they undercut our trade with the human realms—other than Darokin. Of course, when we can, we do the same to *them*.

"And then there are the raids. They have some sort of secret pass through the mountains in the southwest part of their realm. We've never found it. Every so often, a mad bunch of dwarves comes across, crosses into Alfheim.

"Usually, we just chase them out again. Sometimes, though, they get lucky, and enter the Canolbarth forest undetected, and cause a lot of mischief before we chase them out again.

"Once, when I was growing up in the village of Greenleaf, we were all surprised to see a full-grown dwarf warrior walk into the village, bold as brass, a bucket in his hand. He walked right up to the village leader and heaved the bucket's contents into his face. It was nothing more than crushed grapes, but it was quite an affront.

"Then he turned and ran, and those dwarves *can* run, in spite of their stumpy little legs.

"We gave chase, all of us howling mad. But they had snares all over the forest; they'd haul us up into the air and dump other things down on us, more grapes, sticky honey—and ants, mud, whatever.

"And while the village sat there, nearly emptied, the second half of the dwarf team calmly walked in and disassembled half the village dwellings, then wandered out again. And got away without a single scratch or bruise.

"This goes on all the time. Sometimes they win, sometimes we win. And, you know, I think that if the Elf-King got his way and managed to stop that traffic, I'd probably miss it. The dwarves are surly, cunning, persistent, and thoroughly disagreeable, but they do make life interesting..."

An Ylari warrior, training his son and heir:

"Look you, my child, to those mountains to the north. We call them the Dwarven Peaks or the mountains of Rockhome, and it is there the dwarves live in their cities built of stone.

"Learn of the dwarves, child, for in many ways they are like the men of the Emirates, more like the city-dweller than the nomad.

"They fight with excellence and courage. We are so closely matched that, in war with the dwarves, it is the terrain that would dictate the winner. On the shifting sands, the Ylari would have the day; in the high hills and mountains, or dark places under the earth, the Dwarves would gain victory.

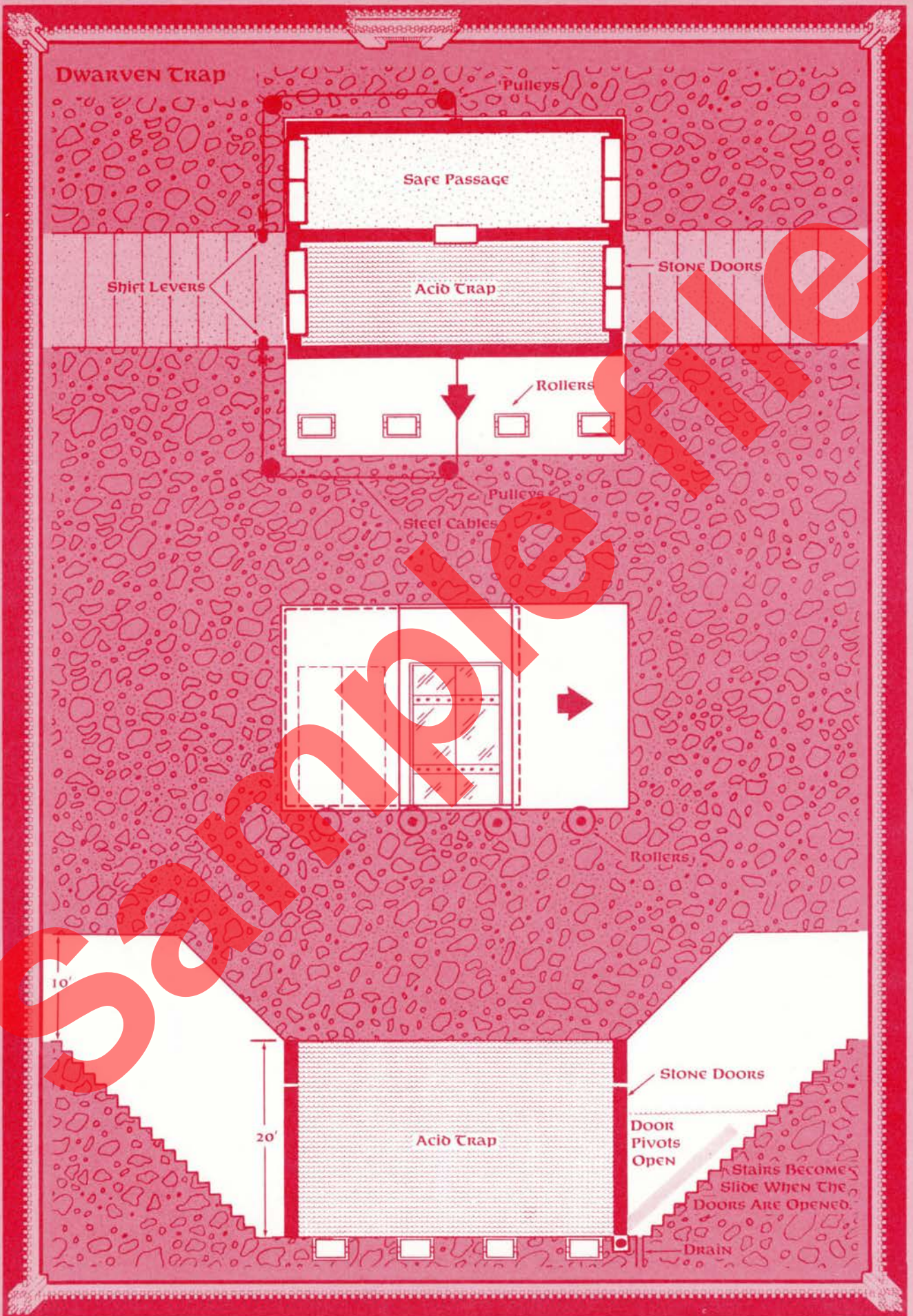
"Their customs are different from ours, but they have customs, and not wild and random behavior like so many of the southern men. And they are polite to strangers, even if it is hard to learn their hearts.

"They are not led by Al-Kalim and the Eternal Truth, and do not have the vision of the Desert Garden, but I think they have a similar quest. They work tirelessly to make their land into the type of garden they love best.

"They are properly cautious of the wielders of magic, as are we, and only allow a few, as hirelings, into their nation. As do we, they have their own clerics who maintain the pursuits of their faith.

"And by their own campaigns they keep down the number of the lesser races which infest the mountains: orcs, goblins, kobolds, and the rest of that revolting litany of inferior tribes.

"So they are our allies—not necessarily close, but allies. Be respectful around them; do not harm them unless they attempt first to harm you. This is how we deal with the dwarves, and so long as this is done we have nothing to fear from our northern frontiers."



GAZETTEER

An Official DUNGEONS & DRAGONS® Game Supplement

THE DWARVES OF ROCKHOME

by Aaron Allston

Table of Contents

PLAYERS' SECTION

Welcome to Rockhome	2
Character Creation	3
Dwarven Society and Politics	18
Special Dwarven Tasks	31

GAZETTEER SECTION

History of Rockhome	42
The Nation of Rockhome	46
Dengar	48
Other Sites of Interest	55
Characters	59
Monsters	71

ADVENTURE SECTION

The Rockhome Campaign	74
Adventure: Race for the City	80
Adventure: The Lost Caverns	83
Adventure: Clan War	86
Adventure Ideas	91

CREDITS

Design: Aaron Allston
Editing: Karen S. Boomgarden
Product Manager: Bruce Heard
Cover Artist: Clyde Caldwell
Interior Artist: Stephen Fabian
Cartography: David C. Sutherland III,
Dave Laforce, Dennis
Kauth

WORLD OF GREYHAWK, ADVANCED DUNGEONS & DRAGONS, DUNGEONS & DRAGONS, AD&D, and D&D are registered trademarks owned by TSR, Inc.

FORGOTTEN REALMS, BATTLESYSTEM, PRODUCTS OF YOUR IMAGINATION and the TSR logo are trademarks owned by TSR, Inc.

Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR UK Ltd.

This module is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the written material or artwork herein is prohibited without the express written permission of TSR, Inc.

©1988 TSR, Inc. All Rights Reserved.



PRODUCTS OF YOUR IMAGINATION™

TSR UK Ltd.
The Mill, Rathmore Road
Cambridge CB14AD
United Kingdom

9227
ISBN 0-88038-561-8

TSR Inc.
POB 756
Lake Geneva,
WI 53147 USA

Welcome to Rockhome

The Dwarves of Rockhome is a sourcebook. Some of it is written for players, the rest for the eyes of Dungeon Masters only. It describes, in great detail, the dwarven nation of Rockhome, its great cities and other important sites, and its people: the dwarves.

Dwarves have been mentioned throughout the D&D® game system's series of rulebooks and modules, but always on a bit by bit and piece by piece basis. In one place, we explained how to roll up a dwarf character; in another, we told how to build strongholds; elsewhere, we presented little facts and rules about dwarven non-player characters and dwarven life.

In *The Dwarves of Rockhome*, we put it all together. You learn the history of the dwarves; you're introduced to a new character class, the dwarf-cleric, a rare specialist responsible for the philosophical well-being of the dwarves; you learn why dwarves are the way they are (gold-mad, work-mad, fonder of stalactite roofs than open skies, suspicious and surly one moment, open and merry the next).

You'll see the homes of the dwarves, both their open cities and their subterranean capitals; you'll pierce the veils of secrecy which shield their politics and master craftsmanship from prying eyes.

You'll also learn how to use the dwarves and their cities in your campaign: as friends and places to visit, as the sites of important adventures, and even as the setting of an all-dwarf campaign, if you wish.

Who Should Read This Gazetteer?

Everyone, players and DM alike, should read all the chapters of the Players' Section. Only the DM should read the Gazetteer Section and the Adventure Section.

Arrangement of the Gazetteer

The Dwarves of Rockhome is arranged in this fashion:

The Players' Section is written for everyone who will be playing in a dwarven campaign; anyone can read it.

The first chapter is "Welcome to Rockhome," which you're reading now.

The second chapter, "Character Creation," shows how to create dwarven characters from Rockhome, how to create an optional character class, the dwarf-cleric, and how to use the optional rules for general skills.

"Dwarven Society and Politics" discusses just what it is to be a dwarf. Here are the explanations on the extensive clan structure of the dwarves of Rockhome, their politics, the dwarven army, and more.

"Special Dwarven Tasks" is a chapter devoted to things the dwarves, and dwarves alone, do—such as the attainment of a fantastic level of engineering, the creation of dwarven magical items, and the development of dwarven science.

The Gazetteer Section is the Dungeon Master's guide- and travel-book to Rockhome; players should not read it.

"History of Rockhome" describes the history of the area and its inhabitants, as known to the DM and the Immortals; it also discusses what the dwarves and other historians think they know, where they're wrong and where they're right.

"The Nation of Rockhome" is a basic description of the dwarven homeland, its geography, and its geological makeup.

"Dengar" describes the capital city of Rockhome—both the surface-level Upper Dengar and the subterranean Lower Dengar.

"Other Sites of Interest" describes the other notable sites within the bound-

aries of Rockhome: its other cities, towns, forts, and settlements.

"Characters" expands on information presented in earlier chapters by providing character sheets for the most important and interesting characters in Rockhome.

"Monsters," in turn, describes new creatures native to Rockhome, and lists which monsters given in previous D&D game rulebooks can be found within this nation's borders.

The Adventure Section talks about the whole dwarven campaign—how to arrange it, play it, sustain it.

"The Rockhome Campaign" talks about using the Rockhome setting—as a place for existing player-characters to visit and as a setting for an all-dwarf campaign.

After that chapter follow three full-length adventures written specifically for dwarven characters—though, with information provided in the text, you can adapt them for existing heroes who are visiting Rockhome.

At the end of the book you'll find numerous adventure ideas both for dwarf-characters and for visitors to the nation of Rockhome.

And in the inside covers, you'll find handouts which you may give to your players: descriptions of Rockhome from the viewpoint of foreigners.

Final Notes

This sourcebook, and in fact this whole series, has been written for you to use in your campaign and to your own ends. This means you can, and should, change whatever you don't like before fitting it into your campaign. Do you want your dwarves to be friendly and outgoing to strangers? Do you not want to deal with dwarf-clerics? Change whatever you want, and have fun.

Character Creation

In this section, we'll show players and the DM how to create dwarven characters from Rockhome.

Rockhome

Rockhome is the name of the ancestral nation of dwarves. In the D&D® game's Known World, Rockhome lies in the northeastern part of the continent, bordered to the north by the Ethengar Khanate and Vestland, to the east by the Soderford Jarldoms, to the southeast by Ylaruam, to the west and southwest by Darokin. It's a landlocked mountain region, beautiful with its ice-capped mountaintops, green valleys and large clear lakes.

Though the human eye first notices the land's natural beauties, it is the nation's mineral resources which endear it to the dwarven inhabitants. The mountains are riddled with caves and extensive cavern networks, the preferred homes of the dwarves, and are rich in various metal ores.

Additionally, the rough and rocky

nature of the land—there are only three major roads which enter Rockhome, all along easily-defended mountain passes—makes Rockhome easy to defend. Standing garrisons, and in some places the terrible winters, keep the nation safe from invasion.

Dwarves

Rockhome is widely known as the Kingdom of the Dwarves. Though the hardy dwarven race is not confined to Rockhome, and can make a home just about everywhere (excepting the politically dangerous Principalities of Glantri), this nation is the dwarven homeland, celebrated in legend as the birthplace and cradle of the dwarven race.

Dwarves, of course, are tough, short humanoids. As a race, they are expert miners and engineers, smiths of precious metals and jewelwrights, as well as fierce fighters. Humans regard them as particularly greedy when it comes to the acquisition of gold and jewels. Dwarves tend to be suspicious and sullen around

strangers, giving them a reputation for rude behavior and standoffishness.

A little later in this section, we'll show you how to create dwarf characters—and what these character traits, real and imagined, actually mean to the dwarf character.

History

As the dwarf of Rockhome knows it, here is a brief history of the land and its inhabitants.

In the dim ages of the world's past, the land that was to become Rockhome lay under thick ice. It was not devoid of life, for monsters and creatures suited to icy existence lived and bred beneath the frosty crust, but it was inhospitable to human and demihuman inhabitants.

The Immortal known as Kagyar—celebrated in different parts of the world as Kagyar the Artisan and Flasheyes Kagyar—saw this dim landscape as nothing but an unpainted canvas. He whipped the curtain of ice from it and began to alter it to his liking.



Character Creation

To begin, he created a creature which would be master of this land and celebrant of Kagyar's philosophies. From a boulder, with his magics and consummate artistry, he fashioned a powerful mortal being, short of stature, strong of thew, clever of mind, long of patience. He called this being "Rockborn"—in the dwarven language, Denwarf. Denwarf was the first of the dwarves and their first king as well.

Kagyar created many more of Denwarf's folk, separating them into males and females in the fashion of nature's creatures. He infected them with a desire akin to his own, a desire to craft beauty from all things which come from the land. He gave them a language which was uniquely their own. He taught them about both hunting and agriculture, as he had seen them practiced by humans and demihumans elsewhere on the continent. He gave them abilities which would allow them to thrive both above and below the ground—and to enjoy and revere the subterranean world as no other intelligent mortal race could. Then he withdrew from the land of these folk to see what they would do.

In the ages which followed, the dwarves increased in population and explored their mountains, learning to mine out precious materials, to craft them into wondrous things. In these times, they believed that their mountains were the center of their world and that there were no other worthy intelligent races to be found: they encountered only the warlike and primitive goblins, orcs, gnolls, and hill giants which were also to be found in these lands. The dwarves, always pursuing the glorious cause of creating art from whatever materials were put in their way, had no time or affection for races which merely wanted lands on which to hunt. In terrible battles and wars, they drove the other races from the mountains and made eternal enemies of these tribes.

Denwarf never did grow old. Decade after decade he served the dwarves as king. He was known for his stony impassiveness, his merciless fighting ability,

his chilling impartiality in judgment of crimes. Larger than the other dwarves, more hardy, just but unsympathetic, he was revered but was never precisely loved. In the 400th year of his reign, he discovered a massive cavern complex in the foothills east of Lake Stahl, and commanded that the clans he directly governed move to this lovely subterranean land. He named the place "Dengar," which translates as Rockhome in other tongues. Then he set about exploring the deeper and darker passages of the caverns, and was never again seen by dwarven eyes.

Eventually the dwarves, in their explorations of the lands surrounding Rockhome, encountered the higher forms of life known to the world—higher, in their eyes, because they had crafts and made things of beauty.

The humans elicited both their admiration and their scorn: admiration, because they were capable of leaps of fancy and imagination beyond even those of the dwarves, and could craft many wonderful things, especially from materials (such as glass and cloth and leather and wood) which the dwarves had never truly mastered; scorn, because so few of them really were creators, or heroes, or visionaries, most being like the orcs and goblins, content with a stretch of woods to hunt or a plot of ground to farm. So relations between dwarves and humans varied greatly from clan to clan and dwarf to human.

The elves mainly elicited scorn—and a grudging envy. These tall and light-hearted folk could craft gold and silver and jewels as well as dwarves, and in fashions and designs far different from those of the dwarves. But they were such a shallow race, imagining that they saw as much beauty in a song as a crown, or in an abstractly-carved piece of wood as an inlaid axe-head. They were impossible people: too friendly too fast, no sense of restraint, no idea of the slow and comfortable pace which the dwarves needed to *learn* the character of another before showing him inner faces and inner thoughts. The elves were too free, too embarrassing, too flighty—a

pity all that craftsman brilliance had to be locked up in a silly and vapid mind.

In the gnomes, the dwarves found kinship—if the gnomes did not bear the mark of Kagyar's creation, they at least had similar drives and characteristics. Dwarves and gnomes found friendship, mutual interests and similar habits.

The halflings, too, were comfortably similar—but sadly, like the humans, not all had the craftsman's drive and the explorer's itch.

So Rockhome—regarded from outside and from within now as a nation, a dwarven nation—gradually began trading out its surplus craft goods and even raw ores for the goods created by neighboring tribes and states. For its exports, Rockhome received foods, drinks, leather and wooden goods, work animals, and more. Information, too, flowed from all directions. The dwarves had become quite expert in the techniques of mining and engineering; as this expertise was sought by the human lands, so they learned from the humans more sophisticated means of growing food, recording facts, waging war, and many other things.

By the time the first emperor of Thyatis was crowned, the king of Rockhome, too, was widely known in surrounding lands. Rockhome was known as a small but strong and well-defended land; fine profits could be had from working with the dwarves there. The great city of Dengar, built in the caverns found by Denwarf, thrived, and a new city—called Upper Dengar—was built in the lands above the caverns, as the trade city from and to which all these goods moved.

In the centuries that followed, the kings of Rockhome began a determined and aggressive program of sending dwarves out into the surrounding lands: to learn and send their learnings back, to colonize, to establish relations with human lands, even to establish communities within human communities.

This was successful in some areas, unsuccessful—even disastrously so—in others.

Dwarven clans made inroads and