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Excerpts



## Races of Stone

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Any race that spends its time living in the earth or atop its mountains is potentially a race of stone. This book focuses on three races of great interest to players and DMs: the dwarves and their vast underground communities, the burrow-dwelling gnomes, and the goliaths, nomadic mountain-dwellers. Along with detailed discussions of their cultures, equipment, magic, and feats, discover new gnome and dwarf subraces such as the dream dwarf and whisper gnome, plus other races of stone. Be ye warned, however: Not everyone is friendly -- this book also details the stone drake and other classic enemies, and inspirations for creating entire campaigns of stone.



- [Dwarf and Gnome Deities](#) (from Chapter 1: Dwarves, and Chapter 2: Gnomes)
- [Goliaths: An Overview](#) (from Chapter 3: Goliaths)
- [Whisper Gnome](#) (from Chapter 4: Other Races of Stone)
- [Deepwarden](#) (from Chapter 5: Prestige Classes)
- [New Feats](#) (from Chapter 6: Character Options)
- [Dwarvencraft Items and Magic Forges](#) (from Chapter 7: Equipment and Magic)
- [Thrum Worm](#) (new monster from Chapter 8: Campaigns of Stone)

### From Chapter 7: Equipment and Magic

## Dwarvencraft Items

While masterwork weapons are available from any skilled craftsman, the dwarves have perfected their skills to an almost magical degree. They possess secrets of smithing and weapon engineering that outstrip cultures that are less challenged by both their natural environment and competition for its limited resources. While many dwarf weaponsmiths and armorers are capable of crafting masterwork items, as normal, dwarf smiths have created another category of quality that goes beyond masterwork. Appropriately, such items are generally referred to as dwarvencraft items.

Dwarvencraft items are always of masterwork quality. Only items crafted primarily of metal or stone are available in dwarvencraft quality. An item must be declared a dwarvencraft item at the time of its creation; items cannot be upgraded to dwarvencraft quality once finished. Dwarvencraft items are crafted using the rules for masterwork crafting on page 71 of the *Player's Handbook*. The dwarvencraft component of an item has a Craft DC of 22. Prices for dwarvencraft items include the cost for masterwork quality.

A dwarvencraft item is stronger and harder than a comparable masterwork item. A dwarvencraft item's hardness increases by 2, and it gains an additional 10 hit points. In addition, it gains a +2 bonus on all saving throws. All of these effects stack with the similar bonuses for magic items if the dwarvencraft item is made magical.

A dwarvencraft weapon costs 600 gp more than a standard weapon of its type. Dwarvencraft armor and shields cost 300 gp more than standard armor and shields.

### Magic Forges

From the mighty Moradin down to the local toolmaker, a dwarf smith's quality is tied to her forge. Without a forge, no smith can create even the simplest of tools. With the right forge, a skilled smith can create masterpieces of art and design, objects that will live through the centuries long after the smith herself has died. Given the dwarven drive for excellence, it is little wonder that the dwarves have perfected magic forges to help them in their crafts and allow them to create works that will live on beyond their deaths.

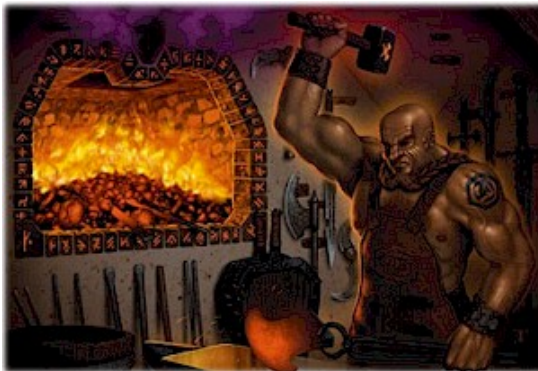
All forges are built in a specific location and cannot normally be moved from that location. (A major expedition with teams of mules might be able to haul a forge to a new locale, but this would be an extraordinary event.) As immobile magic items, the sample magic forges presented here are priced at about 1/4 the cost of a comparable portable magic item.

The *Player's Handbook* states that a character using the Craft skill can voluntarily increase the DC by 10 to craft an item more quickly. In fact, a character can increase the DC by any multiple of 10 (10, 20, 30, and so

on), using the same rules. When using magic items that grant large competence bonuses to skill checks, such as many of these forges, increasing the DC by a large amount can dramatically speed the creation time for an expensive item (such as adamantine mountain plate armor).

**Forge of the Armorsmith:** This magic forge grants a dwarf who uses it a +20 competence bonus on Craft (armorsmithing) checks made using the forge. In conjunction with voluntarily increasing the DC by 20, a smith working at this forge can craft expensive armor in a dramatically reduced time.

Strong conjuration; CL 18th; Craft Wondrous Item, *fabricate*, creator must be a dwarf with 20 ranks in Craft (armorsmithing); Price 10,000 gp.



**Forge of Sustenance:** A dwarf using this forge for any purpose need not eat, sleep, or even breathe while he continues to work at the forge, and he can work indefinitely without tiring. When using the forge to craft an item, the user multiplies his check result by the item's DC and then by 3 to determine his progress on a weekly (in sp) or daily (in cp) basis.

Strong conjuration; CL 15th; Craft Wondrous Item, *create food and water*, *regenerate*, creator must be a dwarf; Price 8,000 gp.

**Forge of Thautam:** A dwarf using this forge can create magic weapons and armor as if he had the Craft Magic Arms and Armor feat.

Strong conjuration; CL 12th; Craft Wondrous Item, *permanency*, creator must be a dwarf; Price 15,000 gp.

**Forge of the Weaponsmith:** This magic forge grants a dwarf who uses it a +20 competence bonus on Craft (weaponsmithing) checks made using the forge. In conjunction with voluntarily increasing the DC by 20, a smith working at this forge can craft expensive weapons in a dramatically reduced time.

Strong conjuration; CL 18th; Craft Wondrous Item, *fabricate*, creator must be a dwarf with 20 ranks in Craft (weaponsmithing); Price 10,000 gp.

**Furnace of Flames:** This magical forge provides spell prerequisites for a dwarf who uses it to craft magic items. The forge allows its user to create magic items as if he were able to cast any spell with the fire descriptor, using his character level as the caster level. The forge does not replace any other prerequisites or costs, including item creation feats, minimum caster level, and gold and XP costs.

Strong evocation; CL 12th; Craft Wondrous Item, *fireball*, *flame blade*, or *flame strike*, creator must be a dwarf; Price 20,000 gp.

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