

# П4К



# DWARVES OF RENIDAR

A cultural guide for players  
BY STUART WATKINSON



Written by Stuart Watkinson  
Layout By Stuart Watkinson  
Sensitivity Reading By Laura Briskin-Limehouse & Sebastian Yūe

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# A GUIDE TO THE RENIDAR MOUNTAIN RANGES



# DWARVES OF RENIDAR

*The Renidar Mountain Ranges in the north were the original home of the dwarves. Dwarven culture is strong, having survived for centuries without outside influence. These people of the ground are guided by tradition and belief in their Gods:*

*Yird the Earth, Uisge the Water, and Adhar the Air.*

## **The Mountain City**

The Renidar Mountain Ranges host a score of underground towns and settlements. But none are as magnificent as Storslet, the capital city. A huge city carved into hard rock of the mountain. Each door, wall, and alcove a testament to the skilled craftspeople that live there. This is where the Unkir rules from and many of the major families live. Every Renidari dwarf will visit this city in their lifetime.

## **The People**

The dwarves of Renidar have not adopted gender-specific roles into their lives; blacksmiths are not exclusively men, nor are all

women caregivers. Regardless of their body type and biological makeup, all dwarves are free to express themselves as they like. While some dwarves choose to present in masculine or feminine ways, it's also common for Renidari to present as a combination of the two, or neither. The pronouns she, he, and they are all widely-used and are chosen by the individual. The Renidari understand that people are complex and that identities are a fluid ever-changing mixture, and they expect community members to change their pronouns a few times over the course of their lives as they learn more about themselves. Uiskai, a Renidari word that loosely translates to 'parent,' help to rear young dwarves and teach them the ways of the world. A dwarf will have many uiskai in their lifetime.

# SOCIETAL STRUCTURE

**The Unkir rules.** The leader of Renidar elected by the people.

**The Ulkir assists.** This is the Unkir's chosen partner in leadership. Sometimes by marriage, sometimes by blood, sometimes by friendship.

**The Council of Families decides.** The heads of the families discuss and vote on actions taken for the people.



# YIRD

## God of Earth

War, Industry  
(Death, War)

*Yird is the mountain and the soil. The protector and the guide in battle. Those who worship Yird are warriors, crafts people, and headstrong. When they pray to Yird they pray for strength, stability, and courage.*

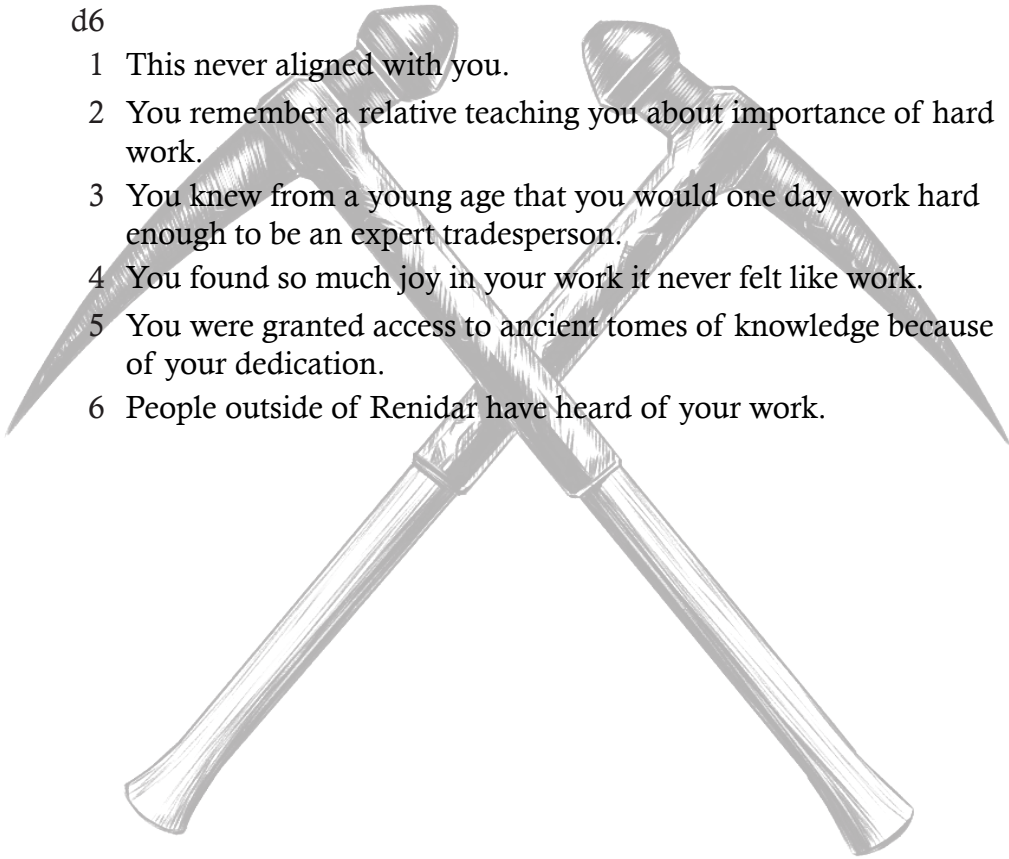
### Industry

*Work hard and grow strong*

It is through industrious activity that the dwarves have thrived. Be it mining, smelting, smithing, trading or art. They work hard in all aspects of their life.

d6

- 1 This never aligned with you.
- 2 You remember a relative teaching you about importance of hard work.
- 3 You knew from a young age that you would one day work hard enough to be an expert tradesperson.
- 4 You found so much joy in your work it never felt like work.
- 5 You were granted access to ancient tomes of knowledge because of your dedication.
- 6 People outside of Renidar have heard of your work.



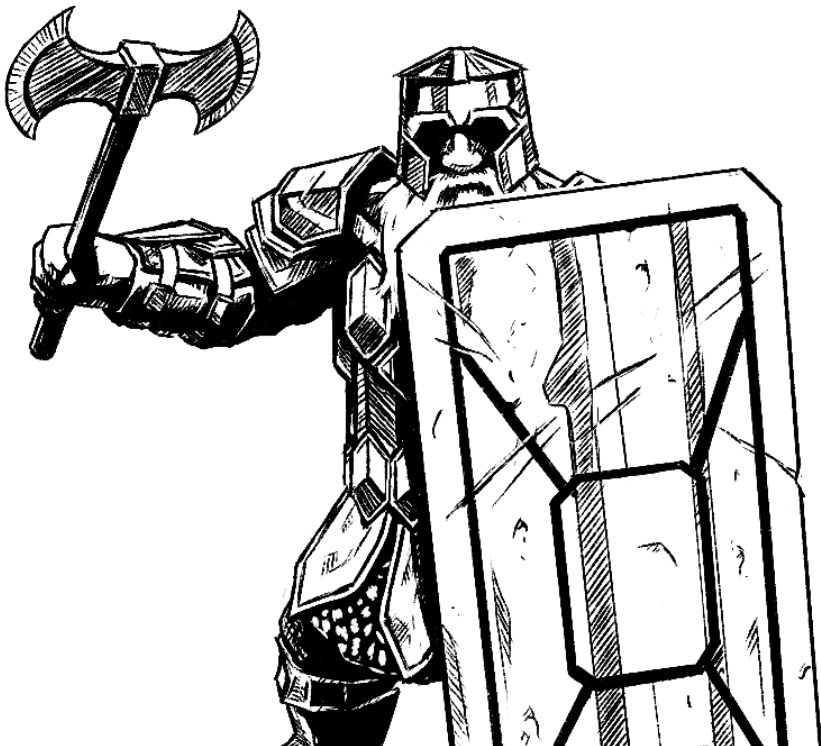
# War

*War is waiting*

War is considered unavoidable and inevitable. As a result, many Renidari begin martial training from a young age. However, the Renidari have had very few conflicts in the recent centuries. In times past they have battled with the orcs and goblins from the uncharted lands. Storslet is founded on the ruins of an ancient tribe of hill giants; the small nomadic half-giant tribes that now roam the mountains are said to be their descendants.

d6

- 1 You can fight, sure, but war was never your ideal.
- 2 You grew up in family of warriors, but you never felt the need to be a hero.
- 3 From a young age you have wanted to leave the nest and go to war.
- 4 You were picked to train with the King's Youth Honour Guard.
- 5 You have seen war, spilled the blood of the goblin, and heard the battle cries of goliath barbarians.
- 6 Dwarves from all over the mountains know your name, you're a war hero.



# UISGE God of Water

Fasting, Feasting, Family  
(Tempest, Nature, Trickery)

*Uisge (oosh-guh) is the running rivers and hot springs. Uisge surrounds the family; their worshipers are druids, wizards, and protectors. When a dwarf prays to Uisge they pray for family, safety, and the prosperity of loved ones.*

## Family

*Family are friends, friends are family*  
All Renidari have strong connections to family. They believe that the more people you have in your family the better the fates will treat you. Families are spread out across different regions but Renidari all have a knack for spotting a relative. Quite often members of a family will dedicate years of their life to research and documenting family rivers (trees). Even distant relatives will try to remain friendly. But dwarves do as they will, so sometimes problems can arise.

d6

- 1 You were ejected from your family for committing a heinous crime.
- 2 You are from one of the smallest families in Renidar, you have a lot to prove.
- 3 No one from your family has ever done anything particularly noteworthy.
- 4 Your family is well known. A sturdy family, a good family, but does not have any heroes.
- 5 You come from a family of warriors and expert weaponsmiths. Your family name is legendary.
- 6 You're an orphan and like all orphans you were put under the protection of the Unkir.

## Fasting

*Clarity from control, Go without*

Most Renidari practice daily fasting with a large meal or feast at the end of the day. They believe that by not focusing on food they will gain clarity and achieve more in their day. Most dwarves can go many days without much food. But will often gorge when deprived for too long.

d6

- 1 You don't love fasting.
- 2 It's just what you do.
- 3 Fasting for days on end became a competition for you and your siblings.
- 4 You have gone a week with no food.
- 5 Your fasts have taught you to respect your body.
- 6 You have experienced a vision of Uisge while fasting.

## Feasting

*It's not a meal on your own.*

Renidari believe that food should be shared with family and loved ones. The meal should be large, filling and have variety. Heads of house spend hours preparing for a meal for up to 30 people. Renidari are often disappointed by the food of other cultures, especially serving sizes.

d6

- 1 Stuffing your face never appealed to you.
- 2 You cook for yourself, you don't like the rest of your family.
- 3 The daily feast has always been a special time for you and your family.
- 4 You know Uisge is with you when you're at the table eating with friends and family.
- 5 Wars are won at the feasting table.
- 6 You have dined with the Unkir at the table of the High Tables Storslet.



# ADHAR God of Sky

Adventure, Creativity  
(Life, Light, Knowledge)

*Adhar is the open sky who blankets the mountains. Adhar is free thoughts, the open step, and their worshippers are travellers, artists, and adventurers. When Renidari pray to Adhar they pray for safe travel and new experiences.*

## Adventure

*The nest is warmest when you return*  
Renidari will never stay home for long. It is unusual to find many people at home during the day. They will fill their days with work, artisanship, or any other duties. This has led to many domestic activities being done in public places. Such as public washing centres, large kitchens, and group brewing halls. Public libraries and communal rooms are also found regularly. This love of exploration also means many Renidari venture away from home and travel the continent. Some may only travel in the mountains, some to the known kingdoms, and others out into the uncharted lands. Of those who wander not all return to their nest.

d6

- 1 The nest is warmest when you stay in it. You're not one for adventure.
- 2 You have never left the mountain city.
- 3 You have been out of city and stood under Adhar's power.
- 4 Your feet itch to travel, but you have not yet had the chance.
- 5 Relatives have travelled far a field and you have been to the nearest settlement.
- 6 You are well travelled, have left the nest many times before.

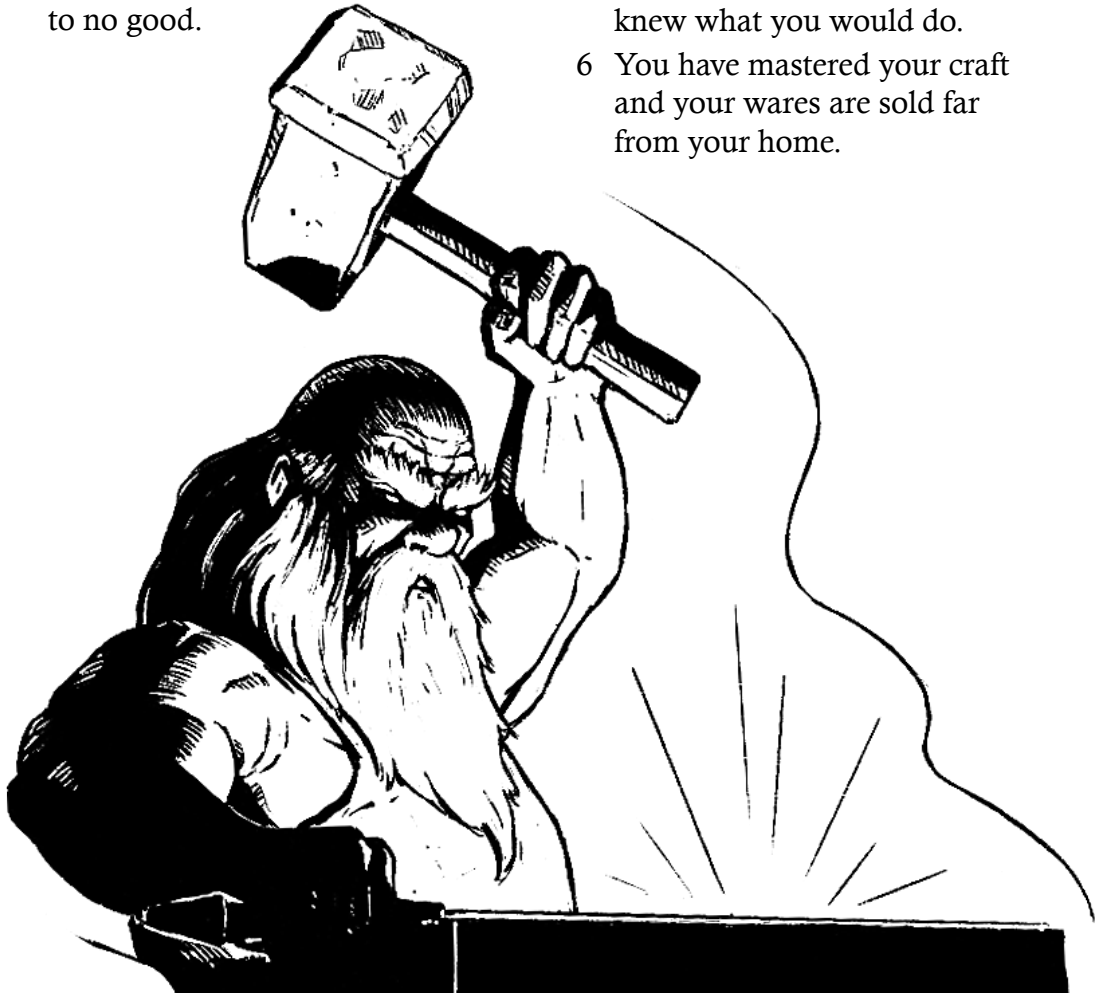
## Artisanship

*Idle hands will lead to busy minds.*

The Renidari believe that all people have the power to create and through learning a skill or trade you will be able to outwardly express yourself, find peace, and provide for families. It is when a Dwarf is idle that they are most at risk. When their minds wander and are not focused is when they will find trouble. In Renidari culture, dwarves that do not have a craft they practice are considered lazy, and possibly up to no good.

d6

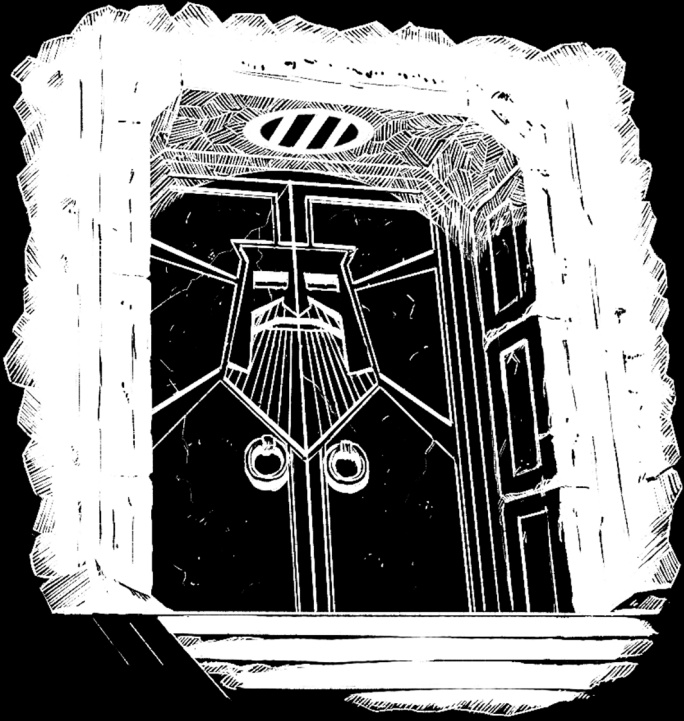
- 1 You do not practice a craft. Eyes always watch you.
- 2 Your mind is often elsewhere, you practice but you have not developed much of a skill.
- 3 You love all trades, and try as many as you can, but you have not mastered any.
- 4 You have found craft that resonates with you and intend to become great.
- 5 Since you were young you knew what you would do.
- 6 You have mastered your craft and your wares are sold far from your home.



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