

The Stone's Heart



Name: The Guardians of the Stone

Deity: The Great Mountain, Father of Stone

Beliefs: Dwarves believe that their race was carved directly from the stone of the world by the Great Mountain itself. This ancient being, the embodiment of the earth's bedrock, serves as the foundation of dwarven belief. The Great Mountain is considered the eternal guardian of the deep

places of the earth and the font from which all strength, wisdom, and endurance flow.

The dwarves view themselves as custodians of the earth, entrusted with shaping its materials but always honoring their origins. Mining is seen as a sacred act—when they take from the mountain, they must give something back, either through craft or ritual. The dwarven halls are always built deep within the earth, as they believe this brings them closer to the Great Mountain's heart.

Teachings:

The Silent Vigil: The earth moves slowly, and so too must dwarves. Patience, persistence, and unwavering resolve are the virtues of the mountain. Craft and Creation: Through their work as smiths and artisans, dwarves mirror the creative power of the mountain. Every tool, weapon, or piece of armor is seen as a sacred act, drawing on the energy of the deep.

The Deep Places: The deeper one ventures into the earth, the closer they are to understanding the mysteries of the world. Knowledge is hidden in the depths, and only the worthy can uncover it.

Practices:

Stonebinding: When a dwarf is born, a stone is chosen to be their lifelong companion—a piece of rock from the deepest mines, carried through life and passed on in death. At their death, this stone is returned to the earth, along with their crafted works.

The Forge of Souls: During times of crisis, the greatest dwarven smiths gather at the Heartforge, a legendary forge believed to be directly connected to the Great Mountain's core. Here, weapons and artifacts of immense power are created to protect the dwarven people.

Hierarchy:

At the head of the Guardians is the Stonekeeper, a sage who is said to commune with the mountain itself. Below them are the Deepforgers, a group of master smiths and stoneworkers who are revered as priests. The Stoneguard are warriors who protect the sacred caverns and relics of their people.

Advantage: +1 in History and Perception

Disadvantage:

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