



OCEANIC DWARVES

A BROKEN PEOPLE

The mountain halls and underground cities of the Dwarven Kingdoms are only legends fading from memory for the Oceanic Dwarves. They lost their strongholds to the invading hordes of Orcs and Dark Forces over 3000 years ago and were forced to flee from everything that once defined them as a people. Only a handful survived the devastation and they were barely able to escape aboard their ships. They took to the seas and vowed eternal vengeance on those that took their homeland away from them.

Rebuilding the clans has taken centuries of hard work and dedication but the dwarves, reluctant at first but with alacrity in their hearts, quickly adapted to their new home on the waves. They have established ports on islands unknown to the rest of the world and their ships now dominate the waters as they once dominated the mountain passes.

A NEW GENERATION

Millenia have passed and there are none left to even tell the stories of what it felt like to stand among the mountains of their forefathers. In this age, the remnants of the dwarven people know only the caress of the ocean waves and the rocking of the ship as it lulls them to sleep. They cannot imagine the feeling of miles of stone above them when they have lived their entire lives under the open sky and upon the waves for so long.

FORGING A DESTINY

The Oceanic Dwarves bear sun-kissed hues of tanned skin ranging from deep brown to the ruddy red tinges of their forebears. Centuries of life on the high seas have slimmed them down over the generations. They have traded in the heft and bulk of their forefathers and have become far more nimble, especially when aboard a waterborne vessel and in its rigging.

"The ocean knows no boundaries and gives no mercy. It has given us everything and it will take it all away just as easily." ~ Morgan Seacrest, Captain of the Duskbreaker

SCATTERED ACROSS THE SEAS

With the devastation wrought upon them by the dark hordes, the remnants of the dwarven clans were scattered far and wide. Some of them were able to find a port among the clans on the frozen northern islands while others were driven further south into the tropical archipelagos.

NORTHERN CLANS

The northern clans maintain the ancient traditions of long hair and beards braided and adorned with beads of bone, gold, and silver. Piercings and clan tattoos are extremely common in the younger generation who tend to display their wealth through expensive jewelry. Their northern island of Northreach is subject to harsh winters and pushes them to constantly seek the warmer climes and to facilitate trade. The furs of wolves, bears, and other animals are common apparel.

SOUTHERN CLANS

The tropical heat of the southern islands has pushed the dwarves here to generally keep their beards shorter than tradition dictates. They tend to appreciate looser clothing made of cotton and silks and display the clan colors proudly. Many of them have embraced gunpowder weaponry and the lighter sabers favored among the local sailors. They have taken particular pleasure in outfitting their ships with weapons to be among the most deadly in the southern seas.

THE DARK CLANS

While a strong sense of honor and tradition remains prevalent in the dwarven clans, some have taken to more sinister and darker pursuits. While it is a rare sight, some clans have raised the black flag and sail under the pirate code while others have taken to raiding the seas and taking what they desire. The other clans disavow the Dark Clans and speak of them with the same disdain as they speak of the orcs that stripped them of their homeland.

A NEW PEOPLE

Few of the ancient clans still exist and most of the younger clans who have risen to prominence have adopted new names in honor of the oceans that are now their home. These clans ply the various seagoing trades all across the world but especially as merchants and as marine mercenaries. Their courage and undying loyalty to clan and friend alike are only matched by their ferocity in battle and against any who would dare wrong them.

While small in number, the dwarven clans dominate the waves and are a force majeure in any oceangoing battle. They are all bound together in both their shared tragedy and in their struggle to rebuild their people from a state of near annihilation. While they have integrated into many ports all over the world, the only place they feel completely at home is aboard a ship with the sea all around them.

NAMES & TRADITIONS

As has been the tradition since the dawn of time, every dwarf is given their name by the clan elder. Even as the new clans have grown and etched their names into history, traditions are still at the heart of all dwarves. Any dwarf who dishonors their clan will be stripped of their name and exiled from the clan, no longer welcome aboard any clan vessel.

All Oceanic Dwarves are born on the water, even if that water must be a pond, a river, or a lake due to being stuck on dry land. They see it as bad luck and a curse to be born on the land and most mothers-to-be will refuse to leave their ships under any circumstances.

Male Names: Svan, Hrodi, Balli, Koll, Orlyg, Brennan, Morgan, Sigegar, Bjor, Gunner, Erling, Sigemund, Arinbjorn, Asmund, Ingimund, Vali, Sigtrygg, Gauti, Iogair

Female Names: Tofa, Aldis, Melkorka, Thorlaug, Alof, Arnora, Yri, Dotta, Thraslaug, Asgard, Freygerd, Dotta, Ginnlaug, Gudlang, Jorunn, Gudney, Bera, Vigdis

Clan Names: Foambeard, Seawolf, Tidebreaker, Ironprow, Stoneship, Deepkeel, Breakwater, Highcrest, Blackwave

OCEANIC DWARF TRAITS

There are quite a few changes that have occurred over thousands of years since the dwarves took to the sea, so much so that there are vast differences between the current generation and their mountain bred ancestors. While they still have many genes and traits that are common to all dwarves, generations of life on the sea and above ground has changed them in many discernible ways. Many of the common traits passed down from their ancestors have changed to adapt to their new environment.

Ability Score Increase. Your Constitution score increases by 2 and your Dexterity score increases by 1.

Age: Oceanic Dwarves mature quickly and are considered adults at 40 years of age and they live an average of 300 years.

Alignment: The clans and tradition bind most Oceanic Dwarves to a lawful way of life. While some dwarves have been known to turn to piracy, most tend to uphold justice and honor and lean towards good.

Size: Oceanic dwarves are slightly slimmer than their mountain ancestors with an average weight of 125 pounds but just as short ranging between 4 and 5 feet tall. Your size is Medium.

Speed Life on the ocean makes one nimble and quick both onboard the ship and in the sea. Your base speed is 30 ft. or 40 ft. when aboard any waterborne vessel and you have a swimming speed of 30 ft.

Increased Low-Light Vision. You replace darkvision with the ability to see four times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor or dim illumination. You retain the ability to distinguish color and detail under these conditions.

Dwarven Resilience: The sea is no stranger to various poisons and toxins and you have advantage on saving throws against poison and resistance to poison damage.

Marine Training. You have proficiency in light and medium armor, harpoon, spear, handaxe, saber, short sword, light crossbow, and net.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: Navigator's tools or vehicles (water)

Oceanic Knowledge. Whenever you make an Intelligence (Nature) check related to anything regarding marine plant life or an Intelligence (History) check on the origin of any ship work, you are considered proficient in that skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus

Languages: You can speak, read, and write Common and Dwarvish. The heavy brogue of the ancient dwarven language still lives unchanged on the tongue of every dwarf even though the people have changed.



Created By: www.theDMToolChest.com | Art: Dreamstime