

KITHBOOK

DUERGAR



CHRISTOPHER JOHNSTONE

WAYFARER'S SONG

Second edition

Wayfarer's Song

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Christopher Johnstone

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Chapter One

Introduction

When first the mortal men had come into his hermit-realm they bore wisps of straw and tar, chisel and pick and the will to toil. For they had discovered there were riches in the earth. He always watched from the shadows though, smiling at their incompetence with the stone, smirking at their sweat. It was years ago now, the day when one of the miners had spied his glinting black eyes. They had all fled his cavernous halls in fear that hour. But the lure of silver had been too great. So back they came, but not empty-handed. They called their thanks and left sweet honey cakes and soft oat bread in the dark corners. None of the other Duergar, those who dwelled deeper in the earth, got such toothsome treats. So he decided he was content to let the miners toil away. And still he smiled at their clumsiness, and on occasions when the honey had been deliciously sweet, he hinted to them where they might find those richer veins of silver. Not the richest of course. Those he kept for himself.

Dwarfs (or as I shall call them hereafter by the Scots, Duergar), are a peculiar bunch in RPGs. They have been much misused, much maligned, and much loved. But, seldom have writers struck upon the elusive dwarf as he is in folklore. The small, dark, twisted creature of tunnels - sometimes treacherous, often clever, sallow skinned, and never beautiful, but always the master and craver of all things beautiful.

And so, here, I will try in my way to present the race of Duergar as they are in those stories, and also make them fit to serve as a player character in Wayfarers Song.

How to Use this Book

Wayfarer's Song has been laid out in a modular design. The basic rules for playing the game are outlined in the Core Book, which also includes rules for creating and playing Mortal characters. The book you are reading now is a supplement and only contains rules that pertain to Duergar. You will need the Core Rules to play the full game.

Chapter One: Introduction

A brief overview of the rules and an introduction to Duergar.

Chapter Two: Character Creation

A step-by-step guide to creating Duergar characters.

Chapter Three: Character Details

This chapter describes in detail the powers, magics and skills of the Duergar.

Chapter Four: Rune-Craft

The Fjolnir art of carving and crafting runes of power.

Chapter Five: Potions

The ancient Eitri art of brewing potions strange and dangerous.

Chapter Six: Crafts of the Duergar

Duergar are famed for their crafts, wares and metalwork. This chapter provides a little of a window in the craftwork of the Duergar folk.

Chapter Seven: Advancement

Provides information on how to advance your Character's skills and talents during the game.

Designer Notes

The Duergar were the first of the non-human folk to have a kithbook of their own, so this still seems a reasonable place to make a note on 'mixed parties': I do not envision a party of mixed kith being very easy to manage in Wayfarer's Song, but should the urge take you Duergar and Mortal Men are certainly the easiest two races to convince to work together. Duergar, on the other hand, quite despise the Aeflan, and consider Ettins to be little more than monsters to be feared and slain.

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Of the Origin of Duergar

Duergar, much more than men, are creatures of stolid nature, bloodlines and earthy charms. They are divided by kith and kin, like marble is divided from limestone, as oak is divided from willow. For the Duergar are not so much inhibitors of the earth as a part of it and they reflect all its aspects - both nurturing and destructive. They are creatures who perhaps having awakened from stone and earth and clay in ages past still retain that dour, rocky nature, mingled with a quick, fiery gods-given wit that has seen more than one mortal come to an unkind end.

So it is said...

Of their origin many strange tales are told, by the Duergar, by mortal men and the immortal aelfar. Those tales are old and obscure and lie before the time we are set to deal with, so we will mention little of them here. It is recalled by the ballads of the duergar that early in the elder age of all things they dwelled together as one race in a glittering kingdom under the mountains - a place called Nithavellir. They had but one king and he was proud and long-lived and powerful in many ways.

That king though had seven sons and it was to these sons that the kingdom of Duergar was to be split, and by the whim of the father, to be split evenly.

The brothers lived peaceably enough while their father lived, but as he failed and in old age died, they fell to bickering, for each held varying things dear, and each had the greed and covetous nature of duergar that make them wish for all that they do not have. Bickering turned to alliance making, and alliances to fights and fights to pitched battles. The deep dark places of the earth echoed with the sound of murder and clashing of weapons.

Some of the brothers were more inclined to fight than others, and when the battles began, Bomburr and Auvarg, the youngest of the seven gathered their followers and fled in the night to scatter over the lands to mingle with the folk of men. But the warring waged on among those more ambitious and warlike clans, and for an age under the stars, to no ends.

It came to a point, it is said, that the halls of the Duergar

were stained so red with blood that the ancient hordes were stained rose-gold. Battles were more savage, victories more pale and still the remaining clans fought on. Upon the final hour of a final battle a parley was struck and the remaining brothers, Harr, the eldest and his younger siblings, Eitri, Modsognir, Thriann and Fjolnir meet and agreed that the bloodshed must end or else the race of Duergar would be bleed dry. They agreed to a contest of which only those seven knew the rules and then and there played out a game that ended with the victory of Harr.

But, though the other brothers agreed to bide by their word and swore fealty to the clan of Harr, the second eldest, Eitri, spat and swore that there had been cheating in the game of which only seven knew the rules. He took his people away into the darkest depths of the earth - there to live so deep in darkness that they walk the paths of the dead.

That is the tale of the sundering of the race of duergar as told by the beardlings themselves. Mortal men tell a different tale, concerning dragons and trolde and betrayal by the gods. The immortal aelfan recall another tale again, though the aelfan lore is a tale much despised by the Dueragar themselves.

Women in Duergar Society

Female Duergar, or Duergar-wives as men call them, are rare, and perhaps as few as one may be born for every dozen male Duergar. As such Duergar woman are often closely guarded by their kith and kin, secreted away and when travelling will sometimes disguise themselves under hoods and scarves. Despite the legends told by mortals, Duergar are not born from stone, nor do female Duergar sport beards.

Although female Duergar are much treasured by their male kin, they seldom live a very free life. Those who yearn to see more of the world than the four walls of a deep dug stronghold will find themselves treated with first amusement, then frustration, then anger. Male Duergar find it difficult to understand why any woman of their kin would wish to leave the security and safety of their hidden world, and are likely to pursue wayward Duergar-wives in the belief that any wandering female Duergar is simply confused and just needs the chance to settle down in a nice home.

The Magic of Duergar

The magic of the Duergar tends to be of the most earthy and solid sort. They have not delved deep into the possibilities that magic presents, and even the sorcerers of mortal men can be said to be better versed in the ways of charm and enchantment than even the most dedicated Duergar charm-peddler.

But being lovers of things that take shape in the craftsmans hand, many clans of Duergar have found a love and use for magic which takes shape under the forge hammer. This craft-magic is now such an ingrained part of some bloodlines that it has become little more than a natural extension of skills, and accrues the charm-worker little or no Soulburn.

The Mortal view of Duergar

The Duergar are famed above all else for their riches and their talent with enchantment and the making of things of magic and invention. Many legends speak of the wondrous gifts they have given the gods, but those legends also tell of how the Duergar have also tricked the gods, misled them or outwitted them time and again. For Duergar are seen by Mortal Men as greedy creatures and should be dealt with in the most careful of manners.

Those who seek out Duergar for their artefacts and treasures are often frustrated. Duergar are notoriously difficult to find, often living in caves and chambers hidden deep beneath the earth or in hollow mounds in the heart of ancient forests. Their disinclination to do bargain with mortal men is also such that often a man can offer nothing a Duergar wants. Lust for the treasures of the Duergar has led to wars in the past and much bloodshed of both mortal and Duergar blood. The magic of the Duergar is such that some of these strange little creatures are capable of trading in such things as mortals would consider immutable – the colour of your eyes, the laughter of your firstborn child, ten year of your life, your love for mead, or your merry whistle. Duergar can take these things on the speaking of a simple oath of agreement from a mortal, and bottle them up in jars for use in potions and enchantments in years to come (See Birthrights: Weird Peddler). Also, the very materials that a Duergar uses to craft his artefacts can be of such peculiar rarity that he may demand these and then something else extra as

payment. The magical cord that the gods used to bind the wolf Fenris was famously made from: The sound of a cat's footfall, a women's beard, a mountain's root, a bear's sinews, a fish's breath, and a bird's spit.

One last point is that although a mortal man may have nothing to offer a mortal woman may have everything – in many tales Duergar show themselves to be lecherous and quite willing to accept a night in bed in payment for the most wondrous relics and riches.

The Power of Relics

Duergar are stolid of nature, and have in their blood far more resilient to the power of enchanted places, things and creatures than other folks.

Susceptibility to Enchantment

Susceptibility to magic depends largely on the Willpower of the character in question. Characters with a higher Willpower are less likely to overwhelmed by an enchantment.

Coming into contact with an enchantment that is too strong for a character's Willpower provokes a Test of Willpower. A failed Test of Willpower places the character into the grasp of enchantment, slowly at first but in time deeper. Enchanted relics have no power to physically corrupt Duergar, in the way that they can Mortal Men. Most Duergar will however still suffer from the mental obsessive, greedy, nervous symptoms of enchanted corruption.

By keeping close ownership of a Greater Relic a Character will slowly be drawn into its magic until eventually the relic obsesses the Character utterly and totally. Relic obsession progresses in Ranks, the time it takes to move from one Rank to the next depends on the power of the relic. As soon as a Character comes into possession of a Greater Relic his or her Addiction starts at Rank One.

Duergar tend to pass into a state of nervousness, greed, and secretiveness centred on the artefact in question as their Addiction progresses, however unlike Mortals, Duergar do not worsen past Stage Three of the corruption process.

| | |
|----------------------------|-------------|
| Least Enchantment | Two Years |
| Lesser Enchantment | One Year |
| Greater Enchantment | Half a Year |
| Grander Enchantment | One Month |

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High Enchantment

One Week

Relic of...

Least Enchantment

Lesser Enchantment

Greater Enchantment

Grander Enchantment

High Enchantment

Affects Willpowers of

Three and less (diff. 1)

Four and less (diff. 2)

Five and less (diff. 3)

Six and less (diff. 4)

Seven and less (diff. 5)

Chapter Two

CHARACTER CREATION

The following chapter will lead you step-by-step through the process of creating, crafting and refining an Duergar Character ready for play. Primarily this process involves choosing skills and degrees of competence in the arts and crafts of magic. We apply ranks and levels to a Character's skills in order to allow the rules of the game to determine if you will succeed at a given task, win through a fight or suffer a terrible injury.

CHARACTER TERMS

The following are some terms that you will find discussed in the following chapter.

Aptitude: A learned talent. There are fifteen broadly defined Aptitudes in Wayfarer's Song, ranging from Archery to Wisdom. Aptitudes are ranked on a scale from Poor to Mythic.

Birthright: The Duergar term for a Discipline (see below). Used interchangeably with Discipline in this book.

Clan: There are seven clans of Duergar: Auvarg, Bomburr, Eitri, Fjolnir, Harr, Modsognir and Thrainn,

Disciplines: Magical talents that can be learned or mastered by Player Characters. Disciplines are five tiered powers scaled from Rank One (very poor) to Rank Five (excellent).

Experience Points: Experience Points are earned during play and are used to purchase ranks in Aptitudes and Disciplines.

Obsession: A trait unique to Duergar. Obsession relates to the Duergar tendency to become enamoured and fixated on enchanted relics, treasures and wondrous crafted things.

Trait: Single, one-off quirks, backgrounds or physical features. Players can opt to purchase Traits during character creation whereas other Traits are accumulated during the game –physical and supernatural taints that result from using magic are the

most common form of Trait that is gained during gameplay.

CREATING A CHARACTER

The following steps are presented sequentially, as an easy way to work from concept to finished Character. You do not, however, have to follow the steps through in exactly this order, although it is recommended if you are new to the game.

Step One: Concept

Step Two: Tribe

Step Three: Aptitudes

Step Four: Traits

Step Five: Moot-Rights

Step Six: Magics

Step Seven: Belongings

Step Eight: Final Details

Step One: Concept

Before setting about allocating points to this or that you will want to think about what sort of character you wish to play. Would you rather play a heroic Duergar warrior, an offcast from a noble family, a shadowy rune-casting one-eyed wizard, a homeless wanderer, a blacksmith's apprentice?

You can look over the archetypes provided in the simplified character creation section for some basic ideas, or perhaps you have an idea from a novel, folk tale, film or other story you would like to toy with?

Example Concepts

Below are some ideas for concepts. These aren't intended to represent the entire range of characters that can be created, but will give you a feel for some of the scope available.

Apocrather: They come to you with cap in hand when they need you. Shuffling from foot to foot. Glacning

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this way and that. They are ashamed of course. But you smile. There is no good or evil in your ancient arts, only power.

You are he who polite folks call an Apocrather, and who impolite folks might call a brewer of potions and poisons.

Artificer: Gold shimmers under your fingers, you can feel the song in it, crying out to be made anew, to be forged, and teased and fretted into something of wondrous beauty, for you are an Artificer by tradition, and all who know of you lineage respect it.

You are intrigued by, and learning the art of crafting enchanted relics. Perhaps you are out in the world hunting lost relics to take apart, and learn about. Perhaps you merely leave on errands to collect the vital enchanted elements of your work.

Blighted: Deep in the shadowy recesses of the earth you lurk, hunch-backed, pallid of skin, milky of eye. They all shun you, hate you, despise you, but you will have you revenge upon them in time, for you have friends - though they may all be dead men.

You are one of the many lone, hermit-like Eitri who practise the necromantic Eitri art of the Shadow-Wright.

Charm Peddler: He comes to town with silver bells hung on his hat, and a pack bulging with the strange, the charmed, the shimmering, the beautiful. Children stare at the funny little long bearded fellow. Men frown, and wonder if he might bring a charm to cure sheep of footrot, and woman shake their heads knowingly and recall what happened to old woman Gurtha when she bought a charm two years back.

You are a crafter and peddler of luck charms, amulets and other sundry, paltry little enchanted things.

Heir of Ruins: The price without a kingdom. The wandering queen without retainers, or treasures or even a king. You are one of the Sundered, the last of a great lineage of kings and queens, whose kingdom has fallen to ruin, and who now lives a wastreling's life. And yet there is something in your blood still of the ancient power of kings, something subtle and small, but unmistakably noble.

You are a wandering prince or princess, one who knows one's own royal ancestry, but dirt-covered and travel-stained appear upon first glance to be anything but.

Hero of the Axe: They toast you in the lord's great

hall. There are ballads in your honour and meads named after your latest epic battle. You are the hero of heroes, celebrated in the lore-call of the Duergar and one day, perhaps a name that shall be remembered in legend.

You are a heroic warrior, a brawny, boisterous kind of fellow who would rather drink mead with a good table of warriors, and fall asleep with the dogs than aspire to power.

Offcast of Lords: You grew up knowing there was something about you that others found disturbing. You didn't understand the dark looks, the bleak words, not until you were older. For you are a bastard offspring of a powerful and kingly family. But what to do with you? Should you go free into the world you may become a tool for others to use? You have rights to the throne after all, and yet you could be crafted into the loyalists of clansmen.

Being bastard child of a royal family is a two-edge sword. You will have advantages, but those closest to you also fear you the most. What will become of you? Will you make a bid for the throne that would be yours, but for a marriage? Or will you become a loyal subject? Will you fade into obscurity? Will your family let you?

Reluctant Hero: You found it in a dusty chest, unopened, unused, and unfortunately unlocked. A charmed axe, with a gleaming blade of blue-steel and gold and small filigree of dwarf-silver. Now, you've a good strong common sense, you know its best to just put a pretty axe up over the fireplace and be done with it. But then they came. Terrible creatures out of the swamps, be they horned trolde, or wurum, or ugly, or sour-breathed men, they began to kill and steal. The axe called to you, take me, it said, take me and become a hero...

You are a humble, earth-tilling, mead drinking Bomburr who happens to have stumbled across a rather powerful relic of the ancient days of war. One day when your life and family were threatened you reached for the axe - and found it to be somewhat more potent than you imagined, and now, well now you've got a bit of a problem. You're a hero and heroes are expected to do heroic things, though you'd rather just have a nice nip of ale.

Runesayer: They skitter and clatter across the floor these charmed stones of yours. Look deep at the pattern of runes, drink in the sacral, and mysterious messages written there. And speak the doom that lays

upon the one for whom the stones were cast...

You are a caster of rune-stones who uses these small chiselled stones to interpret the threads of fate, and understand something of the mysteries of the past, present and future.

Skald of the Halls: You have struck the harp for kings in lofty halls, been gifted golden armbands on the tips of swords, and been applauded for your tales, and songs most wonderful from here to the snowy peaks of the north. So you say...

You are a wandering story-teller come skald. A song singer and tale-teller.

Talisman Hunter: Smoke curls and makes fantastic shapes as it seeps from your pipe. Visitors to your little hut stare in wonder at you wall, all manner of strange things hang there, skins, teeth, bones, skulls, and none of very natural to look at. What be that? Asks a wide-eyed child. A dragon skull, you say, but touch not, for it is a powerful relic now that I've worked my art on it.

You are not merely a crafter of Talisman's, the enchanted relics that can be cut from the bodies of enchanted creatures, but a procurer of the skins, pelts, teeth and bones of your trade. In short a hunter of strange things.

Tanglebeard: You're an odd sort for a Duergar, lurking in the dark forests and rocky wilds, with twigs in your beard, and you own humble affairs to pursue and look after. Still, there are those who have need of your skills, for many's the Duergar who does not understand the wilds - and we all fear what we do not understand.

You have spent most of your life away from Duergar society, happily living in the wilds and hills. But, your skills are in demand, many is the Harr King who has an Auvarg hunter and tracker, many is the Modsognir warlord who recruits Auvarg to scout the field of battle.

Trolde-Slayer: Like your father before you, and his father before him, you are one of the lonely hunters, the defenders of Duergar halls against the terrors that lurk in the dark woods and lonely roads about your hall. For there are Trolde out there, and when one begins to grow a little too self-sure, when one shows a taste for Duergar flesh, then it is you name the folk utter with a reassured tone. For it is time to call the Trolde-Slayer.

You have not merely studied, but through a long history

of enmity for Trolde in the family, have developed a supernatural power to hunt down and kill these terrifying creatures.

Vardlokkur: You are the graver of fine enchantments, the carver of runes of power, the worker of ancient mysteries into the surface of stone and steel and earth, the master of the elder power of sorcery in the halls of the Duergar lords.

You are a rune-sorcerer, who learns and uses runes to place enchantments on surfaces, object and items. You will want to refer to Part Three: Runes and Sorcery for a more in depth treatment of this discipline.

Step Two: Clan

Of the seven clans of Duergar, three are said to be sundered. These three dwell apart from the great duergar halls wherein rule the kings-under-mountains, wherein smiths forge wondrous things, and string the halls with gems like liquid fire. The first two sundered clans are the Bomburr and Auvarg, who choosing a more peaceful life than their brethren, took to the forest, hills and roads of the lands of men, there to live as craftsmen, traders, farmers and merchants after a fashion that pleased them.

Of the remaining clans the Harr are the royal line who rule as lord over the Modsognir, Fjolnir and Thriann. The last clan is the most bitterly sundered: the Eitri. The poisonous, blighted ones, who foreswore their oath to their brothers and took to the dark places to dwell in bitter seclusion.

Auvarg: (Muddy wolves) Wild dwellers in dark forest and rocky wilds

Bomburr: (Tubby/swollen) Merchants, farmers and craftsmen

Eitri: (Poisonous) Blighted denizens of the deep places

Fjolnir: (Much-wise / concealer) Rune-wise, seers and aids to kings

Harr: (Old or High One) The royal line, descended from the eldest of the seven

Modsognir: (Frenzy-Roarer) Warriors and guardians of the Duergar royal holds

Thriann: (Craver) Craftmasters and wonderworkers to the kings

Note: Each clan has two unique Disciplines. These unique disciplines vary in power, but are not particularly

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better or worse than the general open-to-all Disciplines. The intention is that hopefully each clan has a distinct feel, but does not become a one-trick wonder.

Step Three: Age

The Duergar age in a manner unlike mortal men. They do not so much grow old as grow more and more a part of the earth about them. They do not become feeble or crook backed in elder days, but rather turn to dwelling on the past, becoming slow, plodding, sluggish to anger, and difficult to calm once roused. Eventually a Duergar simply lies down among his horde and sleeps himself into the earth returning to the flesh that his ancestors were born of long ago. The ages of Duergar used in this book are:

- Beardling
- Youngbeard
- Longbeard
- Greybeard

The Ages of Duergar

Below are details relating to each of the four ages of Duergar.

Beardling

You are still young and lively and full of the blood of youth. Your skin still looks smooth and fleshy and you have not yet begun to recluse from the world or develop any obsessions. As yet you have developed no obsessions.

Aptitudes: +0pts

Discipline Points: 2

Disciplines limited to Rank 2

Obsessions: None

Youngbeard

Your skin is turning leathery and your hair is greyed by streaks of iron. You remain active and interested in the world. You have one obsession.

Skills: 6 at Rudimentary, 2 at Basic

Aptitudes: +2pts

Discipline Points: 4

Disciplines limited to Rank 3

Obsessions: One (Rank One)

Longbeard

Your skin is now a ruddy, almost clayey colour, and quite tough. You peer through squinting black eyes and your hair is shot with grey. You are beginning to feel age, and are sometimes weary enough to sleep several days at a stretch. You have two obsessions.

Aptitudes: +4pts

Discipline Points: 6

Disciplines limited to Rank 4

Obsessions: Two (Rank One)

Greybeard

Your skin is cracked and bleak like dried out mud. Your hair turns the colour of spun silver. You now move slowly but surely through life, a force like a slowly advancing glacier. You find it hard to arouse yourself with any interest in anything other than your obsessions, which you tend to lovingly. You now have three obsessions.

Aptitudes: +10pts

Discipline Points: 8

Disciplines up to Rank 5

Obsessions: Three (Rank One)

Obsessions

Duergar have long memories for joys and longer for sorrows and losses. Duergar pile regret upon loss through life. They tend to develop obsessions, at first only as few and mild but then growing in strength until a terrible, bitter need to own, possess and claw back the past begins to overwhelm them. Obsessions usually take the form of a material possession, which the Duergar will desperately try to accumulate and then refuse to ever give up. A Duergar obsessed with gold will pay anything, and do anything to get more gold but, once possessing it will refuse to ever give it up, even if on the verge of starvation.

Gaining Obsessions in Gameplay: Duergar develop new Obsessions through life as a result of either significant trauma or indulgence. A trauma might be the loss of all a Duergar's gold, or being cheating of a satchel of gemstones, or having to watch as one's works or art are destroyed by fire or wanton vandals. An over-indulgence can equally lead to an onslaught of obsession. Coming into a sudden windfall of silver, or finding a cache of enchanted relics are good examples of over indulgence. Whenever a Duergar

faces a situation that might result in Obsession, at the Storyteller's discretion, the character may have to make Test of Willpower (diff. at Gamesmaster's discretion). If the Duergar fails he gains a new Obsession if he passes he does not.

Some Obsessions

Armour: Rare and beautiful suits of armour, to be treasured and never used

Curios: Anything exotic, strange, or valuable by its rarity

Gemstones: Perhaps a specific gemstone, perhaps precious stones in general

Gold: Worked or raw gold

Ivory: Beautifully tooled bone, exotic or sea-ivory

Jewellery: Necklaces, earrings rings, armbands of any shape or value

Lore: Books, records and tales of ancient days

Relics: Enchanted items and objects

Silver: Worked or raw silver

Weapons: Rare and beautiful weapons, to be treasured and never used

Designer Notes

I initially included Obsessions as a counter-balance to the better skills, disciplines and attributes that older Duergar gain. Obsessions, however, soon began to take on a life of their own and the potentials for plot hooks and role-playing increased the more I mulled over them. Now I consider them an integral part of the Duergar kith.

Obsession Ranks

Obsessions are measured against five tiers of ranks much as if they were Disciplines. When an obsessed character comes faces a situation, which the Storyteller deems may result in an increase in obsession, then she needs to make a Test of Willpower (diff. at Gamesmaster's discretion) or advance one rank of Obsession.

All Obsessions begin at Rank One.

Stage One - Anxiety: You become anxious about your obsession. You will hide possessions you are obsessed with, and will linger over and covet objects belonging to others which you are obsessed with.

Stage Two - Fear: You will never part with an object

of obsession willingly and must make a Test of Willpower (diff. 6) to refuse to take an object of obsession if it is offered to you as payment, bribe or gift.

Stage Three - Obsession: You take out your objects of obsession in secret and gloat over them. You tell no one how much you own and will go to any lengths to keep the whereabouts of your objects of obsession secret. If offered an object of obsession as a payment, bribe or gift, you must make two consecutive tests of Willpower to resist the urge to take it immediately.

Stage Four - Increased Obsession: You now must make a Test of Willpower (diff. 6) to resist the urge to take an Object of obsession belonging to another character. If you fail you must do all that you can to get it: peacefully at first, perhaps offering riches or favours, then if that fails you will fall back on trickery, theft and eventually brute force to get the object.

Stage Five - Madness: You have descended into a spiral of madness. You must make a Test of Willpower (diff. 8) to leave your horde of objects of obsession. You will attack anyone who comes too close to your horde. You will never, ever allow any object of obsession to pass from your possession. If such an event does occur, then you will go to any lengths to get back what is rightfully yours.

Step Four: Aptitudes

Aptitudes describe spheres of practical knowledge that your Character may or may not have trained in. Your Character concept will give you a feel for what skills will be important to your Character.

Characters are allotted a pool of 40 Aptitude Points (+age bonus) to add ranks to their Aptitudes. An Aptitude is ranked at a default of Poor (Rank 1) unless you spend points to increase it. The higher the Rank you wish to increase an Aptitude to, the more Aptitude Points must be spent. Use the below chart as a guideline. For instance, if you wish to increase your Affray to Average, you need to spend a total of 7 points (1+2+4).

| | |
|--------------|--------------|
| - Beardling | 40pts total |
| - Youngbeard | 42 pts total |
| - Longbeard | 44 pts total |
| - Greybeard | 50 pts total |

Aptitude Ranks

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Aptitude Ranks are used to determine how talented you are in a given skill relative to other Characters. Wayfarer's Song uses eight levels of proficiency.

Rank One (Poor) – You have no training and very little natural skill.

Rank Two (Low) – You have the bare minimum of training.

Rank Three (Average) – You are about an average level of skill.

Rank Four (Good) – You can hold your own against most people.

Rank Five (Renowned) – You are considered a bit of a local champion.

Rank Six (Fabled) – You are profoundly skilled.

Rank Seven (Legendary) – There are only a few people in the world who can match you.

Rank Eight (Mythic) – Your skill is nigh godlike.

All Aptitudes are ranked at a default of Poor (Rank 1) unless you spend points to increase it. The higher the Rank you wish to increase an Aptitude to, the more Aptitude Points must be spent. Use the following Chart as a Guideline. For instance, if you wish to increase your Affray to Average, you need to spend a total of 7 points (1+2+4).

| | | |
|--------|--------------------|----------|
| 1 pt | Rank 1 to 2 | 1 Total |
| 2 pts | Rank 2 to 3 | 3 Total |
| 4 pts | Rank 3 to 4 | 7 Total |
| 7 pts | Rank 4 to 5 | 14 Total |
| 11 pts | Rank 5 to 6 | 25 Total |
| 16 pts | Rank 6 to 7 | 41 Total |
| 24 pts | Rank 7 to 8 | 65 Total |

Duergar Bonus Ranks: Before spending any Aptitude Points add the following bonus ranks: Subterfuge: +1, Fortitude: +2, Crafts: +3.

Summary of Aptitudes

Affray: Hand-to-hand combat with weapons.

Brawling: Unarmed hand-to-hand fighting.

Dexterity: Eye-hand co-ordination, agility and thievery.

Courage: Resolve in the face of fear.

Crafts: Handcrafts, arts and working crafts.

Cunning: Deceit, haggling, lies and guile.

Fortitude: Physical strength, endurance and power.

Perception: Awareness and alertness.

Presence: Charisma, leadership and appearance.

Ranged: Hunting and fighting with ranged weapons.

Subterfuge: Sneaking, hiding and moving silently.

Wayfaring: Boating, woodcraft, outdoor skills, tracking and foraging.

Willpower: Force of mind, fieriness of will, skill with magic.

Wisdom: Lore, learning and general knowledge.

Wit: Quickness of mind, skill at joking or insulting, problem solving.

Step Five: Disciplines

Inherited through bloodlines going back to the forefathers of the clans, **Birthrights** are the charmed Disciplines of the Duergar. For the Duergar any given Birthright carries social significance. Not all Duergar have Birthrights, and for those that do, Birthright is held up as a sign of direct descendancy from of the Hall Lords of old. A tenuous link to grander, greater times it may be, but a Birthright is as much a badge as any clan shield-mark stating who one is, and where one has come from.

Each rank of a discipline costs one point to purchase. So, for example, buying a Discipline at **Rank 1** costs 1 point. A Discipline at **Rank 2** will cost 2 points, **Rank 3** for 3 points etc.

Beardling - 2 points

Disciplines limited to Rank 2

Youngbeard - 4 points

Disciplines limited to Rank 3

Longbeard - 6 points

Disciplines limited to Rank 4

Greybeard - 8 points

Disciplines limited to Rank 5

Quick Reference List

| | |
|--------------------------|---------|
| Balladry | Open |
| Potions | Eitri |
| Bonded Weapon | Open |
| Requited Greed | Open |
| Casting of Stones | Fjolnir |
| Raw Arts | Auvarg |
| Charm Craft | Open |
| Rune-Craft | Fjolnir |
| Crusts and Crumbs | Bomburr |
| Shadow-Wright | Eitri |

| | |
|--------------------------|-----------|
| Frenzy of Heroes | Modsognir |
| Slayer | Open |
| Hearth-Craft | Open |
| Talismanic Arts | Open |
| Ill-gotten Curse | Open |
| Treasures | Thrainn |
| Heart of Flame | Modsognir |
| Wary of Aelfan | Open |
| Majesty | Harr |
| Weird Peddler | Open |
| Noble of Ways | Harr |
| Will of Iron | Open |
| Potent Meads | Bomburr |
| Woodland Wiles | Auvarg |
| Woven and Wrought | Thrainn |

Step Six: Belongings

Duergar are wealthy. After hundreds upon thousands of years of tunnelling in all the dark places of the earth the Duergar have amassed such troves of gold, and minerals, silver and gems, that their great halls are stung with all the glittering beautiful, gleaming, beauty that the earth has to offer up. And still the Duergar want more.

Beardling: *Rank One*, plus Choose two Riches or a Relic of Least Enchantment

Youngbeard: *Rank Two*, plus Choose four Riches or a Relic of Lesser Enchantment

Longbeard: *Rank Three*, plus Choose six Riches or a Relic of Greater Enchantment

Greybeard: *Rank Four*, plus Choose eight Riches or a Relic of Grand Enchantment

Rank One: One week's trail rations, two finely woven sets of garb, good leather boots and gloves, cloak, belt pouch, backpack, flint and tinder, dagger (Menace 2), weapon of choice (Menace 3), patchwork armour (Protection 2) and a coin purse with 20 silver marks.

Rank Two: One week's trail rations, two sets of very fine garb, excellent leather or felt boots and gloves, embroidered cloak, belt pouch, backpack, flint and tinder, dagger, (Menace 2), weapon of choice (Menace 4), Padded Leather (Protection 3), and a coin purse with 30 silver marks.

Rank Three: One week's trail rations, two sets of gem-stitched and embroidered garb, good leather or

felt boots and gloves, rare-fur trimmed cloak, belt pouch, backpack, scroll case, dagger (Menace 2), weapon of choice (Menace 5), Iron Scales (Protection 4), flint and tinder, and a coin purse with 40 silver marks.

Rank Four: One week's trail rations, two sets of lordly garb, good leather or felt boots and gloves, fur trimmed cloak, belt pouch, backpack, small strong box, scroll case, flint and tinder, dagger (Menace 2), weapon of choice (Menace 3), chainmail (Protection 5) and a coin purse with 80 silver marks.

Riches

Treat the following list as suggestions only, although the final decision as to whether an item of riches is allowable is at the discretion of your storyteller.

Armband of Silver

Axe of Blue Steel (Menace 7)

Bejeweled Handaxe (Menace 6)

Bejeweled Longknife (Menace 6)

Copper-Hewn Girdle

Gem-Stitched Cloak

Goblet of Graven Silver

Fireproof Cloak

Fireproof Gloves

Fist Sized Topaz

Ivory Keepsake Box

Ivory Pipe

Jade Handled Dagger (Menace 5)

Large Gold Ring

Necklace of Amber and Gold

Necklace of Fire Opals

Necklace of Jet and Pearl

Necklace of Lapis and Silver

Purse Full of Pearls

Silken Beard-Ribbon

Kingly Mail (Protection 6)

Steelshod Boots

Targe Shield (Cover 4/10, Soak 6)

Thumb sized emerald

Thumb sized diamond

Thumb sized opal

Thumb sized ruby

Tooled Warhorn

Torc of Silver

Warhammer of Jade (Menace 6)

Relics

Counted among the chief and most valued of a Duergar's horde are those rare magical relics. You have the option either of choosing two or more riches or a relic of enchantment for your character to begin play with. If you choose to take a relic, then you will need to decide upon what manner of powers it has, and then check this with your Storyteller. You may wish to refer to the Core Rules and review the specifics regarding relics, or refer to **Part Four: Crafts of the Duergar** to look over some ideas for specifically Duergar-made relics. Be aware, however, that the final decision as to what a given relic can and can not do lies with the Storyteller.

Step Seven: Final Details

Finally you need to work out a few minor details of the rules, add a few brushes of colour and a touch of life to your character. Most of the following Character details will change over time, some are eminently mutable, such as appearance and may change from game to game, others, such as your Character's name or level of Health are unlikely to alter unless a very serious event occurs in the game.

Name

The following is a list of personal names typical of those used by Duergar (all Duergar names are gender-neutral).

| | | |
|------------------------------|--------------------------------|------------------------------|
| Allthjofar ('all-thief') | Eikinskjalldi ('oaken-shield') | Nifengar ('craggy') |
| Alviss ('all-wise') | Fainn ('stained') | Nipingar ('pinch') |
| Andvari ('much weary') | Farli ('wanderer') | Nori ('little scrap') |
| Anarr ('friend') | Fraegar ('famous') | Nyrathar ('clever') |
| Aurvangar ('soily') | Fullangar ('tall enough') | Oinn ('shy') |
| Bari ('fiesty') | Ginnarr ('deceiver') | Rathsvithar ('council-wise') |
| Barri ('clumsy') | Haugspori ('grave-treader') | Reginn ('mighty') |
| Barvorr ('grumbler') | Heri ('brawler') | Rekkar ('warrior') |
| Berlingar ('hand-spike') | Hildingar ('warrior') | Sjarr ('sparky') |
| Bufurr ('trembler') | Hornbori ('horn-carrier') | Skavaerr ('crooked') |
| Billingar ('twin') | Ingi ('lordly') | Skirvir ('craftsman') |
| Blainn ('corpse-blue') | Jari ('brawler') | Solblindi ('sun-blind') |
| Blindvithar ('hidden-tree') | Kili ('wedge') | Svithar ('wise') |
| Brokkar ('trotter') | Litar ('hue') | Toki ('fool') |
| Bruni ('brown') | Lithskjalfar ('limb-shaker') | Threkkar ('clever') |
| Burinn ('son') | Lofarr ('stooper') | Thjorr ('bull') |
| Dainn ('dead') | Loinn ('dawdler') | Thorinn ('daring') |
| Dellingar ('glowing') | Mjothvirtir ('mead-seeker') | Thrasir ('raving') |
| Dolgar ('foe') | Mondull ('mill-handle') | Thror ('burgeoning') |
| Dolghthrasir ('strife-keen') | Naefar ('clever') | Thulinn ('chanter') |
| Dori ('borer') | Nainn ('corpse') | Uri ('smith') |
| Durinn ('sleepy') | Narr ('fool') | Veggar ('wedge') |
| Dvalinn ('dawdler') | Nefi ('nephew') | Veigar ('brew') |
| Eggmoinn ('sword mown') | Nithi ('fading moon') | Vili ('drudge') |
| | | Vitar ('smart') |

Designer Note

This is a list of names attributed to dwarfs in various Norse sagas, stories and folktales. The names, and the meanings give a good idea by themselves how dwarves were viewed. I have changed names ending with a consonant, other than 'r' followed by an 'r' to 'ar' to ease pronunciation for anglophones. For instance, Dellingr, becomes Dellingar, but Barvorr remains as it is.

Appearance

It's always a good idea to think about what your character looks like. You may want to draw a sketch, or write a paragraph to describe your character. How is your character's personality reflected in how he or she looks? Is your character's appearance a clear indication of personality, or is the outer appearance deceptive?

PERSONAL HISTORY

What is your family history? Who are your parents? What did they do for a living? Are they still alive? Where does your family live? What has led you to the life you are now leading? What are you seeking in life? Is there some event that is particularly important? Is there something that you are trying to find? Something that you are trying to run away from?

Languages

All player Characters begin play with the ability to speak Duergar and write in Duergarvard, as well as three additional languages of choice.

Duergar Languages

Duergar: Language of Duergar

Duergarvard: Written form of Duergar

Tribal Languages of Mortals

Asyneur: Spoken by the Asyneur

Beorga: Spoken by the Beorga

Morhorag: Spoken by the Morhorag

Laukar: Spoken by the Laukar

Skaldean: Spoken by the Skaldean

Vanargan: Spoken by the Vanargan

Other Languages

Aelfish: Language of Aelfan Folks

Aelfraun: Written form of Aelfish

Hulderling: Spoken by Huld and Nisse

Isenrune: Written form of Isentongue

Isentongue: Spoken by Ettin and Trolde

Ormtongue: Native language of dragons

Sutherlander: Hybrid form of Asyneur-Vanargan

Trade: Trade language common among all tribes

Runic: Used for writing and recording by mortal men

Language and Proficiency

Wayfarer's Song does not use a system of levels or proficiencies for Language. Instead Languages are treated as something either known or unknown. If you wish it is possible to treat Languages like Aptitudes and assign ranks to them. If you choose to do this allow each player 10 points to purchase ranks in Languages in the same way that Aptitudes are purchased.

Health

All Duergar have 10 ranks of Health. Injuries result in your Health being reduced and when you rest Health is restored through the natural process of healing. Most Characters are considered fully healed at ten Health, and no amount of further recuperation or magical healing will increase Health beyond this rank. Background Points (see below) can be spent to increase your total pool of Health.

Fatigue

A measure of your stamina and endurance. Duergar Characters begin play with 15 levels of Fatigue. Heavy physical work or exertion results in your Fatigue temporarily dropping. As with Health, Fatigue is restored through rest, but recovers much quicker than wounds and injuries. Rest allows your Fatigue to recover, however, Fatigue cannot be increased beyond its initial level by resting. Background Points (see below) can be spent to increase your total pool of Fatigue.

Soulburn

You Character begins play with zero Soulburn. Most

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Duergar magic does not invoke Soulburn and you will only gain ranks in Soulburn if you use Runecraft (see **Chapter Four**), an Enchanted Relic that causes Soulburn or somehow steal some magic. If you do suffer Soulburn in this way the normal rules that apply to Mortals apply to you.

Background Points

Each Character is allotted 25 Background Points to spend on additional bonus Aptitude Ranks, Disciplines or extra belongings. Use the below chart as a guide to spending Background Points.

Background Point Costs

| | |
|---------------------|-------|
| Aptitude Point | 1 pt |
| Common Item | 1pt |
| Food | 1 pt |
| Expensive Item | 2 pts |
| Rare Item | 3 pts |
| Additional 'riches' | 3 pts |
| Additional relic | 5 pts |
| Additional Language | 3 pts |
| Health: +1 Rank | 1 pt |
| Fatigue: +1 Rank | 1 pt |
| New Discipline | 5 pts |
| +1 Discipline Rank | 3 pts |

Chapter Three

Character Details

In the previous chapter the process of Duergar Character creation was outlined, in this chapter the details of a Wayfarer's Song Duergar Character are explored. This character takes a more in depth look at the clans of the Duergar that are outlined here, Aptitudes, and Disciplines.

Clans of the Duergar

Below are the Clans of the Duergar that are discussed in detail in this book.

Auvarg's Folk

The muddy wolves, the Auvarg are a peculiar strain of duergar. Wishing to live apart from taxes, and kings, and wars the Auvarg long ago went out into the dark places of the earth, the black, rocky forests and the high lonely moors. There they live half-wild lives, as woodcutters, and craftsmen, turning their skills to skins, and wood and antler.

Auvarg's folk love above all else the freedom of the wilds. A life unfettered by lords and masters, a simple existence as the crafter in the woods or in the dark rocky places of the world.

Appearance: A little thinner and more wiry than their cousins in the fields and mountains, Auvarg's Folk tend to have ruddy, leathery skin, and coarse unkempt hair. They prefer chiefly furs and hides to woven fabrics and often wear animal skins with the head and claws untrimmed.

Disciplines: Bonded Weapon, Charm Craft, Hearth-Craft, Ill-gotten Curse, Raw Arts, Requited Greed, Rune-Craft, Talismanic Arts, Wary of Aelfan, and Woodland Wiles

Other Clans

Bomburr: Tubby, swollen creatures, with too much ale in their blood, and too much fat in their hearts.

Good to share a night in the barrel, and wonderful innkeepers - but little more.

Eitri: Never trust an Eitri. They are like serpents. Cold and poisonous.

Fjornir: There are none in the clans so unnatural as the Fjornir. They are a strange lot - obsessed with the unnatural sorcery of men and aelfan.

Harr: They are honourable, but lost in the old ways. They have no idea how the world has changed about them, and without them.

Modsognir: Bloody, warlike. We can respect the Modsognir, but never love them.

Thrainn: Tinkering little craftsmen. Our crafts are more earthy, less glittering than their gaudy works of gold and silver.

Bomburr's Folk

Long since sundered from the other duergar clans, the Bomburr dispersed through the lands of men to become farmers and craftsmen among them. To this day they form small respected communities in the hill and vales trading with mortal men.

The Folk of Bomburr are know above all else as lovers of fine food, fine wine and a good hearth with a story to listen to and a pipe to smoke. Bomburr's folk are closer in nature, and culture to the mortal men whom they trade with than any other clan. Often a small community of Bomburr will provide an intermediary for trade between the lands of men and the mines and forges of other clans in the mountains and hills. There has not however been untroubled peace for the Bomburr over the years. Men have in ages past lusted after their wealth and misdeeds of the past are still remembered with bitterness by all.

Appearance: Tubby and swollen may be overstating the matter, but it is certainly the case that any of Bomburr's Folk who has the luxury of a settled life and a good trade tends to end up on the chubby side

Wayfarer's Song - Kitchen Duergar

- although stout would be a better description than fat. The folk of Bomburr have also tended to adopt the garb of men: linens and wools well made and embroidered rather than the traditional leathery clothing of their ancestors.

Disciplines: Bonded Weapon, Charm Craft, Crusts and Crumbs, Hearth-Craft, Ill-gotten Curse, Potent Meads, Requited Greed, Rune-Craft, Talismanic Arts, and Wary of Aelfan

Other Clans

Auvarg: Wild and uncouth - but closer to the earth than many of our brethren. The Auvarg and we are perhaps closer than any other clan, and more distant.

Eitri: If yer are sharing a table with one of these fellows watch your cup - or better yet, never drink anything except from a bottle yer open yourself bottle.

Fjornir: Spooky. That's all I can say about them. The Fjornir spook me right out o' me skin.

Harr: The self appointed lords of all duergar - right bunch of regal dandies if you ask me.

Modsognir: Never insult a Modsognir. Not if yer value yar teeth.

Thrainn: Good grounded fellows with a love of things that take shape in their hands rather than that which grows in the earth.

EITRI'S FOLK

The poisonous ones: The Eitri are those sallow skinned, corpse-eyed duergar who dwell alone in the deepest darkest depths of the earth. Their have tunnelled so deep into the earth, some say they have made paths down to Hell.

The Eitri live in the deep dark places of the earth. Below the grand halls and forges of the high Duergar lords, in wet, dripping chambers where they make their homes and practise their dark arts. Eitri are loners. They value nothing more than the peace and quiet of remote places and in respecting the privacy of others are of ten both horrified and angered when others trespass on the sanctity of their realms.

Appearance: Thin, sallow skinned, with waxy eyes and an almost corpse-like complexion, the Eitri are the least natural looking of any of the Duergar clans.

Disciplines: Bonded Weapon, Charm Craft, Hearth-Craft, Ill-gotten Curse, Potions, Requited Greed,

Rune-Craft, Shadow-Wight, Talismanic Arts, and Wary of Aelfan

Other Clans

Auvarg: Muddy wolves. Muddy wolves is right. Worthless, little cretins who have long since abandoned the old ways.

Bomburr: Dull and simple. No imagination, no desire to be any more than farmers.

Fjornir: Above any others I think I fear the Fjornir the most - perhaps because we understand their hearts more than any other. We know their craving for things forbidden.

Harr: Grey old lords, with grey old beards in grey old halls.

Modsognir: One day the Modsognir will overthrow the Harr, and cast them out of their glittering strongholds. We have foreseen it.

Thrainn: No one makes a dagger like a Thrainn craftsman. No one.

FJORNIR'S FOLK

Those who are much-wise and conceal: The Fjornir are a clan apart - they have delved past the common dwarf-runes and into deeper, more arcane sorceries. Much-Wise? Also much-feared.

The Fjornir are the hunters of secrets, they who value and treasure wisdom above all else and recognize that the true path to power lies not in the trappings of nobility but in one's depth of knowledge. They are a secretive clan, dwelling in the old Duergar strongholds in the hills with other clans but keeping apart and to their own private circles.

Appearance: The Fjornir are a bright, dark-eyed clan, with hair wound into complex knotwork and garb of the darker, blues, greys and black tones. Ever the sombre ones, the Fjornir do not decorate themselves with the gusto of most Duergar, they wear little or no jewellery, and seldom adorn their skin with either tattoos or dyes.

Disciplines: Bonded Weapon, Casting of Stones, Charm Craft, Hearth-Craft, Ill-gotten Curse, Requited Greed, Rune-Craft, Talismanic Arts, Wary of Aelfan, and Weird Peddler

Other Clans

Auvarg: Closer to the wilds than any of our folk. If you want a wolf hunted or an herb sought, first seek out an Auvarg.

Bomburr: Little to speak of. Humble farmers and nothing more.

Eitri: If it were not forbidden in our eldest laws we would have made war on the Eitri until none were left. The corpse-carvers are to be avoided.

Harr: Kings? No - puppets. Looks behind the thrones of the Harr. There is always the Fjornir lurking there in the shadows, whispering in his ear.

Modsgnir: Warriors with little subtlety. Employ them with the respect you would show a madman with an axe.

Thrainn: Tinkers who cannot think to outgrow the old ways.

HARR'S FOLK

The high ones: The Harr are the self appointed nobles of all dwarf kind. They dwell still under the high mountains in strongholds, and gather about them Thrainn, Fjornir and Modsgnir to be their churls.

The Harr view themselves as the rightful masters of all Duergar. They are the descendants of the followers of the eldest brother of the seven who fought in the age-old past, the same clan that through treachery, alliance and force of arms forged a thin victory over the other brothers.

Appearance: The folk of Harr dress always to match their noble blood and noble continence. They wear rich garb: fine leather mantles dyed and worked with wonderful twisting patterns, coronets of gold and shimmering gems, armbands and bracelets weigh heavy on their limbs.

Disciplines: Bonded Weapon, Charm Craft, Hearth-Craft, Ill-gotten Curse, Majesty, Noble of Ways, Requited Greed, Rune-Craft, Talismanic Arts, and Wary of Aelfan

Other Clans

Auvarg: The most sundered of clans. Those who would live free lives in the woods and wilds. Let them have their ways - we do not begrudge them their humble huts and ranks furs.

Bomburr: Loyal and simple. No Bomburr ever

betrayed a promise.

Eitri: All of the clans have a place in the council of clans - even the Eitri.

Fjornir: Wise, knowing of many secrets. Our most powerful allies - but also our most fickle enemies. Watch the Fjornir carefully, or one day he will be upon the throne.

Modsgnir: Warriors of power and strength. They are honourable, solid and fiery.

Thrainn: Our artisans and crafters. It was they who carved the ivory thrones, they who gilded the halls, they who wrought the sceptres of our rule. To them we owe our majesty.

Modsgnir's Folk

Frenzy-Roarers: The last bloodlines descended from the great warriors of old. For the duergar have always been things of primal and elemental strength, and their axes have ever been sharp. Many long wars with trolde and men have the Modsgnir fought and won.

The folk of Modsgnir's clan are descendents of a race of warriors since time immorial. Their whole culture is honed, bent and forged for war. But, for the Modsgnir a life of valour in battle equates with a life bound by honour. For the Modsgnir honour is everything. No Modsgnir worth his name ever broke an oath, nor lied, nor slandered another he was not willing to fight. The Modsgnir as a clan were forced by what some would argue was an act of deceit to vow loyalty to the descendents of Harr and to this day the vow has gone unbroken and the warring clans have wred no more.

Appearance: Although the Modsgnir share the same love of beautiful things with the other clans of Duergar, they have more pragmatic view of their garb, armour and weapons. Their adornments tend to be subtle, intricate when examined, but easy to miss from a distance. Their weapons and armour seldom sacrifice much beauty for strength, but are nowhere near as elaborate or regal as those suits donned by the kingly Harr.

Disciplines: Bonded Weapon, Charm Craft, Frenzy of Heroes, Heart of Flame, Hearth-Craft, Ill-gotten Curse, Requited Greed, Rune-Craft, Talismanic Arts, and Wary of Aelfan

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Other Clans

Auvarg: Savages, but good in a brawl.

Bomburr: They brew good ale and roast a good chook. What else can I say?

Eitri: Avoid them if you must. Kill them if you can.

Fjólnir: The least natural of us all. Who can trust a clan who has so forsaken the ways of our people?

Harr: While they lead with wisdom we will follow. If they should falter, or grow unwise, we shall take their place.

Thrainn: I have endless respect for Thrainn's Folk. Their swords can cut a hair or a stone alike. Their mail will permit no axe, nor tooth to pass. They are our most valued allies.

Thrainn's Folk

Cravers: The craftsmen of the beardlings, those who more than any other clan have stayed true to the old ways, craving the treasures of their ancestor, piling gold upon gold, and labouring deep in the pits to work wonders for the to behold.

The folk of Thrainn have stayed closer to the ancient joy of the Duergar than any other clan. For the Thrainn it is the beauty that takes shape in one's hand that measures above all else. The Thrainn are the artisans, the crafters, the smiths and wrights of the Duergar. Theirs in the heritage of buying and selling, trading and working great wonders in the forge.

Appearance: Thrainn's folk are unmistakable by their garb. They wear always the soot-smearred, old and stained leathers of smiths, with tools tucked in their belts and sturdy gloves upon their hands. Their beards unlike many of the Duergar are always trimmed into short, masses of bristles either shorn away, or seared off by the heat of their perpetual fires deep in the ancestral halls of the Duergar.

Disciplines: Bonded Weapon, Charm Craft, Hearth-Craft, Ill-gotten Curse, Requited Greed, Rune-Craft, Talismanic Arts, Treasures, Wary of Aelfan, and Woven and Wrought

Other Clans

Auvarg: Their crafts are simple, but resound with a sort of earthiness that I can appreciate.

Bomburr: Some say the Bomburr have lost all their crafts. That is untrue. The Bomburr craft the earth itself.

They forge wheat, and barley, and mead. Theirs is a different sort of art.

Eitri: Always keep a dagger handy for the Eitri. Either to sell to them or to stab them with - whichever suits.

Fjólnir: Their arts are beyond me. Who am I to say aught about such sorcerers?

Harr: The lords of the hill halls and deep caves. The line descended from the eldest of the seven brothers. Theirs is the right to rule - for the time being.

Modsognir: The Modsognir sing their ballads, and fight their wars, much as the heroes of old have done in stories through the ages. Who are we to fault them for loving tradition?

Aptitudes

The following is a detailed guide to the Aptitudes used in Wayfarer's Song. All Characters will possess a ranking in all Aptitudes. Your prowess in any given Aptitude can be increased during the Game by spending Experience Points.

Affray

Used for all hand-to-hand combat that involves weapon play. If you are using an axe or sword or spear in battle, you will use the Affray Aptitude when making attacks or defending yourself.

Archery

A combat skill used for all ranged attacks, including thrown attacks, such as with a spear, axe or dagger and missile attacks such as with a bow and arrow or sling.

Brawling

An Aptitude used for unarmed Hand-to-Hand combat. If you are wrestling or fighting unarmed, even if your enemy is armed, you must use the Brawling Aptitude. Injury for an Unarmed attack is resolved by rolling 2d10 and taking the lowest roll.

Dexterity

All eye-hand co-ordination, agility, jumping, running, climbing and dodging Tests of Aptitude. If engaged in combat but trying to escape rather than fight, a Character can use Dexterity versus an attack. If you

defeat an attack using your Dexterity you are able to weave out of range, run and escape - although the possibility of being chased or harassed with missiles will still exist.

Courage

Used to gauge whether you will be able to stand your ground against terrible odds or retreat in fear. Treat Courage in the game as something fluid and subjective. Usually if a character fails a Test of Courage the Character should be presented with two choices: either retreat and roleplay the fear or stand and fight but with a -1 level penalty to all Aptitudes. If a Character badly fails a Test of Courage, ie. Rolls a natural 10, or if the thing of fear is unusually terrible, for instance a mature Firedrake, the Gamesmaster may deem that the player has no choice and the Character must retreat. Keep in mind, however, that no-one likes losing control over their Character and failed Tests of Courage should be treated carefully.

Crafts

A general Aptitude to cover all handcrafts, metalworking, smithy, leather working and similar trades. If you wish to be more realistic, a player can split this Aptitude into a series of separate listed craft skills that are bought and increased with Experience separately.

Cunning

All social guile, trickery, lies, persuasion, arguments, riddle-telling and used for contests of insults or 'word-wars', which are common method used to settle rivalries in courts and king's halls.

Fortitude

Raw physical strength, size, muscle and endurance. Used for testing feats of strength and stamina.

Perception

General awareness and alertness, the Aptitude used when searching for something or someone or when trying to unravel the motives or intentions of another Character in a social situation. Also, a Test of Perception may be required by the Gamesmaster when some danger may be about to present itself - if you

need to determine whether or not Characters will notice an ambusher or a storm on the horizon call for a Test of Perception. It is useful, however, if you call for Tests of Perception in the way to also require Tests of Perception when there is either nothing to notice or something simple but beneficial, such as a sprig of useful herb or a silver coin lost in the grass. In this case everyone will fail no matter what they roll. The occasional random Test of Perception will keep players from associating a Test of Perception with something being clearly wrong.

Presence

A measure of social charisma, charm, powers of seduction and leadership. Presence can be used to befriend and charm, and to a certain extent persuade others to help you, give you their support or lend assistance.

Subterfuge

Powers of hiding, sneaking, thievery and stealth. Subterfuge is used when trying to stealth, thieve, move silently, pick locks, move without trace or secretly and also when simply trying to hide from pursuers or hunters.

Wayfaring

A general outdoor skill used for foraging, setting snares or traps, looking for signs of game, telling edible plants from poisonous, herb-craft, navigation and weather-watching. A successful Test of Wayfaring against an Average difficulty will turn up enough food for about five Characters for a day. Food obtained through the Wayfaring Aptitudes tends not to preserve well, however, as it tends to be either game-meat or nuts, tubers or vegetables that will easily spoil.

Willpower

Sheer force of will, stubbornness and resolution. Used heavily when engaging headlong with magic, but also when trying to find the internal resolve to keep going in the face of hardship or exhaustion.

Wisdom

General knowledge, lore and learning. A Test of Wisdom can be made to try and remember details

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concerning a particular place or person, some snatchet of history, rumours recently heard or more detailed pieces of knowledge.

Wit

Reflexes, quickness or thought and reaction time. Tests of Wit are typically needed upon being ambushed to avoid being struck by arrows or trapped in a net on the first attack, or when surprised by a trap, a treacherous dagger, or a sudden natural hazard such as a rockslide or a collapsing track-way on a cliff. Wit is a useful Aptitude to employ when noticing the event is important but physically moving out of danger doesn't present any difficulty. For instance, if, when moving through a rugged terrain of trees, a Character is assailed by a hail of arrows then noticing the attack in time is important but stepping behind a tree to take cover is then relatively easy. When escape is also tricky the Gamesmaster may call for a Test of Dexterity following the Test of Wit.

Disciplines

Below are details of the Disciplines that are available to the Duergar.

Balladry

You have a charmed power to your voice when put to ballad, and subtleness and charm and strength as if the years of ancient history are marching behind you.

Aspects: A humble power it may be, Balladry will make you welcome in any hall or kingly place, and all but ensure wealth in the depth of winter when the fires grow feeble and all gather around to pay for a few words of heroes and hope. Gain a Ballad Skill at Rudimentary.

Rank One

When you succeed in singing a Ballad of Fair skill any Duergar will feel obliged to give you coin for the honour. Mortals will feel compelled when listening to a ballad of Basic skill.

Rank Two

When you succeed in singing a Ballad of Average skill any Duergar will feel obliged to give you coin for the

honour. Mortals will feel compelled when listening to a ballad of Rudimentary skill.

Rank Three

When you succeed in singing a Ballad of Basic skill any Duergar will feel obliged to give you coin for the honour. Mortals will feel compelled when listening to a ballad of Unskilled skill.

Rank Four

When you succeed in singing a Ballad of Rudimentary skill any Duergar will feel obliged to give you coin for the honour. Mortals will feel compelled when listening to a ballad of Unskilled skill.

Rank Five

When you succeed in singing a Ballad of Unskilled skill any Duergar will feel obliged to give you coin for the honour.

Bonded Weapon

The axe has been passed from father to son for generations now. It hangs above the fireplace, the smoke curls about its haft of sea ivory, and the silvery blade, yet it never corrodes or weakens. It is the backbone of the clan chief now, his blood is its blood, it is bound to him, and he to it.

Aspects: Bonded Weapon allows a Duergar to become so emotionally and spiritually attached to a given weapon that weapon begins to acquire charmed qualities that redeem the faith, and hope placed upon it.

Rank One

Give your weapon a name if it does not already have one. At this rank the weapon will never break, bent, shatter or dull in the course of battle. It will never rust, corrode or suffer from the passing of years so long as it remains in your possession.

Rank Two

As with rank One, but the weapon gains an additional +1 menace to a limit of 9.

Rank Three

As with Rank Two, but the weapon affords advantage over enemies in battle as long as all other factors are

deemed to be equal by the Storyteller.

Rank Four

As with Rank Three, but you may nominate a most disliked duergar, mortal, creature or species. The weapon will softly hum and glow with a pallid, flickering light when this most disliked person, creature or species comes within thirty paces.

Rank Five

As with Rank Four, but the weapon becomes a weapon of least enchantment and retains all of the above powers so long as the wielder is a direct descendant of you, and he or she invokes your name in a warcry before entering battle.

Casting of Stones

A mystic and closer kept art the casting of stones is a form of divination sorcery performed by the shadowy Fjolnir clan. The clatter and scatter of rune-cut pebbles is an oft-heard music by the thrones of Harr kings, and many is kingdom whose fate has been nudged by the weight of pebble.

Aspects: Casting stones are highly personal and must be collected from nature and inscribed with runes by the Duergar who intends to use them. If your set of casting stones is lost then it will take a week of dedicated work to replace them.

Fjolnir glean insight by throwing the stones upon a flat surface while dwelling on a question about the future. Questions must be reasonably general for the stones to give an answer. The stone-caster then passes into a shallow trance, examining the patterns of the stones. There are twelve recognised patterns that herald changes, strife, or peace and the key to prediction is studying the stones until the true pattern that is struggling to emerge does so. The trancework involved in casting stones is laborious and mentally draining and the number of times a character can attempt to cast stones during one game is limited according to discipline rank.

The patterns in the stones

The Coiled Wurum: Heralds treasure, gold or rewards will be had

The Hammer of Thorn: Heralds strife, war or conflict to come

The Hand of Death: Heralds a death, particularly of

a close or important person

The Hearth of Stone: Heralds lack of change, immutability

The King of Thrones: Heralds the meeting of a powerful man

The Jagged Knife: Heralds an as yet unknown but dangerous threat

The Long Straight Road: Heralds safety from danger

The Maelstrom: Heralds a natural disaster

The Oath-Cup: Heralds truth or a faithful ally

The Queen of Thrones: Heralds the meeting of a powerful woman

The Rose Entwined: Heralds friendship to come, possible love

The Web of Spiders: Heralds trickery, lies or a trap to beware of

Rank One

When the Duergar casts stones the Storyteller makes a roll in secret. Temporarily subtract one point from your Fatigue whenever you use this power.

7 to 10: No pattern can be seen

3 to 6: There are two possible patterns - one is true

1 to 2: A true pattern is seen

Rank Two

When the Duergar casts stones the Storyteller makes a roll in secret. Temporarily subtract one point from your Fatigue whenever you use this power.

8 to 10: No pattern can be seen

5 to 7: There are two possible patterns - one is true

1 to 4: A true pattern is seen

Rank Three

When the Duergar casts stones the Storyteller makes a roll in secret. Temporarily subtract one point from your Fatigue whenever you use this power.

9 to 10: No pattern can be seen

6 to 8: There are two possible patterns - one is true

1 to 5: A true pattern is seen

Rank Four

When the Duergar casts stones the Storyteller makes a roll in secret. Temporarily subtract one point from your Fatigue whenever you use this power.

10: No pattern can be seen

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8 to 9: There are two possible patterns - one is true

1 to 7: A true pattern is seen

Rank Five

When the Duergar casts stones the Storyteller makes a roll in secret. Temporarily subtract one point from your Fatigue whenever you use this power.

10: There are two possible patterns - one is true

1 to 9: A true pattern is seen

***Example:** Mjol the Raven has a Casting of Stones discipline of Rank Three. He finds himself at a lonely road crossroads and is unsure which of two roads to take to find his way to a friendly town. Crouching down on the dirt before the left road and casts his stones while dwelling on the question of the roads. The Storyteller has determined that the left road leads to a town, whereas the right leads nowhere but through a lonely moor and a stone quarry. The player rolls a 6 which for rank three reads: There are two possible patterns - one is true.*

The storyteller puts on his best mysterious voice and states: there may be two patterns in the stones, the Long Straight Road or The King of Thrones.

The Long Straight road is True (heralding safety).

The King of Thrones is false (he will not meet anyone). But the player does not know this and will have to make a guess or try his luck again with the stones.

CHARM-CRAFT

The enchanted art of the crafting of small charms and petty luck-amulets runs in your family and during the long winters spent hearthside in your youth you have taught yourself the beginnings of this craft.

Aspects: Luck-charms are specific to a given Aptitude and although usually small enough to wear on a cord about the neck, or carry in a pocket, the charm must be crafted out of a material associated with its particular skill set. For instance a charm adds luck to fishing (Wayfaring Aptitude) could be carved out of a pebble from a river, or perhaps from a fish skull or even the claw of a fishing eagle. A charm that adds luck to war (Affray Aptitude) could be carved from the bone of a hero slain in battle, or into a wrought from an iron shard from a famous sword.

Rank One

It takes you ten days of dedicated work to slowly and ritually tool a luck-charm. The luck charm must be associated with a particular area of skill at the Storyteller's discretion. Examples might be: archery, haggling, hunting, mining, war, smithing and so forth. The bearer of the luck-charm can choose to automatically pass one Test of Aptitude associated with the luck-charm. Once he does this the luck-charm loses all power.

Rank Two

As with Rank One, but the Luck-Charm will regain power to work a stroke of luck upon being given freely to a different bearer. Each bearer can only use the charm once. If it passes back into the possession of a bearer who has already used it the charm to work a stroke of luck it will not regain any powers.

Rank Three

As with Rank Two, but each bearer can use the Luck-Charm three times before it loses power to work strokes of luck.

Rank Four

As with Rank Three except that it only takes you five days of dedicated work to craft a charm.

Rank Five

As with Rank Four except that it only takes you two days of dedicated work to craft a charm.

CRUSTS AND CRUMBS

The Bomburr are masters not just of coaxing all things to grow in their hands but also the humble arts of baking, stewing, roasting and broiling. For the Bomburr are great lovers of lovingly crafted tidbits and morsels and toothsome things.

Aspects: A character with Crusts and Crumbs rank one gains an additional 'cooking' skill at Rudimentary. If a character already has a cooking or similar skill then he gains any other bonus skill at Rudimentary of player's choice.

Rank One

By passing a Test of Cookery (Crafts) (diff. 3) you can invest a meal you are preparing with a small touch

of magic. Any person who consumes a dinner-sized portion will find themselves sated and without need of further sustenance for a full day and night.

Rank Two

As above but a Test of Cookery (Crafts) (diff. 4) is required and any person who consumes a dinner-sized portion will find themselves sated and without need of further sustenance for two days and nights.

Rank Three

As above but a Test of Cookery (Crafts) (diff. 5) is required and any person who consumes a dinner-sized portion will find themselves sated and without need of further sustenance for three days and nights.

Rank Four

As above but a Test of Cookery (Crafts) (diff. 6) is required and any person who consumes a dinner-sized portion will find themselves sated and without need of further sustenance for four days and nights.

Rank Five

As above but a Test of Cookery (Crafts) (diff. 7) is required and any person who consumes a dinner-sized portion will find themselves sated and without need of further sustenance for five days and nights.

Frenzy of Heroes

So long have the Modsognir sought glory in war, so long have they defended the ancient Duergar holds, so long have the axes of the clan fallen upon their foes that the fire of war has seeped into their bloodline. The magic of war seethes there now, an ember waiting for the winds of war that will fan flames of passion into war-frenzy of the heroic.

Aspects: The Frenzy of Heroes is a Discipline that taps into the magic of war, and allows the Modsognir to pass into a trance-like frenzied state in which he is able to fight without suffering pain, and wage battle with an almost hallowed prowess of strength.

Rank One

You can choose to pass into a state of frenzy in battle. In this state you feel no pain and although you may suffer fatigue you do not suffer from the effects of being fatigued until pass out of the frenzy. Every round

you choose to remain in a state of frenzy you must make a Test of Willpower (diff. 2). If you fail then you drop out of the frenzy.

Rank Two

You can choose to enter a frenzied state in battle. You gain no initial benefits but, whenever you take an injury you may increase your Menace by +1 to a limit of 9. Every round you choose to remain in a state of frenzy you must make a Test of Willpower (diff. 2). If you fail then you drop out of the frenzy.

Rank Three

As with Rank Two, but your melee and brawling skills temporarily increase one level while in a frenzied state.

Rank Four

As with Rank Three, but you now only need to make Test of Willpower once every two rounds to remain in a state of frenzy.

Rank Five

As with Rank Three, but you no longer need to make Tests of Willpower to remain in a frenzy.

Hearth-Crafts

The Duergar sits by the fire and his clever fingers knot and twist, pluck and twine and sew. All the common things of life, the fishing hooks and tramping boots, the leather apron, the mugs of clay are the Hearth-crafter's work.

Aspects: Hearth-Crafts allows a Duergar to make practical, well-made, if not very valuable objects for everyday use.

Rank One

You can craft any day-to-day tool smaller than a barrel out of surprising limited and poor selection of tools and materials. The tool will be worth no more than 5 marks of silver to a fellow Duergar and ten to a Mortal. If the tool might be used as a weapon, for instance a table knife or mattock, then it will have a menace of no more than 5 – and potentially much lower at Storyteller's discretion. It takes you twenty hours of dedicated work – either spread out or lumped together – to craft it.

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Rank Two

As with rank one except that it takes you ten hours of dedicated work to complete a tool.

Rank Three

As with rank one except that it takes you five hours of dedicated work to complete a tool.

Rank Four

As with rank one except that it takes you two hours of dedicated work to complete a tool.

Rank Five

As with rank one except that it takes you one hours of dedicated work to complete a tool.

Ill-gotten Curse

For the ever covetous, ever greedy Duergar there are few crimes worse than theft. Rage simmers deep in the blood of any Duergar who has ever lost a prized joy to threat, trickery, theft or extortion. Some stamp their feet and shake their fists and bare their sharp teeth and spit and scream and curse. But, then there are those whose anger is so sharp, their blood so hot, that sorcery surges in their soul and what curses are spoken, become curses woven with charm.

Aspects: A Duergar can only choose to work an Ill-gotten curse upon a possession that has been, at least in the Duergar's opinion, unfairly, illegally, or immorally taken away from him. A Duergar who loses a possession accidentally through no one's particular fault, or who willingly agrees to give away or sell a possession cannot choose to curse it – the curse must be worked in anger at the point of loss.

The curse worked by the Duergar will fall upon one possession and one only if many are taken at once. A Duergar cannot curse an entire stolen horde, rather just one small ring, or sword or golden necklace.

The effects of a Duergar Curse are usually bitter, perhaps painful, and anguishing but usually fairly subtle: infertility, bad luck, ill health, poverty, loss of trust, or loss of friends are all examples of possible curses. All aspects of the curse are however at the storyteller's final discretion.

Rank One

When you work a curse upon a stolen item you must clearly make an oath, aloud, and stating what will befall those who take the item into their possession. The curse will fade either if the item is returned to you, or after it has passed out of the possession of he or she who originally took it from you.

Rank Two

As with Rank Two but, the curse will fade either if the item is returned to you, or after it has passed out of the possession of he or she who originally took it from you, and one other person.

Rank Three

As with Rank Two but, the curse will fade either if the item is returned to you, or after it has passed out of the possession of he or she who originally took it from you, and five other persons.

Rank Four

As with Rank Two but, the curse will fade either if the item is returned to you, or after it has passed out of the possession of he or she who originally took it from you, and ten other persons.

Rank Five

As with Rank Two but, the curse will fade either if the item is returned to you, or after it has passed out of the possession of he or she who originally took it from you, and twenty other persons.

Heart of Flame

The Heroic heart of the Modsgnir burns bright in his chest, his blood runs thick with fire. For the Modsgnir honour and heroism have been honed into a force behind the magic of great deeds.

Aspects: Heart of Flame allows a Modsgnir to gain a charmed advantage in battle against foes or the various forces of nature when performing heroic deeds.

Rank One

You can choose to automatically pass any Test of Fortitude. Whenever you do this, subtract one point from your Fatigue.

Rank Two

You gain advantage over opponents in battle, no matter

the odds, whenever you are defending a Duergar stronghold, homeland or settlement.

Rank Three

You gain advantage over opponents in battle, no matter the odds, whenever you are defending a fellow Duergar from harm.

Rank Four

Your weapons gain the ability to harm what otherwise can only be harmed by magic or enchanted weapons in battle whenever you are defending a fellow Duergar from harm.

Rank Five

You gain advantage over opponents in battle whenever you are defending a fellow Duergar.

Majesty

The light of fires always seems to fall upon your face slightly brighter than those about. The winds stir for you when you pass. The day's cast golden light upon you and all things seem somewhat more joyous in your presence. The blood of the eldest of the seven founders of your race runs strong and powerful in your veins, so that you carry about yourself, a strong aura of the majestic that affects those of your kind.

Aspects: Majesty is the last remnant of a powerful charm of glamour that the eldest of seven, Harr, used to enchant his seeming and his words so as to gain some extra power of mastery over his subjects. The magic works best on the weak of will and only affects Duergar.

Rank One

Those Duergar with a Willpower of 2 or less will feel an irrational compulsion to admire you, and will find themselves wanting to be close to you and please you with their actions.

Rank Two

As with Rank One but Majesty now affects Duergar with a Willpower of 3 or less.

Rank Three

As with Rank One but Majesty now affects Duergar with a Willpower of 4 or less.

Rank Four

As with Rank One but Majesty now affects Duergar with a Willpower of 5 or less.

Rank Five

As with Rank One but Majesty now affects Duergar with a Willpower of 6 or less.

Noble of Ways

You tarry in the halls of kings, and know the ways of lords and queens. You know the rumours of marbled halls, and the talk of the regal folk, the names of their thanes, and retainers, but these are not idle pastimes. For you have in your bloodline the cunning of rulers, and the power to appear equal to those whom rule – so equal indeed that they will be more than willing to trade royal favours with you, and makes your word a matter of their honour.

Aspects: In many legends there are those, who though not a king or queen, are accepted as equals by rulers of realms by virtue of their almost unnatural, but obvious regal quality of poise and speech. A character with Noble of Ways is one such Duergar. The magic works not merely upon Duergar lords and queens, but upon any of a royal bloodline of any folk.

The power pivots around the ability of the Duergar to make appropriately royal speeches, and act in appropriately royal ways. As the Storyteller you may wish to ask a player to recite the speech he or she wishes to make and then base the reactions of bystanders upon the quality of the speech.

A caveat to all the powers of Noble of Ways is also: so long as your intentions truly are honourable. You cannot give a speech that is pure lies and trick listeners into believing your words based on your apparent nobility. Only the truth of honourable intentions or warnings can be conveyed to listeners using this discipline.

Rank One

When you stand and give an appropriately noble speech any guard, warden or retainer of a king's hall whose duty it is decide who may pass must make a Test of Willpower (diff. 4) or accept on your word that you are worthy of an immediate audience.

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Rank Two

When you begin speaking aloud in a crowded room, all others feel compelled to stop their conversations and pay attention to you. Any character who has a particular reason to wish to keep talking must make a Test of Willpower (diff. 5) to do so.

Rank Three

By making oath aloud, clearly and forcefully you can convince all listeners that your word is your honour, and your honour is as good as gold. Any who have a particular reason to distrust you are allowed a Test of Willpower (diff. 6) to resist the urge to believe that you will do all that you say.

Rank Four

When you present yourself to a kingly hall, again by making a speech of introduction, you may make a Test of Willpower (diff. 7). If you succeed then the lord, lady, king or queen of the court will recognise you as an equal and invite you to eat at his or her table and share the best hospitality that can be offered.

Rank Five

When you make an impassioned speech to a king or queen then the royal of blood must make a Test of Willpower (diff. 8) or believe your words to be truer than those of all others in the court, even their most trusted advisors. At this rank Noble of Ways will overpower other enchanted voices, cunning words or subversive social magic.

Potent Meads

There is a cask of aged oak that sits gathering dust in the alehouse of a certain landlord in the hills of mortal men. It is marked with the stamp of a Duergar lord, and he bought it from a passing travelling charm-peddler. But, does he dare break the cask and offer the mead to well-paying travellers and thanes? He has heard strange tales about the meads that Duergar brew in their strange little houses. He runs his fingers over the cask and feels the solid, polished wood and wonders...

Aspects: The herbal meads of the Bomburr do not merely get the imbiber drunk – though they certainly do that – but are brewed with such care, and cunning that they may have in them a certain small power to

work charms upon the drinker. See **Chapter Six, Crafts of the Duergar** for more information on Potent Meads.

Rank One

You can brew meads of Least Potency. It takes a week of work assuming you have all the herbs, spices, honey and oak barrels on hand to prepare and seal a barrel worth 50 pints. The mead must then ferment for a full season before it is ready to crack open and drink. A batch of mead can be invested with the power to add one rank to one Attribute of the brewer's choice. The increase lasts only a few minutes, then is lost – although the imbiber may remain drunk for some time. While drunk the imbiber cannot gain any experience from failed tests of skill.

Rank Two

As with rank one except that you can brew Meads of Lesser Potency. Meads of Lesser Potency gain the same one level Attribute bonus of Least potency, but the effects lasts one hour. While drunk the imbiber cannot gain any experience from failed tests of skill.

Rank Three

As with rank Two except that the brewer can invest charm into the brew associated with skill from the following general groups: revelry, social or warring. Revelry adds one bonus level to song, dance, riddle-telling, joke, telling and similar revelry skills of the drinker. Social adds one bonus level to the cajolery, carousing, seduction, manipulation, trickery, charm or similar social skills of the drinker. Warring adds one level to the close-combat, melee, brawling, wrestling, but not ranged or archery, combative skills of the drinker. The effect lasts one hour, and while drunk the imbiber cannot gain any experience from failed tests of skill.

Rank Four

As with Rank three except that the brewer can invest in the Mead a craving for a particular pursuit that falls within the mead's skill group from above: A revelry mead could cause drinkers to dance. A warring mead could make one want to brawl. A social mead could make drinkers want to carouse. The drinker of the Brew must make a Test of Willpower (diff. 7) to resist

the urge to pursue this activity for the next hour. The urge is however bounded by reason. A person feeling the urge to dance would not do so if confronted with a life or death situation. A drinker give the urge to fight would not kill a friend, but might try to wrestle the friend to the ground in a roughhouse sort of way. The effect lasts one hour, and while drunk the imbiber cannot gain any experience from failed tests of skill.

Rank Five

As with Rank Four, but the brewer can also cause the skill nominated at Rank Four to gain an extra level of charmed potency. So that for instance a revelry mead of singing would add a single bonus level to all revelry associated skills and two level to the drinker's singing skills. The effect lasts one hour, and while drunk the imbiber cannot gain any experience from failed tests of skill.

Potions

Potions: the dark art of the Eitri, the mixing and mingling of elements of the world, magic and spirit into potions that can heal, and harm, poison and pleasure, make beautiful or ugly, give back years of youth, or steal the strong back, and firm body of youth away.

Aspects: The dark art of the Eitri is a secretive and complex form of Duergar Sorcery and is explained in detail later in this book. Put briefly, Eitri harvest vital essences from the world and brew these into potions of various powers and potencies.

See 'Part Three: Runes and Sorcery' for a more in depth discussion of Potions.

Rank One

You can brew potions of least potency.

Rank Two

You can brew potions of lesser potency.

Rank Three

You can brew potions of greater potency.

Rank Four

You can brew potions of grander potency.

Rank Five

You can brew potions of high potency.

Required Greed

The force of a Duergar's love for things of beauty and invention can sometimes take on a real, manifestly magical form, binding the object to the heart and soul of the Duergar. In essence, the Duergar learns to love an object so much that the object develops a minor sheen of enchantment that loves the Duergar in return.

Aspects: Any object that is nominated as loved by a Duergar can never be lost or parted with for long. It will work in its own subtle way to make its way back to its master if separated, often seeming to return via a chain of inexplicable stroke of luck. This holds true so long as the object is stolen, lost or cheated off the Duergar. If, however, the object is sold or given or bartered away willingly then the Duergar betrays his love for it and ceases to have any heartfelt link to it.

Rank One

You may nominate one beloved object. This object will return to you if lost, stolen or cheated from your possession. You may change a nominated object to another that has newly come into you possession should you so wish.

Rank Two

As above but you may nominate two beloved objects.

Rank Three

As above but you may nominate three beloved objects.

Rank Four

As above but you may nominate four beloved objects.

Rank Five

As above but you may nominate five beloved objects.

Raw Arts

You have learned the hereditary natural craft of the Auvarg in which things of beauty are carved, scoured and tooled not from the gemes and ores of the earth, but from the raw materials of nature: bone, wood, ivory and the such.

Aspects: This Discipline confers the ability to carefully to craft natural objects into valuable, but not magical, items of beauty.

Rank One

You can tool wood, bone, sea-ivory, or antler into small, beautiful, but seldom practical objects, boxes, statuettes or jewellery. It takes your ten hours of work, all at once or spread out, to craft a small ornament. When finished the ornament will be worth one silver mark to a fellow Duergar and three to a mortal.

Rank Two

As with rank Three except that when finished the ornament will be worth five silver marks to a fellow Duergar and ten to a mortal.

Rank Three

As with rank Three except that when finished the ornament will be worth ten silver marks to a fellow Duergar and twenty to a mortal.

Rank Three

As with rank Three except that when finished the ornament will be worth twenty silver marks to a fellow Duergar and forty to a mortal.

Rank Three

As with rank Three except that when finished the ornament will be worth thirty silver marks to a fellow Duergar and sixty to a mortal.

Rune-Craft

The Fjolnir have over many years of laborious mimicry of mortal sorcerers melded that mystic creed of sorcery with the earthiness of Duergar nature to produce their own secret art of magic.

The art revolves around the power inherent in ten sacral runes handed down from the days of old and so it is said taught to the Duergar by the ancient gods. The words are written in runic inscriptions called Bindrunes on objects to imbue it with magic. They are both closely and jealously guarded and any unscrupulous Duergar who dares to teach the secrets of his folk to mortals can expect swift and merciless death at the hands of his fellows. The fate of the unfortunate mortal student is likely to be worse.

Each rune consists of a an angular, mystic character in the secret runic language of Duergar, and when several words are described together the result is long, wending

scripts, often twining down the length of an object – a shape termed a Bindrune.

See **Part Three: Runes and Sorcery** for a more in depth discussion of Rune-Craft.

Quick Reference List

| | |
|------------------|------------------|
| Rune of Beauty | Rune of Flames |
| Rune of Luck | Rune of War |
| Rune of Burden | Rune of Need |
| Rune of Strength | Rune of Passions |
| Rune of Gifts | Rune of Knowing |

Rank One

You know one rune and craft the one bindrune that is derived from it.

Rank Two

You know two runes and craft the three bindrunes that are derived from them.

Rank Three

You know three runes and craft the many bindrunes that are derived from them.

Rank Four

You know four runes and craft the many bindrunes that are derived from them.

Rank Five

You know five runes and craft the many bindrunes that are derived from them.

Shadow-Wright

The Eitri have darkness thick in their souls, and have lived close to the paths of the dead, deep below the earth for an age-long litany of years. Through these years, the ancestors of the Eitri have found ways to use their will to reshape the shadow-stuff of wraithlike souls as if they were beating out gold into thin and delicate shapes.

Aspects: The Shadow-Wright Discipline works only on Wraiths (Gnissa) as described in the Core rules book. It has no power over the souls of either living beings or those souls that have instilled themselves into dead flesh to walk again, as restless corpses such as the Duergar.

Rank One

A Shadow-Wright gains the ability to see and commune with those normally invisible spirits of the dead. Also, a Shadow-Wright can enter into a Contest of Willpower with any Ghost (Swarth, Shade or Wraith) to force it to keep distance and make no attempt to harm the Wright.

Rank Two

A Shadow-Wright can call to his presence the Wraith of a specific person. The call is highly ritualistic and requires the Wright to have in his possession some physical lifetime possession or relic of the body of the dead wraith being summoned. At this rank the power the Wright can only affect Wraiths of Lesser Enchantment.

Rank Three

At this rank the Eitri gains the ability to command a wraith to find out a secret of the past, present or future and return with the knowledge.

Rank Four

At this rank the Eitri gains the ability to command a wraith to perform one simple deed or action for him. Once the deed is done the Wraith is released from any obligation and returns to the netherworld. Otherwise as with Rank Three but the Discipline now affects Wraiths of Greater Enchantment.

Rank Five

At this rank the Eitri may bind a wraith to an object that was owned by the wraith in life. In so doing the Eitri must permanently sacrifice one point of Willpower. Once bound the wraith must do all that he who possesses the personal object commands of it.

Slayer

There is a belt of teeth of dagger shape and sharpness hanging from your belt. There are scars stitched across your face, and your hands are strong, but knotted. For, like each of your ancestors you have gone into a dangerous trade, you are a slayer of one particular kith of dangerous, often enchanted creature, and it is a long, hard trade to ply.

Aspects: You need to choose which kith of creature you have inherited a knack for hunting, a knack

sharpened with study and long years of practice. Is it Trolde? Dragons? Wurum? Ettin?

Rank One

When fighting you chosen foe you gain +1 Menace and +1 protection. You can sense when your foe comes within five paces.

Rank Two

When fighting you chosen foe you gain +2 Menace and +2 protection. You can sense when your foe comes within ten paces.

Rank Three

When fighting you chosen foe you gain +3 Menace and +3 protection. You can sense when your foe comes within twenty paces.

Rank Four

When fighting you chosen foe you gain +4 Menace and +4 protection. You can sense when your foe comes within forty paces.

Rank Five

When fighting you chosen foe you gain +5 Menace and +5 protection. You can sense when your foe comes within eighty paces.

TALISMANIC ARTS

You have inherited the ancient secrets of the crafters of talismans, charms and protective pendants. You can use these mystic arts to work such things as the skins, bones and teeth of magical creatures into powerful charms.

Aspects: In game terms this allows a character to craft any of the Talismans discussed in the Core Rules book for Wayfarer's Song. Talismans are made from the body parts of magical creatures - a skin of a dire wolf could be turned into a cloak that gives hunting bonuses. The teeth of a dragon can be made into a necklace that makes a person fearless and proud in battle.

Note that Talismans are a sub-class of enchanted artefacts which as a general group are termed Relics. The ability to craft Talismans does not entitle a character to create any manner of relic.

Wayfarer's Song – Kithbook Duergar

Rank One

With the appropriate tools and materials (at Storytellers discretion), you can craft one talisman over ten days.

Rank Two

With the appropriate tools and materials (at Storytellers discretion), you can craft one talisman over eight days.

Rank Three

With the appropriate tools and materials (at Storytellers discretion), you can craft one talisman over six days.

Rank Four

With the appropriate tools and materials (at Storytellers discretion), you can craft one talisman over four days.

Rank Five

With the appropriate tools and materials (at Storytellers discretion), you can craft one talisman over two days.

TREASURES

The soot-blackened Duergar who strains over the fires of a forge, where the bellows issue storms of scalding air, and the drumming clamour of hammers, falling, falling upon the silver-iron-gold of the Duergar craft ring from the walls. But, when he is done, when the fires die, and the soot is washed away, the treasures that the Duergar may forge – these are things of true beauty. Wonder. Power. Joy. Magic.

Aspects: Treasures is the art of crafting wonderful works of metals and stone and ivory and imbuing into these a grain of magic – a first initial spark about which enchantment is then hung in veils. The process of producing magical treasures works through taking advantage of the contagious nature of magic. To forge a magical relic with a given power the Duergar must hunt down a source of magic that exudes a similar if not identical power. Further examples are provided below, but for instance to create a sword that flickers with magical fire the sword could be forged from the metal that falls fiery from the sky, or from the bone of a fire breathing dragon, or from ore taken from a volcano.

Rank One

You can imbue a relic with enchantment during forging by dyeing it with drops of blood from an enchanted

creature or person. This rank can only create Relics of Least Enchantment.

Example: To imbue an amulet with the power to heal the wearer the blood of a sorcerer who deals mostly with sorcery of healing and curing is needed. To make a sword skilful and charmed the blood of a powerful warrior is needed.

Rank Two

You can imbue a relic with enchantment by using a piece of corpus from the body of an enchanted person or creature in the crafting. At this rank Relics of Lesser Enchantment can be forged.

Example: The bone of a dragon could be used to make a fiery sword. The teeth of a sea troll could be made into a fish hook that never fails to catch a meal. The skull of a scrying seer could be made into a relic that conjures up visions. A ring made of enchanted deer horn could make the wearer graceful and silent.

Rank Three

You can imbue a relic with enchantment culled from a place or substance of power or enchantment reworked in your forge. At this rank you can create Relics of Greater Enchantment.

Examples: A piece of wood taken from an enchanted grove, rock cut from a circle of enchanted stones, strange hard metal that falls from the sky, reeds from a magic-haunted swamp are examples of base materials.

Rank Four

As with Rank Three except that relics of Grandeur Enchantment can be forged.

Rank Five

This is the darkest and most shunned level of power of the Treasures art. Few Duergar practise the art to this rank. This level of power requires the death of a being, creature or person of magic or power at the point of the forging of the relic. This level of power can be used to craft Relics of High Enchantment.

Example: Quenching a red-hot blade into the chest of a powerful and magical warrior.

WARY OF AELFAN

The Duergar have long mistrusted the illusory, ghostly Aelfan folk and their strange, ephemeral magic. Wars fought long ago in the lonely places of the earth left the bloodlines of certain Duergar wary of Aelfan charms, and has heightened their distaste for that ever-changed, emotive magic.

Rank One

You get an uncomfortable feeling whenever you come within twenty paces of one of the Aelfan Folk, even if you cannot see the Aelfan or he or she is in disguise.

Rank Two

You can choose to automatically see through an Aelfan illusion by force of will. Subtract one point from your Fatigue whenever you use this power.

Rank Three

You can choose to automatically resist the power of an Aelfan charm or enchantment. Subtract one point from your Fatigue whenever you use this power.

Rank Four

Aelfan folks must make an additional Test of Willpower (diff. 7) whenever they attempt to use a charm, enchantment or illusion in your presence. If the Test of Willpower fails then the Aelfan magic becomes transparent and powerless.

Rank Five

You gain a +1 bonus to Menace to a limit of nine when fighting Aelfan Folks, Dwimmer or Kith of the Aelfan-Folk.

Weird Peddler

Now here is a pretty sword, yes? What is the price you ask? Gold? No, I ask merely for the colour of your eyes? No? Perhaps I'd consider taking your singing voice and three years of your life. Bad years mind – the unhappy years at the end? Your heart's desire? Your merry whistle?

Aspects: The trader of weird things is able to buy, sell and bottle up any of the incidental, strange and seemingly inseparable facets of reality. Any weird quality must be given freely and agreed to with intentional verbal consent. The quality once bought can be drawn away from the seller as if it were a gossamer

thread that the Duergar is able to pull away like a strand of spidersilk and then store in a bottle until needed.

A person who sells a quality may not initially be aware of the change. Physical traits which are sold vanish immediately: hair or eyes will lose colour, a voice will immediately lose its ability to laugh or sing. More ethereal things such as luck or desire or hope may be noticed as having truly and utterly gone only more slowly.

Rank One

You can trade for weird qualities upon a successful bargain being struck. Any weird quality you own can be dropped into water, simmered and brewed into a potion that will bestow the quality on the drinker for ten minutes.

Rank Two

As with Rank One but the potion will bestow the quality upon the drinker for one hour.

Rank Three

As with Rank One but the potion will bestow the quality upon the drinker for one day.

Rank Four

As with Rank Four but the quality can be woven into an item or jewellery or clothing. The wearer can make a Test of Willpower (diff. 2) to bestow the quality upon themselves for an hour. The wearer gains one Soulburn every time he or she invokes this power.

Rank Five

As with Rank Four but the quality can be woven into an item or jewellery or clothing that will bestow the quality on the bearer as long as the item is worn.

Will of Iron

There are some, who descended from a long bloodline of relic-workers and charm-hunters have found within themselves a power to resist the power of enchanted relics, places and other sundries. Such Duergar display an even greater resilience to corruption by magic than the rest of this already stolid kith.

Aspects: Will of Iron effectively provides protection against the corruptive effects of wielding enchanted relics or lingering too long in enchanted places.

Rank One

You can add one level to your Willpower for one Test by spending a point of Fatigue.

Rank Two

You can add one level to your Willpower for one hour by spending a point of Fatigue.

Rank Three

You can add one level to your Willpower for one day by spending a point of Fatigue.

Rank Four

You can automatically pass any Test of Willpower by spending 2 points of Fatigue.

Rank Five

You can automatically pass any Test of Willpower by spending 1 point of Fatigue.

Woodland Wiles

The Auvarg have gained a certain understanding of the natural world, of the dark, lonesome forests and black, rocky hills that no other Duergar can hope to awaken to. For this is knowledge born of love, and no other clan knows the love that the Auvarg have to the desolate, lonely moors and twisted forests.

Aspects: This Discipline confers of the Auvarg a certain charmed power of insight into the natural world, as well as some abilities to craft natural objects into items of beauty.

Rank One

When in the open wild you can make a Test of Perception (diff. 5) to gain insight into whether there are any large or dangerous creatures nearby, or other potential natural hazards – such as avalanche prone slopes, deep, drowning holes in moors or stormy weather coming.

Rank Two

In the first instant that you chance upon a creature, or person in the wilds you can make a Test of Dexterity (diff. 5) to try and ‘vanish’ from sight into undergrowth or behind craggy rocks. If you succeed the creature or person will not have noticed anything more than a

rustle and flutter of subtle noise.

Rank Three

As with Rank Three except no Test of Perception is required.

Rank Four

You gain some subtle charmed mastery over wild and living things. You can speak in slow halting words in the language of that the hawk uses to speak with the fox and badger, and will generally find wild creatures friendly and helpful.

Rank Five

As with Rank Four except that you may nominate a preferred animal such as raven, bear, hawk, fox, or bat. This kinship-animal will always react strongly and favourably to you, and members of the species will risk their lives to help and aid you. You can also speak fluently and clearly with your kinship-animal. The friendship however works both ways and you will lose all powers associated with the Woodland Wiles if you choose not to aid a distressed kinship-animal or act to harm one.

Woven and Wrought

The Duergar have long been know for their talent for making the ordinary extra-ordinary in shape and form. The Charmed Wrought discipline allows you to re-work the basic form of inanimate things, weaving silver into hair-thin threads, or gold into a cool watery liquid. **Aspects:** Woven and Wrought is a very intensive discipline to practise and takes both time and effort and a dedicated forge to work – although the forge does not have to be anything more special than an average blacksmith’s furnace and tools.

Rank One

You can transmute the form of inanimate material into mildly unnatural states. You can turn stone soft and clayey or clay hard as rock. You could make gold hard as silver and silver as hard as iron. It takes you a full week of work to transmute a handful of material in this way.

Rank Two

It takes you a full week work to transmute an armful

of material in this way.

Rank Three

You can make any solid so hard and strong as to be all but indestructible or so soft it could be shaped and moulded by hand. It takes you a full week of work to transmute a barrowful of material in this way.

Rank Four

As above but, it takes you a full week of work to transmute a barrellful of material in this way.

Rank Five

You can significantly change the form of substances to the limit that you cannot make solid into liquid or liquid into solid. You could however give gold the strength and edge of steel, spin rubies into threads to weave a cloak. It takes you a full week of work to transmute a wagonload of material in this way.

Chapter Four

Rune-Craft

Like most Duergar magic, Fjornir Rune-Craft has more power over the natural world of earth, rock, stone and water, than over any living thing or ethereal spirit. The magic is solid, and earthy and has none of the flash or showiness of mortal sorcery.

The art revolves around the power inherent in ten sacral runes, handed down from the days of old, and so it is said taught to the Duergar by the gods of old. The runes are written as inscriptions imbue an object or surface with magic. They are jealously guarded and any careless Duergar who dares to teach the secrets of his folk to mortals can expect swift, and merciless judgement by his fellows. The fate of the unfortunate mortal student is likely to be worse.

Each word consists of a few characters in the secret runic language of Duergar, and when several words are inscribed together the result is long, winding scripts, often twining down the length of an object called Bindrunes.

Rune of Beauty: Relating to beauty both aesthetic and lustful.

Rune of Luck: Relating to chance, fortune and the whims of fate.

Rune of Strength: Relating to raw force of power, both mental and physical.

Rune of Gifts: Relating to anything helpful, healing or desirable.

Rune of Flames: Relating to fire and light.

Rune of War: Relating to battle, conflict and wars.

Rune of Need: Relating to urgency and the need in dire straights.

Rune of Passions: Relating to emotions, spirits and souls.

Rune of Knowing: Relating to knowledge, skill and wisdom.

Rune of Woe: Relating to anything woeful, injurious or harmful.

Bindrune Scripts

On the horns face were there

All kin of letters

Cut aright and reddened

How should I read them rightly?

The Lay of Gudrun

ANON (Norse: Codex Regius)

Wards of power are created by inscribing one or more sacral Runes upon a surface within a ritual design termed Bindrune after their long serpentine appearance. Two or more Bindrunes can be inscribed upon a single artefact.

Wards have set effects and are somewhat like spells in that sense. They must always be carved on dead, inanimate surfaces, and can not be tattooed or carved in flesh or in living wood.

Example: *Two Runes of Power can either be inscribed as two separate one-Rune Bindrunes, or as a single two-Rune Bindrune. The cumulative effect of the two one-Rune Bindrunes will not necessarily match the effect of the single one-Rune Bindrunes.*

- *The Rune of Flames when inscribed as a one-Rune Bindrune causes an object to burst into fire.*

- *The Rune of Gifts when inscribed as a one-Rune Bindrune binds an object to a rightful owner.*

- *A two-rune Bindrune using both Flames and Gifts imbues an object with immunity from natural fires.*

Wards of One Rune

The following is a list of Wards using just one rune.

Bindrune of Bright Things

Runes: Beauty

Inscribing this ward on a given object will make it appear newer and more beautiful. Rust will fall away and the

object becomes immune to tarnish, although not to ordinary wear.

Bindrune of Enfeeblement

Runes: Woe

The bearer of this runic object temporarily loses one level of loss of his Fortitude. Once he discards the object the loss is restored.

Bindrune of Fortune

Runes: Luck

This rune is usually engraved on a pebble or semi-precious stone that can be worked into a talisman. When worn the luck charm confers the one unusual stroke of luck. In game terms this allows a player to change one failed die roll to a success. Once this is done the stone loses all power until it passes into the rightful possession of another character.

Bindrune of Heartfelt Song

Runes: Passions

When engraved on a musical instrument this ward causes the musician's emotive state to be projected in whatever song they are playing. This improves the soulful feel of music somewhat but has the more powerful effect of making those who are listening unconsciously feel the musician's emotions: be it love, or sorrow, or joy. A Test of Willpower (diff. 5) is allowed for those wishing to resist the sensation - but simply walking out of earshot is a considerably easier method.

Bindrune of Keening

Runes: War

When engraved on an edged weapon this ward increases the menace by +1. The effect is not cumulative.

Bindrune of Leaping Flames

Runes: Flames

Inscribing this rune on any object will cause it to burst into fire. The area of flames covers no more than a foot radius when engraved on anything larger. The flames cannot be extinguished by any normal means and the flaming object must be handled with tongs.

Bindrune of The Rightful Owner

Runes: Gifting

Engraving this rune on an object causes it to become bound to the rightful owner of the object as defined by the following: The object must be willingly sold or given away for the ownership to change. The recipient of the object must also be willing to take it. In any other case, if the object is stolen, lost or mislaid, it will return to the rightful owner within a matter of days by a series of apparently freak co-incidences.

Bindrune of Surety

Runes: Need

When engraved on a tool or weapon this rune ensures that the object will not break during use. It does not necessarily prevent rust, or corrosion over time and disuse.

Bindrune of Strong Mail

Runes: Strength

When engraved on armour this ward strengthens the protection by +1. The effect is not cumulative.

Bindrune of Vanishing

Runes: Knowing

Engraving this rune on an object causes all other runes to vanish from the object only to be visible under a circumstance dictated by the runesmith. Perhaps the runes glow in moon or starlight? Or only flare up when placed in fire?

Wards of Two Runes

The following is a list of Wards using two runes.

Bindrune of Cold Fires

Runes: Flames and Gifts

This ward makes the engraven object completely immune to the effects of fire - it will not only not burn, but will remain completely cool. This ward can be used to negate the Ward of Leaping Flames, but must still be carved onto the flaming object.

Bindrune of Fears

Runes: Passion and Woe

By day the bearer of this runic object is plagued constantly by nameless fears. By night his sleep is made restless by countless dark nightmares. The fears and

nightmares only vanish when the object has left your possession.

Bindrune of Feather Iron

Runes: War and Need

Engraved or worked into a weapon this ward makes the weapon unnaturally light and easy to wield. It reduces the menace by 1, but decreases the minimum Fortitude needed to wield the weapon by 3.

Bindrune of the Fleet Trod

Runes: Passion and Strength

Engraved or worked into the leather of a pair of boots this rune increases the running speed of the wearer, allowing them to sprint, not tirelessly but as swift as a horse over even ground.

Bindrune of Honesty

Runes: Passions and Knowing

The runic object glows and hums with an irritating sound whenever a knowing lie is told within earshot.

Bindrune of Light

Runes: Flames and Knowing

The bearer of an object inscribed with this ward can command it to shed light once per day creating a pool equivalent to torchlight for an hour. Inscribing multiple Wards of Light give no additional benefits.

Bindrune of Scrying

Runes: Need and Knowing

The bearer may ask the runic object a yes or no question (at a cost of one Fatigue) referring to the present or past only. The runes can tell nothing of the future. The object responds by glowing and humming in one of two ways, representing yes and no. The bearer will have to determine which tone and colour of light represent before the item is of much use.

Bindrune of Seeking

Runes: Knowing and Gifts

Made for the purpose of finding a particular material the ward must be carved into an object containing some of that same material: for instance a staff with some gold bands to find gold. The runic object glows and grows warm to touch when it is within ten feet of the material in question.

Bindrune of Shadows

Runes: Flames and Woe

When engraved on an object the object will always appear to be under a shadow even in bright daylight. In darkness the object becomes particularly difficult to see.

Wards of Three Runes

The following is a list of Wards using three runes.

Bindrune of Alarum

Runes: Flames, War and Knowing

Engraved or worked into a weapon for the particular purpose of warning the bearer against a specific enemy. The weapon glows with a bright, flickering aura when that enemy come near. The enemy may be it a particular person, a type of creature such as a dragon, or a class of spirit such as wraiths or winter spirits.

Bindrune of Betrayal

Runes: Luck, Passions and Woe

By spending a point of Fatigue the bearer of this runic object may choose to automatically pass a Test of Aptitude. But, if he does then, all the other members of his fellowship automatically fail their next Tests of Aptitude.

Bindrune of Preseering

Runes: Luck, Need and Knowing

Engraving this rune on a dice cup enchants the cup with a certain degree of fortune telling power. A simple question put to the cup can be answered by rolling one or more die from it. The question must be simple enough to require a one-Rune answer and can relate to the future. Interpreting the result is then tricky and requires a Test of Perception (diff. 5). A success indicates that the die-caster has deduced the correct answer to the question. Only a person familiar with the cup can attempt to interpret the roll. It takes five hours of practice to become familiar with the cup.

Bindrune of the Wraithlike Eyes

Runes: Need, Passion and Knowing

Engraved into the skull of an animal, mortal, or even a duergar, this ward creates an enchanted, watchful guardian. If the skull is placed in a prominent position it

will scream with an unearthly voice if anything menacing enters its 'field of view'.

Bindrune of Shackles

Runes: Woe, Luck and Knowing

This ward binds the runic object to the most recent person who has willingly accepting the object as a gift. The object if thrown away, if sold, if discarded in any way other than giving to a willing recipient will always find its way back into the possession of the original owner.

Bindrune of Slaying

Runes: War, Need and Knowing

Engraved or worked into a weapon for the particular bane of one creature or race, for instance dragons, trolde, or aelfan folk. The rune add +2 to the menace of the weapon when being used against target creatures.

Wards of Four Runes

The following is a list of Wards using four runes.

Bindrune of Erasure

Runes: Luck, Need, Knowing and Woe

Inscribed on a runic artefact this rune causes all other runes already inscribed are nullified and destroyed. The runes will corrode and turn vague as soon as the Ward of Erasure is inscribed upon the artefact, remaining readable but powerless.

Bindrune of Deep Wounds

Runes: Woe, War, Strength and Need

Inscribed on weapon any wound inflicted with that weapon has a chance of growing and deepening even after the weapon has been removed. In the round after the injury the unlucky target must make a Test of Fortitude (diff. 7). If the test fails the wound worsens by one level of severity and a test must be made in the following round. If the test passes then the wound remains the same and no further tests are required until another wound is taken.

Bindrune of the Black Arrows

Runes: Need, War, Strength and Gifts

Inscribed on an arrow, this runes guarantees that the arrow will never miss its mark. In game terms no skill

role needs to be made when using such a runic arrow - it is considered an automatic hit.

Rune-Craft: Step-by-Step

The following is a step-by-step explanation of how to cast a spell in game play.

Step One: Choose a suitable Bind-Rune

Step Three: Choose a ritual time

Step Four: Resolve effects

Step One: Envision the Spell

As your choices are restricted by rituals then this step becomes a matter of choosing from those bind-runes you can cast based on the runes you know. You may in fact wish to make a quick list of the bindrunes you can cast somewhere on your character sheet.

Step Two: Ritual

By taking time to focus mind and magic through ritual a Fjolnir can limit the amount of Soulburn she acquires.

Use the following chart as a guide...

| Ritual | Soulburn |
|---------------|-----------------|
| Momentary | 5 |
| Half a minute | 4 |
| A few minutes | 3 |
| Ten minutes | 2 |
| Half an Hour | 1 |

Step Four: Resolve Effects

Generally the effect of the spell will be obvious based on the bindrune you are engraving. If however there is a matter of interpretation at stake make sure that your Storyteller knows what you envision the spell doing. The final effects of a bindrune will however remain the decision of the Storyteller.

Chapter Five

Potions

The brewing of potions of magic and enchantment is the dark art of the Eitri. Their potion-work is based on the principal that all matter has certain spiritual elements, and that these elements can be reaped, brewed and imbibed through arcane arts.

Corpus

Vital elements for the Eitri's art, termed Corpus, can be harvested from all things, the living, the dead, the natural and the supernatural. The most powerful forces are found in the living, in the blood and bone of flesh. Less potent are living herbs and parts of persons or animals once living. Man made things, food, wine, and tools have some degree of power to them. Less potent again are natural materials, clay, stones, water and earth.

Potency of One: Natural materials

Potency of Two: Manmade objects

Potency of Three: Plant or animal material

Potency of Four: Blood or corpus of mortal men

Potency of Five: Blood or corpus of enchanted creatures

Mixing Corpus

To brew a potion an Eitri needs to harvest the proper Corpus and then boil these together under ritual conditions. Potions mixing different elements – for instance Youth and Beauty, can be made but separate ingredients are needed for each element.

To build up the potency of a potion one ingredient representing each level of power must be added to the broth.

| Power | Potion of... |
|-----------------------|---------------|
| One Level of Power | Least Power |
| Two Levels of Power | Lesser Power |
| Three Levels of Power | Greater Power |
| Four Levels of Power | Grander Power |
| Five Levels of Power | High Power |

Example: To brew a *Potion of Greater Beauty* requires three ranks of power. Together, ground rock crystal (potency one), a woven piece of tapestry (potency two), and the petals of a rose (potency 3) would all be needed to make this potion.

Brewing Time

| | |
|-------------------------|-----------------|
| Potion of Least Power | One full day |
| Potion of Lesser Power | One full week |
| Potion of Greater Power | One full month |
| Potion of Grander Power | One full season |
| Potion of High Power | One full year |

The following are some ideas for potions based on some basic elements of corpus: Beauty, Death, Enchantment, Inspiration, Love, Savagery, Spirits, Vigour and Youth. Keep in mind that these are only a few suggestions out of a potential myriad of ideas - the players and Storyteller alike should feel free to flex the boundaries of what elements of life and death an Eitri can distil into a potion.

Beauty

A potion of beauty, how charming, how tempting – who could ever so no? Such potions tend towards feminine beauty and when imbibed by a man produce a fine, delicacy of features that is almost as elfin as it is handsome.

Any thing of natural beauty, for instance a crystal can be tapped for a little power. Flowers have more, the blood of a beautiful animal more again. A beautiful young woman more still.

Potion of Least Beauty

Thin lines vanish, blemishes and moles disappear.

Potion of Lesser Beauty

Hair becomes more lustrous, the eyes turn a more attractive shade, the skin turns to a smooth and radiant tone.

Potion of Greater Beauty

The entire face and body undergo slight if somewhat painful changes. The body becomes thinner, lithier, and more graceful, the face more beautiful.

Potion of Grander Beauty

The entire face and body undergo fairly significant and very painful changes. The imbiber will find him or herself possessing a powerful and unusual beauty - although they may also find that he or she has ceased to look at all like themselves.

Potion of High Beauty

The changes are so dramatic and potent that although the imbiber becomes a person of unnatural and absolutely eye-drawing beauty, he or she also has no longer any resemblance to their former self. Even close friends will disbelieve the person who tries to explain in a new and lovely voice who he or she is.

Death

Potions of death have one function and that is to send death, swiftly, and surely down upon the drinker – they are a poison par excellence. Better than adder’s venom for the death of an enemy.

Decaying wood, or old bones has some death in it. The flesh of a rotting corpse will have considerably more, but a beast that feeds off the dead, a scavenging rat, has the highest power.

Potion of Least Death

Counts as a poison that must be imbibed. If the Test of Fortitude (diff. 3) is failed death results after several hours of severe convulsions and vomiting.

Potion or Lesser Death

Counts as a poison that must be imbibed. If the Test of Fortitude (diff. 4) is failed death results after several hours of severe convulsions and vomiting.

Potion of Greater Death

Counts as a poison that must be imbibed. If the Test of Fortitude (diff. 5) is failed death results after several hours of severe convulsions and vomiting.

Potion of Grander Death

Counts as a poison that must be imbibed. If the Test of Fortitude (diff. 6) is failed death results after several hours of severe convulsions and vomiting.

Potion of High Death

Counts as a poison that must be imbibed. If the Test of Fortitude (diff. 7) is failed death results after several hours of severe convulsions and vomiting.

Enchantment

A Potion of magic can be brewed for the purpose of adding power to witchcraft or rune-magic – the affect in game terms can be arbitrary. Perhaps the maximum Soulburn you can cope with will increase, or you might advance a rank of Hedge-Magic in the blink of an eye? Or you might simply become magical, your fists turning into weapons of least enchantment?

The wood of a staff once used by a sorcerer makes a fine start. The blood of a small magical creature or a person with a wild talent will have more. The blood of a rune-mage more again, while the heart of a dragon has within it a glut of power.

Potion of Least Enchantment

The imbiber temporarily gains Second Sight: the ability to see invisible spirits, auras and the shape of magic spells. The Second Sight lasts only a few minutes.

Potion or Lesser Enchantment

The imbiber temporarily gains Second Sight. The Second Sight lasts an hour.

Potion of Greater Enchantment

The imbiber temporarily gains Second Sight. The Second Sight lasts a day.

Potion of Grander Enchantment

The imbiber permanently gains second sight.

Potion of High Enchantment

The imbiber ‘awakens’ to magic. He permanently gains second sight and either gains a rank in a magical skill he already practices or gains a new magical skill at Rudimentary rank. The particular magical skill is at the discretion of the Story-teller.

Inspiration

Potions of inspiration are imbibed with the purpose of advancing social, artistic and learned talents. Treat each potion as causing an immediate advancement of skill. A Potion of least power causes one inspired skill to increase. A potion of lesser enchantment would cause two skills to advance and so forth.

Anything that might inspire, summer leaves, flowers and suchlike have some degree of inspiration. Mead has more, the spittle of a poet, more again, but the blood of a poet is charged with inspiration.

Potion of Least Inspiration

The imbiber temporarily gains a rank in one social or creative skill. This increase in skill lasts only a few minutes.

Potion of Lesser Inspiration

The imbiber temporarily gains a rank in one social or creative skill. This increase in skill lasts an hour.

Potion of Greater Inspiration

The imbiber temporarily gains a rank in one social or creative skill. This increase in skill lasts a day.

Potion of Grander Inspiration

The imbiber temporarily gains a rank in one social or creative skill. This increase in skill lasts a week.

Potion of High Inspiration

The imbiber permanently gains a rank in one social or creative skill. Treat this as if he has suddenly acquired enough experience to advanced a rank of skill naturally.

Love

The most obvious use of a love potion is to cause someone to fall in love against their better judgement, or even their will. To work best the potion should be shared between the two who are destined, by your arts to find love.

The petals of pansies have the element of love, so too does the blood of a pair of mated doves. The blood of two lovers, mingled is the highest potency of love.

Potion of Least Love

Counts as a Poison of Least Potency that must be

imbibed. If the Test of Willpower (diff. 3) is failed then the imbiber falls in love with the first person of the opposite sex that he or she sees after drinking the potion.

Potion of Lesser Love

Counts as a Poison of Lesser Potency that must be imbibed. If the Test of Willpower (diff. 4) is failed then the imbiber falls in love with the first person of the opposite sex that he or she sees after drinking the potion.

Potion of Greater Love

Counts as a Poison of Greater Potency that must be imbibed. If the Test of Willpower (diff. 5) is failed then the imbiber falls in love with the first person of the opposite sex that he or she sees after drinking the potion.

Potion of Grander Love

Counts as a Poison of Grander Potency that must be imbibed. If the Test of Willpower (diff. 6) is failed then the imbiber falls in love with the first person of the opposite sex that he or she sees after drinking the potion.

Potion of High Love

Counts as a Poison of High Potency that must be imbibed. If the Test of Willpower (diff. 7) is failed then the imbiber falls in love with the first person of the opposite sex that he or she sees after drinking the potion.

Savagery

A potion of savagery is more useful than one might think for those of weak internal fortitude, and of morals who have some dirty work to do. Depending on the power of the potion, it could turn a frightened child into a cold murderer, or a cowardly farmhand into a warrior of renown.

The blood of an adder or wolf, when mixed in a potion will make a man unable to feel the pain that he may inflict. The blood of a murderer dulls all sense of right or wrong.

Potion of Least Savagery

The imbiber of the potion will find himself temporarily

immune from feelings of fear, remorse or regret. The effect lasts a few minutes.

Potion or Lesser Savagery

The imbiber of the potion will find himself temporarily immune from feelings of fear, remorse or regret. The effect lasts an hour.

Potion of Greater Savagery

The imbiber of the potion will find himself temporarily immune from feelings of fear, remorse or regret. The effect lasts a day.

Potion of Grander Savagery

The imbiber of the potion will find himself temporarily immune from feelings of fear, remorse or regret. The effect lasts a week.

Potion of High Savagery

The imbiber of the potion will find himself permanently immune from feelings of fear, remorse or regret. The only cure for such a condition is to seek out original Eitri who brewed the potion and be or pay for an antidote.

Spirits

Potions of Spirit are useful primarily to either see the spirit world or to gain some command over it. Depending on the rank of the potion, ghosts may be attracted to you, or find themselves unable to ignore your demands.

Moss scraped from a gravestone at night. The blood of a bat that lives in a graveyard. The spittle of a sorcerer who deals with the dead, or else corpus from the body of a master sorcerer of the dead.

Potion of Least Spirits

If drunk by a living person the imbiber gains the ability to see invisible spirits of the dead. The spirits appear vague with uncertain outlines and shadowy forms. The effect lasts only a few minutes.

Potion or Lesser Spirits

If drunk by a living person the imbiber gains the ability to see invisible spirits of the dead and some measure of command over them. The imbiber may attempt to command the spirits of the dead to flee his presence

by engaging in a Contest of Willpower. The effect lasts an hour.

Potion of Greater Spirits

If drunk by a living person the imbiber gains the ability to see invisible spirits of the dead and some measure of command over them. The imbiber may command the spirits of the dead to flee his presence or answer questions without a Contest of Willpower. The effect lasts an hour.

Potion of Grander Spirits

If poured down the throat of a corpse or even a disembodied head, the potion summons the spirit of the dead being back into the cold flesh. No animation is obvious but a chill voice will angrily demand to know why it has been wrenched out of the netherworld. The spirit is bound to the corpse for a few minutes.

Potion of High Spirits

As for a Potion of Grander Spirits except that the spirit is bound for an hour.

Vigour

Sometimes a little something extra is needed to meet the demands of life...

Shavings of iron from a sword. The leaves of a mighty oak. The flesh and bones of an oxen. The blood of a young and powerful warrior. The blood of a mighty creature, a bear, or even an enchanted wurm.

Potion of Least Vigour

The imbiber is refreshed of all fatigue and temporarily gains one level in Fortitude. The Fortitude gain lasts a few minutes.

Potion or Lesser Vigour

The imbiber is refreshed of all fatigue and temporarily gains one level in Fortitude. The Fortitude gain lasts an hour.

Potion of Greater Vigour

The imbiber is refreshed of all fatigue and temporarily gains two levels in Fortitude. The Fortitude gain lasts an hour.

Potion of Grander Vigour

The imbiber is refreshed of all fatigue and temporarily gains three level in Fortitude. The Fortitude gain lasts an hour.

Potion of High Vigour

The imbiber is refreshed of all fatigue and permanently gains one level in Fortitude.

Youth

Who has not grown old and not craved the potion of youth? To loose the wrinkles and aches in the joints. A Potion of Least Youth will restore one year. Lesser: two years. Greater: Four years. Grander: eight years. High: Sixteen years.

Fresh buds of spring or rosehips. A new-born lamb, and saving that the blood of a child. Most potent of all is the blood of a being who is forever young – one of the elvish folk, or at least someone with a little elvish blood.

Potion of Least Youth

The imbiber regains one year of lost youth.

Potion or Lesser Youth

The imbiber regains two years of lost youth.

Potion of Greater Youth

The imbiber regains five years of lost youth.

Potion of Grander Youth

The imbiber regains ten years of lost youth.

Potion of High Youth

The imbiber regains twenty years of lost youth.

Chapter Six

CRAFTS OF THE DUERGAR

..winding in and out through the caverns innermost recesses, were groups of little men, who had each a lantern in his cap and a pickaxe in his hand; and they were working hard, digging for diamonds, which they piled up the walls, and hung across the roof in white and rose-coloured coronets, marvelously glittering.

The Heroes of Asgard
A & E KEARY

Duergar worked crafts are without doubt the most highly sought after of any material craft in Mithgerd. They are known far and wide, not only for their beauty and elegance, but also their hardiness, and sometimes charmed powers.

DUERGAR MATERIALS

Duergar know the secrets of how to mine, mill and weave very particular and fine materials unknown to other peoples.

Dwarf-Silver: The most highly sought after of the Duergar materials, Dwarf-Silver is a shimmering, pale white metal that has a hardness, flexibility, and power to retain even delicate shapes against force that is unrivalled by any other material, Duergar or not. A coat of armour made from Dwarf-Silver gains +3 to its protection. A weapon made of Dwarf-Silver gains +3 Menace without limit. A would-be purchaser can expect the price of dwarf-silver objects to be at least triple that of an ordinary Duergar made object.

Black Adamant: Adamant, or diamonds, melded into solid blocks, and hardened by magic, made resilient to the fractures and cracks of uncharmed rocks are used in many Duergar halls for the most delicate, and most vitally important works of masonry.

Blue-Steel: Blue steel is, for the Duergar, a relatively work-a-day material used to craft weapons, armour, tools, and objects of smithy. The material grants no particular bonuses to the Menace or Protection of arms and armour respectively, but an object of blue steel will never rust, is much lighter than mortal-made steel,

and when worked into an edge will never dull.

Cloth-of-Gold: The material which mortals call cloth-of-gold, spun from fibres of sea-mussels is but a pale imitator of this Duergar woven cloth. Duergar cloth-of-gold is literally gold, spun into a silken, light and lustrous cloth, fit to grace the shoulders of the grandest of kings and queens.

Gold-of-War: Gold mixed and melded with charms and small traces of other, more exotic metals, Gold-of-War retains all the properties of gold that makes it desirable, its sheen, beauty and reliance to corrosion, but also gains a property of hardness making it useful for tools, weapons and armour. Aside from an aesthetic and corrosion-proof qualities Gold-of-War has no particular advantage over significant advantage over normal steel.

Greyweave: Greyweave is a peculiar cloth, made from a fibrous wool mined from certain deep places of the earth. It is resilient to fire in a way that makes it highly sought after by blacksmiths and forge-stokers. But, Greyweave carries a dangerous menace for mortals who come to find gloves, or cloak or tunic made of it. Although Duergar suffer no particular illness when in contact with the cloth, Mortals who wear Greyweave for long years can find themselves prone to a debilitating sickness called 'dwarf-waste', which can develop into a fatal cancerous eater of flesh, in particular the lungs.

Purchasing List

The purchasing list provided below assumes a Duergar-to-Duergar trade. Thus the prices as lower for many

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items than those found in the Kith-Book for Mortal Men - simply because Duergar as such fine craftsmen that petty items like the below are of little worth to them. However, if a Mortal were to enquire after such an item the price asked should be at least quadruple that a Duergar would be willing to pay. Duergar are nothing if not opportunists.

Exchange: One Mark of Gold is worth six Marks of Silver. One Mark of Silver is worth Twelve Marks of Copper.

| | |
|----------------------------|-------|
| Bedroll | 5 cm |
| Scabbard, Plain | 2 sm |
| Backpack | 3 cm |
| Scabbard, Tooled | 4 sm |
| Belt pouch | 1 cm |
| Scroll Case | 3 sm |
| Blanket, Woollen | 1 sm |
| Strongbox, Small | 3 sm |
| Book, Bound, Plain | 3 sm |
| Strongbox, Large | 5 sm |
| Book, Bound, Tooled | 7 sm |
| Torches, pitch (x 5) | 1 sm |
| Boots, Felt | 2 sm |
| Walking Staff, Plain | 2 sm |
| Boots, Leathern | 2 sm |
| Walking Staff, Carven | 4 sm |
| Boots, Ironshod | 3 sm |
| Walking Staff, Elaborate | 7 sm |
| Bow String | 1 cm |
| Warhorn, Plain | 2 sm |
| Box, Tooled Leather | 5 cm |
| Weapon Belt | 5 cm |
| Candle, Tallow | 2 cm |
| Wineskin, Empty | 3 cm |
| Cauldron, Small Iron | 5 cm |
| Woodsman's Axe | 10 sm |
| Cauldron, Large Iron | 3 sm |
| Quiver, Holds 24 | 2 sm |
| Dagger, Eating | 3 sm |
| Drinking Horn | 5 cm |
| Portable Wealth | |
| Falconer's Gear | 5 cm |
| Armband / Neckalce, Silver | 10 sm |
| Flagon, Empty | 1 cm |
| Armband / Neckalce Gold | 20 sm |
| Fletcher's Tools | 5 cm |

| | |
|-------------------------------|--------|
| Armband / Necklace Bejewelled | 20 sm |
| Flint & Steel | 5 cm |
| Belt, Tooled | 10 sm |
| Gloves, Felt | 1 sm |
| Cloak Clasp, Silver | 10 sm |
| Gloves, Leathern | 1 sm |
| Cloak Clasp, Gold | 15 sm |
| Grapple, Iron | 3 sm |
| Dagger, Bejewelled | 20 sm |
| Hood & Mask | 3 cm |
| Gilt Mirror | 20 sm |
| Mallet, Wooden | 1 cm |
| Girdle, wrought-bronze | 10 sm |
| Musical Instrument | 3 sm |
| Girdle, wrought-silver | 20 sm |
| Oilskin Cloth | 3 cm |
| Glass Bauble | 5 sm |
| Oxblood Ink & Quill | 5 cm |
| Pipe, Tooled Bone | 10 sm |
| Parchment, Vellum | 5 cm |
| Ring of Copper | 1 sm |
| Pipe, Plain | 1 sm |
| Ring of Silver | 5 sm |
| Pelt, Fur, Average | 3 sm |
| Dagger, Dwarf-Silver | 100 sm |
| Pelt, Fur, Luxuriant | 5 sm |
| Ring of Gold | 10 sm |
| Pipeweed, Satchel | 5 cm |
| Ring, Gem Set | 15 sm |
| Plate & Mug, Leathern | 1 cm |
| Scabbard, Tooled (Sword) | 20 sm |
| Plate & Mug, Earthenware | 2 cm |
| Sheath, Tooled (Dagger) | 5 sm |
| Thieves Tools | 5 cm |
| Sheath, Tooled (Dagger) | 5 sm |
| Trencher, wooden | 5 cm |
| Spices, Common, Satchel | 10 sm |
| Rope, Hemp, 10 foot | 2 sm |
| Spices, Rare, Satchel | 20 sm |
| Rope, Horsehair, 10 foot | 5 sm |
| Spices, Exotic, Satchel | 40 sm |
| Stone, Semi-Precious | 10 sm |
| Stone, Precious | 20 sm |

Weapons

The following is a description of weapons and their materials, as specific to Duergar.

Price and Menace

The price shown is what you could expect to pay in a blacksmith of average renown in a Duergar stronghold. The Menace is a value representing how likely the weapon is to cause serious injury when it tears through flesh. A higher menace equals a better capacity to do damage. The figures provided in the charts are not cumulative. Thus for the Swords chart (shown below), a Sword-of-War made of Blue Steel has a price of 35 silver marks (30+5), and a menace of 8 (7+1).

Weapon Size and Power

Generally Duergar weapons vary less in size and design than weapons of Mortal make. Duergar being limited by their short stature, and their love of things beautiful tend towards making small, elegant weapons. The human counter-part of some of the below weapons is provided in brackets for comparison. Duergar weapons do not require a minimum Fortitude to use in battle.

Axes

Small hand axes tend to be woodcutting axes pressed into battle. One particular type of axe, of special popularity is the 'skeggox' or bearded axe, with its elongated lower curve. Some warriors also use a small axe with a thick triangular section at the socket resulting in a very heavy blade. These are designed for throwing, and are popular among some armies that throw the axes on mass, and then while advancing pick up the axes and throw again. The broadaxe, or battle-axe, is a two handed weapon, probably evolved from the axes used to slaughter animals. Used mostly by wealthier warriors and lords, these axes have a terrible reputation for hacking flesh and bone in two. A mattock is a heavy digging axe-like tool, with two blades, one turned horizontal, the other parallel, and these are often used as poor man's battle-axes.

Restrictions: The axe is a weapon good for attack but fairly poor for use in defence. At Gamesmaster's discretion: An axe-wielding character without a shield, who draws with a enemy (i.e. both challenger and

defender pass the Contest of Aptitude), in an opposed affray is liable to suffer injury as if the axe-man had failed the Test of Aptitude, and the enemy had passed. If two characters attack one another with axes, the mutual clumsiness cancels out.

Bludgeons

All manner of clubs, maces, hammers cudgels, threshing flails, and mattocks are used as weapons. Some are makeshift, a farmer's flail used as a weapon of desperation, others are more culturally significant. Some warriors use heavy, stone headed war-hammers as a sign of their dedication to the god of thunder.

Restrictions: Heavy, bludgeoning weapons have the same basic problem as axes – they are wonderful for causing horrendous injuries but next to useless as defensive weapons. No hacking or bludgeoning weapon can be used to parry a blow.

Knives and Daggers

Knives, sometimes used in brawls or as a make-do weapon, are usually owned for other uses, to eat with, carve wood or as a general purpose tool. Knives with a blade of about 7 to 35 cm fall into this category and are termed 'hadseax'. Almost all warriors carry a knife for one other reason – they are useful to cleanly dispatch a mortally wounded but still living enemy. Larger single edged knives known as 'langseax', ranging from 55 to 75, are exclusively used as weapons and although clumsy and unbalanced, can serve as a short sword to a poorer warrior.

Spears

Spears are not commonly used by Duergar, and most lords under the mountains consider them the providence of Mortal Men. However, these weapons are sometimes made to order for a wealthy Mortal king or Queen and occasionally find their way into the hands of a Duergar warrior - though he is likely to be sniggered at for wielding such an un-Duergar weapon. Light, javelin like spears are used for throwing, heavier broader bladed spears can be used in melee. A 'Mail-Scraper', appears to be a unique weapon of the Norse, that did not survive into later centuries. As far as can be told a Scraper of Mail was a thrusting spear, with a blade long enough to resemble a short sword, but rectangular and tapering to a sharp point. The

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wooden shaft was completely clad in iron and an iron spike was driven through the socket. Hunting spears, are similar to Melee spears but often have an iron spike through the haft to prevent a wild boar or wolf from running up the haft.

Restrictions: To use effectively a throwing or melee spear you must have Fortitude of at least 5. To use a mail-scraper you need Fortitude of 6.

Staves

Staves are the ubiquitous poor-man's-weapon. Generally a length of yew or ash, sometimes tipped with iron, staves have little ability to do more than trip or disarm an armoured opponent, although a swift crack to an unprotected skull can certainly cause some damage.

Restrictions: Staffs have such a low menace that they are their real use in combat to outwit, trip, disarm or exhaust your opponent into submission. One powerful advantage of fighting with a staff, however is that they are highly defensive. Using a staff is treated like fighting with two weapons, one offensive, and one for parrying.

Swords

Swords are both the most highly prized weapons of war and the rarest. Their cost is increased by the arguable wasteful amount of metals that is used to make one, and their lack of any useful function outside of battle. Swords are often handed down through successive generations, or given as gifts from kings to lords, and from lords to champions.

Slings

Primarily used for hunting, and small game at that, slings can be used to some effect in war. Against armour they are all but ineffective, except in the lucky case of a slingshot striking the face. River or sea pebbles make up the primary ammunition. Lead shot, although not unheard of is less common.

Bows

Bows are viewed with extreme suspicion by Duergar. They have little or no interest in a weapon that removes the warrior from the honourable thick of battle, and are likely to be ill-disposed to even those folk of other kith, let alone their own stock, who rely on such a cowardly weapon.

If a Duergar should become something of a prodigal dwarf, and decide to arm himself with a bow, then he will have to seek out a human fletcher to purchase such a dishonourable weapon from.

| Axes | Price | Menace |
|------------------------|-------|--------|
| Hand-Axe | 10 sm | 4 |
| Throwing Axe | 10 sm | 5 |
| Skeggox (Bearded Axe) | 15 sm | 6 |
| Mattock | 20 sm | 6 |
| Battle Axe | 20sm | 6 |
| Gold-of-War | +0 | +0 |
| Blue Steel & Unadorned | +5 | +1 |
| Blue Steel & Adorned | +10 | +1 |
| Dwarf-Silver Edged | +25 | +1 |
| Dwarf-Silver | +70 | +3 |
| Jewel-Inlaid | +25 | +0 |

| Bludgeons | Price | Menace |
|--------------------|-------|--------|
| Wood or Bone | 10 | 4 |
| Stone War-Hammer | 15 | 5 |
| Iron and unadorned | 15 | 5 |
| Blue steel Wrought | 20 | 6 |
| Gold-of-War | 40 | 7 |
| Dwarf-Silver | 100 | +2 |
| Adorned | +5 | +0 |
| Jewel-Inlaid | +25 | +0 |

| Knives | Price | Menace |
|------------------------|-------|--------|
| Hadseax (Knife) | 5 sm | 4 |
| Scramseax (Dirk) | 10 sm | 5 |
| Langseax (Longknife) | 15 sm | 6 |
| Gold-of-War | +0 | +0 |
| Blue Steel & Unadorned | +3 | +1 |
| Blue Steel & Adorned | +7 | +1 |
| Dwarf-Silver Edged | +15 | +1 |
| Dwarf-Silver | +40 | +2 |
| Jewel-Inlaid | +10 | +0 |

| Spears | Price | Menace |
|------------------------|-------|--------|
| Throwing Spear | 10 | 4 |
| Melee Spear | 15 | 5 |
| Mail Scraper | 20 | 5 |
| Gold-of-War | +0 | +0 |
| Blue Steel & Unadorned | +5 | +1 |
| Blue Steel & Adorned | +10 | +1 |
| Dwarf-Silver Edged | +25 | +1 |

| | | |
|--------------|-----|----|
| Dwarf-Silver | +70 | +3 |
| Jewel-Inlaid | +25 | +0 |

| Staves | Price | Menace |
|--------------------|--------|--------|
| Light and short | 2 sm | 2 |
| Long and heavy | 4 sm | 3 |
| Iron Tipped | +4 sm | +1 |
| Gold-of-War Tipped | +10 sm | +2 |

| Swords | Price | Menace |
|--------------------------|-------|--------|
| Sword-of-War | 50 sm | 6 |
| Gold-of-War | +0 | +0 |
| Blue Steel and Unadorned | +5 | +1 |
| Blue Steel and Adorned | +10 | +1 |
| Dwarf-Silver Edged | +25 | +1 |
| Dwarf-Silver | +70 | +3 |
| Jewel-Inlaid | +25 | +0 |

| Slings | Price | Menace |
|----------------|-------|--------|
| Leathern Sling | 2 sm | 4 |
| Rounded Stone | 0 | +0 |
| Lead Shot | 1 | +1 |

ARMOUR

There are five broad classes of armour that a person may wear to protect himself or herself from injury. The least protective are those made from lighter, poorer quality materials, especially cloth and leather. The more protective are woven of iron and steel and are stitched with plates of metal.

Designer Notes: Because of the fairly simple method in which injuries are resolved in Wayfarer's Song the benefits of armour also need to be kept reasonable simple. Thus, armour provides a basic full body protection - even though it may not strictly cover the full body. Because, however, armour subtracts not from the final damage to a character, but from the potential of a weapon to do damage, I think the mechanic remains sensible, if a little simple, when protection is viewed both as a function of the quality of the armour and the amount of body-surface it covers.

Patchwork Armour

Incomplete, rusted, poor quality armour, sewn together from makeshift pieces of boiled leather, iron, horn, or

chain make up what is termed Patchwork Armour.

Poorman's Armour

Light armour commonly based on either hide or linked rings of iron as a base material. Sea raiders especially tend towards armour made of lighter hide, augmented by stitching two layers together, passed with moss or wool: a cheap, light and reasonably protective form of armour that won't drag a soul down to a watery grave.

Skirmisher's Armour

An extra degree of protection can be afforded by stitching iron rings or small plates into a leather or cloth base. This somewhat stronger armour is often worn by militia, the guards of impoverished lords, or road-wary travellers.

Warrior's Armour

Most men of the axe and sword rely on leather stitched with iron scales and perhaps a few patches of chainmail covering vital areas. A warrior's armour will often include a helm, usually of iron and leather, as well as bindings for the arms and legs.

Noble Armour

Chain mail is the armour of choice amongst lords and warriors. Mail shirts typically reach just below the knees and have short sleeves, but longer coats, called hauberks and sleeveless shirts, called sarks, are known. Wearing a mail shirt requires you to also wear a padded undershirt, made either of linen or felt, and stuffed with fleece, raw wool or layers of woollen cloth. If you are not wearing an undershirt, the mail gives no protection at all versus blunt crushing weapons. The prices below assume the inclusion of a padded underclothing, either separate or stitched to the armour. A helm, greaves and occasionally good quality leather gauntlets will be included with Noble Armour.

Regal Armour

The finest weave of mail, linked with the utmost care, and gilt with gold, and riveted with silver. Armour fit for a king or queen will be of superb quality and will be matched by a helm, greaves, and possibly gauntlets of similarly richly adorned steel.

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Shields

Shields as ubiquitous as they are useful. They can give the edge in battle, and provide protection from a rain of arrows or other missiles. Small, round shields, called 'targes' made from linden wood are the most common variety of shield. They are often reinforced with bands of metal, and thick leather riveted around the rim. Some are faced with leather or rawhide. Even smaller shields, useful only for parrying, are termed bucklers. Larger, more expensive shields that extend downwards to cover the knee are termed tower shields.

| Armour | Price | Protection |
|----------------|--------|------------|
| Light Hide | 15 sm | 1 |
| Heavy Furs | 50 sm | 2 |
| Patchwork | 30 sm | 2 |
| Padded Leather | 50 sm | 3 |
| Iron Scales | 200 sm | 4 |
| Chainmail | 300 sm | 5 |
| Kingly Mail | 500 sm | 6 |
| Meshmail | 700 sm | 8 |
| | | |
| Gem-Inlaid | +100 | +0 |
| Cloth-of-Gold | +100 | +0 |
| Dwarf Silver | +500 | +3 |

| Shields | Price | Block | Soak |
|--------------|-------|-------|------|
| Buckler | 10 sm | 2/10 | 4 |
| Small Shield | 30 sm | 4/10 | 6 |
| Large Shield | 50 sm | 6/10 | 8 |
| Tower Sheild | 75 sm | 8/10 | 10 |
| | | | |
| Gem-Inlaid | +100 | +0 | +0 |
| Gold-of-War | +100 | +0 | +0 |
| Dwarf Silver | +300 | +1/10 | +2 |

The Spice of Meads

The herbal meads of the Bomburr do not merely get the imbiber drunk – though they certainly do that – but are brewed with such care, and cunning that they may have in them a certain small power to work charms upon the drinker.

The Fire in the Brew: Drinking charmed herbal mead has its beneficial effects but also carries the usual effects of any strongly, potent drink. One or more Fortitude Based Tests of Fatigue are required to gauge how

drunk a character becomes after imbibing a good pint of herbal ale. Each failure makes the character a little more drunk. Three failures total renders the character inebriated. Five failures renders the character unconscious.

Mead of Least Potency: One Fortitude Based Test of Fatigue (diff. 5)

Mead of Lesser Potency: Two Fortitude Based Tests of Fatigue (diff. 5)

Mead of Greater Potency: Three Fortitude Based Tests of Fatigue (diff. 5)

Mead of Grander Potency: Four Fortitude Based Tests of Fatigue (diff. 5)

Mead of High Potency: Five Fortitude Based Tests of Fatigue (diff. 5)

Mead of Least Potency

A batch of mead can be invested with the power to add one rank to one Attribute of the brewer's choice. The increase lasts only a few minutes, then is lost – although the imbiber may remain drunk for some time.

Mead of Lesser Potency

As with rank one except that you can brew Meads of Lesser Potency, but the effects lasts one hour.

Mead of Greater Potency

The brewer can invest charm into the brew associated with skill from the following general groups: revelry, social or warring. Revelry adds one bonus level to song, dance, riddle-telling, joke, telling or similar revelry skills of the drinker. Social adds one bonus level to the cajolery, carousing, seduction, manipulation, trickery, charm or similar social skills of the drinker. Warring adds one level to the close-combat, melee, brawling, wrestling, but not ranged or archery, combative skills of the drinker. The effect lasts one hour.

Mead of Grander Potency

As with Rank three except that the brewer can invest in the Mead a craving for a particular pursuit that falls within the mead's skill group from above: A revelry mead could cause drinkers to dance. A warring mead could make one want to brawl. A social mead could make drinkers want to carouse. The drinker of the Brew must make a Test of Willpower (diff. 7) to resist

the urge to pursue this activity for the next hour. The urge is however bounded by reason. A person feeling the urge to dance would not do so if confronted with a life or death situation.

Mead of High Potency

As with Rank Four, but the brewer can also cause the skill nominated to gain an extra level of charmed potency. So that for instance a revelry mead of singing would add a single bonus level to all revelry associated skills and two level to the drinker's singing skills. The effect lasts one hour. The drinker of the Brew must make a Test of Willpower (diff. 9) to resist the urge to pursue this activity for the next hour. As with above, the urge is still bounded by reason at the Gamesmaster's discretion.

Birchsap Sweetmead: This tacky, sticky saccharine Mead of Least Potency adds a temporary rank to the drinker's Perception.

Blood n' Spit: This rough, full, hops-flavoured Mead of Lesser Potency adds a temporary rank to the drinker's Fortitude.

Ferret and Trewlegs: This oaken-hued, slightly nutty, slightly bitter Revelry Mead of Grander Potency, adds a rank to the imbiber's Willpower, as well as a rank to general revelry skills. It also fills the imbiber with a powerful urge to dance a jig.

Ganfer's Stormy Brew: This creamy, full flavoured Revelry Mead of Grander Potency, adds a rank to the imbiber's Perception, as well as a rank to general revelry skills. It also fills the imbiber with a wonderfully strong desire to sing.

Gjornir's Old Peculiar: This bitter, black, almost oily Warring Mead of Greater Potency adds a rank to the imbiber's Fortitude, and adds a bonus level to all of his combat skills.

Honeyoak of Rhun: This rich, golden Social Mead of Greater Potency, adds a rank to a character's perception, and makes the drinker crave the delight found in a long into the night round the table yarn telling.

Mead of the Spit of Wisdom: This thin, yellowish Mead of Least Potency temporarily adds one rank to the imbiber's Willpower (duration at Gamesmasters discretion).

Fool's Delight: This spiced, honey-sweetened

Revelry Mead of Grander Potency, adds a rank to the imbiber's Dexterity, as well as a rank to general revelry skills. It also fills the imbiber with a n almost overwhelming urge to juggle.

Thornor's Wallop: This spiced, honey-sweetened Revelry Mead of High Potency, adds a rank to the imbiber's Fortitude, as well as a rank to general revelry skills. It also fills the imbiber with the urge to pick a brawl.

Enchanted Relics

Below are a few relics that are particular to the Duergar folk.

Blade of Petty Charms

Relic of Least Enchantment

Swords and axes crafted by the dwarf in their forges of white fire are wondrous to look upon and a beauty to behold. Their blades gleam always bright and sharp and in pride of their workmanship dwarf have marked these blades with ribbons of silver, red, gold and blue in the forging.

A Blade of Duergar-Silver prized as it is provides only the normal advantages of any Weapon of Least Enchantment and just one other boon: the sword will glitter and flicker with pale blue fire whenever a dragon, trolde or elf comes near to the wielder of the blade. In the rare event that a person should be overwhelmed by the magic of a Duergar-sword or axe he will become covetous and will constantly want to use his blade in the thick of battle.

Chest of Countless Treasures

Relic of Grander Enchantment

A beautifully wrought chest of rose wood, silver and wrought blue steel, this object was originally created as a gift for an ancient Duergar queen, who wisely kept it secret and safe. But, that queen is long since dead, and the chest, seemingly mundane was sold away, and has passed out of the knowledge of Duergar.

Will of the Chest: A character who succumbs to the power of the chest will become obsessed with removing objects from it. Spending night and day at this task until either she sickens or even dies for lack of food and water.

Wayfarer's Song - Kithbook Duergar

Rank One

Task: Place an object into the chest.

As soon as an object is put into the chest it will overflow with what are more or less reasonable copies of the object. There may be slight variations in colour, shape, size or style, but basically there will be no end to the number of objects that come out. The original object however is swallowed up and can never be retrieved.

Rank Two

Task: Place a second object into the chest.

Putting a second object into the chest will cause it to change immediately to overflowing with the newly added object.

Rank Three

Task: Place a third object in the chest.

The chest will change as it did before, but with a difference, third time, as they say, is the charm, and whatever object is placed in the chest third, will lock the chest into producing this and only this type of object for twelve long years.

Coat of Petty Charms

Relic of Least Enchantment

Hauberks of mail made by Duergar hand and wrought of Duergar-silver often have a certain small magic worked into them. A Coat of Duergar-Silver gives no benefits other than those normally bestowed by a chainmail of Least Enchantment. Coats of Duergar silver seldom overpower a mortal mind with their magic, but when they do will tend towards making a person lordly and protective over others.

Silvern Rag

Relic of Greater Enchantment

A Silvern rag appears at first glance to be a normal, age stained rag, but it only takes a cursory second glance to notice a peculiar glimmering and sparkling across the surface of the rag, as if it has silver dust woven into it.

Will of the Silvern Rag: Any character who succumbs to the power of the silvern rag becomes increasingly obsessed with obtaining and hoarding silver. The rag has little or no power to extend its owner's natural life, but over time will begin to 'rub-off' on the owner, making her eyes and hair look silvery too.

Rank One

Task: Rub the rag on something made of silver or iron.

The first time the rag comes in contact with an object of steel or iron it will turn the object into silver. From hence forth however, the rag must be used to polish an object of steel or iron for a full three hours before it turns to silver.

Rank Two

Task: Discover who was the original owner of the silvern rag.

Trag must be used to polish an object of steel or iron for a full two hours before it turns to silver.

Rank Three

Task: Discover how many owners have possessed the silvern rag.

Trag must be used to polish an object of steel or iron for a full hour before it turns to silver.

Runeswords

Relic of Lesser Enchantment

A Runesword is the name given to any of a number of blades cut with runes and made with enchantment for purposes of conferring strength, cunning or luck in battle. Swords though are not the only shape these weapons were forged into and daggers, axes and maces cut with runes are not unknown.

The Will of Runeswords: Runeswords have little will but what they have is bent towards war and battle. They can draw out the life of their wielder, making the living muscle wiry but still strong while the skin gathers wrinkles and the hair gathers grey. Rarely though does a barer of a Runesword walk as undead and when they do such creatures seek out battle and victory in war so fervently that they seldom have a long existence.

Rank One

Task: None

A Runesword has the normal benefits of a Weapon of Lesser enchantment.

Rank Two

Task: Use the blade to win three battles and read aloud the runes cut on it.

The small enchantment woven into the rune will awaken. For instance the Runesword might light up with a cold torchlight fire, or hum when danger comes near or never allow itself to be stolen or lost.

Wurumbane

Relic of Greater Enchantment

Wurumbane was wrought long ago by the duergar of the north to be the doom of one particular dragon of cunning and greed named Aslaug the Gildenwing. Indeed in time this sword may find its way into the heart of Aslaug, for that dragon still smoulders in her lair, but until then the hatred of all dragons that was woven into Wurumbane lurks. Wurumbane lusts after the death of dragons like no other relic of the World of Mythos. Other weapons, Runeswords in particular have been made for the death of wurums but their power and force pales under the flare of Wurumbane. Wurumbane is a broadsword wrought from metal as hard and sharp as steel but bound up in bands of gold and ebony. The hilt has set in it three gems, each of jet and blade glitters under the light of moon and sun. Along its flank are wrought in Duergar-Runes the words 'For the Bane of Aslaug'.

The Will of Wurumsbane: The will of this sword in singular and sharp. It will force its bearer to seek and slay anything even vaguely resembling a dragon. So iron-willed is the purpose of Wurumsbane that it easily has within its power the magic to hold its bearer in a state of undeath to prolong the hunt for dragonkith. As the blade cares not for appearances, the bearer's body will be left to wither, becoming leathery and skeletal but also strong as black iron and grim to look upon.

Rank One

Task: None

The sword has the normal benefits of a Weapon of Greater Enchantment. If a dragon should come near Wurumsbane will flicker in fiery warning but gathers no other powers. Drakes, Drachen and Wurum count as dragons for this purpose.

Rank two

Task: Discover who or what Aslaug was and who slew him.

The Sword will refuse to be put back in its scabbard if

drawn when a dragon is near. Instead it will literally force back against any attempt to sheath it. The weapon does an extra level of injury when struck into a dragon's flesh.

Rank Three

Task: Battle a Dragon with Wurumsbane

The sword becomes a Weapon of Grand Enchantment when used against dragons and wurums.

Rank Four

Task: Slay three Dragons using Wurumsbane

The sword now makes a purring noise whenever a dragon is within a league. The dragon will become aware of the noise and is drawn to it only to arrive angry and frustrated at being thus enthralled. The wielder of Wurumsbane can not be hurt by dragonflame and Wurumsbane can be used to parry against a dragon three times in a turn.

Chapter Seven

Advancement

Characters earn Experience Points at the end of game as a reward for achieving a goal, good roleplaying, clever thinking, defeating an enemy or merely for surviving. Allot each Character at least Three Experience Points at the end of a game session of normal difficulty or risk. Increasing the number of Experience Points to four or five can be done if the adventure was highly dangerous and one or more of the Characters either died or very nearly died.

Characters can save up Experience Points for later or spend the points right away. Experience Points are used to increase the ranks of Aptitudes and learn new magics. Below is a guide to spending Experience Points.

Increasing Aptitudes

| | |
|--------|---------------------|
| 1 pt | Poor to Low |
| 2 pts | Low to Average |
| 4 pts | Average to Good |
| 7 pts | Good to Renowned |
| 11 pts | Renowned to Fabled |
| 16 pts | Fabled to Legendary |
| 24 pts | Legendary to Mythic |

Increasing Disciplines

| | |
|---------|-------------------------|
| 2 pts. | Rank One to Rank Two |
| 4 pts. | Rank Two to Rank Three |
| 8 pts. | Rank Three to Rank Four |
| 16 pts. | Rank Four to Rank Five |

Wayfarer's Song

| | | |
|---|--|-----|
| Name: _____ Clan: _____ Age: _____ Obsessions: _____ _____ _____ | Disciplines _____ 00000 _____ 00000 _____ 00000 _____ 00000 _____ 00000 | Exp |
|---|--|-----|

Aptitudes

| | | |
|------------------|-------------------|-------------------|
| Appray: _____ | Cunning: _____ | Subterfuge: _____ |
| Brawling: _____ | Fortitude: _____ | Wayfaring: _____ |
| Dexterity: _____ | Perception: _____ | Willpower: _____ |
| Courage: _____ | Presence: _____ | Wisdom: _____ |
| Crafts: _____ | Ranged: _____ | Uic: _____ |

Injury

Heath

Fatigue

Vigour

Souldorn

Max

Belongings

ARMOUR:

- Protection:

Shield:

- Protection Bonus: +
- Ranged Bonus: +

Runcraft & Potions