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Wayfarer's Song

The Ugsome Ones

Being the Kith-Book of Duergar

As described by Christopher Johnstone

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Part One - The Ways of Duergar

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.

Introduction

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.

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.

Designer Notes

This is the second Kithbook in the Wayfarer's Song series. You need both the **Core Rules** and at least one **Kithbook** to run a game of Wayfarer's Song. There are four planned kithbooks for four player races: Mortal Men, Duergar, Aelfan Folk, and Ettin.

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 Aelfan, and consider Ettins to be little more than monsters to be feared and slain.

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

Legalese

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Further Legalese Necessitated by Stupid People

Now repeat after me: I am not an elf; I cannot cast magic spells; there is in fact no such thing as magic; there are no fairies in the bottom of my garden; I do not have a unicorn in my room. This entire book is fantasy. It is a game, it is not real, it is a game, it is not real, it is a game etc.

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 beardslings 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 Duergar themselves.

Woman 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.

	Affects Willpowers of
Least Enchantment	Three and less
Lesser Enchantment	Four and less
Greater Enchantment	Five and less
Grander Enchantment	Six and less
High Enchantment	Seven and less

Each time a Duergar wields an Enchanted Relic and fails their Test of Willpower she progress further into a state of nervousness, greed, and secretiveness centred on the artefact in question. The ranks are cumulative beginning with slight anxiety and ending with a subtle form of paranoia. Unlike Mortals, Duergar are do not worsen past Stage Three of the corruption process.

Stage One: Anxiety

You become afraid of loosing the Enchanted Artefact in question – let's call it your *Precious*. You keep it by your side or hidden on your person whenever it is not in use.

Stage Two: Fear

You know that everyone else is jealous of you and your *Precious*. You will not let them see it unless you have to use it and will take any comment about your precious as a personal comment.

Stage Three: Obsession

You take out your precious in secret and gloat over it, polishing, cleaning and caressing it. When it is sensible you will always use the *Precious* above any similar item. For instance if your precious is a sword you will never use another sword.



Some Typical Duergar Names

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 English speakers. For instance, Delligr, becomes Dellingar, but Barvorr remains as it is.

Allthjofar ('all-thief')	Eikinskjaldi ('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')	Mjothvirtnir ('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')



Part Two - Characters

The character creation process varies for each of the player races of Wayfarer's Song. Duergar are less flexible, less magical, more earthy and stony of mind and spirit than other races of Mithgerd. They are ever hidebound, loyal and traditional in their own way, and very much a product of the Clan they were born into. For Duergar the most important step in character creation is the choosing of a clan – from this much of the powers and potential of your character is derived.

The Ugsome Ones provides two methods to create new characters. An involved step-by-step system is outlined for those players who have the time and inclination to create a unique character. Second to that, an Archetype system is also provided to allow quicker and easier character creation. The simplified Archetype Method is outlined first. It is the system best suited to players new to the system.

Before reading this book you should at least flick through the Core Rules, which explains something of the setting and rules of Wayfarer's Song. In places the rules provided here assume you have read and understood the core system.

Simplified Character Creation

There are only two steps in the creation of a character using the simplified method of character creation...

Step One Choose an Archetype
Step Two Resolve character details from Archetypes

These two steps will define the majority of your characters abilities, skills powers and magic. An Archetype is a concept on which to a character can be based. The Simplified Character creation process provides two Archetypes for each of the Duergar clans. The scope archetypes provide can be a bit limited, but that limitation can provide a good sense of boundaries for a new player.

Step One: Choose an Archetype

An archetype is a recurrent character theme or motif in literature or mythology. The scrounging, blighted duergar, the tricksome trader of charms, the lord under the mountain, are all examples of archetypes that can be associated with Duergar. Wayfarer's Song uses Archetypes to give players character concepts to choose from. The more advanced character creation method allows you more flexibility with your character, but also requires you to have a solid character concept before you start.

Variations and Limitations

Always keep in mind that you can tweak odds and ends of any Archetype to create a character that you feel is closer to what you want. Swapping skills is the most obvious and easiest thing to do, but adding or dropping belongings, or even the Disciplines is acceptable. If you are using the Archetype system, however there will likely come a point for most players where each will decide that they have explored all the interesting Archetypes available. The Advanced step-by-step character generation opens up a whole new range of possibilities.

Archetypes

- | | |
|--------------------|----------|
| • Apocathary | Eitri |
| • Artificer | Thrainn |
| • Blighted | Eitri |
| • Charm Peddler | Thrain |
| • Heir of Ruins | Harr |
| • Hero of the Axe | Modsgnir |
| • Offcast of Lords | Harr |
| • Reluctant Hero | Bombur |
| • Runesayer | Fjolnir |
| • Skald of Halls | Bombur |
| • Talisman Hunter | Auvarg |
| • Tanglebeard | Auvarg |
| • Trolde-Slayer | Modsgnir |
| • Vardlokkur | Fjolnir |



Apocrather (Clan Eitri)

They come to you with cap in hand when they need you. Shuffling from foot to foot. Glancing this way and that. They are ashamed of course. But you smile. There is no good or evil in your ancient arts, only power.

Concept

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

Attributes

Youngbeard: Dext 2, Fort 5, Perc 2, Will 4
You have three points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Ancient Lore, Disguise, Etiquette, Healer's Art, Melee, Poison's Lore, Scribe, Seducing offer, Skulking, Trickery.

Potions (Discipline)

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.

Belongings

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, and a coin purse with 30 Silver Marks.

Riches: Two ivory potion bottles, a copper-hewn cauldron, and a jet-handled knife (Menace 6)

Artificer (Clan Thrainn)

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.

Concept

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.

Attributes

Youngbeard: Dext 2, Fort 5, Perc 2, Will 4
You have three points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Cajole, Blacksmithing, Bone-carving, Engraving, Gem and Mineral Lore, Gemcutter, Instruction, Relic Lore, Stone-cutting, Woodcarving

Treasures (Discipline)

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 dying 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.

Belongings

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, flint and tinder, Marks and a coin purse with 40 Silver Marks.

Riches: Gold-of-War longknife (Menace 6), Ivory keepsake box, ivory pipe, purse of small gemstones, basic set of blacksmith's tools, and fire-proof gloves.

Blighted (Clan Eitri)

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.

Concept

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

Attributes

Youngbeard: Dext 2, Fort 5, Perc 2, Will 4
You have three points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Ancient Lore, Begging, Cajolery, Fast Talk, Flattery, Gem and Mineral Lore, Intimidation, Pick Lock, Pilfer.

Shadow-Wright (Discipline)

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 Wraith to force it to keep distance and make no attempt to harm the Wright. At this rank the power the Wright can only affect Wraiths of Least Enchantment..

Belongings

One week's trail rations, Two finely woven sets of garb, Good leather boots and gloves, cloak, belt pouch, backpack, flint and tinder, dagger and a coin purse with 20 Silver Marks.

Riches: Bejewled longknife (Menace 7) and an ivory keepsake box.

Charm Peddler (Clan Thrainn)

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.

Concept

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

Attributes

Youngbeard: Dext 2, Fort 5, Perc 2, Will 4
You have three points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Cajole, Leatherwork, Bone-carving, Engraving, Gem and Mineral Lore, Instruction, Melee, Relic Lore, Stone-cutting, Woodcarving

Charm-Craft (Discipline)

Luck-charms are specific to a given skill or set of skills 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 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 could be carved from the bone of a hero slain in battle, or into a wrought from a 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 skill associated with the luck-charm. Once he does this the luck-charm loses all power.

Belongings

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, and a coin purse with 30 Silver Marks.

Riches: Three charms of player's devising. A Longknife of Blue Steel (Menace 8)

Heir of Ruins (Clan Harr)

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 know 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.

Concept

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.

Attributes

Youngbeard: Dext 2, Fort 5, Perc 2, Will 4

You have three points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Ancient History, Etiquette, Disguise, Intimidation, Leadership, Melee, Oratory, Sagas of Ancestors, Stealth,

Noble of Ways (Discipline)

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 or accept on your word that you are worthy of an immediate audience.

Belongings

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, and a coin purse with 30 Silver Marks.

Riches: A tarnished crown, a purse of pearls, a Sword of Gold-of-War (Menace 7), and a silken beard ribbon.

Hero of the Axe (Clan Modsognir)

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.



Concept

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.

Attributes

Youngbeard: Dext 2, Fort 5, Perc 2, Will 4
You have three points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Ale-sculling, Bestiary Lore, Bragging, Brawling, Carouse, Instruction, Intimidation, Melee, Sagas of Heroes, Storytelling,

Heart of Flame (Discipline)

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

Heart of Flame allows a Modsognir 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 so make a Willpower based Test of Fatigue.

Belongings

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, and a coin purse with 30 Silver Marks.

Riches: Axe of Blue Steel (Menace 8), Targe Shield (protection +2/cover 4/10), Skirmisher's Armour (Protection 2), and a thumb-sized ruby.

Offcast of Lords (Clan Harr)

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.

Concept

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 you family let you?

Attributes

Youngbeard: Dext 2, Fort 5, Perc 2, Will 4
You have three points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Ancient History, Begging, Cajole, Carouse, Etiquette, Fast Talk, Flattery, Melee, Stealth

Majesty (Discipline)

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.

Belongings

One week's trail rations, Two finely woven sets of garb, Good leather boots and gloves, cloak, belt pouch, backpack, flint and tinder, dagger and a coin purse with 20 Silver Marks.

Riches: Bejeweled Handaxe (Menace 7) and a silver armband.

Reluctant Hero (Clan Bomburr)

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 troldes, or wurum, or ugly, or sour-breathed men, they began to kill and steel. The axe called to you, take me, it said, take me and become a hero...

Concept

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 familt 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.

Attributes

Youngbeard: Dext 2, Fort 5, Perc 2, Will 4
You have three points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Ale-Sculling, Bone-carving, Carouse, Fast Talk, Herd and Farm, Leather Working, Melee, Stealth, Story-telling, Weather Watching,

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 dulls 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.

Belongings

One week's trail rations, Two finely woven sets of garb, Good leather boots and gloves, cloak,

belt pouch, backpack, flint and tinder, dagger and a coin purse with 20 Silver Marks.

Blade of Petty Charms

Relic of Least Enchantment

A Blade of Duergar-Silver prized as it provides only the normal advantages of any Weapon of Least Enchantment, and just one other boon: the axe will glitter and flicker with pale blue fire whenever a dragon, trold 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 axe he will become covetous and will constantly want to use his blade in the thick of battle. Menace 9.

Runesayer (Clan Fjolnir)

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...

Concept

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.

Attributes

Youngbeard: Dext 2, Fort 5, Perc 2, Will 4
You have three points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Ancient History, Arcane Lore, Bestiary Lore (animals), Etiquette, Flattery, Powerful Voice, Relic Lore, Rituals of Worship, Sagas of the Gods, Scribe (literacy in one language).

Casting of Stones (Discipline)

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 tracework 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.

Refer to Advanced Character Creation, **Birthrights: Casting of Stones** for more detail.

Rank One

When the Duergar casts stones the Storyteller makes a roll in secret. Make a Willpower based Test of 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

Belongings

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, and a coin purse with 30 Silver Marks.

Riches: Long of Blue Steel (Menace 7), purse of rune-stones, ebony and scarlet cloak, and a thumb-sized diamond.

Skald of the Halls (Clan Bomburr)

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...

Concept

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

Attributes

Youngbeard: Dext 2, Fort 5, Perc 2, Will 4
You have three points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Balladry, Cajole, Carouse, Etiquette, Fast Talk, Flattery, Oratory, Riddle-Telling, Seductive Offer,

Balladry (Discipline)

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.

Belongings

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, and a coin purse with 30 Silver Marks.

Riches: Longknife of Blue Steel (Menace 7), Harp of Gold-of-War, emerald and gold armband, and an ivory pipe.

Talisman Hunter (Clan Auvarg)

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.

Concept

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.

Attributes

Youngbeard: Dext 2, Fort 5, Perc 2, Will 4
You have three points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of



Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Ale-sculling, Bestiary Lore, Brawling, Hunting, Instruction, Intimidation, Melee, Set Snare, Storytelling, Talisman Lore,

Talismanic Arts (Discipline)

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.

Rank One

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

Belongings

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, and a coin purse with 30 Silver Marks.

Riches: Axe of Blue Steel (Menace 8), Targe Shield (protection +2/cover 4/10), Skirmisher's Armour (Protection 2), and a Talismanic Charm of Player's choice (see **Core-Rules**).

Tanglebeard (Clan Auvarg)

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.

Concept

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 Modsgnir warlord who recruits Auvarg to scout the field of battle.

Attributes

Youngbeard: Dext 2, Fort 5, Perc 2, Will 4

You have three points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Ale-sculling, Bestiary Lore, Brawling, Intimidation, Hunting, Melee, Sagas of Heroes, Storytelling, Tracking, Woodcraft

Woodland Wiles (Discipline)

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 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.

Belongings

One week's trail rations, Two finely woven sets of garb, Good leather boots and gloves, cloak, belt pouch, backpack, flint and tinder, dagger and a coin purse with 20 Silver Marks.

Riches: Ivory pipe, and an Axe of Blue Steel (Menace 8)

Trolde-Slayer (Clan Mondsognir)

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.

Concept

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.



Attributes

Youngbeard: Dext 2, Fort 5, Perc 2, Will 4
You have three points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Ale-sculling, Bestiary Lore, Brawling, Carouse, Intimidation, Melee, Stealth, Storytelling, Tracking, Trolde Lore.

Slayer (Discipline)

You have inherited a knack for hunting Trolde, a knack sharpened with study and long years of practice.

Rank One

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

Belongings

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, and a coin purse with 30 Silver Marks.

Riches: Axe of Blue Steel (Menace 8), Targe Shield (protection +2/cover 4/10), Skirmisher's Armour (Protection 2), and a heirloom trolde-tooth necklace.

Vardlokkur (Clan Fjólnir)

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.

Concept

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.

Attributes

Youngbeard: Dext 2, Fort 5, Perc 2, Will 4
You have three points to spread on Attributes.

Skills

You start play with seven skills of Rudimentary rank. Two skills of Basic rank. One skill of Average rank. Common skills always start at Rudimentary.

Ideas for Skills

Ancient History, Arcane Lore, Bestiary Lore (animals), Etiquette, Flattery, Powerful Voice, Relic Lore, Rituals of Worship, Sagas of the Gods, Scribe (literacy in one language).

Rune Craft (Discipline)

You will need to choose one Rune from the following list. From the one rune you will be able to engrave on enchanted 'bind-rune' spell on a surface. You acquire the power over more runes and bind-rune spells as you advance ranks in this discipline.

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.

Belongings

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, and a coin purse with 30 Silver Marks.

Riches: Longknife of Blue Steel (Menace 7), rune-cutting set, rune-stitched cloak, and a hat set with a thumb-sized black diamond.



Step Two: Resolve Details

Attributes

Attributes are only used in touch and go situations. All play varying roles in the game. Fortitude is important for combat-orientated characters. Willpower has an important role in casting and resisting magical spells.

Dexterity

Eye-hand co-ordination and reflexes.

Fortitude

Brute physical strength and stamina.

Perception

Wits, general awareness and agility of mind.

Willpower

Strength of mind and force of will.

All Attributes begin at Rank Three. You have six freebie points to distribute as you see fit. No Attributes can exceed Rank 8. For instance you could add one point to Dexterity, two points to Perception and two points to Willpower. Thus making your Attributes: Dexterity 4 (3+1), Perception 5 (3+2), Fortitude 4 (3+1), Willpower 5 (3+2).

Skills

Wayfarer's Song allows you to invent and define any skills you want for your character, within the bounds of common sense and at your Storyteller's discretion. The lists provided are to be treated as suggestions, and do not have definitions for that reason. Only those skills associated with common day-to-day life are defined. Note that skills of any sort are always mundane: No 'magical skills' are used in Wayfarer's Song. Magic is always defined by Disciplines.

Common Skills

Looking over your character you will find a list of seven Common Skills. These are basic skills that for reasons of common sense, and game play all characters know at Rudimentary Rank. Be aware that inventing a skill that mimics one of the Common Skills is pointless. The common skills are...

Awareness	General alertness
Appraise	Appraising the value of an item or good
Dodge	Dodging and evading blows
Haggle	Negotiating better prices for goods and services
Hearthlore	General knowledge
Hide	Hiding from others
Trickery	Lying, deception and trickery

Ideas for Skills

The following is a list of ideas for skills and should be treated as a rough guide only.

Combat

Archery (bows and arrows), Brawling (hand-to-hand combat), First Aid, Melee (close-combat), Missile (thrown weapons), Set Ambush, Sling-shooting, Strategy.

Crafts

Begging, Blacksmith, Boating, Bone-Carving, Dancing, Engraving, Falconry, Gemcutter, Healers Arts, Herd and Farm, Juggling, Leatherwork, Minstrelsy, Poetry, Singing, Scribe (Literacy in one language), Stonecutting, Storytelling, Tumbling, Weaving, Wood-Carving.

Learning

Ancient History, Arcane Lore, Bestiary Lore (animals), Gem and Mineral Lore, Relic Lore, Scribe (literacy in one language)

Sacral

Duties of Priesthood, Rituals of Worship, Sagas of the Gods, Sacred Sites, Stories of Miracles.

Social

Begging, Cajole, Carouse, Etiquette, Fast Talk, Flattery, Haggle, Incite Riot, Intimidation, Instruction (teaching), Leadership, Oratory (Public Speaking), Riddle-Telling, Seduction

Subterfuge

Burglary, Disguise, Pick Lock, Pick-Pocket, Pilfer (shop-lift), Set Ambush, Spider Climbing, Stealth, Traceless Walking



Wilderness

Archery (Bow and arrow), Falconry, Forage for Food, Hunting (combat using hunting weapons), Knot-Work Tracking, Poisons Lore, Set Snares, Skin and Dry Pelt, Weather-Watching, Woodcraft.

Disciplines

Unusual magical abilities are termed Disciplines. Examples of these innate magical powers

include: Bonded Weapon (Reluctant Hero), Rune-Craft (Vardlokkur) Talismanic Arts (Talisman Hunter), and Woodland Wiles (Tanglebeard). In all cases the word 'Discipline' is written next to the power in brackets to let you know its status as such.

Write any Disciplines you have on your character sheet and mark them at Rank One.



Advanced Character Creation

Creating a character by the Advanced method allows you to mould, carve and chisel each detail of your character. The options becomes myriad, the graduations of variation multiply with each step. But, I issue a fair warning: this is also a fairly protracted system of character creation, and each character may take around an hour to create.

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?

Step-by-Step

- Step One** Envision a Character
- Step Two** Choose a Clan
- Step Three** Determine Age
- Step Four** Attributes
- Step Five** Skills
- Step Six** Disciplines
- Step Seven** Wealth

Step Two: Choose a Clan

The Clans of the Duergar

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

Step One: Envision a Character

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

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
Fjolvir	'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
Modsgonir	'Frenzy-Roarer'	Warriors and guardians of the Duergar royal holds
Thrainn	'Craver'	Craftmasters and wonderworkers to the kings



merchants after a fashion that pleased them.

Of the remaining clans the Harr are the royal line who rule as lord over the Modsognir, Fjolvir 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.

Designer Notes

Setting in place a system of clans runs the risk of making the Duergar Kithbook into little more than a scaffold on which to hang 'splats' and superpowers. Clans promote less variation, and characters may become less a unique individual, and more a function of one choice made in early character creation. But clans somehow feel right for Duergar, and I'm not quite willing to give up on them. So, I have tried to work around the potential problem of encouraging immutable splats by making skills and disciplines open to most clans.

Each clan has two unique Disciplines. These unique disciplines vary in power, but are not particularly better or worse than the general open-to-all Disciplines. Hopefully this should mean each clan has a distinct feel, but does not become a one-trick wonder.

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.

Creed

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.

Birthrights

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

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.

Fjolvir: There are none in the clans so unnatural as the Fjolvir. 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.

Thriann: 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.

Creed

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 - 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.

Birthrights

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

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.

Creed

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.

Birthrights

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

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

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.

Creed

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.

Birthrights

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

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 Fjolnir lurking there in the shadows, whispering in his ear.

Modsognir: 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, Fjolnir and Modsognir to be their churls.

Creed

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.

Birthrights

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

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.

Fjolnir: Wise, knowing of many secrets. Our most powerful allies - but also our most fickle

enemies. Watch the Fjolnir carefully, or one day he will be upon the throne.

Modsognir: 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.

Modsognir'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 Modsognir fought and won.

Creed

The folk of Modsognir'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 Modsognir a life of valour in battle equates with a life bound by honour. For the Modsognir honour is everything. No Modsognir worth his name ever broke an oath, nor lied, nor slandered another he was not willing to fight. The Modsognir 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 wrred no more.

Appearance

Although the Modsognir 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.

Birthrights

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

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.



Fjolinir: 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.

Creed

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.

Birthrights

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

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.

Fjolinir: 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?

Step Three: Determine 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.

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 Durgar'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



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

character may have to make Test of Willpower. If the Duergar fails he gains a new Obsession if he passes he does not.

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 or advance one rank of Obsession.

All Obsessions begin at Rank One.

Rank 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 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 to urge to take it immediately.

Stage Four: Increased Obsession

You now must make a test of Willpower 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 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.

The 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.

Skills: 6 at Rudimentary

Base Attributes: Dext 2, Fort 4, Perc 2, Will 3

Freebie Attribute Points: 3

Birthrights: 2 points. Disciplines limiting 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
Base Attributes: Dext 2, Fort 5, Perc 2, Will 4
Freebee Attribute Points: 3
Birthrights: 4 points. Disciplines limiting 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.

Skills: 4 at Rudimentary, 2 at Basic, 2 at Simple
Base Attributes: Dext 2, Fort 5, Perc 3, Will 4
Freebee Attribute Points: 3
Birthrights: 6 points. Disciplines limiting 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.

Skills: 2 at Rudimentary, 4 at Basic, 2 at Simple, 2 at Fair
Base Attributes: Dext 2, Fort 5, Perc 3, Will 5
Freebee Attribute Points: 3
Birthrights: 8 points. Disciplines limiting to Rank 5
Obsessions: Three (Rank One)

Step Four: Attributes

Beardling	Dex 2, Fort: 4, Per 2, Will 3,
Youngbeard	Dex 2, Fort: 5, Per 2, Will 4,
Longbeard	Dex 2, Fort: 5, Per 3, Will 4,
Greybeard	Dex 2, Fort: 5, Per 3, Will 5

Beardling	Freebee Points: 3
Youngbeard	Freebee Points: 3
Longbeard	Freebee Points: 3
Greybeard	Freebee Points: 3

Each character has a set of base attributes as determined by their age. To these you can allocate three freebee points as you see fit.

Dexterity

Eye-hand co-ordination and reflexes.

Fortitude

Brute physical strength and stamina.

Perception

Wits, general awareness and agility of mind.

Willpower

Strength of mind and force of will.

Step Five: Skills

Beardling	Skills: 6 at Rudimentary
Youngbeard	Skills 6 at Rudimentary, 2 at Basic
Longbeard	Skills: 4 at Rudimentary, 2 at Basic, 2 at Simple
Greybeard	Skills: 2 at Rudimentary, 4 at Basic, 2 at Simple, 2 at Fair

Wayfarer's Song allows you to invent and define any skill you want for your character, within the bounds of common sense and at your Storyteller's discretion. The lists provided are to be treated as suggestions, and do not have definitions for that reason. Only those skills associated with common day-to-day life are defined. Note that skills of any sort are always mundane: No 'magical skills' are used in Wayfarer's Song. Magic is always defined by Disciplines.



Common Skills

Looking over your character you will find a list of seven Common Skills. These are basic skills that for reasons of common sense, and game play all characters know at Rudimentary Rank. Be aware that inventing a skill that mimics one of the Common Skills is pointless. The common skills are...

Awareness	General alertness
Appraise	Appraising the value of an item or good
Dodge	Dodging and evading blows
Haggle	Negotiating better prices for goods and services
Hearthlore	General knowledge
Hide	Hiding from others
Trickery	Lying, deception and trickery

Ideas for Skills

The following is a list of ideas for skills and should be treated as a rough guide only.

Combat

Archery (bows and arrows), Brawling (hand-to-hand combat), First Aid, Melee (close-combat), Missile (thrown weapons), Set Ambush, Sling-shooting, Strategy.

Crafts

Begging, Blacksmith, Boating, Bone-Carving, Dancing, Engraving, Falconry, Gemcutter, Healers Arts, Herd and Farm, Juggling, Leatherwork, Minstrelsy, Poetry, Singing, Scribe (Literacy in one language), Stonecutting, Storytelling, Tumbling, Weaving, Wood-Carving.

Learning

Ancient History, Arcane Lore, Bestiary Lore (animals), Gem and Mineral Lore, Relic Lore, Scribe (literacy in one language)

Sacral

Duties of Priesthood, Rituals of Worship, Sagas of the Gods, Sacred Sites, Stories of Miracles.

Social

Begging, Cajole, Carouse, Etiquette, Fast Talk, Flattery, Haggle, Incite Riot, Intimidation, Instruction (teaching), Leadership, Oratory (Public Speaking), Riddle-Telling, Seduction

Subterfuge

Burglary, Disguise, Pick Lock, Pick-Pocket, Pilfer (shop-lift), Set Ambush, Spider Climbing, Stealth, Traceless Walking

Wilderness

Archery (Bow and arrow), Falconry, Forage for Food, Hunting (combat using hunting weapons), Knot-Work Tracking, Poisons Lore, Set Snares, Skin and Dry Pelt, Weather-Watching, Woodcraft.

Step Six: 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 bare 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.

Beardling	Birthrights: 2 points. Disciplines limited to Rank 1
Youngbeard	Birthrights: 4 points. Disciplines limited to Rank 2
Longbeard	Birthrights: 6 points. Disciplines limited to Rank 3
Greybeard	Birthrights: 8 points. Disciplines limited to Rank 4

Insight

Insight is an advancement stat. Each discipline has a level of insight, which will vary during gameplay but always starts at level one. During play you can decide to try and advance your understanding of a discipline by willpower mingled with a sense of urgency. Disciplines are internal powers and improving them is a function of attaining a deeper understanding of the power. When your character attempts to plumb new depths of power, you roll a d10. If you roll equal to or lower than your insight the Discipline advances a rank and insight returns to 1. If your roll higher than your insight, then insight increases one level. Failure also implies a loss of faith in oneself and a character who fails an insight check should refrain from using the discipline in question for at least some few hours or days depending on the depth of despair caused.



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

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 dulls 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. Make a Willpower based Test of 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. Make a Willpower based Test of 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. Make a Willpower based Test of 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. Make a Willpower based Test of Fatigue whenever you use this power.

- 10 No pattern can be seen
 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. Make a Willpower based Test of 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 in 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 skill or set of skills 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 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 could be carved from the bone of a hero slain in battle, or into a wrought from a 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 skill 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 'cookery' 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 Basic test of Cookery 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 an Average Test of Cookery 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 Fair Test of Cookery 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 an Advanced Test of Cookery 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 Penultimate Test of Cookery 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. Whenever you do so make a Willpower based Test of Fatigue. Every round you choose to remain in a state of frenzy you must make a further Willpower based Test of Fatigue.

Rank Two

You can choose to enter a frenzied state in battle. Whenever you do so make a Fortitude based Test of Fatigue. You gain no initial benefits but, whenever you take an injury you may increase your Menace +1, to a limit of 9.

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 a Willpower based Test of Fatigue once every two rounds to remain in a state of frenzy.

Rank Five

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

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 hour 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, lose of trust, or lose 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 Modsognir burns bright in his chest, his blood runs thick with fire. For the Modsognir honour and heroism have been honed into a force behind the magic of great deeds.

Aspects

Heart of Flame allows a Modsognir 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 so make a Willpower based Test of 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 or accept on your word that you are worthy of an immediate audience.

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 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 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. 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 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.

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.

Mead of Least Potency: One Fortitude Based Test of Fatigue

Mead of Lesser Potency: Two Fortitude Based Tests of Fatigue

Mead of Greater Potency: Three Fortitude Based Tests of Fatigue

Mead of Grander Potency: Four Fortitude Based Tests of Fatigue

Mead of High Potency: Five Fortitude Based Tests of Fatigue

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 Lest 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 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.

Requited 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 your 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 gemmes 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 Fjornir 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.

Aspects

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 th 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 Wraith to force it to keep distance and make no attempt to harm the Wright. At this rank the power the Wright can only affect Wraiths of Least Enchantment.

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? Worum? 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.

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 dying 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 Grander 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. Make a Willpower based Test of Fatigue whenever you use this power.

Rank Three

You can choose to automatically resist the power of an Aelfan charm or enchantment. Make a Willpower based Test of Fatigue whenever you use this power.

Rank Four

Aelfan folks must make an additional Test of Willpower 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 loose colour, a voice will immediately loose 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 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 never have to make a Test of Willpower versus places or relics of least enchantment. You can also sense the enchantment radiating from a relic or place from five paces.



Rank Two

You never have to make a Test of Willpower versus places or relics of lesser enchantment. You can also sense the enchantment radiating from a relic or place from ten paces.

Rank Three

You never have to make a Test of Willpower versus places or relics of greater enchantment. You can also sense the enchantment radiating from a relic or place from twenty paces.

Rank Four

You never have to make a Test of Willpower versus places or relics of grander enchantment. You can also sense the enchantment radiating from a relic or place from forty paces.

Rank Five

You never have to make a Test of Willpower versus places or relics of high enchantment. You can also sense the enchantment radiating from a relic or place from eighty paces.

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 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 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 known 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 barrelful 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.

Step Seven: Wealth

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 there 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 Grander 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 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, 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, flint and tinder, Marks 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, and a coin purse with 80 Silver Marks.

Riches

All riches are worth at least 20 Silver Marks. Treat the following list (see next page) as suggestions only, although the final decision as to whether an item of riches is allowable is at the discretion of your storyteller.

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 you 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.

Congratulations, you now have a ready to play Duergar character.



Riches

Armband of Silver	Necklace of Fire Opals
Axe of Blue Steel (Menace 8)	Necklace of Jet and Pearl
Bejeweled Handaxe (Menace 7)	Necklace of Lapis and Silver
Bejewled Longknife (Menace 7)	Purse of Pearls
Copper-Hewn Girdle	Silken Beard-Ribbon
Gem-Stitched Cloak	Skirmishers Armour (Protection 3)
Goblet of Graven Silver	Steelshod Boots
Fireproof Cloak	Targe Shield (Protection +2, Cover 4/10)
Fireproof Gloves	Thumb sized emerald
Fist Sized Topaz	Thumb sized diamond
Ivory Keepsake Box	Thumb sized opal
Ivory Pipe	Thumb sized ruby
Jade Handled Dagger (Menace 6)	Tooled Warhorn
Large Gold Ring	Torc of Silver
Necklace of Amber and Gold	Warhammer of Stone (Menace 7)



Part Three: Runes and Sorcery

Rune-Craft

Like most Duergar magic, Fjolnir 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, wending scripts, often twining down the length of an object called Bindrunes.

Quick Reference

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

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

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 strokes 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 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

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 once a day 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

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

Once a day the bearer of this runic object may choose to automatically pass a test of skill. But, if he does then, all the other members of his fellowship automatically fail their next tests of skill.

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 Willpower. 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

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. 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.



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, lither, 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 of Least Potency that must be imbibed. If the test of Fortitude is failed death results after several hours of severe convulsions and vomiting.

Potion or Lesser Death

Counts as a Poison of Lesser Potency that must be imbibed. If the test of Fortitude is failed death results after several hours of severe convulsions and vomiting.

Potion of Greater Death

Counts as a Poison of Greater Potency that must be imbibed. If the test of Fortitude is failed death results after several hours of severe convulsions and vomiting.

Potion of Grander Death

Counts as a Poison of Grander Potency that must be imbibed. If the test of Fortitude is failed death results after several hours of severe convulsions and vomiting.

Potion of High Death

Counts as a Poison of High Potency that must be imbibed. If the test of Fortitude 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 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 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 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 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 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 of 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 test 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 wyrm.

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.



Part Four: 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

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.

Purchasing List

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



Arms and Armour

Price and Menace

The price shown in 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 storytellers discretion: An axe-wielding character without a shield, who draws with a enemy (i.e. both challenger and defender pass the test of skill), in an opposed affray is liable to suffer a wound, as if the axe-man had failed the test of skill, and the enemy had passed. In effect First Strike always passes to your opponent if you are using an axe.

If two characters attack one another with axes, the mutual clumsiness cancels out.

Axes	Price	Menace
Hand-Axe	10 sm	7
Throwing Axe	10 sm	7
Skeggox (Bearded Axe)	15 sm	8
Mattock	20 sm	8
Battle Axe	20sm	8
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

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.

Bludgeons	Price	Menace
Wood or Bone	10	6
Stone War-Hammer	15	7
Iron and unadorned	15	7
Blue steel Wrought	20	8
Gold-of-War	40	9
Dwarf-Silver	100	12
Adorned	+5	+0
Jewel-Inlaid	+25	+0

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 know 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.

Knives	Price	Menace
Hadseax (Knife)	5 sm	6
Scramseax (Dirk)	10 sm	7
Langseax (Longknife)	15 sm	8
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

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 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 five. To use a mail-scraper you need Fortitude of 6.

Spears	Price	Menace
Throwing Spear	10	6
Melee Spear	15	7
Mail Scraper	20	7
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

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

Staves 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.

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

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.

Swords	Price	Menace
Sword-of-War	50 sm	8
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

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.



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

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.

Weapons Strange & Unknown

There are numerous melee weapons that although familiar to many quasi-mediaeval games are missing here. The stirrup has not yet been introduced to mythic Mithgerd, so that to charge with a lance is suicidal to the point of being ridiculous. Likewise horses in general are considered to valuable to use in battle by most kings and clans. Thus the poleaxe and pike, being weapons of infantry defence against cavalry are unknown. The 'ball and chain' type of weapon is also unheard of – many remote blacksmiths have never seen an iron-linked chain let alone know how to make one. Shackles, incidentally tend to be made of rope and leather. Flails are always tethered with a cord of gut or leather. Crossbows, although not unheard of, are primitive and require about two minutes of work at a windlass to load. They are generally considered toys for eccentric kings, rather than effective weapons. Other, even more exotic weapons, such as scimitars, 'tiger-claws' and bolas will result not just in unwanted attention, but also the suspicion by locals that you are either an elvish creature or might be dealing in witchcraft.

Armour

There are five classes of armour that a person may wear to protect themselves from injury. The least protective are those made from lighter, poorer quality materials, especially cloth and leather.

Patchwork Armour

Incomplete, rusted, poor quality armour, stitched together from makeshift pieces of boiled leather, iron, or chain make up what is termed Patchwork Armour.

Poorman's Armour

Light armour is 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.

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 that 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 also 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 vests, 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: a gambeson. 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 gambeson, either separate or stitched to the armour. A helm, greaves and occasionally good quality leather gauntlets will be included with a Noble Armour.

Kingly Armour

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



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. Round shields, called 'targes' made from linden (lime) 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. Smaller shields useful only for parrying are termed bucklers. Larger, more expensive shields that extend downwards to cover the knee are termed long shields.

Shields also provide cover from both melee attacks and missile fire. A character taking cover behind a shield is not allowed to do anything except engage in defensive actions. When a blow or missile makes it past a sheltering character's active defences she is allowed a Test of Cover. A simple d10 test that is successful if a number equal to or below the shield's Cover is rolled. When successfully made a Test of Cover indicates the blow or missile has harmlessly struck the shield.

Armour	Price	Prot.
Patchwork Armour	15 sm	1
Poorman's Armour	50 sm	2
Skirmisher's Armour	100 sm	3
Warrior's Armour	200 sm	4
Kingly Armour	400 sm	5

Shields	Price	Prot.
Buckler (Small Shield)	10	+1
Targe (Medium Shield)	30	+2
Tower Shield (Great Shield)	75	+2

Shields	Price	Cover
Buckler (Small Shield)	10	2/10
Targe (Medium Shield)	30	4/10
Tower Shield (Great Shield)	75	7/10

Designer Notes

Because of the fairly simple method in which injuries are resolved in Wayfarer's Song the benefits of armour also needs to be reasonable simple. Thus, armour provides a basic full body protection - even though it may not strictly cover the full body. Because, however, armour substracts 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.

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.

Mead of Least Potency: One Fortitude Based Test of Fatigue

Mead of Lesser Potency: Two Fortitude Based Tests of Fatigue

Mead of Greater Potency: Three Fortitude Based Tests of Fatigue

Mead of Grander Potency: Four Fortitude Based Tests of Fatigue: Five Fortitude Based Tests of Fatigue

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. While drunk the imbiber cannot gain any experience from failed tests of skill.

Mead of Lesser Potency

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

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, and while



drunk the imbiber cannot gain any experience from failed tests of skill.

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 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, and while drunk the imbiber cannot gain any experience from failed tests of skill.

Birchsap Sweetmead

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

Blood n' Spit

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

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.

Gjolnir'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.

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

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 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.

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 reasonably 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.

Will of the Chest

Every time a character takes a newly made object from the chest she is deemed to have wielded the relic and may have to make a Test of Willpower. 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.

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.

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.

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.

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.

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.

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 bearer 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.

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'.

Rank One

Task: None

The sword has the normal benefits of a Weapon of Greater Enchantment. If a dragon should come near Wurumbane 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 Wurumbane

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

Rank Four

Task: Slay three Dragons using Wurumbane

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 Wurumbane can not be hurt by dragonflame and Wurumbane can be used to parry against a dragon three times in a turn.

The Will of Wurumbane

The will of this sword is 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 Wurumbane 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.



✧ PNM ✧ PFM YFRMRH ✧ HFIX ✧ BM ✧ LHRIL ✧ *FNHHTFM ✧