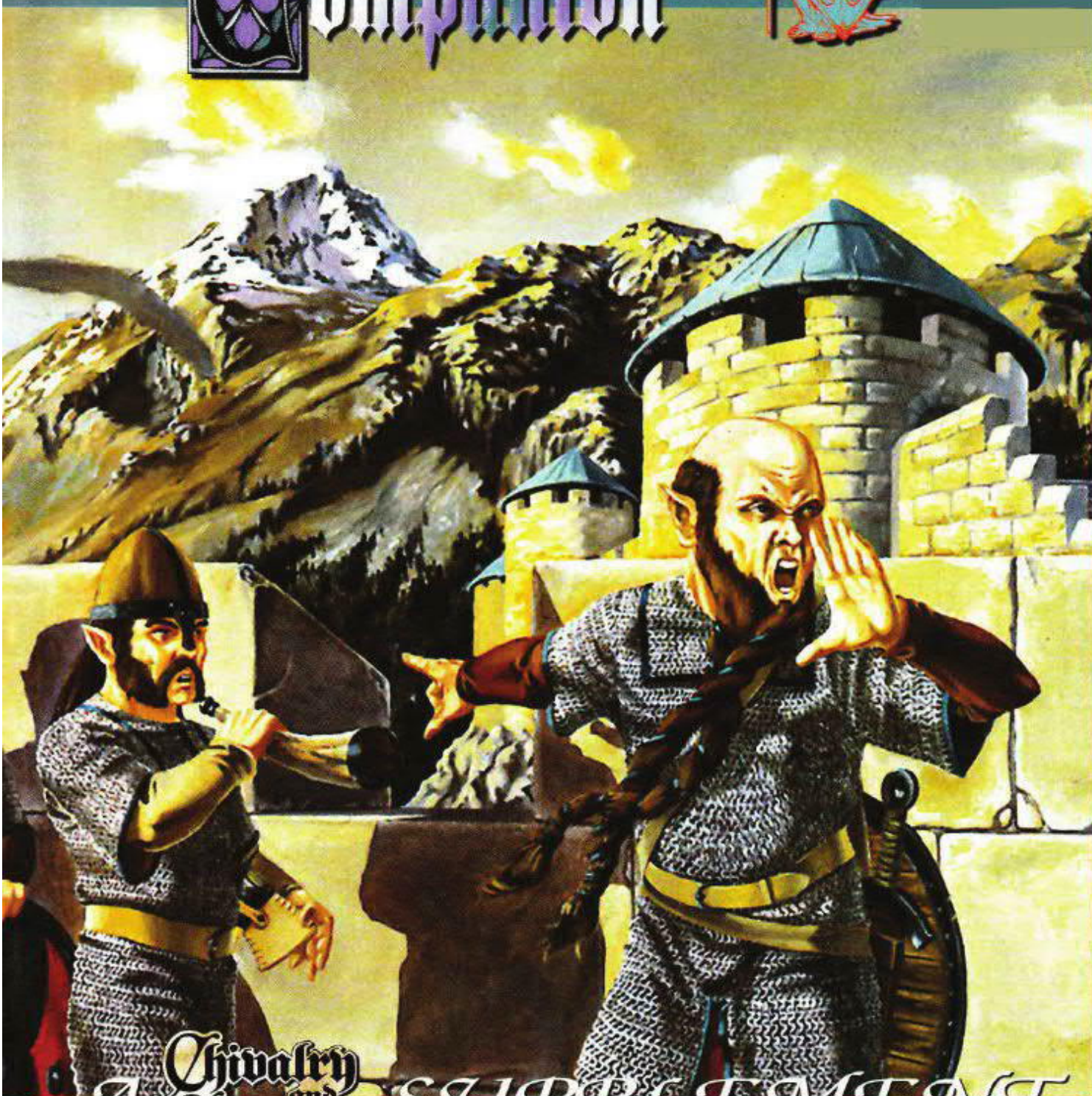


Dwarves' Companion



A Chivalry and Sorcery SUPPLEMENT

by
Paul Williams

Dwarves Companion



by

Paul "Wiggy" Williams

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Steve A Turner



FOREWORD

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*The man who stands
At a strange threshold
Should be cautious,
Before he crosses
Glance this way and that:
Who knows beforehand
What foes may sit in the hall?*

*Gáttir allar
áður gangi fram,
um skoðask skyli,
um skyggnast skyli
Því óvíst er að vita,
hvar óvinir
Sitja á fleti fyrir*

Hávamál, 1

Welcome to the Dwarven sourcebook for **Chivalry & Sorcery**. This supplement covers the Dwarven race of Northern Europe, including their history, social structure, lifestyle, religion, and the major clans and guilds that govern Dwarven society.

Most modern fantasy literature, especially in role-playing games, has often branded Dwarves as bearded, gold-loving, underground dwelling, Nordic artisans with a love of fighting. We have not changed every feature of Dwarves known from legend or the childhood memories we have from stories and old folk tales, but we have made some significant changes.

Much of the Dwarven language presented here is based on a mixture of Old Norse and modern Norwegian, and we have included a glossary at the end to make things easier on you.

We hope you enjoy our detailed and comprehensive presentation.

Paul "Wiggy" Williams

In your hands is the first in a series of Racial Sourcebooks which will bring to life many of the diverse races which can be found within **Chivalry & Sorcery** campaigns. We hope that this series will bring as much fun as we have had creating this first one, **Dwarves Companion**. I would like to take this opportunity to thank the following for their help on this sourcebook.

Edward E Simbalist, Colin D Speirs, Paul Perano, Fabio Pagliara, Dave Blewitt, Scott Hughes, Matt Whalley, Timothy Smith, Ian Brooke, Fergus Crawford, Matthew Edwards, Jon Ashford and Robert Lococh

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<http://locs.org>

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DEDICATED TO:

MY PARENTS,

**WHO STILL HAVE NO IDEA WHAT ROLE-PLAYING IS,
AND STEVE & SUE TURNER,
FOR LETTING ME SHARE IN THE DREAM.**

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INTRODUCTION – THE DWARVEN CREATION MYTH

*In the beginning not anything existed,
there was no sand nor sea nor cooling waves
earth was unknown and heaven above
only Ginnungagap was;
there was no grass.*

Snorri Sturluson, The Prose Edda

Dwarven historians, long steeped in the traditions of their ancient race, recall the creation of their race with great reverence and, when necessary, repeat it thus:

"In the beginning there was only *Ginnungagap*, an immense chasm so deep that none could see the bottom and Gods who peered into its dark depths felt light-headed. Odin, our distant ancestor and a god to humans, demonstrated the earliest knowledge of creation and forged a land of fire and heat to one side of this immense chasm, and it became known to us as *Muspell*.

"The land could not be reached by any not born there and was guarded by an immense giant called Surt, who Dwarves call "the Devourer". From here spring all the fires in the world and the heat that rises from the earth.

"Odin further demonstrated his knowledge and wisdom by creating a cold and harsh land called *Niflheim* (Abode of Darkness), which lay to the other side of the great chasm of *Ginnungagap*. In the centre of this frigid wasteland stood a well called *Hvergelmir* (Bubbling Cauldron) and from it issued forth twelve rivers, each known by a sacred name.

"The great rivers flowed across the land towards the *Ginnungagap*, which separated the two lands, and eventually they had travelled such a distance that the yeasty venom that formed part of their waters turned to ice. When the ice had frozen hard, a mist of frosted rain, formed from the venom, fell upon the ice and froze. So creating layer after layer until the northern part of *Ginnungagap* was filled to the brim. In the southern part, *Ginnungagap* was warm, heated by the fires of *Muspell* that lay beyond it.

"Trapped between the cold and the heat, the centre of *Ginnungagap* was mild in temperature and where the ice of *Niflheim* met the heat of *Muspell* the ice evaporated and formed running water. In one of the drops of water that fell into the abyss life was formed in the likeness of a modern four limbed Dwarf and the creature was named Ymir. To the ice trolls he is known as Aurgelmir, he is their first ancestor as Odin is ours. The venom from the rivers forms the evil nature of ice trolls and is why they are barbarous in nature.

"Odin had two brothers, Vili and Ve. Together, the trio killed Ymir and when he fell his blood came forth in such a torrent that it drowned many of the ice trolls. Only those that fled to high ground survived, and that is why ice trolls now live on only the coldest peaks.

"The brothers then dragged the corpse of Ymir to the edge of *Ginnungagap* and threw him in, whereupon the earth formed. His blood became the sea, his flesh the earth, his bones the mountains, and his teeth and splintered bones formed pebbles and rocks. Once the world was formed the brothers moved the flesh, so that blood flowed all around it, forming a world ocean that is almost impassable.

"The sky is formed from the skull cap of Ymir and it is held above the earth by four Dwarves, who we know as *Austri* (East), *Vestri* (West), *Norðri* (North), and *Suðri* (South). Embers and sparks from *Muspell* rose into the sky and formed the light known as stars. Many remained fixed in position, but others move. Rarely, one becomes dislodged and falls back to earth, carving a fiery arc as it does so. From these come the rarest of metals.

"Once the Earth was formed, the ancestors built for themselves great palaces and connected their realm to Earth by means of the *Bifröst Bridge* (Rainbow Bridge), which men know as the rainbow. The greatest dwelling of the ancestors is *Glaðsheim* (Radiant Home) and in there are seats for Odin and the other twelve distant ancestors, known to man as Gods. To show their wisdom, they built for our ancestors a beautiful building known to us as *Vingölíf* (Friendly Floor). Next, they created a forge, a hammer, tongs, and an anvil, all gifts to be given to us on our rising from the earth.

"Sat upon their thrones, the ancestors looked down upon the earth and saw how we toiled under the earth, for then we were like maggots that burrowed through the bones of Ymir's corpse. They gave us intelligence and the appearance that they would also give to humans, because the shape pleased them. Our first true ancestor, he who first changed, was Durin, and after him came his consort Móðsognir, after whom many female Dwarves are named. Durin was the first to be given the tools used to shape and work metal. These two are our greatest ancestors and are revered yearly.

"So it was that three types of Dwarves were created; those who came from the earth, those from the rocks, and those from Ymir's grave mound."

The earliest Dwarves inhabited the lands now known as Scandinavia, long before men rose from all fours to walk the earth. When men became civilised, the Dwarves traded with them and taught them the knowledge of simple metalworking, so that they might honour the earth in the same way as Dwarves. The Dwarven creation myth was known to the Early Norse, who altered it to represent their own creation. Not all cultures on Earth had contact with Dwarves, hence the reason why the myth only resembles that of the Norse. Of all the human peoples, Dwarves prefer the company of the Scandinavians, with whom they still have a strong bond.

Thus, the early history of the Dwarves as presented here may bear some resemblance to that of the Vikings, but remember the original source sprang from the Dwarves themselves.



KEY HISTORICAL MOMENTS OF THE DWARVES

THE SUNDERING

A fact not known to most humans, although known to the equally ancient Elves, is that the Dwarves encountered in the lands of Northern Europe are not the only creatures on Earth referred to by that name. Rarely spoken about, even amongst their own people, is a dark event from the Dwarves' past known as the Sundering.

During the first millennia after their creation, the Dwarves lived in the high mountains of central and northern Europe and worked natural caverns for minerals, their mining skills not being as developed as they are today. As the Dwarves grew in numbers Durin and Móðsognir's three children, Durin II, Ptah, and Luchorpan, became leaders of great numbers and developed their own views on how the Dwarves should evolve. Each child represented one of the three Dwarven "sub-races", those that came from the earth, those from the rocks and those from Ymir's grave mound.

Few remember the exact cause of the war that almost destroyed their race, but most scholars place its start at a Great Council, when discussions over the future of the race broke down. The Children of Durin II saw their place as "Farmers of the Earth", tending to its needs through a cycle of removing its resources, crafting them, and then returning them to help replenish it. Through such worship the Earth would grow stronger, as pruning back leads to accelerated growth.

The Children of Ptah saw their future amongst the race that would become men, guiding them to great things, showing them how to love the Earth and its abundant supply of minerals, and building monuments that would last for eternity, a symbol of Dwarven skill. The Children of Luchorpan had other ideas, they would rule the Earth keeping all metalworking skills for their own and acting as gods to lesser creatures. Fear would be their main weapon.

Wars have begun over more trivial matters, but the differences in theology could not be resolved. Fifty years after the arguments began, the Children of Luchorpan drew the first sword, attacking and destroying a holding of the Children of Durin II in a bid to capture valuable iron resources needed to construct weapons through which they would rule the other races. Retaliation led to further retaliation and somehow the Children of Ptah were drawn into the struggle, most likely in an attempt to protect the Earth from the ravages the other clans were bringing about as forge after forge was constructed to manufacture weapons and armour.

Since this was before the development of the *Slektsjuss* (ancestral law) to guide them, the Dwarves waged a brutal war on each other. Clan fought clan, family fought family, and enough blood was spilt to fill many of the Earth's deepest caverns. After three centuries of continuous fighting, one Dwarf, a child of Durin II by the name of Ráðsvið, had a vision. Whilst sleeping in a tunnel and avoiding a certain death at the hands of rival Dwarves, he saw a world where the Dwarves were no more, the Earth was dead through misuse, and the races that inhabited the Earth's surface had no memory of the Dwarven peoples. Horrified he fled to the surface, bringing his vision to the ears of all that would listen.

For a century he and his followers travelled the holdings of every Dwarven clan, describing the future he had seen and slowly, very slowly, the warfare reduced to just isolated battles, then to skirmishes, and finally it ceased.

No Dwarf can be sure exactly how many died, but current figures place it at around 60 percent of the entire Dwarven population in the 400 years of that destructive civil war. The war had no victors, only losers.

Following the Sundering, the northern Dwarves under Durin II moved yet further north to the lands known today as Scandinavia, raising new mountain strongholds and barring their doors to outsiders while they grieved for their dead and recovered from their losses. During this period the Dwarves began to experiment in earnest with mining, tunnelling into the earth in an attempt to flee from their shame. It would be centuries before they would emerge from their tunnels and walk under the stars again.

The Children of Ptah, bitter at their treatment by their brethren, fled south across Europe to the warm lands of Egypt, which in Dwarven mythology is thought to lie close to *Muspell*. Here they settled in the mountainous south, where they became proficient in the working of gold, a substance Egypt had in abundance. Their skill was second



THE FOREFATHERS - LUCHORPAN, DURIN II AND PTAH



to none and when the Egyptians developed a civilisation it was not long before the Dwarves found a good living by selling their services to the pharaohs and priests of the Egyptians.

Ptah, long dead by the time the Egyptians arrived on the scene, was deified by them and became the craftsman of their gods in recognition of the reverence these Dwarves placed on their ancient ancestor. Wishing to finally forget the events of the Sundering, the Children of Ptah rewrote their creation myth in keeping with that of the Egyptians, so severing the last ties to their ancestral brothers in the northern lands.

Aside from being exceptional goldsmiths, the Dwarves' skill in masonry was recognised by the Egyptians, and Dwarven artisans laboured long to aid in the design the pyramids and the great Sphinx, as well as digging many of the burial tombs of the pharaohs. As well as tunnelling down, the Children of Ptah had, over time, learned also to build towards the sky. With the coming of the Greeks and then the Romans the Dwarves retreated back underground, sealing their doors from humanity.

The Children of Luchorpan, severely diminished in numbers by the constant warfare, headed north west through what is now France, crossed into Britain and finally after crossing the Irish Sea, settled in the hills of Ireland. Here they burrowed deep into the earth, remaining hidden from imaginary pogroms set in motion by the Children of Durin II. They remained in their holes until the arrival of the early Irish tribes.

Treated as gods alongside the faerie Tuatha de Danann, they first introduced humans to the skills of metalworking, teaching them about both plough and sword. With long-term plans to revenge themselves against the Children of Durin II, they often created weapons and armour of exceptional quality and "magical" ability for powerful chieftains, hoping that a High King would emerge to fully unite the land. When the Firbolg attacked Ireland they helped unite the tribes (temporarily), in their role as gods, as they did again when the Fomori invaded. As time passed, it became clear that the humans of Ireland would never unite and when the Vikings came screaming forth from Scandinavia they feared the Children of Durin II had finally come for them. They bade farewell to the Earth and retreated to the faerie realms, where they remain to this day. Humans remember them only in folk tales as leprechauns, a mistranslation of Luchorpan's name.

So it was that two of the Dwarven "sub-races" came to vanish from the earth.

THE GOBLINOID WARS

Over 10,000 years ago, a party of Explorer Guild Dwarves from the Iarnskjaldi Clan (Iron Shield) encountered a band of previously unknown creatures living deep within the earth. Venturing through natural fissures in the isolated Jotunheim Mountains of Norway, the Explorer band had travelled several miles down looking for new resources to mine when they entered a natural cavern populated by short, deformed, brown-skinned creatures. At first the Explorers thought they had found a lost city of Dwarves, forced underground by the Sundering. Two of the Explorers, who history remembers as



Bifur Sharpeyes and Nýi Longstride, approached the creatures, seeking to assure them that the Sundering has passed and no harm was to befall them if they rejoined their Clans. Both were killed, the first recorded Dwarven deaths at the hands of the *nisser* or goblins, (singular *nisse*). The remaining Explorers fled back to the surface, only one returned to the surface alive to report the incident.

The Great Council met in hurried session to discuss this development. Had the Explorers found a lost clan? Had they located *Dvergheim* and been driven away as unworthy? Were these new creatures a threat to the Dwarven race? While the Council debated the *nisser* acted, sending war parties along the route the Explorers had taken back to the surface world. When the first war party reached the surface, they attacked the holdings of the Iarnskjaldi Clan during that same night.

Unprepared for an assault from underground, the Clan's holdings were virtually destroyed with many hundreds of Dwarves losing their lives whilst trying to defend their families and clan. The *konung*, away at the Great Council, was unable to aid his Clan and the responsibility fell to a young *jarl* named Thorin, who was the *konung*'s younger brother. The raiders were eventually repelled and the Clan sent messengers to the Council and to the other clans. The new race, termed *nisser* or Goblins, had instigated total war against the Dwarves. The Council's decision was swift to follow the shocking news, until such time as otherwise decreed, *nisser* were to be considered enemies of the Dwarves and all Dwarves were expected to wage war on them mercilessly whenever and wherever they were found.



For the first 2,000 years the *nisser* launched open assaults on Dwarven holdings, always being repelled with large numbers of casualties. After this period, things quietened down and the *nisser* retreated back into the earth to lick their wounds. Explorers reported encountering them less frequently, although sporadic skirmishes still occurred in the deepest realms of the Earth. The Dwarves did not celebrate, instead they began to adapt, training the Explorers as warriors capable of fighting the *nisser* on their own terms.

Around 8,000 years ago the *nisser* felt sufficiently strong to begin serious infiltration of human lands, through passages dug from their lairs to the surface world. At first the Dwarves issued warnings to the human rulers, but few acted swiftly and the foul creatures conquered many areas. In Scandinavia, the current homeland of many Dwarven clans, large areas became infested with *nisser* and the Dwarves fought hard to protect their holdings. Two thousand years of near constant open warfare ensued and the Dwarven race began to face the possibility of extinction.

Matters came to a head in the human year 5942 BC. The Norwegians were then little more than isolated tribes of hunters, eking out a simple lifestyle in the rugged lands of Scandinavia. The *nisser*, seeking an easy opportunity for total victory over the humans, prepared to despatch an army of over 40,000 warriors to the surface, determined to eradicate the humans in one swift assault.

Explorers, whilst risking life and limb, learned of the forthcoming assault and informed their leaders. The Great Council assembled again and within six hours a proclamation was issued, the Dwarves would ally with those humans who would fight the invaders and stand united against the *nisser*. *Haulds* (merchants) friendly with the Scandinavian chieftains travelled the courts, warning of the attack and seeking aid. Few nobles would commit many forces, thinking it better to defend their own lands with the troops they had, but a mere fortnight later a force of 1,000 humans assembled at the base of the Jotunheim Mountains and swore to aid the 19,000 Dwarves camped there. Placed in overall command of the joint army was the Dwarven hero, Frosti Ironmane of the Dölgthvari Clan. Explorers estimated the attack would happen within a week and reported *nisser* spies already active the area. *Huscarls* (warriors) were sent to hunt down and destroy these patrols before they could report back on the size of the army.

Outnumbered and with an army consisting of rival clans and humans with no idea of Dwarven tactics, Frosti Ironmane withdrew to his tent to consult with his army's sub-commanders. Over a period of several days, plans were drawn up and dismissed until a final strategy was firmly agreed on; there would be no overall strategy! The Dwarves and humans would fight as independent units, using whatever terrain they held to their best advantage. Realising that this would lead to high numbers of casualties while allowing the various companies a chance to use their best tactics, Frosti sent a secret letter to the Great Council. At the outcome of the battle, regardless of whichever side won, he would declare himself an Out-cast for ordering so many Dwarves to their deaths. The Council was heartbroken to lose their best general, but authorised his request.

The battle, known to Dwarves as the *Battle of Forlatt Håp* ("Forlorn Hope"), commenced six days later on a cold, dark, winter's dawn. Tens of thousands of *nisser* of all types surged down from the mountaintops, screaming foul curses against the army assembled in the valleys below. Nothing had prepared the humans for such a sight and many ran, fearful for their lives. With a weakened army the Dwarves held fast, each fighting his own private battle, determined to destroy their sworn enemies once and for all. Dwarven body after Dwarven body began to mount up, over 14,000 dying that fateful morning for the loss of 37,000 *nisser*. As the battle raged, the Dwarves were forced back towards the deep forests that surround the mountains. Here they would make their stand for they knew that if they entered the woods they would be forced to fight in small numbers and would be decimated by the *nisser*, some of whom had adapted to forest life.

As the Dwarves prepared to die fighting, the advancing *nisser* army was cut down by volley after volley of arrow fire from the woods. Seeing their enemy in disarray at the unexpected assault the Dwarves charged, slaughtering their way through the demoralised enemy. By the time the sun had set there were barely 2,500 Dwarves still alive, whilst the *nisser* army had been reduced to several hundred stragglers who had fled into the wilderness.

While the remnants of the army rested up and tended to their dead, a small group of ten Wood Elf nobles approached the camp, asking for an audience with Frosti. Granting their request, Frosti learned that the Elves had been following the battle for some time and had only interfered when their own lands were threatened. Realising that thousands of his men could have been saved had the Elves intervened earlier, Frosti swore that his people would remember the Elves' cowardice for eternity, cursing their name with their dying breath. Since then the Dwarves and Elves have rarely seen eye-to-eye about matters.

The few humans who survived the battle were well rewarded by the Dwarves with gifts of Dwarven metals and the memory of the confrontation remains in Norse myth as the Battle of Ragnarok, the final battle against the forces of darkness.

With the *nisser's* power base smashed after the *Battle of Forlatt Håp*, encounters between *nisser* and the Dwarves have been reduced to tunnel fights, with only small numbers of *nisser* making it to the surface to wreak havoc. Although skirmishes with them in mines and tunnels are still a daily occurrence to most clans, the Great Council has no plans to send an expeditionary force into the underworld to seek out their lairs. Until such time that the order is given, the Dwarves are forced to defend their holdings from guerrilla raids, leaving the humans to fight their own wars.

No Dwarves have ever forgiven the *nisser* for their first cowardly assault against the Iarnskjaldi Clan and many families lost men folk at the *Battle of Forlatt Håp*. The Dwarven approach to *nisser* remains the same now as it did then, no parley, no mercy and definitely no peace.



THE DAWN OF MAN

Mankind has emerged on the global stage fairly recently in Dwarven terms. His entire evolutionary process has not been fully witnessed by the Dwarves, but they have seen him grow from a tribal hunter-gatherer living in caves to the dominant force on Earth. Early man was fairly self-sufficient, armed as he was with flint tools and fire hardened weapons, capable of feeding his immediate family and clothing them with the hides of animals he had killed. As the human population grew the need for more food increased, bringing new responsibilities to the once self-sufficient hunter.

Agriculture in Northern Europe developed around 3500 BC, when the local tribes gave up some of their freedom as hunter-gatherers to settle in permanent encampments where crops were grown and animals domesticated. During this early period the Dwarves ignored the new villages, seeing only primitive tool-users. Since the humans were much fewer in number than they are today, the Dwarves had plenty of countryside they called their own, although the Elves still held power in many of the great forests of the land.

The Dwarves were not as isolationist as they are today but built massive stone monuments across much of the British Isles and France. These were mostly circles of standing stones designed to concentrate the Earth's energy for their rituals. The circles were erected long before mankind left his caves and the earliest humans to discover them had no idea who had constructed them. The shamans and priests of the tribes understood the stones had a mystical significance and within a few centuries they were building wooden replicas.

Around 1200 BC the Dwarves discovered that the humans had learnt the secret of working bronze. The Great Council met to debate the situation and the result was that the Dwarves made their first open contact with the local tribes. The first encounter went badly, with the bronze-wielding humans attacking the iron-using Dwarves, who they believed were creatures from the "Other Side", where the faeries dwelt. It took another hundred years for peaceful contact to be established. Now capable of meeting without violence, the Dwarves and humans began trading; the Dwarves giving gold and taking agricultural produce. The Dwarves also foresaw that the humans had no concept of respecting the gift of metal and educated them in some of their spiritual beliefs. Burials of chieftains began to include grave goods, items of everyday use intended for use by the deceased in the afterlife. Once safely interred, the metal items could be reclaimed by the Earth, as were items sacrificed into lakes and rivers, which early man believed were gateways to the underworld.

The peace between humans and Dwarves lasted until the Romans began their expansion. When their armies began fighting against the peoples of France and Britain, the Romans wore large amounts of Dwarven made iron armour. With their weapons proving ineffective against such iron armour, the Celts were soon assimilated into the Roman Empire and the Pax Romana fell across Europe. The Romans were an industrious people but betrayed the trust of the Dwarves when they began to mine tin, coal, gold and silver from northern Europe. Unlike the Celts they had little regard for replenishing the Earth and things began to look bad for the Dwarves.

The fall of the Roman Empire, some 1,000 years after Rome first ascended to dominance, was not a Dwarven conspiracy, although it is true that the various barbarian tribes that tore the Empire asunder were given iron by elements of the Dwarves. With the Empire fragmenting the Dwarves hoped to lead the humans back to their old ways of respecting the Earth, but into the power vacuum stepped the Catholic Church. Assuming the mantle of providing spiritual well being for mankind, the Church suppressed all pagan beliefs, including the worship of the Earth. Kings who followed older religions, such as the Merovingians, were moved aside to make way for rulers who would follow the Church's doctrines. The blow to Dwarven morale was immense as to them it seemed that the Earth was doomed.

During the early part of the 8th century the Dwarves of Scandinavia found salvation. The Vikings, finding themselves pressed for agricultural land and following a religion in which the Dwarves were still recognised as artisans, albeit ones that dwelt underground and were more faerie in nature, maraudered across northern Europe. Area after area fell to their ferocious attacks and tons of gold and silver were taken back to Scandinavia, where it was happily received by Dwarven hands. Unknown to many, the Dwarves of Scandinavia had given the Vikings the skills of iron working and rune magic in return for a share of any treasure they acquired.

For a while, the Dwarves saw the Earth restored to health due to their making large sacrifices of precious metals to make up for the treatment she had received under the Romans. However, as is usual with all human endeavours, the Viking raids were short lived and the Church slowly began to convert the once pagan raiders to its own viewpoint. Reduced to monsters by the word of the priests, the Dwarves began their retreat into the mountains of Europe.

Constant warfare has necessitated human greed for the earth's minerals, whether to build instruments of war or to pay troops. The Dwarves are now much fewer in number than previously, a sad result of nearly 10,000 years of constant warfare against the *nisser*. Humans continue to reproduce at an alarmingly fast rate and show no signs of replenishing the earth for her generosity.

THE PRESENT

The Dwarven race currently sits at an important juncture. Elements of mankind wish to see them destroyed, the Earth is beginning to show signs that certain minerals are running low, the *nisser* are a growing menace, and there is dissension in the guilds over what path to take with the humans. Warfare with the humans looks a distinct likelihood, as does the risk of another full-scale civil war.

For now, they remain locked in their routines, but the world of humans evolves faster than Dwarves can handle and, in a few brief centuries, Western alchemists will discover the secret of gunpowder. With armour being made redundant by the power of firearms and humans holding their own mineral resources with which to construct weapons, the Dwarves may find that their time on the surface of the Earth is shorter than they currently realise.

So what does the future hold? No one can tell for certain. The Dwarves have fled beneath the surface of the Earth once and may be forced to do so again, maybe this time permanently.



SO YOU WANT TO PLAY A DWARF?

The race men know as Dwarves generally inhabit areas of steep hills or mountains, preferring valleys in which to build their settlements. There is no difference between those who dwell in the mountains or in the hills, and inaccurate human terms such as "Mountain Dwarf" and "Hill Dwarf", which seemingly apply to two distinct breeds, describe the same creature. Dwarves refer to themselves as *dverg*, a word similar in sound to the human term "dwarf". They are an ancient race, having inhabited the Earth for many millennia before humans even began to develop simple tools, only the Elves remember as far back in time as the Dwarves.

Physiologically Dwarves are very similar to humans. The most noticeable feature is their height; few Dwarves stand taller than five feet and most average only 4' 2". For their height they are remarkably sturdy, often weighing as much as a fully-grown human. Dense bone structure, larger muscles, and a layer of insulating fat are responsible for the Dwarves weight and make him sturdier than many humans. An average Dwarf is considerably harder than an average human.

Psychologically Dwarves differ in many ways from humans. Often described as grim and humourless, Dwarves do appreciate humour, although lewd jokes and rowdy outbursts are not their style. A more subtle humour, often described as "black humour", is more to their liking. A Dwarven joke is often unfunny to a human audience.

Dwarves are also a pragmatic people, preferring to think long and hard over a problem and succeed first time rather than rush in and fail repeatedly. When your average lifespan is 400 years you can afford to take a little extra time. Evolution of ideas in Dwarven society is therefore rather slow. New ideas are never accepted without a long period of trials first. The social structure has remained unchanged for tens of thousands of years and any changes would likely take another thousand years before they were fully accepted. A Dwarven radical is someone who accepts an idea within a few centuries of its creation.

A gregarious race, Dwarves prefer the company of their own race. The clan is the centre of Dwarven society, being composed of numerous smaller units known as families. Dwarves within a family share common blood, whereas members of the same clan share only loyalty to the *konung* or king. When forced to travel abroad, Dwarves prefer to go well armed and in small groups. A Dwarf knows he can rely on his family and clan for almost unlimited support, but few have such trust for any other race.

Contrary to popular belief, Dwarves are not solely artisans and warriors. It is true that their smiths and craftsmen are amongst the best in the world, but they do not create works of art for their material value. Dwarven spiritual belief teaches them that minerals taken from the Earth are only loaned and must be returned at some point. The true value of Dwarven art is the skill of the maker, not the value of the component parts. As for fighting, it is true that Dwarves do fight amongst each other and, more recently, have become engaged

in near perpetual warfare against the goblinoid races, but compared to humans they are relatively peaceful. Drunken brawls and murders are virtually non-existent in their society.

All Dwarves venerate their ancestors, blessing them for handing down the skills with which they make their living. Although often treated as gods, no Dwarf would ever use that term for one his ancestors, seeing it as a blasphemy against the Earth from which they were born. Dwarven honour is heavily linked to their ancestors and no Dwarf would wish to bring shame to his family name, fearing that his ancestors may refuse to hand their gift on to future generations of Dwarven children. Slandering a Dwarf's ancestors is a sure way to make them aggressive.

What follows is a more in-depth study of Dwarven society, culture, and religious beliefs, along with a few home truths unknown to humans. Few humans would be prepared to accept many of the facts presented, preferring their own biased view of this misunderstood race.

BASIC CHARACTER GENERATION

*All the gods sought then their judgement seats,
powers that are supreme decided how dwarfs
should be brought into being
from bloody surf and the legs of Bláin
There many dwarfs resembling men
they made in earth as Durin said.*

The Prose Edda, Snorri Sturluson

Character generation follows the standard procedure as laid down in the main **Chivalry & Sorcery** rules, with minor changes as noted below. The most important change is the inclusion of tables giving specific Dwarven backgrounds rather than the simple Social Class table previously used. Note that where conflicts arise, the rules presented here take precedence over the normal character generation rules.

Due to their heritage as "Farmers of the Earth", all Dwarves learn **Geological Lore** at -1 DF. All Dwarves including those whose families work above ground, are experts in identifying mineral seams. Although they feel at home under the earth, Dwarves no longer receive the abilities to determine depth, direction, etc. when underground until they reach Level 5 in **Geological Lore**.

No other skills are learned at a reduced **Difficulty Factor (DF)** as Dwarves now have their own racially specific Background Tables, giving them access to a wider range of starting skills and removing part of the stereotyping.

All Clan and Outcast Dwarves receive **Written Language (Dwarven)**, **Geological Lore**, **Counting**, one Craft or Metalworking skill, and one Combat skill at Basic Knowledge. All minor nobles receive **Leadership** and *Konung* receive both **Leadership** and **Diplomacy & Politics**. These are in addition to the standard Clan Dwarf skills.



Dwarves do not roll on the Horoscope Table, but instead have a Clan Table (see Table 3.12 – *Dwarven Clans*), which determines their clan and gives bonuses to skills.

SOCIAL STRUCTURE

The heart of the Dwarven social structure is the clan. Each clan comprises of a number of individual families, ranging from a mere handful up to a dozen or more, ruled by a *konung* (literally “great chieftain”, plural *konungr*). The power of the clans is determined by ancestral achievements and also by the amount of mineral resources they currently control. The great clans, of which there are four, are detailed in the section on *Great Clans* in Chapter 8 - *Major Guilds & Clans*.

SOCIAL STATUS

Within the hierarchical system of the clan, social status is important. It determines who a Dwarf is answerable to and who answers to him. Every Dwarf has his place within the system and, whilst promotion is possible, most only seek the betterment of the clan, and therefore themselves. Dwarf society has four social classes; outcast, Clan Dwarf, noble and royalty.

Tables 3.2 – 3.8 – *Father's Vocation* below expand the standard Dwarf Social Class table found in the *Chivalry & Sorcery* rules. For convenience, the basic table has been included below, although altered slightly to include the new social class of Outcast. Note also the inclusion of Table 3.12 – *Dwarven Clans*; every Dwarven character must roll against this table to determine his clan. It is highly recommended that any Dwarves in a group be from the same clan.

It should be noted that although Dwarven nobles seem to receive a lot of combat skills, there is little difference between the number they gain and those acquired by human nobles. Dwarven nobles are expected to lead from the front and are therefore trained for this responsibility.

1d100	Father's Status	Point Cost
01 - 02%	Outcast	+15
03 - 90%	Clan Dwarf	+0
91 - 95%	Thane (Cousin of King)	-10
96 - 99%	Jarl (Brother of King)	-15
100%	Konung (King)	-30

TABLE 3.1 – DWARVEN SOCIAL CLASS

Outcast

Within a society that values family and kinship as its heart, to be an outcast is a shameful thing. Outcasts are those who have been cast out of their clan, never to return on penalty of death. Such a punishment is not given lightly and only the *konung* can impose it on a criminal. Outcasts are the most common Dwarves found working for humans, as they are despised even by other members of their own race. No vengeance is ever carried out on behalf of an outcast, for he has no family to fight his cause.

Occasionally, a Dwarven Clan takes pity on an outcast, especially one who has been cast out for political reasons, and will allow him to work within their Clan. Heavy labour is the standard duty for most outcasts who receive such pity, generally carrying the spoil from the mines to the surface. Even the Clan Dwarves who perform tasks deemed menial by humans, such as herding cattle and harvesting the crops are much higher up the social scale than outcasts. Female outcasts are virtually unknown. Even outcasts with a valued skill, such as artisans or healers, are treated the same way. Whilst an outcast may eventually gain status close to that of a Clan Dwarf within another clan, they may never own property.

The children of an outcast will not necessarily share their father's curse. Since Dwarves trace a matriarchal history, children technically belong to their mother, and thus can be taken back into the original Clan if the father wishes to hand them over. A child born to an outcast who reaches the age of adulthood and who remains with his father is also branded an outcast, unless he can prove exceptional circumstances to the contrary.

1D100	Father's Vocation	PC's Starting Skill (Basic Knowledge)	Social Status ¹
01 – 19%	Castle Blacksmith	Blacksmithing + Mace Combat	10
20 – 27%	Castle Armourer	Blacksmithing, Weaponsmithing + 2 Combat Skills	15
28 – 37%	Village Blacksmith	Blacksmithing + Mace Combat	12
38 – 46%	Stonemason	Masonry	10
47 – 60%	Foundryman	Smelting + Endurance	09
61 – 96%	Minor Craftsman	Bargaining + 1 Appropriate Craft Skill	10
97 – 100%	Mercenary Sergeant	2 Combat Skills + 1 Thievery Skill	13

¹ An outcast's social status refers to his status in human society, in Dwarven lands his social status is zero.

TABLE 3.2 – FATHER'S VOCATION - OUTCAST

CHARACTER GENERATION 3.3



1D100	Father's Vocation	PC's Starting Skill (Basic Knowledge)	Social Status
01%	Goat Herder	Goat Herding + Running a Dairy	05
02 – 03%	Blacksmith ²	Blacksmithing, Mace Combat + Lifting	12
04 – 13%	Minor Craftsman ¹	1 Appropriate Craft Skill	08
14 – 17%	Stonemason ¹	Masonry	15
18 – 20%	Builder ¹	Architecture + Masonry	20
21 – 22%	Gold/Silversmith ²	Gold/Silversmithing	12
23 – 25%	Jewelsmith ²	Jewelrysmithing	14
26%	Apothecary	Making Drugs, Making Poisons + Herb Lore	10
27 – 30%	Carpenter ¹	Carpentry + Mace Combat	10
31 – 40%	Foundryman ²	Smelting + Endurance	15
41 – 45%	Sculptor ¹	Sculpture	12
46 – 50%	Farmer ¹	Field Crops + Herbalism	04
51 – 70%	Miner ¹	Mining + Endurance	12
71 – 74%	Merchant	Bargaining, 1 Craft Skill + 1 Language (Spoken)	14
75 – 76%	Scholar/Historian	Any 3 Lore	15
77 – 78%	Engraver ¹	Gold/Silversmithing + Engraving & Coinage	10
79 – 80%	Skald (Storyteller)	Poetic Composition + Storytelling + Poetic Recitation	15
81 – 87%	Explorer ²	Cartography, Endurance + 1 Combat Skill	18
88%	Mage	Any 2 Materia Magica or 1 Materia Magica & 2 Lore	15
89 – 93%	Armourer ²	Blacksmithing, Weaponsmithing + 1 Combat Skill	18
94%	Physician ¹	Herb Lore + First Aid	10
95 – 97%	Huscarl to Thane	Wear Light Armour, Wear Heavy Armour, Heavy Shieldplay, Leadership + 1 Combat Skill	18
98 – 99%	Huscarl to Jarl	Wear Light Armour, Wear Heavy Armour, Wear Battle Armour, Heavy Shieldplay, Leadership, 1 Combat Skill + 1 Athletic Skill	20
100%	Huscarl to Konung	Wear Light Armour, Wear Heavy Armour, Wear Battle Armour, Heavy Shieldplay, Leadership, 2 Combat Skills + 1 Athletic Skill	22

¹Includes cobbler, tailor, cook, butcher, potter, glassblower/glazier, and other such crafts. There is a 25% chance of being a Master. Master's receive **Bargaining** in addition to their normal skills and a +5 bonus to their Social Status. A Master Crafter has a 25% chance of being a *Syndik* or officer in the guild, which bestows a further +3 bonus to their Social Status. If the PC is a *Syndik*, then he has a 25% chance of being the *Laugmester* for that clan, which bestows a further +5 bonus to their Social Status. *Laugmesters* also receive **Diplomacy & Politics** at Basic Knowledge to represent their involvement in Clan politics. *Laugmesters* have a 2% chance of being the *Senior Laugmester* for the guild, which bestows a further +5 bonus to their Social Status.

²There is a 25% chance of being a Master. Master's receive **Bargaining** in addition to their normal skills and a +10 bonus to their Social Status. A Master Crafter has a 25% chance of being a *Syndik* or officer in the guild, which bestows a +5 bonus to their Social Status. If the PC is a *Syndik*, then he has a 20% chance of being the *Laugmester* for that clan, which bestows a further +10 bonus to their Social Status. *Laugmesters* also receive **Diplomacy & Politics** at Basic Knowledge to represent their involvement in clan politics. *Laugmesters* have a 2% chance of being the *Senior Laugmester* for the guild, which bestows a further +10 bonus to their Social Status.

TABLE X.3 – FATHER'S VOCATION – CLAN DWARVES

Clan Dwarf

Early shall he rise
Who rules few servants
And set to work at once;
Much is lost
By the late sleeper,
Wealth is won by the swift

Ár skal rísa
sá er á yrkender fá,
ok ganga síns verka á vit;
mart um dvelr
Pann er um morin sefr;
hálfir er auðr und hvotum

Hávamál 59

Clan Dwarves make up the largest part of Dwarven society. All Clan Dwarves are effectively yeomen, but they are tied to their *konung* through ancestral oaths of allegiance and so are accorded protection under the law. Effectively all are equals, but wealthier Clan Dwarves or those with better ancestry can often influence the law-makers and receive more lenient punishments for transgressions.

Most are miners, working the seams in return for a weekly wage from the mine owner. Others are warriors, farmers, or crafters. *Huscarls* (literally "house guards") make up a separate sub-class of Clan Dwarf and form the clan's permanent military, serving as bodyguards to nobles and forming the core of the clan's army. In keeping with their responsibilities they are accorded special privileges, such as being allowed to sleep within the hall of the noble they work for and having him listen to their views in matters of war.

Within a clan there are always several nobles, aside from the *konung*, and every Clan Dwarf is allied a particular noble. In return for work, tithing, and providing armed service when called for, the Clan Dwarves can seek their lord's guidance in legal cases and call upon him for protection. A Clan Dwarf is legally entitled to change his allegiance to another lord, but they rarely do, as recriminations are more than possible.



In general, a Clan Dwarf owes his greatest loyalty to his entire Clan first, followed by his family. Immediate family, including parents, grandparents, children and siblings, are important to a Dwarf, whereas cousins and more distant relatives are not always included in the list of close family, although they are expected to help when called upon.

A Clan Dwarf cannot speak directly at the Clan Council, but may petition his lord or a *Laugmester* (Guildmaster) to speak on his behalf. As mentioned before, there are differences between Clan Dwarves. Those who have more wealth and powerful allies have more influence over their lord. However, the differences swing both ways, and fines are imposed based on a family's ability to pay. Given the Dwarves long life span, few are ambitious for more power, knowing that they can sow the seed for their descendants.

Clan Dwarves are legally entitled to carry weapons, although the law gives specific circumstances under which they may be used. Clan Dwarves are legally obligated to answer their *konung's* call to arms and, in theory at least, have to obey his orders.

Nobility

<i>The son of a ruler</i>	<i>Pagalt ok hugalt</i>
<i>Should be thoughtful</i>	<i>skyli Þjóðans barn</i>
<i>But bold in fighting</i>	<i>ok vógdjarft vera.</i>
<i>Merry and glad</i>	<i>Glaðr ok reifr</i>
<i>It befits a man to be</i>	<i>skyli gumna hverr</i>
<i>Until the day of his death</i>	<i>unz sinn bíðr bana</i>

Hávamál 15

Dwarven society recognises two distinct classes of nobility; those directly tied to the *konung* and his family, and those more distantly related. Those who share blood ties are called *jarls* (literally "small chieftain", singular *jarl*), although humans refers to them as "Brothers of the King". Those more distantly related to the *konung* and his family are called "Cousins of the King" by humans and *thanes* (literally "land owner", singular *thane*) by Dwarves.

Noble Dwarves base their social position on the number of mines that a given noble owns. Different types of mine impose a different social level, although it should be noted that even though a *thane* and *jarl* can both own the same type of mine, the *jarl's* mine is considered to be large and more productive, hence the higher social status it carries. Technically a *jarl* also owns all the mines owned by *thanes* answerable to him, and although he does not claim their social status he does receive a small tithe from each mine annually.

Thanes, being less closely related to the *konung* receive their authority from him, although they answer to a *jarl* in daily matters. They will often only control a single mine, if indeed they own any at all. The position is not hereditary in that it does not default to the eldest son on the death of the current holder. Whoever is due to inherit the title cannot do so without the *konung* first agreeing to the transfer of power. Whoever is awarded the title, whether a direct son or a brother's son, is also awarded a mine. More often than not this is the same mine the previous *thane* held, and merely re-confirms the title. Favoured inheritors can receive an additional mine grant, so increasing their holdings. Such a system helps make sure that foolish elder children do not inherit mines they cannot run effectively.

Thanes who do not own any mines are typically referred to as a *hauld* (literally "other income"). A typical *hauld* has to rely on income from other sources. Merchants, who have wealth through their profession rather than through owning mines, carry the *hauld* title. Since they do not own land, although they still govern Clan Dwarf families, *haulds* do not lead in battle and need not fight themselves if they can provide enough warriors to the army.

Thanes are expected to lead warriors in battle, collect taxes for their *jarl*, enforce the *konung's* decrees and provide a given number of warriors for the army. The exact number required is based on the size of the *thane's* holdings and the families of the Clan Dwarves who follow him. Typically, at least two-thirds of the Dwarves of fighting age can be mustered.

Whereas *thanes* tend to run single mines and have limited power, *jarls* are second only in power to the *konung* himself and are always related by close blood ties (normally being his siblings or children). They wield great power and authority, and can control a number of mines within the geographical boundaries held by the clan.

1D100	Father's Vocations ¹	PC's Starting Skill (Basic Knowledge)	Social Status
01 – 15%	Merchant Prince (<i>Hauld</i>)	Bargaining, 1 Craft Skill + 3 Foreign Languages	25
16 – 39%	Copper Mine Owner	Bargaining, Mining + 2 Combat Skills	28
40 – 65%	Coal Mine Owner	Bargaining, Mining + 2 Combat Skills	29
66 – 83%	Lead Mine Owner	Bargaining, Mining + 2 Combat Skills	28
84 – 95%	Tin Mine Owner	Bargaining, Mining + 2 Combat Skills	27
96 – 100%	Gem Mine Owner	Bargaining, Mining + 3 Combat Skills	30

¹There is a 15% chance that a *thane* who owns one mine owns another. If so, roll against Table 3.6 – *Additional Mines - Thanes*, repeat this process until no more mines are owned or a Social Status of 35 is reached.

TABLE 3.4 – FATHER'S VOCATIONS - THANES

CHARACTER GENERATION 3.5



1D100	Father's Vocations ¹	PC's Starting Skill (Basic Knowledge)	Social Status
01 – 19%	Copper Mine Owner	Bargaining, Mining + 3 Combat Skills	38
20 – 45%	Coal Mine Owner	Bargaining, Mining + 3 Combat Skills	39
46 – 55%	Lead Mine Owner	Bargaining, Mining + 3 Combat Skills	38
56 – 65%	Tin Mine Owner	Bargaining, Mining + 3 Combat Skills	37
66 – 75%	Gem Mine Owner	Bargaining, Mining + 3 Combat Skills	43
76 – 89%	Silver Mine Owner	Bargaining, Mining + 3 Combat Skills	45
90 – 95%	Iron Mine Owner	Bargaining, Mining + 4 Combat Skills	48
96 – 100%	Gold Mine Owner	Bargaining, Mining + 4 Combat Skills	50

¹There is a 60% chance that a *jarl* owns another mine. If so, roll against Table 3.7 – Additional Mines – *Jarls*, and repeat this process until no more mines are owned or a Social Status of 55 is reached.

TABLE 3.5 – FATHER'S VOCATIONS – JARLS

2D10	Additional Mine	Addition to Social Status
02 - 05	Copper Mine	+2
06 - 14	Coal Mine	+3
15 - 16	Lead Mine	+2
17 - 19	Tin Mine	+1
20	Gem Mine	+5

TABLE 3.6 – ADDITIONAL MINES - THANES

Jarls keep large households and rule large numbers of Clan Dwarves. They have dozens of *huscarls* at their disposal and can, in times of need, raise large armies from amongst their dependants. Indeed, they are sworn to protect those who have sworn allegiance to them.

In the current era, many Clans are quite small, having only a single *jarl* and a few *thanes* to rule the Clan Dwarves. Others, such as the Great Clans, control large areas and a *jarl* may find himself running half a dozen mines in land situated hundreds of miles from the *konung's* personal holdings. Such positions are only awarded to those most trusted by the *konung*.

Royalty

The *konung*, or king as humans prefer, is the hereditary ruler of an entire clan. The title is not always passed to the eldest son and when a king dies, his male offspring meet in private to decide who will become the next sovereign. The final decision, although supposedly a mutual decision by all the parties involved, often goes in favour of the issue with the strongest allies in his camp. The most important factor is that a challenger for the title has to be directly descended from a *konung* of the clan on his mother's side. The descendency does not have to be first generation and ancestral Dwarven law allows for those whose distant ancestors, up to ten generations ago, were *konungr* to stand for election. In this manner, *jarls* and *thanes* are also candidates for the title, as they share a common bloodline to the royal family.

2D10	Additional Mine	Addition to Social Status
02 - 04	Copper Mine	+2
05 - 07	Coal Mine	+3
09 - 11	Lead Mine	+2
12 - 13	Tin Mine	+1
14 - 16	Gem Mine	+4
17 - 18	Silver Mine	+6
19	Iron Mine	+8
20	Gold Mine	+10

TABLE 3.7 – ADDITIONAL MINES - JARLS

On rare occasions, no single person can be decided upon and the clan splits under dual rulership. Neither are internecine wars as uncommon as Dwarves would like them to be.

Konungr keep great wealth around them and have many *skalds* (poets and storytellers) to sing their praises. These are not hollow boasts, for a *konung* is expected to lead his clan in battle. Although *jarls* must supply men from their own ranks to the army, the *konung* also maintains his own *huscarls* and warriors to enforce his will on nobles who would seek to disagree with his rulings and to protect his personal holdings. *Huscarls* who work directly for the *konung* act as bodyguards to his family and he will trust their word implicitly.

The *konung* is considered to be the supreme military commander of the clan and gives protection to all of his subjects. He is also regarded as the head of state in the respect of relationships with other clans.

Dwarven rulers do not maintain large numbers of courtiers and advisors, but instead rely on the Clan Council to advise on matters. However, the *konung* does have his own staff who act as his emissaries to foreign clans or during dealing with humans.

The *konung's* income comes from a wide variety of sources. From the taxes levied on goods exported to humans, from a tithe on the mines and craft shops owned by the nobility, from his own personal mines (often the most lucrative in the clan's holdings), and also from tithing the guilds who run the businesses.



1D100	Father's Vocations ¹	PC's Starting Skill (Basic Knowledge)	Social Status
01 – 10%	Copper Mine Owner	Bargaining, Mining + 3 Combat Skills	48
11 – 32%	Coal Mine Owner	Bargaining, Mining + 3 Combat Skills	49
33 – 40%	Lead Mine Owner	Bargaining, Mining + 3 Combat Skills	48
41 – 50%	Tin Mine Owner	Bargaining, Mining + 3 Combat Skills	47
51 – 62%	Gem Mine Owner	Bargaining, Mining + 4 Combat Skills	53
63 – 75%	Silver Mine Owner	Bargaining, Mining + 4 Combat Skills	55
76 – 90%	Iron Mine Owner	Bargaining, Mining + 5 Combat Skills	58
91 – 100%	Gold Mine Owner	Bargaining, Mining + 5 Combat Skills	60

¹There is a 25% chance that a *konungr* owns another mine. If so, roll against Table 3.9 – Additional Mines – *Konung* and repeat this process until no more mines are owned or a Social Status of 75 is reached.

TABLE 3.8 – FATHER'S VOCATION – KONUNG

2D10	Additional Mine	Addition to Social Status
02 - 03	Copper Mine	+2
04 - 06	Coal Mine	+3
07 - 08	Lead Mine	+2
09 - 10	Tin Mine	+1
11 - 13	Gem Mine	+4
14 - 16	Silver Mine	+6
17 - 18	Iron Mine	+8
19 - 20	Gold Mine	+10

Type of Dwarf	Height Dice	Range of Height Factor	Average PC Height	Build Die	Range of Build Factors	Average PC Build
Clan / Outcast:						
Male	1D10+46	47 - 56	52"	1D10+5	06 - 15	10 = Massive
Female	1D10+41	42 - 51	47"	1D10+2	03 - 12	07 = Heavy
Nobles / Royalty						
Male	1D10+49	50 - 59	55"	1D10+7	03 - 17	12 = Massive
Female	1D10+44	45 - 54	50"	1D10+5	06-15	10 = Massive

TABLE 3.10 – HEIGHT, BUILD AND WEIGHT

TABLE 3.9 – ADDITIONAL MINES - KONUNG

In Dwarven society, *konungr* are expected to show their generosity to their subjects, and personally owning large numbers of mines can harm a *konungr*'s reputation. Wise *konungr* hand out mines to *jarls* and *thanes*, as an act of generosity and also as a method of buying the noble's loyalty. Income is then received through taxes, rather than through direct profit.

CHARACTER SIZE

TO FIND CHARACTER'S BUILD

Roll the Build die as indicated in Table 3.10 - Height, Build and Weight and modify the result by the following:

If a PC has **Agility** 15-19, reduce Build die result by -1

If a PC has **Agility** 20+, reduce Build die result by -2

If a PC has **Constitution** 15-19, increase Build die result by +1

If a PC has **Constitution** 20+, increase Build die result by +2

TO FIND CHARACTER'S HEIGHT

Roll the Height die as indicated in Table 3.10 - Height, Build and Weight and add the appropriate dice modifier to find the **Height Factor** for your character. The **Height Factor** is your character's height in inches.

TO FIND CHARACTER'S WEIGHT

The basic weight of any character is 10 lbs plus 5 lbs for every inch in height over 40 inches. This basic weight is multiplied by the **Weight Modifier** shown in Table 3.11 - Weight Modifiers. Always round up when calculating modified weight.

Build Factor	Description	Weight Modifier
Less than 1	Very light build	Reduce basic weight by 30%
1	Very light build	Reduce basic weight by 25%
2	Light build	Reduce basic weight by 20%
3	Light build	Reduce basic weight by 15%
4	Average build	Reduce basic weight by 5%
5	Average build	No change in basic weight
6	Average build	Increase basic weight by 5%
7	Heavy build	Increase basic weight by 10%
8	Heavy build	Increase basic weight by 15%
9	Heavy build	Increase basic weight by 20%
10	Massive build	Increase basic weight by 25%
11	Massive build	Increase basic weight by 30%
12	Massive build	Increase basic weight by 35%
13 and over	Massive build	Increase basic weight by 40%

TABLE 3.11 – WEIGHT MODIFIERS

CHARACTER GENERATION 3.7



CLAN GENERATION TABLE

Every Dwarven character must roll against *Table 3.12 – Dwarven Clans* after checking his background in order to determine his clan. Any skills gained from being a member of a clan must be applied immediately and cannot be held until a later step in the character generation process.

The table lists the known Dwarven clans, although a large percentage of the clans are minor ones and have no pre-defined names. Players of Dwarven characters from these clans should feel free to create individual clan names as appropriate. Note that the Social Status bonuses do not apply to Outcasts, although the skill bonuses do.

STARTING FUNDS

A Dwarf's starting income is directly based on his social status, rather than just his birth rank. *Table 3.13 – Starting Funds* gives the revised amounts of funds that Dwarves now begin the game with.

Father's Social Class	PC's Basic Purse ¹
Outcast	Cr 1D10 ²
Clan Dwarf	Cr 3 x Social Status ²
Thane/Hauld ³	Cr 2.5 x Social Status ⁴
Jarl	Cr 2.5 x Social Status ⁴
Konung	Cr 2.5 x Social Status ⁴

¹Dwarves do not use coins themselves. The starting purse indicates how much equipment the Dwarf begins the game with and how much he stored for trading. If he wants coins he will have to trade something with humans.

²Any Fighters automatically receive an average weapon for each of his Weapon Mastery slots. *Huscarls* also receive an average shield (a buckler or large reinforced, as appropriate to their **Shield Play** skill) and an average suit of armour (cuirbolli cuirass, chainmail cuirass, or chainmail hauberk, as appropriate to their **Wear Armour** skill).

³*Haulds* who choose the Merchant vocation receive a 50% increase to this amount, which must be spent on their "tools of the trade", such as wagons and pack animals.

⁴All nobles automatically receive an average weapon for each of their Weapon Mastery slots. They also receive an average shield (a buckler or large reinforced, as appropriate to their **Shield Play** skill) and an average suit of armour (cuirbolli cuirass, chainmail cuirass, or chainmail hauberk, as appropriate to their **Wear Armour** skill). Nobles who cannot use shields or armour are still expected to lead in battle; it is their social responsibility.

TABLE 3.13 - STARTING FUNDS

1d100	Mother's Clan	Clan Rank	Social Status	Bonus Clan Skills or Abilities
01 – 04%	Bláin (Ymir's Legs)	Major	+3	Used as messengers, characters learn a Running sub-skill at Basic Knowledge or gain a one level increase if the skill is already known.
05 – 06%	Dölghvari (Battle Stock)	Great	+7	One level bonus to any known combat skill. If the character has fewer than three combat skills he may choose to learn an extra combat skill at Basic Knowledge (no "Knight-only" skills) instead.
07 – 12%	Nýr (New One)	Major	-2	A relatively new clan, characters gain one Craft or Metalworking skill at Basic Knowledge.
13 – 17%	Ginnar (Enticer)	Major	+0	Masters of cunning these Dwarves gain two Charismatic skills at Basic Knowledge or receive a one level bonus to two known skills.
18 – 21%	Thekk (Pleasant One)	Major	+4	Socially adaptive, characters learn one Charismatic skill at Basic Knowledge or receive a one level bonus to a known skill.
22 – 26%	Iarnskjaldi (Iron Shield)	Great	+7	They learn Heavy Shield Play at Basic Knowledge. If the character already has the skill he may Master it instead. This does not count against his standard Mastery slots.
27 – 28%	Hár (Tall One)	Great	+4	Taller than most Dwarves, they receive +5 to their Height roll. A genial clan, they learn Charm at Basic Knowledge or a one level bonus if they already know the skill.
29 – 35%	Ráðsvið (Wise-in-Advice)	Major	+5	Experts in wisdom, characters gain either one Lore or Diplomacy & Politics at Basic Knowledge.
36 – 39%	Gannddverg (Sorcerer Dwarf)	Major	-1	Often producing the best magicians, characters of this clan learn one Materia Magica at Basic Knowledge or receive a one level bonus to a known skill.
40 – 45%	Mjöðvitnir (Mead Wolf)	Great	+5	Hardened drinkers, these Dwarves learn Brewing at Basic Knowledge or gain a level bonus if they already know the skill. They also add +1 to their Constitution attribute for determining the effects of alcohol.
46 – 50%	Vinnddverg (Wind Dwarf)	Major	+2	Unusual in that they have partially adapted to non-mountainous life. Dwarves of this clan gain one Outdoor skill at Basic Knowledge.
51 – 100%	Minor Clan	Minor	+0	May gain a one level bonus in any skill deemed appropriate to the Clan's nature by the Gamemaster. This cannot raise a skill above the character's level.

TABLE 3.12 – DWARVEN CLANS



LIFESTYLE & CUSTOMS

The Dwarven race, compared to that of man, is ancient. Its history stretches back long before the dawning of the great civilisations of Egypt and Sumeria and even the prehistoric "cavemen" are considered to be "a recent addition to the races" by Dwarven historians. Needless to say, many of their traditions are strange to humans, whereas others are strangely similar.

HABITAT

<i>A small hut</i>	<i>Bú er betra</i>
<i>Of one's own is better,</i>	<i>Pótt lítit sé,</i>
<i>A man is master at home;</i>	<i>halr er heima hværr;</i>
<i>A couple of goats</i>	<i>Pótt tvær geitr eigi</i>
<i>And a corded roof</i>	<i>ok taugreptan sal,</i>
<i>Still are better than begging</i>	<i>Pat er Pó betra en boen</i>

Hávamál, 36

The human phrase "home is where the heart is" translates into Dwarven as "home is where the family is". To a Dwarf, all buildings within his clan's holdings, regardless of who actually owns the property, are his home. Although Dwarves live on mountains and work tunnels deep into the earth, they do not live in caves. A race that lived entirely underground would be pale, generally hairless, possess large, light absorbing eyes, and be at a severe disadvantage in sunlight; these are traits that no Dwarf possesses. Highly skilled in the art of masonry, Dwarves prefer stone-built homes similar to those used by humans.

A typical clan holding consists of the main keep, belonging to the *konung* and his immediate family, several larger houses, similar to a knight's manor and situated by mine shafts, owned by the nobles and the guilds, and then the workshops and homes of the Clan Dwarves. Clan Dwarves loyal to a lord build their homes near to his, to be ready if called to war and to make travel to their workplace shorter.

With the majority of a clan's holding normally located in a single mountain range, the keep guards the easiest entrance to the holding and a high curtain wall stretches across the remainder of the valley mouth. Heavily guarded by *huscarls*, the walls are never left unmanned, even when the clan's army is off fighting elsewhere. Stout wooden gates, quickly sealable from the inside, are the only weak point in the impressive fortifications and these are guarded by a 20-strong patrol of *huscarls*. The rear end of the main valley, generally the narrower end, is sealed by a similar wall and has smaller doors along its length for access. Valleys owned by the clan that lie outside of the main holdings are guarded by a lord's fortified house and a wooden wall and gate, unless the area is extremely productive, whereupon a stone wall is erected as defence.

The main keep is an imposing structure, easily greater than any human castle and built with only the hardest stone. Within its walls are the private rooms of the *konung* and his family, barracks for the *huscarls*, the royal workshops, servants quarters and huge storage areas, often kept filled with foodstuffs in case of siege. In the greatest clans there are hundreds of Clan Dwarves working within the keep to ensure its smooth running, for a disorganised *konung* leads to a disorganised clan. In the event of a major invasion, the populace can be smuggled from the clan's holdings by secret tunnels that lead from the keep to the surrounding countryside. Guarded by elite *huscarls*, these tunnels are one of the Dwarves greatest secrets.

The manor houses used by Dwarven nobles are generally better fortified than those of human nobles, possessing thick curtain walls and resembling small castles. Protected by the lord's *huscarls*, they can withstand attack for a good length of time but do not have the escape tunnels of the keep.

Within the manor house itself, the first room entered is always the *storhall* or great hall. This is the social centre of the noble's court, for it is here that he entertains guests, meets envoys, and despatches justice to the Clan Dwarves. Very few Clan Dwarves ever see past a noble's *storhall*. Beyond lie the kitchens, workshops, private chambers, and storerooms of the household, guarded by *huscarls* and worked by Clan Dwarves. A typical manor may have as many as thirty permanent staff.

Guild houses are not as impressive as manors, generally being two or three storey affairs of stout design and built for business and not comfort. Only the *Laugmester* lives within its walls, the *Syndikr* possessing their own homes elsewhere in the holding. Inside are dozens of small rooms used as offices by the *Syndikr*, a central meeting hall, often filling much of the lower floor, kitchens for the staff, storerooms, and the *Laugmester's* private office.

A typical Clan Dwarf's home is crowded, with many members of one family living in the same dwelling. Four, even five generations, of a single family can often be found living together, sharing the chores necessary to run a good home. Inside, the house is split into two main areas, a common living area and the bedrooms.

The common area contains the hearth (used for heat, light, and cooking), and large wooden benches, which serve as storage areas for food and spare beds for guests. The bedrooms consist of wooden cots with furs as covers. The beds are hinged and lift; underneath are areas for the family to store clothes and personal possessions.

To a Dwarf, his home is sacrosanct. No other Dwarf, regardless of rank, may enter without asking permission, although such a request is rarely refused to a fellow clan member.



CLOTHING

Dwarves generally favour two types of clothes, those for working and those for special occasions. Both Clan Dwarves and nobles alike wear the same style of clothing, although those of nobles are generally made from finer materials. That said, a Dwarven noble looks considerably underdressed when standing before a human of similar status. Practicality, rather than fashion, defines Dwarven clothing.

Most Dwarves wear boots of some description, usually either calf or knee length and constructed from goatskin. The soles are reinforced for extra strength and to provide grip on the mountain slopes. Work boots have steel plates inserted to protect the top of the foot from injury. Fastening the boot is a matter of tying a strap around the foot (and the ankle and shin for longer boots) making the act of putting them on and taking them off easier.

Most clothes are made from goats' wool. Cloth is imported from human areas, but is reserved for nobles due to the cost of shipping it to the clan. Silk, still a fairly a rare commodity in northern Europe, is used only in the robes of the *konung*. Dwarves prefer simple colours, generally favouring browns, greys and greens. Purple is reserved as a royal colour, and the nobility also favour blues and reds.

Regardless of their social class, Dwarven men wear trousers either full length or in the form of knee-length breeches. Work trousers are reinforced with leather padding on the knees and the backside to provide extra protection to the wearer as well as increasing the trousers' durability. The bottoms of the trousers are held tight to the leg by either leather straps or by tucking them into boots. Tunics or shirts are woollen and can be made of either a light summer material or a thicker material for working and winter garments. They are tied around the waist by a leather belt that often has numerous small hooks on it for fastening tools and weapon scabbards.

Dwarven females wear long woollen dresses, usually long enough for the hem to gently brush the floor. No styles or fashions exist and the dresses fall straight from shoulder to ankle, often tied at the waist to stop them blowing in the mountain wind.

Most Dwarven males wear a woollen cap when out and about, but leather hoods with metal plates riveted to them act as safety helmets in dangerous professions. Females rarely wear hats, but hoods attached to dresses are not uncommon. Dwarves also favour cloaks, especially on cold nights. Nobles and *huscarls* wear them daily, as much a status symbol as for practicality. Cloaks are not worn around the entire body but are fastened at one shoulder, allowing easy access to weapons hanging on the belt.

Dwarves although excellent craftsmen in the art of jewellsmithing, do not wear jewellery purely for show. In keeping with their religious beliefs, any adornments are to demonstrate the skill of the craftsman and not the status of the wearer. Brooches, rings, torcs, and armbands are common items of jewellery amongst all levels of Dwarven society.

WEAPONS AND ARMOUR

All Dwarves are allowed to possess weapons. The constant threat of attack from goblinoid tribes means that no Dwarf can afford to be without the tools of war. Dwarves prefer swords, hand and throwing axes, hammers, spears, and slings. Many of their weapons have uses in everyday life, giving them an edge when it comes to wielding them in combat. Armour often consists of large reinforced shields, a metal cuirass or, for nobles and *huscarls*, a hauberk. Few Clan Dwarves can afford little more than leather armour and often use their work tools in combat.

Swords, historically the most common weapon amongst the Dwarves, are expensive for they use the most metal. Made to the same scale as human swords, Dwarven blades are single edged, broad bladed, and very heavy. Primarily used to smash an opponent to the ground, they lack a fine edge and are weighted to cause maximum damage from an over arm swing. Scabbards are constructed from leather lined with goat's wool and are fastened to the waist via a thick belt and a cord that loops over the shoulder.

One of the most popular weapons amongst the Clan Dwarves is the hammer. Used in a wide variety of daily professions, most Clan Dwarves have an almost innate ability to wield them in combat. Hammers serve as both close ranging crushing weapons and missile weapons and come in a variety of sizes.

Using less metal than a sword, an axe makes a suitable substitute for many *huscarls*. Like hammers they can be thrown, but are most effective when used to form an "axe-wall". Using the momentum of the axe, a Dwarf trained in axe combat can swing the axe in a figure-8 pattern, forming a whirling blur of steel in front of him. This technique uses very little effort from the wielder once it is started and makes a suitable delaying action in combat. When thrown, the axes are thrown from the side, not over the shoulder. Dwarven axes average two to three feet in length and have a wooden shaft with a large iron head.

Most Dwarves own a shield, even if it is only constructed from wood. Dwarves prefer round shields, constructed from wood with metal rims. A large metal-boss in the centre serves two purposes. Firstly it provides a suitable anchor for the hand-bar on the inside of the shield, and secondly it helps deflect blows away from the warrior, causing less impact and enabling him to stand on his feet when hit by a blow.

Metal armour, even for the mineral rich Dwarves, is an expensive commodity. Standard armour is a cuirass, often constructed from ringmail, scalemail, or chainmail. Dwarves from wealthier families, such as nobles, and virtually all *huscarls* wear hauberks. Metal helmets are round, often adorned with nose or eye-nose guards. Full-face visors are never worn, as a Dwarf whose face cannot be seen cannot be identified to have performed brave deeds in the heat of battle. Neck guards are worn by *huscarls* going to war, but never around the clan's holdings, as they are uncomfortable and restrict head movement.



DIET

Contrary to human speculation, Dwarves do not eat rock, nor do they digest gems and precious minerals like gold (well, not quite). Many a Dwarven miner returns home from work with rock dust in his mouth, but he is more likely to wash his mouth out and spit rather than swallow and gain a free meal. Dwarven physiology is different from that of humans and although omnivorous, they are quite capable of consisting on purely vegetable matter for some time.

Living in the mountains does restrict the crops grown and the animals raised but Dwarves make the best of their natural environment. The only livestock kept are goats, naturally at home in the mountains and capable of living off the coarse grasses that grow there. Although the goats are owned by a single family, they are considered to be part of the clan's holdings, and a certain number are given to the clan butchers each week for slaughter. The meat is then divided amongst the clan's families each *Draupnir* (the first day of the Dwarven week), the amount received being dependent on social status. Aside from meat, the goats provide milk, both for cheese, butter, and general drinking, as well as skin for making leather. Rabbits and fish from underground streams and pools also form part of their diet.

Vegetables are extremely hard to grow in the mountains and these are generally purchased from humans living near the clan's holdings. Some clans own suitable arable land and grow their own vegetables, but these are in the minority. What little vegetable matter that does grow on the mountainsides consists mainly of fungi, and Dwarves are experts at preparing and cooking fungi and moulds.



Special caves, called "farms", are created in which Clan Dwarves grow fungi. Most families own a small plot of land within a "farm" and are fairly self-sufficient in fungi. Bread, like vegetables, is bought from humans or lowland Dwarves.

Dwarven drink has long had a reputation for being stronger than human ales, but this is not always the case. Dwarven ale comes in three varieties, weak, average and strong. Clan Dwarves generally drink the weak ale, except on holidays when they open the strong ale that they keep for such occasions. Nobles, being wealthier, prefer the average or strong ales. The weak ale has an alcohol content of 5%, the average 7%, and the strong 9%. Dwarves do grow grapes, but not for wine, instead they use them for food and dyes. Bees are kept for honey, which is used as a sweetener in food and also for making Dwarven mead, a potent brew averaging 13% alcohol and only drunk once or twice a year by most Clan Dwarves.

So where do the precious metals come in? Dwarves are long lived for two reasons; firstly because they are tied to the Earth, a force that acts slowly, and secondly because Dwarven gold can extend the life span of a creature. Once a year, on their birthday, all Dwarves consume ½ oz. of Dwarven gold dust, normally mixed with mead. The gold enters the Dwarf's body, helping to slow the ageing process.

LANGUAGE AND LITERACY

The Dwarven language is extremely old, possibly the oldest on Earth. It has not remained stagnant and has developed over the millennia into modern Dwarvish. Contrary to popular belief, Dwarves are also literate, although their records are not written but kept in the memories of *skalds*.

THE SPOKEN LANGUAGE

The language known as Dwarvish (*Dvergtunge* to the Dwarves) is a guttural tongue, involving hard consonants and very few soft vowels. Humans of Teutonic or Scandinavia origin often find it easier to learn and speak Dwarvish than those whose native tongue is derived from Latin (mainly French, Italian, and Spanish). This is not without good cause.

When mankind was in its infancy, Dwarves wandered freely amongst them and humans living in areas with a high proportion of Dwarves were taught the Dwarven tongue as their first language. As time passed and contact became less frequent, the Dwarven dialects used by humans evolved, becoming what is now Norwegian, Swedish, Danish, and German. The pure Dwarven tongue also changed and the languages have little in common nowadays. Few humans realise that some of their languages have roots with the Dwarves and most would deny it, even if presented with hard evidence.

A few words, known as loan words, still exist in the Scandinavian and Teutonic languages, although most human scholars put this down to humans loaning words to the Dwarves, rather than the other way around. Regardless of the facts, a human wishing to learn the Dwarvish tongue will find it easier than learning Elven.



THE WRITTEN LANGUAGE

Working in underground conditions, where it is generally dark, wet and dusty, the Dwarves realised that they needed a written tongue that could be used to leave directions, warnings, and notices and that could be written quickly and efficiently by the average Clan Dwarf. It was not long before a series of runes were invented. Using only straight lines, they could be cut into the very rock the Dwarves were working with a pickaxe or shoring spike.

At first the runes were very specific; each one having a distinct meaning. Dwarves who encountered the runes could either read the meaning straight off or, in bad conditions, could run their hands over the runes, tracing their shape and discerning their meaning by touch. Over the centuries the Dwarven language evolved as more complex and abstract concepts were added to it. Symbols were added but there were so many that the language became practically unusable.

The Dwarven scribes, those responsible for creating the runes, met in council and debated on a solution. Those who had created large numbers of individual runes argued for keeping theirs intact, at the expense of other scribe's runes. Soon the meeting became an excuse to vent personal grudges and the written language looked as if it would disappear altogether. However, as the meeting drew more heated, a young scribe, one who had not created any new runes, called for silence and revealed his plan for a new language. Still based on the runes, it removed individual symbols and replaced them with 24 individual letters, each represented by a distinct sound, that could be strung together to form words. After deliberation, the assembly passed the motion and adopted the first true Dwarven alphabet.

Since its inception the language has evolved slightly and the Dwarves now use 31 runes, although every so often artefacts bearing the Old Tongue are discovered in disused settlements and mine shafts.

Rules Point:

Humans wishing to learn to write modern Dwarvish must purchase the skill **Dwarven Tongue** (DF3). Learning the **Old Tongue** (DF4) requires tutelage from a Dwarf who knows the script, which is not an easy task as few Dwarves now retain this knowledge.

It should be noted that Dwarves do not write books as humans do since the runes are too unwieldy for this. Short messages and accounting are the main purpose of the runes. Those who wish to write longer texts revert to human languages, such as Latin.

So are there Dwarven history books or spell books? The simple answer is no. Much of Dwarven history is verbal, being passed from generation to generation in the form of stories and allegories. Although this can taint the story with minor changes as the tales are retold, the core grain of truth remains unaltered and in this way, by speaking of their ancestors' deeds, the Dwarves honour them. For more information on ancestors and the Dwarven belief in them, see *Chapter 7 – Religion*.



WARFARE

*The coward believes
He will live forever
If he holds back in the battle,
But in old age
He shall have no peace
Though spears have spared
his limbs.*

*Ósnjallr maðr
hyggsk munu ey lifa
ef hann við víg varask;
en elli gefr
honum ebgi frið
pótt honum geirar gefi*

Hávamál, 16

Dwarves recognise two types of soldier, the *huscarls*, who form the nobles' permanent retainers, and the Clan Dwarves, who only take up weapons in times of need.

All Clan Dwarves capable of bearing weapons are obligated to aid in the defence of their clan and its holdings. Signal horns blown by the guards on watchtowers or the lighting of fire beacons are common signals that an attack is imminent. When facing an attack from underground, runners are sent to fetch reinforcements. Once the signal has been given the Clan Dwarves rush to their homes to retrieve their weapons while the *huscarls* assess the problem. Pre-determined points around the clan's holdings act as marshalling points. Every Clan Dwarf knows where his marshalling point is (this assembling is known as The Levy). When defending their clan's holdings in remote locales, the *huscarls* march ahead of the Clan Dwarves, clearing the route of invaders and ready to launch a surprise attack on arrival. The levy system is useful for defending the home territories, as the Dwarves who will be fighting have a vested interest in the battle's outcome, but is less useful when fighting away from home.



The *huscarls* are always ready for the call to battle and rarely go unarmed. In times of peace they are assigned to patrol their noble's holdings, acting as a police force for the Clan Dwarves, and training the militia. Within the mines *huscarls* act as advance troops, prepared to fight any goblinoid incursions. Other duties assigned to trusted *huscarls* include bodyguard duty to his noble, or acting as escort for him or a member of his family to another site, often the residence of a neighbouring clan's nobles.

BATTLES

Dwarven battles against other Dwarves are formalised affairs, having evolved over millennia of inter-clan fighting. Before the battle begins heralds from both sides meet in the centre of the field of battle and discuss terms. The treatment and ransom values of prisoners are agreed, as is the length of the battle. Once the heralds have completed their duties, the *konungr* take command of their armies.

Speeches, quoting deeds performed by the clan's ancestors, are told to the soldiers, inspiring them with tales of bravery and personal sacrifice for the betterment of the clan. Often the *konung* will speak loud enough that the enemy can hear, hoping to demoralise them with the prowess of his clan's ancestors. Suitably stirred, the warriors bang their weapons against their shields and issue fierce battle cries, intended to further demoralise the opposition and show their willingness to fight.

Personal challenges may be issued against members of the opposing army, but the *Slektsjuss* dictates that only those of similar rank may challenge each other. The challenge does not have to be accepted, but such a refusal, especially from a noble, can weaken the morale of the army. Personal combat between the antagonists is then fought on the middle ground between the armies. No third party may interfere in the fight, although surgeons are allowed to remove the fallen before the main battle commences. Often these personal challenges can win or lose a battle, the Clan Dwarves and the bulk of the army often falter if any of their heroes are slain.

Assuming battle is forthcoming, both armies advance to missile range and let loose a volley of throwing axes and sling stones into the enemy ranks. With the front rank often weakened, both forces then charge towards each other. The initial impact forces Dwarves deep into the enemy lines before any hand-to-hand fighting actually occurs.

As a sign of his valour and ancestry, the *konung*, or whoever leads the force, marches at the front of the army, surrounded by his most loyal and trusted *huscarls*. The *konung's* position in battle is marked by his battle standard. The position of standard bearer is filled by a *huscarl* who has previously shown that he has the courage and loyalty to defend his clan's banner. The standard bearer's task in battle is to defend the standard with his life, for a fallen standard can mean the complete demoralisation of an army. Any Dwarf, regardless of station, has the right, and obligation, to lift the standard if the bearer falls in combat.

Prisoners captured in battles with humans or Elves are ransomed back to their leaders. Prisoners taken in a Dwarven civil action are also ransomed back, but where the Dwarves only expect coin from

humans, it is not unusual for important Dwarven nobles to be ransomed back in exchange for ownership of a mine. In this manner, clans can increase their holdings at the expense of those they have defeated.

Against other opponents, the tactics of battle change significantly. Free from the bindings of the *Slektsjuss*, which only governs inter-clan warfare, no personal challenges are issued and the enemy is not given the chance to discuss terms. Only a brutal assault awaits armies facing Dwarves, who must advance through a continual barrage of axes and sling stones to come face to face with the *huscarls*, who by then are in a state of near frenzy.

GOVERNMENT

THE GUILDS

Aside from the nobles, Dwarven society is also partially governed by the Guilds. The Guilds act as a balance for the nobles, ensuring that the average Clan Dwarf is not mistreated or forced to work in hazardous conditions, unless absolutely necessary. Although in major clans the power of the nobles gives the guilds surprisingly little weight at Clan Councils, in smaller clans the number of guildmasters can exceed those of the nobility, making them a serious political power.

Guild hierarchy consists of three levels, modelling that of Dwarven society as a whole. Firstly there are the common members who actually labour in the mines and workshops for a living. They form the bulk of the guild but have no powers of any sort. Above the ordinary members are the *Syndikr* (Syndics, singular *Syndik*), or officers, who govern the day to day running of the guild, that is, collecting dues, balancing the accounts, and calculating productivity and the like. Lastly, there is the *Laugmester* (Guildmaster). There is only one per guild in each clan and he governs the *Syndikr* and acts as the Guild's voice on the Clan Council.

Laugmesters represent their particular guild at the Clan Council and can bring business before the assembly. One specific power the guilds possess by *Slektsjuss* (literally "ancestral law") is that of *dunverktoy* (literally "down tools"). If a guild member has a specific grievance, such as dangerous conditions in his mine, with a noble who refuses to correct the matter he can approach his *Syndik* and ask for aid. Should the noble refuse to rectify the situation when asked by the *Syndik*, the *Laugmester* (Guildmaster) can order his workers to cease production and "down tools" until the matter has been brought before the Clan Council. Nobles who continually annoy the guilds can find themselves making little income.

Every twenty years, the *Laugmesters* from every clan meet at their respective guild's supreme headquarters to elect a new Senior *Laugmester*, whose task it is to represent the Guild at the Great Council. This position holds great respect amongst the guild members, who view the Senior *Laugmester* as a common ancestor.

Every Dwarf with a trade is deemed to be a member of his respective guild so long as he pays his annual dues of 1 penny per Crown earned over the previous year. In return, the guild makes sure he has satisfactory working conditions, allows him to voice opinions at the Clan Council through his *Laugmester*, and also acts on his behalf in legal cases, especially against the nobles.



Each guild generally has a headquarters within a clan, called the Guildhouse, in which the *Syndikr* work and the common members can gather for meetings. No guild member that is up to date with his dues can be denied access to his Guildhouse. The major guilds often have large, imposing structures proudly displaying their sigils where all can see them, whereas the smaller guilds have smaller structures and in some cases share a common building. The *Slektsjuss* dictates that no noble, including the *konung*, may enter a Guildhouse unless invited by the *Laugmester*. For this reason, Clan Dwarves use the Guildhouse as a sanctuary, in much the same way as humans use churches.

Guild	
Gullsmiör	Goldsmiths
Juvelsmiör	Jewelsmiths
Metallsmiör	Metalsmiths, including Armourers, Blacksmiths, and Foundrymen
Undersøkelse	Explorers
Kjøpmann	Merchants

TABLE 4.1 – MAJOR GUILDS

Table 4.1 – *Major Guilds* shows the names of the various major guilds within Dwarven society. Each of these is a significant political force and to try the patience of the major guilds is to risk punishment in the form of lost productivity, something no noble wishes upon himself.

Guild	
Tømrer	Carpenters
Keramiker	Potters
Tønner	Coopers
Glassmiör	Glassblowers and Glaziers
Murer	Masons, including Sculptors
Gruvearbeider	Miners
Leger	Physicians
Graverer	Engravers
Lærarbeider	Leatherworkers

TABLE 4.2 – MINOR GUILDS

Table 4.2 - *Minor Guilds* shows the names of the various minor guilds, although they do not possess a significant amount of political force alone, they still have an important role within Dwarven society.

CLAN COUNCILS

Although at first glance it may seem as if the *konung* has a free hand to rule as he wishes, this is not the case. The *konung* is the head of the clan and his word carries tremendous weight with the Clan Dwarves, but he cannot create new laws or taxes, or indeed wage war, without the approval of the Clan Council.

The Clan Council is formed from the *konung*, the Clan *Laugmesters*, the Clan *jarls*, and the Clan *thanes*, and meets on the first day of each year to discuss business. The only other time the Council can form is when summoned by the *konung* to discuss important matters of state.

Outwardly a model of democracy, the Council is often a hotbed of political activity, with each member having his own private agenda. Powerful *jarls* (with many of their *thanes* voting with them) can challenge a weak *konung* or one who rules unwisely. The *Laugmesters* have fewer supporters but wield great power, since no noble wishes to see production in his mines stopped because he has offended a rule or rules of a guild.

According to *Slektsjuss*, the *konung* receives ten votes, the *jarls* each receive four, the *thanes* each receive two, major *Laugmesters* receive three, and minor *Laugmesters* receive one vote. Each may cast his vote as he sees fit, although wise *thanes* do not go against their *jarl's* wishes unless they want trouble.

Most of the time the nobles are left to rule as they see fit, but certain actions cannot proceed without the Council's blessing. Their local ruler decides criminal proceedings against Clan Dwarves, whether that ruler is a *jarl* or a *thane*. However, it is up to the Clan Council to try nobles for any crimes they may have committed. Nobles wishing to raise new taxes on their Clan Dwarves or wishing to hold festivities outside of the Dwarven calendar must apply to the Council for permission. Likewise, new mines cannot be opened without approval, nor can existing mines be closed. Declaring war is the sole privilege of the *konung*, with the Council's backing, although nobles are entitled to petition the *konung* to declare war.





The Clan Council cannot prosecute the *konung* for breaking the law, but can vote to have him tried by the Great Council. This is the only matter in which the *konung* cannot vote, although he can still influence the decision with promises or threats.

THE GREAT COUNCIL

The Great Council is the governing body of all the Dwarven Clans and meets every twenty years. Consisting of the *konung* of each clan and the Senior *Laugmesters*, the Council holds session at each of the Great Clan's holdings in turn.

The gathering of the Great Council is a solemn affair. The opening ceremony traditionally begins with the repeating of large sections of the Dwarven *Slektsjuss* by *skalds*. Next, each member recites his lineage back ten generations, including names and famous deeds. The opening ceremony ends with a toast of Dwarven ale to the ancestors of all Dwarves that ever lived. Business begins with a recitation of the minutes of the last assembly and once any outstanding tasks from the previous council have been dealt with the task of governing the Dwarven nation begins anew.

Whereas the Clan Councils give different amounts of power to the various nobles and guilds, all members of the Great Council have a single vote.

Very few laws can be passed by the Great Council; instead they serve as a regulatory body on matters such as the price of ores sold to other races, they prosecute *konungr* who have transgressed the *Slektsjuss*, and make any changes to the calendar and the *Slektsjuss*. Matters involving domestic affairs, such as local taxes, warfare that does not affect the whole Dwarven race, trade with other races, and criminal prosecutions, are generally left to the individual Clans to manage themselves.

CRIME & PUNISHMENT

Back when the Dwarves were still a young race, the elders drew up the rules and regulations now known as the *Slektsjuss* (Ancestral Law). Hundreds of generations of Dwarves have added to the law as their society evolved and required new legislation. If the *Slektsjuss* were to be written it would fill a hundred volumes, instead it is learned by *skalds*, although no individual rarely learns more than a few hundred laws.

Dwarven law covers the major tenets of human law, prohibiting murder, rape, theft, bodily harm (except in battle), providing short measures, and so on. Theft, often a fairly minor crime in human societies, is severely punished in Dwarven law, as to steal from one Dwarf is to steal from the entire clan. Crimes against women are considered to be capital offences, which are punishable by immediate banishment unless committed by an Outcast where the punishment is death.

Two types of trial exist in Dwarven society, *fellearealjuss* (common justice) and *adeligjuss* (noble justice). Clan Dwarves accused of a crime are brought before their lord, who listens to the evidence of the prosecution and the defence before making a judgement. Syndics and Guildmasters often act as lawyers for a Clan Dwarf, as they are better skilled in dealing with the law and are not so in awe

of nobles. This service is free to any Dwarf who has paid his guild dues. The power of appeal is unknown in Dwarven law since it is generally assumed that once you have been found guilty there is little more that can be done.

The Clan Council tries nobles who face criminal prosecution and the Great Council can only try *Konungr* for similar reasons. In these cases, the entire council hears the evidence before voting on a verdict. Although similar to a jury, council members still retain their vote tallies, so a few powerful nobles can often swing a case either way.

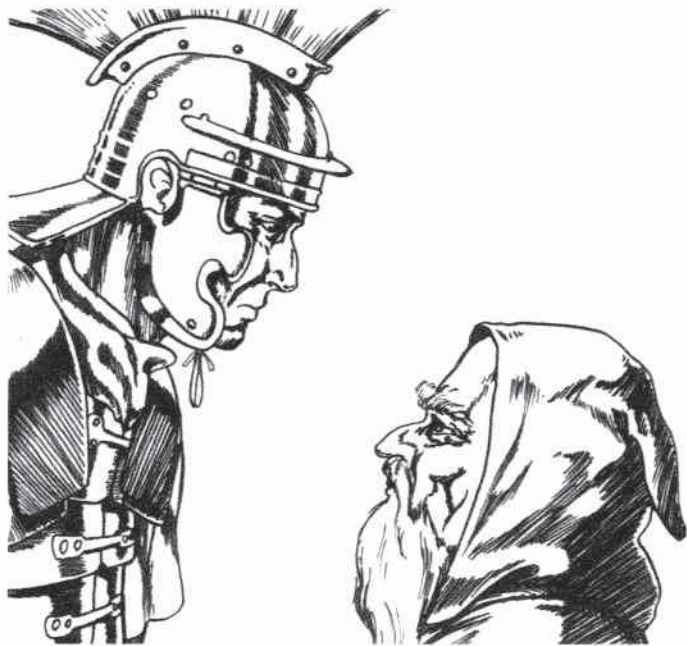
Once the accused has been found guilty then sentence is passed. The *Slektsjuss* lists standard punishments for a given crime and no Dwarf has the power to alter these, regardless of any mitigating circumstances, guilty is guilty. Minor crimes carry fines, payment of *dverggild* (literally "Dwarf Gold"), varying lengths of imprisonment, or flogging. Major crimes carry stricter sentences, although the death penalty is unknown. The greatest punishment imposed is that of banishment, for in a close knit society to be cast out from one's family and clan is a symbolic death, leaving the Dwarf with no-one to aid him in times of need. A banished Dwarf has his name removed from the clan's records, his deeds forgotten.

Outcasts found committing crimes are executed if the crimes are serious enough, for an outcast is no longer a Dwarf and can be killed without fear of retribution.

Certain crimes require the punishment of restitution, particularly those where physical harm has been caused to another, whether intentionally or by accident. Table 4.3 - *Dverggild Due* lists typical restitution, known as *dverggild*. All fines must be paid within one month to the family of the victim and failure to pay can result in confiscation of goods and property or, in extreme cases, banishment.

Victim's Social Status	Dverggild Value
Konung	Cr 600
Jarl	Cr 400
Thane	Cr 320
Senior Laugmester	Cr 300
Clan Laugmester	Cr 200
Syndik	Cr 100
Master Crafter	Cr 80
Clan Dwarf	Cr 50
Outcast	Nothing

TABLE 4.3 - DVERGGILD DUE



DEALINGS WITH HUMANS

Humans are a relatively new race to the Dwarves. Starting out as little more than small families of hunter-gatherers living in caves, the Dwarves have watched in awe as human numbers multiplied at an astonishing rate (to Dwarves anyway). Slowly they mastered the arts of agriculture and formed permanent communities. From these simple villages have grown towns, cities, and empires that stretched across much of the continent of Europe. The Greeks, Romans, Persians, and Egyptians all controlled large empires that the Dwarves have watched turn to dust and disappear. The old Dwarven saying, "*null menneske lestr*" (literally "nothing human lasts") sums up their attitude to human achievements.

The early humans knew little of how to work metal, instead using fire-hardened sticks and flint tools and they may have stayed at this level of craftsmanship if the Dwarves had not intervened. Seeing that humans were destined, temporarily at least, to control much of the surface world, the Dwarves taught them the skills of metalworking in return for food and neutrality in their wars. First instructed with bronze, the humans soon wanted more, wishing for the secret of iron. Many older Dwarves, having seen the wars fought by humanity in the name of gods and emperors now regret interfering in their evolution.

Human ideas of exploration, innovation, change in government, and submission of other peoples seems hurried and flawed to the slow-moving Dwarves. How can an idea be expected to last if it is put into operation after only a few years?

However, the current relationship between the two races is strained. Many humans use an inordinate amount metal, mainly for implements of war, and are greedy for gold and silver. The Church despises the Dwarves for being "ungodly" and preaches for a war against them, seeking to end their control of the Earth's minerals. Mages seek Dwarven metals for their own usage, few paying the Earth the proper respect necessary to guarantee more minerals are formed. Some humans, mainly those in rural areas near to Dwarven holdings, such as the Scottish Islands or the Jotunheim Mountains in Norway, have better relations, trading food and other "mundane" items in return for raw ore and crafted goods. Dwarven *haulds*, well protected by *huscarls*, still trade with the major towns, but they are becoming increasingly rare, fearful for their lives at the hands of greedy humans who value gold over life.

A war with the humans may be inevitable, but few Dwarves wish to see their race weakened in a futile war when they already have the goblinoid threat to contain. For now the Dwarves are content to slow trade and remove metals from circulation, hoping the humans learn to ask more politely for their aid. Of course, human nature being what it is, violence is always an easier answer than diplomacy.

DEALINGS WITH ELVES

Humans surmise that Dwarves are creatures of the mountains and Elves are creatures of the forests, therefore they hate each other. The reason for the hostility between the two races is fairly recent, in their terms, and still a sore point amongst the proud Dwarves.

Before the Battle of *Forlatt Håp*, the two races lived in relative harmony. Both respected the other's ancient heritage and understood that they had their own role to play in the world. Dwarves venerated the Earth for the minerals that grew within it and the Elves held it in awe for the natural wonders of its surface, especially the great forests that once covered it. Trade between the two races was inevitable as the Elves needed metal and the Dwarves needed wood, for charcoal and their artisans, and vegetables to eat. Both understood the other's basic spiritual beliefs and held them in due accord, with Dwarves planting new trees and Elves burying metal objects after a set number of years.

All that changed a little over 2,200 years ago, when a great *nisse* (goblin) army attacked the surface world. The Dwarves allied themselves with the local humans of Scandinavia, prepared to die rather than let the humans suffer extermination. The Elves hid in their forests and watched. Over 14,000 Dwarves died that fateful day and upon learning that the Elves only intervened because their forests were threatened, they developed a deep-seated hatred for the race that had watched so many brave Dwarves die at the hands of the cruel *nisser*.

Since that day the Elves and Dwarves have stopped trading with each other. Too few in numbers to fight each other, they resort to trading insults when possible, but are otherwise happy to ignore each other. No Dwarf would consider talking to an Elf socially, regardless of whose company he kept.

Rarely do Dwarves seek petty revenge against a foe, but the recent deforestation of the countryside by humans has placed a little cheer in the Dwarves' hearts. When the forests have disappeared, they presume so will the Elves. Then the Dwarves will celebrate.



TRADE

Across the lands of Europe troops of Dwarven merchants can still be found, although in smaller numbers than in times past. Selling all kinds of metal crafted items from weapons to jewellery to raw ore, these merchants serve two purposes to the Dwarves.

Firstly, they trade items of Dwarven craftsmanship for items needed by the clan, such as cloth, furs, grain, or lantern oil. Bartering for goods is an integral part of a Dwarven merchant's routine and they are despatched by the Clan Council with what amounts to a shopping list. Sometimes items on the list cannot be found in which case the Dwarf returns without them. However, items for personal usage are never added to the list. The goods the merchant barter with generally belong to his clan, not himself. Naturally, if the merchant has personal items he wishes to trade with, or trade for, he may do so.

Secondly, they are sent to retrieve metal, in the form of coins, so it can be given back to the Earth. When trading for coin Dwarves always inflate their prices by 10 - 25%, knowing that humans have plenty of coins that have been away from the Earth for too long. It is this attitude that has caused humans to view them as greedy.

A Dwarven caravan typically consists of one *haudd*, his assistants who are always members of the Merchant's Guild, and *huscarls* assigned to protect the consignment by the nobles who supplied the goods. Wagons drawn by mules are the favoured transport for merchants, although this results in a fairly slow mode of transport.



CURRENCY

Dwarves rarely use coinage in dealings with humans or other Dwarves. Merchants trading with humans barter with fashioned items or with raw ore, taking either non-metal items or coins in return. They do not buy with coins themselves.

Within the clans coinage serves no purpose. The *konung* and the nobles technically own everything, and it is their largesse that sees that the Clan Dwarves do not want for food or clothing. Clan Dwarves work for wages, although rather than coin they receive a set amount of clothing, food and drink. A noble must also supply weapons for his *huscarls*, work clothes for his crafters and miners, and allow his Clan Dwarves time, normally two days a week, to tend to their personal fungi gardens and goat herds. For example, a Dwarf who needs a new set of shoes approaches one his lord's aides and asks for a pair. *Draupnir* (the first day of the Dwarven week) is the traditional payday for Dwarves and if the Dwarf has met his quota he can exchange some of his weekly provisions for the shoes.

Most Dwarven families have goat herds and fungi gardens to supplement the provisions supplied by their lord, although 10% must be tithed to him to feed his family. Nobles likewise tithe to the *konung*.

Work quotas are decided at the Clan Council with the guilds often arguing with the nobles to get the best return for their members work.

If a Dwarf needs an item his lord cannot supply, he must barter for it with his own goods. A Dwarven miner who wanted a new sword might find that his lord does not rule over a weaponsmith. In this case he approaches a weaponsmith of another lord and offers to swap goods or services to the value of the sword. Alternatively, he may offer a *haudd* goods to barter for items in human towns and villages.

Coins gathered by merchants are either melted down for use in the workshops or returned to the Earth. Generally the split is roughly 50-50, although old coins tend to be sacrificed rather than re-used immediately. The Dwarves acknowledge the fact that old coins and metal items have "outlived" their time on the surface.

FOSTERING

Certain clans have developed a specific role in Dwarven society; some are expert warriors, others are diplomats, and some are crafters. Although often at war, rival clans also trade skilled persons, filling gaps within their own holding. For instance, members of the Bláin Clan may be traded to the Dölgthvari in return for a skilled warrior who can train their own troops. Nobles are never traded for fear they will be used as hostages if war breaks out.

Whilst working for another clan a Dwarf is treated as a member of that clan, receiving all the rights and privileges a natural Clan Dwarf would. If war breaks out between the two clans, the fostered Dwarf must fight for his adopted clan unless his true clan *konung* decides otherwise. There is no bad blood between Dwarves who fight against their adopted clan, such is the nature of Dwarven culture.



MISCONCEPTIONS, TRUTHS & NEW ITEMS

*The foolish man
Who fancies he is full of wisdom
While he sits by his hearth
at home
Quickly finds
When questioned by others
That he knows nothing*

*Ósnottir maðr
Þykkisk allt vita,
ef hann á sér í vá veru;

hittki hann veit,
hvat hann sval við kveða,
ef hans freista firar*

Hávamál, 26

As is often the case with non-humans, stereotyping and unsubstantiated myth have combined to present a standard, if somewhat false, image of them. The secretive nature of Dwarves has done much to foster these myths, which are perpetuated generation after generation until they are considered as fact in most humans' eyes. Dwarves as a whole do not feel they have to change the majority of humans' views of them, and only a select few humans have discovered the truth.

What follows are examples of typical misconceptions about Dwarves along with the real explanation of how Dwarves see things.

BEARDS

The standard image most humans conjure up when asked to describe a Dwarf always has them sporting a large, bushy beard. Asking a human if such a thing as a beardless Dwarf exists is like asking him if a cow can give birth to a lamb, the idea is preposterous at best. The phrase "like finding a Dwarf without a beard", used by humans to describe an almost impossible task, sums up their attitude.

Whilst it is true that many male Dwarves do sport beards, they are also a pragmatic race. In many cultures beards amongst the male population are seen as a sign of manhood, separating the men from the boys. Dwarves are no exception and beards, especially amongst the nobility, are seen as a symbol of wisdom and maturity. The longer the beard the more respect due to the wearer.

Clan Dwarves are no exception, except for certain professions where a beard is often more of a hindrance than help. Woe is the blacksmith whose beard drops into the forge, or the engraver who ruins a work of art because his tools got entangled in his facial hair. In general, in professions where beards might interfere with a Dwarf's work, the Dwarf shaves his beard in preference for long sideburns and a moustache. Dwarven culture does not view such individuals as immature or shameful, but recognises their dedication to their profession and accords them due respect. Who would say that a master artisan is not worthy of respect just because he has removed his beard? However, other professions practically demand the wearing of beards as a symbol of Dwarven pride, most notably the *huscarls*, amongst whose number beards are compulsory and a sign that the individual is old enough to join their hallowed ranks.

Many humans are also certain that Dwarven females, if they believe such a creature actually exists, also sport beards and that Dwarven males find such hair attractive, often judging beauty by beard growth rather than facial looks. Ask any Dwarf if his wife has a beard and you will no doubt quickly find out his reaction to such an insult.

So where did the legend about all Dwarves having beards originate? Simple, the most common Dwarves encountered by humans are merchants, nobles, and *huscarls*, all of whom sport beards as matter of course. Apprentice crafters, often found in the presence of nobles and merchants, tend to wear their beards as they have not fully entered their craft and thus do not see a need to shave. A simple case of misrepresented identity.

FEMALES

*Gallantly shall he speak
And gifts bring
Who wishes for woman's love
Praises the features
Of the fair girl,
Who courts well will conquer*

*Fagrt skal mæla
ok fé bjoða
sá er vill fljóðs ást fá,
líki leyfa
ins ljósa mans;
sá faer er fríar*

Hávamál, 92

"About as common as a Dwarven female" is a human phrase describing something that is exceptionally rare and, quite elegantly, shows how little humans really know about Dwarves. Few humans believe that such a creature actually exists outside of tales told in taverns.

The fanciful notion that Dwarves have no female counterpart and, therefore, cannot reproduce in the same manner as humans has forced educated men and oafs alike to create fanciful tales of how they procreate. The current favourite in the dust-filled libraries of wizened scholars, and in the ale-filled taverns of the common man is that they grow from stone itself. Beginning life as a faint outline in the rock and slowly becoming more and more substantial until they eventually step out of the rock fully formed, beard and all. "Scientific" estimates, based on rock strata and certain astrological alignments, have "accurately" placed a Dwarf's creation period at a little over 15 human years!

Other candidates for the mating habits of Dwarves include them being immortal, so there are no young Dwarves as none need to be born; growing from a gem kissed by the sunlight and then buried in a graveyard under a full moon; being created by wizards; or, in a manner which surprisingly echoes the Dwarves own creation myths, has them tunnelling up from the earth, in whose depths they grow like maggots.

Fortunately for the Dwarves none of these are close to the truth, for the truth of the matter is that Dwarven females exist and produce young in a manner identical to human females, save for the slightly longer pregnancy period of 11 months.



A handful of humans are starting to believe that Dwarven females do exist and grow beards, so humans cannot actually tell them apart from males. As stated earlier, Dwarven males find this notion offensive, as not only are beards a sign of masculinity but they also like their women to be smooth-faced. Dwarven females do tend to be of a slightly darker complexion than males, but this is because they spend more time in the sunlight rather than in the mines or in workshops.

In Dwarven culture, females are extremely important, not only do they give birth to young Dwarves, so keeping the race growing, but also they are symbolically linked to the Earth, from whom all Dwarves originally sprang. In fact, so important are they in Dwarven culture that all lineages are calculated from females, rather than from males, although Dwarves follow their father's profession. To humans the situation would seem rather paradoxical, for there are only a few Dwarven heroines in their mythos and yet they are held in high esteem.

The daily tasks of a Dwarven female are little different to those of a human woman. Female Clan Dwarves work in easier conditions than their male counterparts, never down the mines or in other hazardous professions, but are no less productive to Dwarven society. Many teach or practise medicine, using their skills to aid society as a whole. Female nobles often spend their time creating art made from intricate inter-weavings of gold or silver thread or keeping the books for their husband's mines, acting as managers in most regards. A non-sexist society, to some degree, female Dwarves can join the Guild that their husband, or father if unmarried, belongs to but cannot go to war or become *huscarls*.

Dwarven females reach maturity around the age of 16 in human terms and, unlike many human societies, are generally free to choose their own husbands. Dwarves rarely marry into a lower social class, but it has been known on occasions. With females being so important to the survival of the race, those that choose not to marry and produce offspring are frowned upon.

Dwarven females are less numerous than males, with a ratio of roughly three males to every female. Dwarven marriage is for life, but since Dwarven society is fraught with dangers, such as work accidents, warfare, and attacks from the goblinoid races that inherit the Earth's bowels, it is a rare female who reaches old age having had only the one husband. Those that are widowed are expected to marry again after a suitable period of grieving.

So why are the Dwarves not a numerous race? Dwarves are capable of reproducing on a regular basis, but their physiology results in children being born only every fifty years or so. Dwarves themselves do not fully understand the reasons, but generally accept that the Earth does things slower than humans and, since they are creatures of the Earth, they follow similarly. The high mortality rate through accident and warfare also accounts for their low numbers and since the goblinoid races were encountered warfare has increased and Dwarven numbers have fallen.

GREED

*Once he has
Won wealth enough
A man should not crave
for more;
What he saves for friends
Foes may take
Hopes are often liars*

*Féar síns,
er fengit hefr,
skylit maðr Þorð Pola;*

*opt sparir leiðum
Þats hefir ljúfum hugat;
mart gengr verr en varir*

Hávamál, 40

Another human saying that involves Dwarves is "like a Dwarf with gold". Primarily used to describe someone who is greedy or being selfish, it is another example of how stereotyped the Dwarven race has become. Every human knows that Dwarves hoard precious stones and minerals in their secret catacombs. The truth is stranger than many humans could ever guess at.

Dwarves view themselves as the "Farmers of the Earth", indeed the ancient Dwarven word for miner, *gárdbruker*, translates literally as "farmer". As human farmers understand that a certain amount of land must be left fallow each year in order for it to produce a good crop in years to come, so the Dwarves understand that minerals taken from the earth must eventually be returned in order to provide more for future generations. It is for this reason that Dwarves often sell their produce for large quantities of gold or gems, not to store their gains for reasons of avarice, but so they can return them to the ground, so fulfilling the eternal cycle of use and renewal. This forms an integral part of their religious beliefs (see *Chapter 7 - Religion* for more information).



Rarely does a Dwarf see beauty in a lump of gold, even when presented as a coin. To a Dwarf, the beauty of metal is that it can be crafted into a work of art, and this includes weapons and armour. When a lump of metal has become something useful, and Dwarves do not consider minted currency particularly useful, then it has fulfilled its purpose and can be used for a short time before being returned to the Earth.

SWIMMING

Humans have long believed that Dwarves, being creatures of the Earth, have no capability for swimming and, indeed, fear large bodies of water. Whilst it is true that Dwarves have a fear of large open bodies of water, as do many human sailors, they are quite capable of swimming and a few are proficient at it to a degree better than many humans.

In stories told around fires in the dark of winter, humans recount how the world under the earth is the home of faeries and Dwarves, full of caverns filled with treasure and hideous monsters that consume human flesh. The few humans that have overcome their fears and ventured into these dark caverns learn a different story, the underworld, while indeed dangerous, is often blocked by rivers that have never been seen by the eyes of men.

Dwarf Explorers, those responsible for finding new mineral seams and natural tunnels, encounter such obstacles frequently and are excellent swimmers. The Explorers use inflated pig's bladders as flotation devices and also as air bags for breathing for long periods underwater. Flooding in mines is relatively common and most Dwarves know how to tread water.

Always a secretive race, Dwarves have never revealed their swimming ability to humans and are happy to retain the myth that they "swim like the stones they are made from".

Rules Point:

Due to their denser bone mass (hence stronger muscles) Dwarves can swim, however they suffer a penalty of -2 x the normal human Fatigue Point cost for swimming. If they are using flotation devices, then they only suffer the normal Fatigue Point cost incurred when Swimming.

GUNPOWDER

Players of *Chivalry & Sorcery* campaigns that make use of gunpowder should note that Dwarves do not use it, although they are likely to have learned its secrets long ago. The thought of blowing gaping holes in the Earth to remove precious minerals is abhorrent to all Dwarves. For a Dwarf, the physical labour of manually removing minerals is part of their belief system. Nothing is ever free in life. Even in their lengthy and often brutal wars against the goblinoid races, Dwarves have never considered using black powder as a weapon.

Any Dwarf who committed such an act of desecration would immediately be made an outcast or put to death for his crime, social status notwithstanding.

NEW ITEMS

There are a number of weapons and items of armour, which are uniquely Dwarvish. These items are listed below.

NEW MELEE ARMS

Wpn Type	Weapon Name	Prod. Time	Wt. lbs	Length	Base Dmg	Crit. Mod.	Bash	Cost
SLASHING SWORDS								
M	Dolgath	15 d.	8	34"	6s	+1	8	Cr 75
DWARVEN WAR AXES								
L	Throwing	3 d.	2	15"	3s	+0	9	Cr 1
M	War	4 d.	6	36"	5s	+1	7	Cr 3
2H	Battle	9 d.	12	48"	8s	+1	7	Cr 5.60
DWARVEN HAMMERS								
L	Throwing	5d	2	14"	3c	+0	10	Cr 3
M	War	8d	5	24"	5c	+0	9	Cr 10
M	Battle (1H)	12 d.	7	27"	6c	+1	9	Cr 16
2H	Battle (2H)	12 d.	7	27"	8c	+1	8	Cr 16
MISCELLANEOUS								
L	Totector	3 d.	2	-	4c	+1	8	Cr 0.4

TABLE 5.1X - NEW MELEE ARMS

Totectors (Work Boots)

These hardened leather boots are fitted with steel plates to protect the toes from falling tools, rock or other potentially dangerous items in the work environment. They offer the following protection:

Slash 10, Crush11, Pierce 8, Missile 9 and Energy 7

If worn during unarmed combat they are classed as armoured boots.

MISSILE RANGES

Weapon Name	Base Dmg	+0% SR	-5% MR	-10% LR	-20% ER	-30% MaxR
Thrown Axe	4	10' / 0	20' / -1	40' / -3	60' / -6	90' / -9
Thrown Hammer	5	10' / 0	15' / 0	30' / -1	45' / -3	60' / -5

This chart shows Range in feet plus damage modifier for each range category. The damage modifier is applied to the Base Damage to arrive at the damage for each range category.

TABLE 5.2 - MISSILE RANGES

DWARVEN MAIL

Many Dwarven Armourers have developed a special form of chainmail, much improved over other forms, due to closer and smaller links. The protective values are as follow:

Slash 12, Crush11, Pierce 9, Missile 11and Energy 8.

The cost of this mail is 50% higher than normal but, its weight surprisingly is 75% of the weight of similiar chainmail.



CALENDAR

*One night is long,
long is a second,
how shall three endure?*

The Prose Edda, Snorri Sturluson

The Dwarven calendar has remained basically unchanged for many millennia, generally with only minor changes being made and voted upon as necessary by the Great Council, such as when a Dwarf rises to the status of "common ancestor" and a festival is created. See *Chapter 7 - Religion* for further details.

HOURS & DAYS

The core element of the Dwarven calendar is the day. The Earth rotates no faster for Dwarves and the length of the day is identical to that used by humans, save for the naming of the hours, which are referred to as "**shadows**". This custom dates back to the earliest days of Dwarven society, when they used the shadows cast by rocks to determine the time of day since the sun had risen. Over the years, and with the invention of the hourglass, the "shadows" became more exact in their measurements and are now a uniform standard in Dwarven clans everywhere. From sun up to sundown, roughly six in the morning to six at night in human equivalents, the shadows refer to "after dawn". After this, the shadows are referred to as "before dawn", although this is an artificial measurement as obviously there are no shadows *per se* once the sun has set. Dwarves who have travelled in the lands of humans use the human calendar when in their presence to avoid confusion, but back in the company of Dwarves they revert to their ancestral terms. Dwarves performing quick calculations need only subtract six to convert human time back to Dwarven. As an example of how easy this is to use, a Dwarf asking the time at nine o'clock (human time) in the morning will be told that it is "3 after dawn". At midnight it will be "six before dawn".

The Dwarven word for "shadow" is *skygge* and the word for "day" is *dag*.

WEEKS & MONTHS

A week is formed from nine days; the first being named after Odin's magical ring, Draupnir. Legend states that the ring could create eight replicas of itself, and these form the remainder of the week. As these replicas had no individual names, the rest of the days are named after important ancestral Dwarves, some of whom still have clans named after them. *Draupnir* is a day of rest for Dwarves, as are the major festival days. For further details on these special days see *Chapter 7 - Religion*.

The Dwarven month is made up of four weeks with each week being named after the Dwarves who sit at the corners of the sky.

The Dwarven year is made up of ten months and these are named after the ten metals most important to Dwarf culture. The remaining five days are placed at the end of the year and left unnamed, and they are a religious holiday for all Dwarves. The *Slektsjuss* states

that these days are for "Dwarves not yet born whose deeds will become hallowed to all Dwarves". Many a hero has gained great honours, such as having a festival named after him, but none have managed to have their name attached to one of the five holy days.

The Dwarven word for "week" is *uke*, and the word for "month" is *måned*.

THE YEAR

The year is split into four seasons, and these are named after four of Odin's ancient names, *Viðrir* (Ruler-of-Weather) equates to winter, *Óski* (Fulfiller-of-Desire) to spring, *Sigfoð* (Father-of-Battle) to summer, and *Siðkegg* (Long-bearded One) to autumn. Pragmatic as ever, the seasons describe events important to Dwarves; winter brings bad weather, spring brings new hope, summer is the season of fighting, and autumn is when the days grow longer.

The year has no name, but instead is given a date since an important event in Dwarven history. One of the Great Council's duties is to determine whether an event has heralded the start of a new era. The current year in the Dwarf calendar is 1677 years after the *Nýr Grunnleggelse* (Founding of the Nýr Clan, literally "Nýr Foundation"). When recounting the date the format is year-day-week-month. Thus, the first day of the current year is given as 1677-Draupnir-Gull-Austri.

The Dwarven word for "year" is *år* and the word for "season" is *årstid*.

Day	Name	Translation
1 st	Draupnir	Odin's magical ring
2 nd	Davlin	One-Lying-in-a-Trance
3 rd	Nár	Corpse
4 th	Óri	Raging One
5 th	Mjödovitnir	Mead Wolf
6 th	Thorin	Bold One
7 th	Ráðsvið	Wise-in-Advice
8 th	Eikinskjaldi	Oaken Shield
9 th	Ginnar	Enticer
Week	Name	Translation
1	Austri	East
2	Norðri	North
3	Vestri	West
4	Suðri	South
Month	Name	Translation
1	Gull	Gold
2	Sølv	Silver
3	Kobber	Copper
4	Jern	Iron
5	Bly	Lead
6	Kvikksølv	Mercury
7	Tinn	Tin
8	Messing	Brass
9	Kull	Coal
10	Elektrum	Electrum

TABLE 6.1 - DAYS, WEEKS AND MONTHS



RELIGION

The study of one's own religion is called theology; the study of other religion's we call mythology.

RELIGIOUS BELIEFS

Most of the Dwarves religious beliefs centre on the Earth and their ancestors. Although generally pragmatic, they are also a deeply spiritual people, following a belief system that has endured for tens of thousands of years.

THE ANCESTRAL HOME

Deep within the bowels of the Earth, far beneath the surface, lies the ancestral home of the Dwarves known as *Dvergheim* (literally "Dwarf Land"). No Dwarf has seen their place of origin since Móðsognir and Durin crawled forth from the earth in humanoid form.

Dwarven scholars argue over the placement and description of *Dvergheim*, but all believe that it exists and can be reached through diligence and patience. By digging downwards the Dwarves can reach their "Eden" and return to the place of their creation. Dwarves, when they die, are said to return to *Dvergheim*, where they spend eternity using their skills to aid the Earth.

Over the past 2,500 years, as the Dwarven tunnels and mines extend deeper into the Earth, they have encountered goblinoid tribes burrowing upwards. Goblins, hobgoblins, and orcs have begun to emerge from the deep and the Dwarves find themselves facing a difficult time. Whilst warriors fight them in the tunnels and try to halt their progress, scholars debate their origins and their relationship to the Dwarves.

Dwarves and goblins seem to share a common ancestry, being creatures spawned by the Earth, but whereas the Dwarves respect the Earth, goblinoids exploit its wealth for their own gain. They are barbaric, rapacious, and murderous, and yet they would seem to be brothers, or at least distant cousins, to the Dwarven people. If the two races are related (Dwarves view the goblinoids as one race with different clans) then surely the Dwarves should embrace their kin and welcome them with open arms. Such an act, whilst seeming the correct course of action, would no doubt lead to open warfare on the surface as the goblinoids attacked the humans.

Scholars also debate the reasons for the goblinoid's existence. Has *Dvergheim* become corrupted? Is there another womb-like cavern somewhere in the Earth that the Dwarves draw near to? Are the goblins Earth's new chosen offspring? Are they the reborn souls of Dwarves who failed to follow the *Slektsjuss*, or are the goblins a sign that the entire Dwarven race has somehow transgressed the ancient laws and must be punished? In the same way that humans view the Mongol invasions so Dwarves view the goblinoids. Rumours and tales exist, but there are few hard facts.

Every inch dug downwards brings the Dwarves closer to *Dvergheim* and closer to the goblinoids' lairs. It seems that *Dvergheim* is not going to be reached without a great deal of Dwarven blood being spilt first.

ANCESTORS

Every living Dwarf has *stamfarr* ("ancestors", singular *stamfar*), whose deeds, no matter how small, have helped shape Dwarven society. The original Dwarven ancestors were Móðsognir and Durin, who were similar to Adam and Eve in human theology, and all Dwarves trace their origins to them. As the original *stamfarr* bred, their children were given differing tasks within the first clan, some were leaders and others workers, so forming the roots of Dwarven society.

As the generations of Dwarves grew the clans formed, each started by a powerful Dwarven hero and named after him. Families were adopted into the clans, many of whom still remain with their original clan. With the ravages of time, certain clans have ceased to exist and others have changed name, but a few still hold their original name, and these possess some of the mightiest *stamfarr*.

Every family has at least one renowned *stamfar*, who they hold in respect and venerate on his (or her) birthday. They do this by gathering together and celebrating the deeds of their *stamfar* by retelling the stories and indulging in food and drink, a sign that his actions have helped the family prosper. Clans often have several *stamfarr* of note, each worshipped by the entire clan at ceremonies lead by the *konung*. These festivals are public holidays and although attendance is not compulsory, few Dwarves would risk upsetting an ancestor. Guild members are entitled, by law, to hold a festival on the birthday of the current Senior *Laugmester*.

Every Dwarf believes that his skills were passed to him by his *stamfarr*, through the blood of his mother, and her mother, and so on back to a given *stamfar*. When a Dwarf reaches certain key points in his life he is expected to pay personal homage to this particular *stamfar*.

The *stamfarr* are not gods, they are spirits, and they are looked upon in the same way as certain human peoples, such as the Japanese, venerate their ancestors. Dwarves do not believe that they inhabit rocks or tools, but live on in their blood.

EARTH POWER

The Dwarves have no doubt that the Earth is powerful; it gave them life, it gives forth mineral wealth, and it also allows them to manipulate the natural laws to produce what humans call magic. Dwarves call this process *tilkjennegivelse* (literally "manifestation"), as it is a manifestation of the Earth's power.

Before the dawn of human civilisation, Dwarves walked upon the surface of the Earth and tapped its power, forming areas of permanent energy with constructions of standing stones. Across Northern Europe, particularly in the British Isles and in France, large numbers of these megaliths were erected. Viewing the Earth as a living creature, the remnants of Ymir, the Dwarves built the circles on lines of natural energy (ley lines in modern terms). The greatest stones mark conjunctions of multiple lines, whereas single stones were used to guide the energy towards the larger circles.



Within the confines of the circles Dwarves could cause more power to manifest itself and so work greater magic. Since humans emerged from their caves they too have realised that the stones produce great natural force, although they do not know who constructed them or for what reason. As the Dwarves have retreated to their mountain strongholds, humans have taken over the stones. With Pagans using them as sites of magic and the Church creating stories of how the Devil created them from wicked people who broke God's eternal laws.

Rules Point:

Dwarven Generalists (See Appendix A - Vocations) gain a bonus to their TSC% when standing within the boundary of standing stones or touching a single stone. A single stone grants a **+3%** bonus, small rings (up to one dozen stones) grant a **+7%** bonus, and truly grand circles, such as Stonehenge or Amesbury, grant a **+13%** bonus. These bonuses are cumulative with any other bonuses the magician possesses.

REPLENISHING THE EARTH

Both humans and Dwarves mine the Earth for minerals, whether humble coal or precious gold, but only one race realises that the Earth does not have an unlimited supply to hand out. Tied to the Earth through their creation, Dwarves understand that it cannot be continually mined. In order for the Earth to provide more wealth it must be given wealth, you can not expect a goat to grow and breed more goats if you do not feed it and take care of its needs.

Artefacts crafted by Dwarves are only expected to last a century or so, regardless of their intrinsic wealth or the time spent crafting them. To Dwarves, most of an item's beauty is held in the act of creation and Dwarves viewing a work of art are not looking at its material value, but at the skill of the creator. After a few decades most Dwarves understand the thought behind its creation and return the item to the Earth, normally by throwing it into deep fissures or burying it in disused shafts. The artefact is left intact so that the Earth can see what her children are doing with her generosity. New items are always being created and old ones buried, such is the Dwarven view of material wealth. The idea of creating an heirloom is unheard of in Dwarven society.

This ritual may explain why the ancient Celts left votive offerings of gold objects in pools, and other pagan peoples, such as those of the Neolithic ages, left grave goods. In times past, the Dwarves had a closer relationship with humanity, often appearing in their legends as a result of the interaction. In more modern times, it is believed that graves that are bare of grave goods are those of lesser men and women or have been robbed in antiquity, whereas the Dwarves know better. To them, it is a sign that the Earth has chosen to accept the gifts provided. Those whose goods have not been "swallowed" have either provided poor gifts or have otherwise been judged unworthy to receive the Earth's blessing in the afterlife. This may also explain the significance of water in old religions, for rivers, lakes, and streams well from the Earth and are inextricably linked to the underworld, the ancestral Dwarven home.

Since the advent of Christianity and the abolishment of grave goods, Dwarves are finding it harder and harder to locate new seams of minerals. Items they craft and sell to humans are no longer returned to the Earth but are kept as heirlooms from one generation to the next. The Great Council is currently split over what to do to rectify this situation, some call for a complete cessation of trade with humans, whilst others want to "recover" any items in human hands that have been passed down for more than one generation.

GEMSTONES

It has probably been noticed that throughout this sourcebook there has been very little mention of precious stones. If the Dwarves value metals do they not also value gems? Well, the answer is both yes and no. The Dwarves do value gems, but for different reasons. The few mines they own do not produce gems for sale to humans, but are instead kept for the Dwarves.

The Dwarves believe that gems are different parts of the Earth herself, diamonds are her tears, rubies are drops of her blood, yellow diamonds are drops of urine, and so on. To give away part of the Earth to humans would be an abhorrent idea to most Dwarves. Many precious stones are also believed to contain the souls of ancestors, and it is these stones that the *Juvelsmiðr* (Jewelsmiths) deal with. "Earth stones", as the Dwarves call the former collection, are cleaned and polished and then returned to the Earth, to ensure that she is kept healthy and that her "missing pieces" can be made whole again.

Ancestral stones are often set into works of beauty by other Dwarves once the *Juvelsmiðr* have finished with them. These ornaments are placed in prominent positions around the home so that the ancestor can see and hear what his descendants are doing. The gem's housing is not for show, but to venerate the ancestor and his link to the Earth in which he now resides.

Although the housing must be returned to the earth, the ancestor stone is normally kept until there is a death in the family. The stone is then buried with the deceased so that the ancestor can guide the newly departed Dwarf to *Dvergheim* safely.

How do Dwarves tell if there is an ancestor in a stone? The ritual to determine which ancestor lives in a stone is performed by a mage, skilled in the arts of Divination.

Rules Point:

A Dwarf who carries an ancestor stone gains a **+13%** bonus to his TSC% in any one skill that his ancestor excelled at.

ARTISTRY AND SACRIFICE

The gift of artistry with metals comes to Dwarves through their ancestors, but they also remember their beginnings were in the depths of the Earth. To retain their gifts in artistry, Dwarves return items of high quality that they have crafted back to the Earth, as thanks for it giving their ancestors the knowledge of metalworking, as well as to replenish the Earth's mineral supply.



This ritual, carried out deep underground or by deep pools of standing water, is repeated every year on the day of their birth. Dwarves who advance in their craft are also expected to make a similar offering.

Rules Point:

When a Dwarven character reaches his birthday or increases his actual character level he is expected to donate a work of metal, created by himself, and worth either the PSF% in his highest Metalworking skill or his age divided by 10 in Crowns (as applicable to the occasion). If he fails to perform this task he suffers a **cumulative -3% penalty** to his PSF% to all Metalworking skills until he atones by donating gifts equal to the value of the sacrifices he has missed.

THE AFTERLIFE

Dwarves are long-lived, but they are far from immortal. Humans believe that their soul will reach Heaven when they die, assuming they lead a pious life, and Dwarves accept that those who follow the *Slektsjuss* and properly venerate the Earth and their ancestors will go to *Dvergheim* upon their death.

Although specific details on the layout of *Dvergheim* are argued over, all Dwarves know that within its confines stands the fabled hall of Durin, known as *Eldhrímnir* ("Fire-Sooty") since within the hall, the walls and ceiling are covered with a layer of soot from the forges. The hall is a great collection of workshops where the Dwarves who have reached *Dvergheim* practise their arts for eternity. Their constant labour strengthens the earth and guarantees that their descendants will inherit their gift. The Earth provides all the raw minerals the Dwarves need, and with no mines to separate Clan Dwarves from nobles, all are equal in the afterlife.

Many Dwarves believe that after an unspecified number of years, those with great skill are given a special skill that enables them to reshape the metals donated by living Dwarves back into the Earth. Only a special few are ever awarded this skill and no living Dwarf knows if their ancestor possessed this skill, for it is only those in *Dvergheim* that can make use of it.

The Dwarven version of Hell has them accepted into *Dvergheim* as an outcast, destined to wander eternity without family or clan, never able to find peace with themselves nor able to pass their skills to future generations, a true torment for such a gregarious people.

LANGUAGE

Dwarves consider their language to be sacred, given to them when they crawled from the Earth and first walked under the stars. To a Dwarf, a written contract or oath is meaningless; the ink will fade and the vellum crack, leaving no trace of it for future generations. A spoken oath carries with it a certain timelessness, the words being heard by the Earth and remembered for eternity. Dwarven history and mythology are based around an oral tradition, carried on by *skalds* generation after generation.

Breaking a verbal oath or agreement is a serious social *faux pas* in Dwarven culture, often considered sacrilegious and bringing with it firm punishment. Humans who renege on a verbal agreement with a Dwarf will receive nothing but contempt and scorn from all Dwarves that hear of the deed and few will trust them again. On the other hand, a Dwarf who must back out of a verbal agreement will visit the other party and openly explain the situation, hoping to reach an agreeable verbal dissolution.

Once given, a Dwarven oath holds until that Dwarf dies or approaches the other party to break it. No Dwarf would dream of breaking a verbal agreement otherwise.

MAJOR FESTIVALS

Although practitioners of ancestor-worship, the Dwarven religious calendar is marked by several special occasions. Attendance is not compulsory, but few Dwarves miss the opportunity to feast, toast their ancestors, and make new alliances. Members of other races, although allowed within the clan's holdings at other times, are expelled during any festival. The Dwarves take their festivals very seriously!

UKJENTHELTR FEST (FEAST OF THE UNKNOWN HEROES)

The major festival in the Dwarven calendar, the feast is celebrated at the end of the calendar year and lasts five days. These days encompass the unnamed five days at the end of the Dwarven calendar that are reserved for heroes that have not yet been born. It is a time for Dwarves to pay homage to all their ancestors, in the hope that their skills are passed down to the next generation and that one of the unknown heroes is born into their family or clan.

Starting at dawn on the first unnamed day, the celebrations consist of mixed intervals of quiet reflection, prayer, storytelling, and drunken revelry. During this period nobles often hold feasts for their Clan Dwarves, a sign of their generosity and the closeness of the clan. *Skalds* wander the clan's holding, telling tales of ancestors to every family they visit on their route. No work is done over the festival period, except for the guard duty of *huscarls*, who worship their ancestors through their work.

SOMMERSVING (SUMMER TURNING)

Held on *Iarnskjaldi-Vestri-Gull* (the eighth day of the third week of the month of Gold), Sommersving celebrates the end of winter and the lengthening of the days as summer approaches. *Skalds* re-tell the tale of the first summer, when Durin and Móðsognir walked upon the Earth under the glare of the sun.

PLANTEFEST (PLANTING FESTIVAL)

Falling at the start of *Óski* (Spring), this festival marks the start of the planting season. The *konung*, to show that he remembers his roots, plants the first of the crops and sprinkles them with gold dust. A small feast, with only the bare minimum of food and drink, is held as a sign that the Dwarves need a good harvest as stores are running low. Children are often named at this ceremony, as it is a time of birth and hope for the future.

**KAMPFEST (BATTLE FESTIVAL)**

Traditionally held just before the start of *Sigfoð* (Summer), this is a time for the warriors of the clan to ask their ancestors for aid in any forthcoming battles. Summer is traditionally the time that Dwarves wage war as the weather is generally good and the crops are planted ready for the harvest. During the day the Clan Dwarves gather in makeshift arenas to watch the *huscarls* stage mock fights, both to practise their skills and to show the Clan Dwarves that they will be safe from attack. Prizes, generally in the form of weapons and armour, are handed out by the *konung* to the best warriors of the day.

MIDSOMMERFEST (MID SUMMER FESTIVAL)

The mid-point of the year is marked by a 24-hour feast, where the Dwarves pray for those who have died throughout the year, asking their ancestors to watch over them in the afterlife. They also ask them to give blessings to those yet to be born, and offer precious metals to the Earth so that *Siðkegg* (Winter) does not come too soon. The feast is marked by the killing of two dozen goats, a dozen white (one for each hour of the day) and a dozen black for the night, and a communal feast is held within the clan's holdings. On Midsummer all Dwarves are considered equal, as are the night and day, and the Clan Dwarves have a chance to mingle freely with their social superiors.

INNHOSTINGFEST (HARVEST FESTIVAL)

Celebrated at the start of *Siðkegg* (Autumn), this all night festival is intended to guarantee a good harvest. Following a midnight ceremony, where the *konung* petitions the Earth for her aid, the Dwarves offer gifts of worked metal back to the earth, to re-empower it and show that they have not forgotten their heritage as "Farmers of the Earth".

VINTERFEST (WINTER FESTIVAL)

As autumn ends and *Viðrir* (Winter) draws closer, the Dwarves light lanterns across the clan's holdings. Similar in some respects to Halloween, the Dwarves believe that their ancestors walk the Earth during this night, as do darker malevolent spirits. The lanterns are lit for two purposes, the first to guide ancestors to the correct homes, where offerings of food and drink are left for them, and secondly to ward off evil. Due to the closeness of their ancestors on this night, Dwarves consider this a fortuitous time to announce marriages, impending births, and re-swear oaths of allegiance to their rulers.

MAJOR CEREMONIES**COURTSHIP & MARRIAGE**

Dwarven weddings take two forms; those of members of the same clan but from different families, and those of different clans. For all intents and purposes the outcome is the same, a male and female become "man and wife" in the eyes of their ancestors and the *Slektsjuss*.

Courtship often takes place over a period of years, with Dwarves being so long lived it is better to make sure both parties are committed to each other rather than rush in. Marriage in Dwarven society can last for centuries. It is considered polite to approach a girl's father or male guardian before courting her, giving him the opportunity to question the boy as to his ability to support his future wife and

to enquire as to his ancestry. Very few Dwarves court simply for courting's sake since Dwarven females are too small in numbers to dally with every boy in the clan.

Once courtship has commenced the two Dwarves are allowed to see each other as often as they wish, so long as the girl has a male relative with her and the boy is not missing work. For an unmarried woman to be alone with a male non-family member is a serious matter of honour. Father's wishing to test the boy's true feelings often insist that a *huscarl* of the family escorts the girl. The intimidating sight of a fully armed *huscarl* often drives away those whose intentions are dishonest or not deeply felt.

After a suitable period of courtship, often as long as twenty years, the boy approaches the girl's father or male guardian again and asks permission to marry her. If the father agrees, both families gather for a formal feast at the house of the girl's father. There is no dowry system in Dwarven culture and the wedding is paid for by the boy's family, as this is considered as being a thank-you for allowing the marriage to take place.

The wedding ceremony is performed by the *konung* in his role as clan chieftain and takes place in the centre of the clan's holdings. Any Dwarf may freely attend the ceremony, regardless of the rank of those marrying. *Skalds* read from the appropriate parts of the *Slektsjuss* and then the bride and groom exchange oaths of love and loyalty. The *konung* then seals the marriage by banging a ceremonial hammer onto an anvil three times, once for the bride, once for the groom, and once for their combined ancestors. Following the ceremony, both families retire to the house of the groom for another feast.

Once married, the girl moves into the house of her husband's family but retains her own family name, which her children will inherit. She is allowed free contact with her old (blood) family as both families are now considered to be an extension of the other.

Dwarves from the same family, even if belonging to different clans, cannot marry according to the *Slektsjuss*. This rule extends back as far as five generations, thus reducing the chance of an incestuous marriage. Both parties hire *Skalds* to ensure that there is no common ancestry that could invalidate the marriage.

There is no actual law forbidding nobles and Clan Dwarves from marrying, but such incidents are extremely rare. Nobles tend to be looking for women of suitable heritage to strengthen their own ancestral bloodline, whereas Clan Dwarves look for simpler things, like a pretty face or a woman who can survive childbirth. This is not to say that Clan Dwarves have no regard for their bloodline, it just does not matter as much to them.

Divorces are possible under the *Slektsjuss* but tend to be uncommon. Once the bloodlines are joined they are very hard to separate. Special dispensation from the *konung* is needed before a divorce can take place. If a couple with children divorce, the children remain with the father so they can learn a trade, but retain their mother's heritage.



NAMES & NAMING

The naming of a Dwarven child is an important part of his life. Not only must he carry the name for as long as five centuries, it must also have meaning.

When a child is born he is presented first to his ancestors, so they may recognise him as one of their own family. In order to show him to his ancestors the child is taken into a deep mine and left overnight, so that the ancestors may visit the child and converse with it in peace. Guards, normally family members, are placed nearby to ensure no harm befalls the infant. In the morning, his parents return to collect their child and look for signs of which ancestor visited. Certain looks, the shape of its nose, the size of its hands, the furrows on its brow, and numerous other signs guide the parents to a decision. The child is then named after the ancestor it most resembles, regardless of whether it is from the father's or the mother's family.

Once the child has a name it is taken to the *konung*, who sprinkles it with a small quantity of gold dust at dusk and welcomes it into the clan. From that moment the baby is accorded the full protection an adult clan member can expect. The ceremony is held in public, as a new member to the clan is a joyous occasion, often followed by feasting late into the night.

If a girl is born, the *konung* traditionally declares a public holiday, allowing all Dwarves to thank their respective ancestors that the clan has been blessed. Gifts from other families are presented to the child, as thanks for her birth.

Dwarven family names are too numerous to list, and can be anything from the original ancestor's craft through to deeds he did in battle, such as "Skullsplitter" or "Ravenfeeder".

Although Dwarven society is patriarchal in terms of rulers, it is important to note that Dwarves record their ancestry within the Clan as descending from their mother, not their father. When dealing with humans, who follow their father's side, Dwarves list their lineage as being matriarchal.

Dwarven names always include the name of both their family and Clan, so a Dwarf called Bifur from the Ironhelm family, which is a member of the Iarnskjaldi Clan, would give as his full name as "Bifur, son of Brynhild Ironhelm, daughter of the Iarnskjaldi Clan". Through inter-marriage, it is not uncommon for members of the same family to come from different clans.

Table 7.1 - *Common Dwarven Names* shows a list of common Dwarven names. Note that there are 49 names for both males and females. The *Slektsjuss* lists these as being the names of the first 98 Dwarves, all of whom were children of Durin II. Tradition dictates that only these names are used for Dwarves in honour of their ancestors. The names of the children of Ptah and Luchorpan have never been used since the Sundering.

FUNERALS

Given the long lives of Dwarves, it is commonly supposed that Dwarven funerals are rarities. Unfortunately, fate has not spared the Dwarves and accidents and warfare take their toll on the population. It is true that if a Dwarf can survive beyond his working days (normally around 400 years) he can expect to live another century in relatively good health, but many fall before this.

Dwarven funerals are a mixture of both sadness and joy, for although the family and clan have lost a valued member, they know his soul will join those of his ancestors and his bones will help replenish the Earth and strengthen it for future generations. Regardless of social position, Dwarves are buried with a great deal of metal artefacts, some are weapons and armour, others are items they crafted during their lives, whilst some are gifts given by mourners.

Although burials replenish the Earth, Dwarves do not bury their dead in small graves as humans do. Instead, they are taken to the bottom of a disused mine shaft and entombed in a stone cairn, deep within the earth and closer to their ancestral home. Legends persist amongst humans that Dwarven graves contain great wealth, but none are known to have been discovered and plundered. Dwarves look very poorly on those who would disturb their ancestors' eternal rest.

Male Dwarven Names									
Ái	Álf	Althjólf	Andvari	Austri	Báfur	Bifur	Bömbör	Dáin	Dóri
Draupnir	Dúf	Dvalin	Fal	Fíð	Fili	Frosti	Fundin	Glóin	Haur
Hleðjólf	Hugstari	Ingi	Kili	Lit	Náin	Nár	Niði	Niping	Norðri
Nori	Nýi	Nýráð	Óin	Ónar	Óri	Rekk	Skafið	Skirvir	Suðri
Svíar	Thekk	Thróin	Thrór	Vali	Vestri	Vig	Virvir	Vit	
Female Dwarven Names									
Arnoma	Asgerd	Asleif	Asta	Astrid	Aud	Bera	Bergljot	Berghora	Brynhild
Dotta	Freydis	Gjarlaug	Gudrid	Grima	Grimhild	Groa	Gudrid	Gudrun	Gunnhild
Gyda	Halldis	Hallgerd	Hallveig	Helga	Herdis	Hild	Hildigunn	Hlif	Hrefna
Hrodny	Ingisbjorg	Ingigerd	Ingirid	Ingunn	Jorunn	Katla	Ragna	Ragnhild	Rannveig
Sæunn	Sugrid	Svala	Thjodhild	Thurid	Thyra	Unn	Valgerd	Vigdis	

TABLE 7.1 - COMMON DWARVEN NAMES



DWARVEN MAGICK

For the gods by Odin,
For the Elves by Dain,
By Dvalin, too, for the Dwarves,
By Asvid for the hateful giants,
And some I carved myself.

Óðinn með ásum,
en fyr álfum Dáinn,
Dvalinn dvergum fyrir,
Ásviðr jotunum fyrir;
ek reisat sjálfr sumar.

Hávamál, 143

Through their ties to the Earth, the Dwarves have gained the ability to manipulate its natural energy to produce what humans refer to as spells. Not as diverse as their human counterparts, Dwarven sorcerers practise what humans would call "Geomancy" or Earth Magick. Without spell books to research from, Dwarves must learn their art from masters, gaining knowledge passed from generation to generation.

Within Dwarven society there also dwells a form of mage known as the *Vitki* (plural *Vitkir*), or **Rune Mage**. Using dangerous rituals to learn their art, these mages practise the now dying art of runic manipulation, a power given to them by Odin upon their creation. Rarely seen outside of the clan, these Dwarves use their gift for the good of the clan.

STYLES OF MAGIC

Dwarves have two styles of magic, the Dwarven Generalist and the *Vitki* (Rune Mage). Each is dealt with separately below.

DWARVEN GENERALIST

Dwarven Generalists are not as diverse as human mages, but fair slightly better when compared to specialist mages, i.e. Enchanters, Power Word Mages etc. Although they have access to only a few Magick Methods, they generally possess them at higher levels.

Dwarven Generalists draw their power from the living Earth, using it to empower their magical workings. They are masters of Earth Magick as would be natural considering their origins, and are only slightly less powerful with Fire Magick. One of their most prized secrets is their degree of control of water; an element rarely attributed to Dwarves.

Dwarven Generalists cannot use herbs and plants in their spells, but can use metals. They treat the use of metals exactly as standard human mages do herbs, in that they may be used in individual spell castings. The metal used must be in powdered form and is consumed by the Earth (it is generally sprinkled on the ground in esoteric patterns), helping to replenish it.

The Magick Methods a Dwarven Generalist may use are shown in *Table 8.1 - Magick Methods* and their Vocational skills can be found in *Appendix A - Vocations*. All costs, whether for Mode or Method Magicks, are identical to those in the standard *Chivalry & Sorcery* rules.

Spell Rank	Divination	Earth	Fire	Wards	Water
1	1	1	1	1	1
2	2	2	2	2	2
3	4	3	3	4	3
4	6	4	4	6	5
5	8	5	5	8	7
6	10	6	6	10	9
7	*	7	7	*	10
8	*	8	9	*	*
9	*	9	10	*	*
10	*	10	*	*	*

TABLE 8.1 - MAGICK METHODS

RUNE MAGES

Rune mages, known as *Vitkir* in Dwarven (singular *Vitki*), are a highly specialised breed of Dwarven sorcerer that invoke magic through the ancient powers of the runes, as given to their distant ancestors by Odin. Once commonplace in the clans, very few Dwarves now use the runes and no non-Dwarf has ever been taught the secret of their use.

Rune Magick Mode

Difficulty Factor:

DF6

Attributes:

Intelligence and Discipline

Rune Magick Methods - Incantations

Difficulty Factor:

DF4

Attributes:

Bardic Voice and Discipline

Rune Magick Methods - Carved Runes in Wood

Difficulty Factor:

DF4

Attributes

Agility and Discipline

Rune Magick Methods - Carved Runes in Stone

Difficulty Factor:

DF5

Attributes

Strength and Discipline

Rune magick uses only one Mode, but **each spell must be learnt as a separate Magick Method** based on the method of casting as shown above, i.e. the Rune of Hope must be learnt 3 times if it is required as an incantation and carved in both wood and stone. **Magic Level** is calculated as per the *Chivalry & Sorcery* rules.

The runes do not have to be learned in any order and are not dependent on the caster's Magic Level (ML). Their cost comes in the form of the ritual the rune mage must undergo when he wishes to learn a new rune.

The ritual they must endure to gain their powers involves an arduous mental experience and many do not survive the ordeal. At the start of the ritual, the *Vitki* is sealed into a cavern deep within the bowels of the Earth. For the next nine days (one Dwarven week) he



Crit Die Success	Result	Crit Die Failure	Result
10	The ritual is completely successful and the knowledge gained	08 - 10	The <i>vitki</i> survives the ritual but gains no knowledge. He suffers 1D10 Body Points in Critical damage.
09	The <i>vitki</i> gains the required knowledge but suffers ½ D10 Fatigue Points damage.	05 - 07	The <i>vitki</i> survives the ritual but gains no knowledge. He suffers 2D10 Body Points in Critical damage.
07 - 08	The <i>vitki</i> gains the required knowledge but suffers 1D10 Fatigue Points damage.	03 - 04	The <i>vitki</i> survives the ritual but gains no knowledge. He suffers 3D10 Body Points in Critical damage.
05 - 06	The <i>vitki</i> gains the required knowledge but suffers 2D10 Fatigue Points damage.	02	The <i>vitki</i> barely survives the ritual, gains no knowledge and suffers a permanent reduction of -1 to his Constitution. And suffers 4D10 Body Points in Critical damage.
01 - 04	The <i>vitki</i> gains the required knowledge but suffers 3D10 Fatigue Points damage.	01	The <i>vitki</i> dies, his mind unable to return to his body in time.

TABLE 8.2 – RUNE MAGICK RESULT

remains in the cavern without food and with the barest minimum of water. Here, within the womb like cavern in which the only sound is the rhythm of his own breathing, his mind, deprived of many of the senses it normally relies on, floats free, plumbing the universe for the secrets of the runes. At the end of the nine days, the *Vitki* hopefully gains the knowledge he seeks. A poor few have died undergoing the ritual, as they are unable to return to his body in time. Often the *Vitki* suffers wounds as a result of the stress placed upon his deprived body.

In game terms, the *Vitki* must pass a Constitution check, simulating the nine days of starvation. The result is dependent on the Crit Die, refer to Table 8.2 – *Rune Magick Result*. Seeking such knowledge in this way means that *Vitkir* often live short but glorious lives.

Although the runes are generally incantations rather than drawn sigils, they are still slow to activate and are extremely tiring for the Rune Mage. This is the price the *vitki* pays for wielding their power. Table 8.3 – *Fatigue Points and Casting Times* details Fatigue Point cost and casting time.

Complexity of Rune	Fatigue Points Lost	Casting Time in AP		
		Incantations	Wood Carvings	Stone Carvings
Simple	10 minus Crit Die	8	11	15
Moderate	15 minus Crit Die	11	14	19
Complex	20 minus Crit Die	14	17	23

TABLE 8.3 – FATIGUE POINTS AND CASTING TIMES

There are a total of 18 runic spells or modes and they can be learned in any order. A Dwarf who wishes to increase his knowledge of the runes must endure the test each time he seeks a new spell or mode. Each one is detailed separately below. The standard manner of presenting each rune is shown either carved or as a incantation. However, either does not preclude the other. So the Rune of Healing, which is normally carved, can be cast as an incantation. If a carved rune is cast as an incantation there is a -10% TSC% modifier, and likewise if an incantation rune is carved there is a -10% TSC% modifier.

Rune 1 - Rune of Hope

Type: Complex (carved)
Resisted: No
Range: Touch
Duration: 1 minute x ML

When all else has failed there is always hope. This powerful rune allows the target to use any skill, including those not normally available to unskilled persons, at a total TSC% equal to 1D10 x caster's ML. The spell can only be used for one skill and the duration of the task cannot last longer than the duration of the spell. This means that most craft skills cannot be attempted with this rune, but Combat or Lore skills could. If the target already possesses the skill, no matter how low his rating, he gains a bonus equal to 1D10 only. The target must carry the rune and it cannot be transferred to another person.





Rune 2 - Rune of Healing

Type: Complex (carved)
Resisted: No
Range: Touch
Duration: Permanent

This rune, given to enable Dwarves to try to improve their medicinal powers, has two distinct powers, the first heals wounds, the second stops bleeding.

When used to heal wounds, the target regains Fatigue and Body Points equal to **D10 / 2 + caster's ML**. No character can receive more than one application of the rune per day and no more than the caster's level in the rune per week. Although this rune recovers Body Points, it does not cure Critical wounds.

If a target has received a Critical wound, the rune can be used to staunch bleeding, and sealing shut the wound and mending flesh. The caster receives a bonus to an appropriate Materia Medica Crit Die equal to **D10 / 2**. This power can also be used on broken limbs, effectively re-knitting the bone. Note that this use of the rune does not cure Body Points by itself, the surgeon must do that with the appropriate skill roll. The rune can be used a number of times per day equal to **the caster's ML / 2**, but only once on any given patient.

Rune 3 - Rune of Blunting

Type: Simple (incantation)
Resisted: No
Range: 10' x ML
Duration: 5 minutes x ML

When activated, this rune causes a weapon with an edge (including spears, but not arrows) to do less damage. The damage caused by the weapon is reduced by an amount of **1D10** for the duration of the spell.

Rune 4 - Rune of Divergence

Type: Simple (incantation)
Resisted: No
Range: Touch
Duration: 5 rounds

Once invoked, the power of the rune causes arrows to warp around the target. So long as the rune is activated any archers who fire at the target receive a penalty to their attack TSC% equal to **1D10 x caster's ML**. If player rolls a 10 on the Crit Die, then regardless of the caster's ML, he has caught the arrow in mid-flight! Try as he might, no archer can compensate for the rune, so aiming to one side will not negate the penalty. Note that this rune does not affect the archer himself, only his arrows.

Rune 5 - Rune of Unfettering

Type: See below (incantation)
Resisted: No
Range: 5' x ML
Duration: Instant

Without needing to contort his limbs, the *vitki* can free himself or others from locks, chains, and manacles. However, only one set can be opened at a time. The time it takes for the manacles to loosen is not necessarily instant, and the caster should consult *Table 8.4 - Release Outcome* to determine the results and the Gamemaster should impose the penalties as shown in *Table 8.5 - Difficulty Modifiers* to the casting roll based on the bond's material and how it is applied.

Crit Die	Opening Time
10	Instant
08 - 09	1 Minute
05 - 07	2 Minutes
01 - 04	4 Minutes

TABLE 8.4 - RELEASE OUTCOME

Bond Material and Quality	Penalty to Casting TSC%	Complexity of Rune ¹
Iron manacles	-30%	Complex
Steel manacles	-20%	Moderate
Iron chain	-15%	Complex
Steel chain	-10%	Moderate
Leather straps	-7%	Simple
Rope or cord	-3%	Simple
Double thickness	-10% additional	Increase
Tightly bound	-13% additional	Increase
Loosely tied	-3% additional	Decrease

¹If the complexity is raised above Complex then the casting time increases by **2 AP** and the Fatigue Points lost increases by **1 Fatigue Point**. Likewise, if the complexity is reduced below Simple then the AP cost is reduced by **2 AP** and the Fatigue Points by **1 Fatigue Point** (to a minimum of one).

TABLE 8.5 - DIFFICULTY MODIFIERS

Example:

Gunnar has been captured by Elves and bound to a wall with iron manacles that are tightly gripping him. Rather than rot in a dungeon he attempts to break free. Iron manacles have a base complexity of Complex and this is increased by one level because of the tight binding.



Rune 6 - Rune of Rebounding

Type: Complex (carved)
Resisted: No
Range: Touch
Duration: 1 round x ML

This rune is one of the most powerful of the known runes, not only granting an effective spell resistance bonus, but also reflecting spells back against their caster. The rune must be worn around the neck of the target and must be touching his skin. The wearer gains a spell resistance bonus equal to **3D10%**, and if he successfully resists the spell it is reflected back at its caster. The caster must then resist his own spell and suffers a penalty of **2D10%**, rather than his own PSF%. Failure means the spell affects him as normal.

If two characters are carrying the runes then a spell only reflects twice (i.e. back to the caster and then back to the intended target). The original target must resist the spell a second time with a penalty equal to **2D10%** or be affected as normal!

The drawback with this rune is that **all** spells are affected, regardless of whether they are beneficial or malevolent, while this rune is in operation.

Rune 7 - Rune of Fire

Type: Moderate (carved)
Resisted: No
Range: Touch
Duration: 5 rounds x ML

This rune must be carved in to a piece of stone and carried by the one who is to be protected. While it is carried the wearer suffers half-damage from any fire attacks, whether natural flames, magical spells (such as the Rank 3 Fire Magick spell **Fireball**), or created by creatures such as dragons. The damage is halved **before** it penetrates any armour protection. Any single person can carry only one of these runes at any one time.

Rune 8 - Rune of Calm

Type: Simple (incantation)
Resisted: Yes
Range: 5' x ML
Duration: 10 rounds

All men feel the icy touch of fear at some point in lives, often when facing legendary beasts or cursed by magic. When activated this rune provides a bonus of **3D10%** to the target's Willpower for resisting fear-generating spells such as the Rank 1 Command Magick spell **Lesser Fright** and for resisting the natural fear aura of certain creatures, such as dragons. A successful casting can calm any Berserkers if they fail their spell resistance roll.

Rune 9 - Rune of Smoothing

Type: Complex (carved)
Resisted: No
Range: Special
Duration: 7 rounds x ML

Once carved, the rune must be dropped into turbulent water, where upon the surface becomes as smooth as glass, no matter how rough the conditions. The area affected is shown in *Table 8.6 - Area Becalmed*. Note that this rune is not overly useful at sea as a boat will soon pass through the becalmed area.

Crit Die	Area Becalmed
01-03	5' radius x ML
04-05	10' radius x ML
06-07	20' radius x ML
08	50' radius x ML
09	100' radius x ML
10	200' radius x ML

TABLE 8.6 - AREA BECALMED

Rune 10 - Rune of Banishment

Type: Complex (incantation)
Resisted: Yes
Range: 10' x ML
Duration: Instant

This rune is an effective weapon against ghosts. Upon hearing the incantation, any single ghost within the range of the spell must make a successful **Willpower** roll - the **caster's PSF%** or be banished from the area for **1D10** days. Note that on a **10** the ghost is banished permanently! If the ghost returns, it gains a cumulative **+5%** modifier to resist successive banishment attempts.

Rune 11 - Rune of Resistance

Type: Simple (incantation)
Resisted: No
Range: Touch
Duration: 10 minutes x ML

The recipient of this spell receives **1D10** bonus armour points, and it applies even if they are naked while this rune is in operation. The spell cannot be stacked to give multiple benefits.

Rune 12 - Rune of Necromancy

Type: Complex (carved)
Resisted: Yes
Range: Touch
Duration: Special

The name of this spell is misleading, as it does not grant the *vitki* any necromantic power other than the ability to speak with the dead. The target can not have been dead for over **10 x caster's ML** years and only **1D10** questions may be asked. The spirit of the deceased does not have to answer truthfully, although it must answer the questions. This rune may only be used once on any given corpse. Note that the *vitki* must be able to speak the target's language for any information to be gleaned.



Rune 13 - Rune of Stamina

Type: Moderate (incantation)
Resisted: No
Range: 5' x ML
Duration: Special

This rune has two powers associated with it, both concerned with hardiness in battle. The first adds a bonus to the target's Stamina TSC% equal to the **caster's PSF%** in this spell. The second power allows the target to drop to **2D10** negative Body Points before he dies, therefore giving him a slightly better chance of survival in combat.

The power of the rune expires when the current combat finishes. Warriors prize this rune as it makes them more effective in battle. The rune can only be used a number of times equal to **ML / 2** of the *vitki* per week, regardless of the specific power used, as it is extremely taxing.

Rune 14 - Rune of Naming

Type: Complex (incantation)
Resisted: Yes
Range: 20' x ML
Duration: Instantaneous

Through this rune the *vitki* may learn the true names of people or creatures. The target must succeed in making a **Willpower roll - caster's PSF%**, or reveal his true name. The *vitki* does not need to speak the target's language to make sense of the name, although those of mundane animals (i.e. cows and dogs, rather than dragons) are unlikely to be understood as they differ little from sounds the beast commonly makes.

Rune 15 - Rune of Foresight

Type: Complex (incantation)
Resisted: No
Range: Self
Duration: Special

The power of foresight is an ancient gift, once known to humans but now almost forgotten. Upon invoking the rune the *vitki* gains a vision of future events concerning a person or place within 10 feet of him. If the casting is successful, the Crit Die result is compared to *Table 8.7 - Distance into the Future* to see how far the *vitki* sees into the future.

Crit Die	Distance into Future Viewed	Crit Die	Distance into Future Viewed
10	500 years	05	One year
09	300 years	04	One season
08	100 years	03	One month
07	20 years	02	One week
06	Five years	01	One day

TABLE 8.7 - DISTANCE INTO THE FUTURE

Seeing into the future does not guarantee that any specific events seen **will** occur, only that they **may** occur. This is not a guaranteed way to see if you are alive and healthy at age 400, as fate may intervene. The vision shows what will happen if a character is allowed to fulfil his destiny, but fate may change the character's life (a character may be destined to become a powerful *konung*, but if a troll kills him beforehand then that is fate).

No questions can be asked of the future, so one cannot find out if one is going to become *konung* unless the vision shows the target as a *konung*. It is recommended to Gamemasters that they only reveal vague glimpses, the vision being veiled in allegory or at the least described in loose terms.

Rune 16 - Rune of Charm

Type: Simple (incantation)
Resisted: No
Range: Touch
Duration: 10 rounds x ML

Once activated this rune grants a bonus of **3D10%** to any Charisma skill check. The target is entitled to their normal resistance roll against the actual skill but not the spell, since it is not targeted against them. There is rumoured to exist a complex carved version of the rune, which must be learnt for each individual race. Once learnt it acts in a similar way as the Command Magick spells, Charm, Charm Small Animals or Charm Person.

Rune 17 - Rune of Loyalty

Type: Simple (incantation)
Resisted: No
Range: 10' radius x ML
Duration: 5 rounds x ML

This simple runic incantation boosts the morale of any target within its range of effect. For the duration of the spell the targets receive a **3D10%** bonus to their Willpower checks. The rune does not protect against magical fear. The rune may also be used to "grant" a single target a **-13%** penalty on any action that may harm his master (i.e. attacking him because of mind-control spells, stealing from him and so forth). The penalty is there to encourage the roll to fail, thus averting harm.

Rune 18 - Rune of Secrets

Type: Simple (incantation)
Resisted: No
Range: 10' x ML
Duration: 10 minutes x ML

Whilst under the effects of this rune, the target receives a **2D10%** bonus to any rolls to resist revealing any information he does not want to, regardless of the method used (this includes magic, conning and so on).



NEW SPELLS

Aside from the common spells known to all the races, Dwarven mages have created a few spells specific to the needs of their people. Each spell is listed below, in order of its respective Method.

DIVINATION SPELLS

Level 3 - Determine Ancestor

Type: Ritual: 30 minutes
Resisted: No
Range: Touch
Duration: Instantaneous

Through this spell, a mage can determine if a gemstone contains the soul of an ancestor. The chance that a stone actually contains an ancestor is **15% + ML of the mage**. The exact information gained is subject to the Crit Die result shown in *Table 8.8 – Information Obtained* and whether the stone actually contains an ancestor. A stone with no ancestor spirit glows briefly, symbolising its link to the Earth's power the mage is tapping to cast the spell. The skill the ancestor possesses is up to the individual Gamemaster, but it should fit the family's profession and social level (see section on *Gemstones* in *Chapter 7 - Religion*). A Dwarf who carries an ancestor stone gains a **+13%** bonus to his TSC% in any one skill that his ancestor excelled at. Basic knowledge in Earth Magick is required for this spell.

Success Crit Die	Result
10	The mage can determine the exact ancestor and also the skill in which he or she was most proficient.
03 - 09	The mage can determine the exact ancestor.
01 - 02	The mage can only determine the ancestor's family, not the specific branch of it.
Failure Crit Die	Result
09 - 10	The mage can only determine the ancestor's clan, nothing more specific is known.
02 - 08	The mage can deduce nothing.
01	The mage wrongly identifies the ancestor from another family but does correctly deduce his or her skill. Until the stone is returned to the right family the owner suffers a -13% penalty to that skill.

TABLE 8.8 – INFORMATION OBTAINED (WHEN ANCESTOR PRESENT IN STONE)



EARTH SPELLS

Level 7 - Earth Meld

Type: Hex
Resisted: No
Range: Touch
Duration: 5 minutes x ML

This spell places the target in phase with the Earth, allowing him to walk through it as if it were air. No further magical protection is required as the target is at one with the rock; he can breathe normally and even lava causes no damage so long as the spell is activated. The target walks at his normal movement rate, he cannot move any faster, but has his visibility cut down to **1D10** feet. At the end of the spell's effect the target must leave the rock (into a natural cavern or into open country) or perish, becoming melded to the rock forever.

Level 8 - Child of Durin

Type: Hex
Resisted: Dodge - PSF% of caster
Range: 5 ft. x ML
Duration: Until dispelled

This enchantment is exactly the same as the Rank 8 Transmutation Magick spell **Eyes of the Medusa**, except that Dwarves can cast it as a pure Earth Magick spell. Anyone within range who meets the gaze of the caster is instantly turned into stone, as the caster draws the power of the Earth through the target. The spell can be resisted by a successful Dodge roll (as above) as the target manages to avert his eyes before the spell takes effect.



DWARVEN METALS, ORES AND STONES

DWARVEN METALS AND ORES

The half-wit

Does not know

That gold makes fools of men

One man is rich

One is poor

*Do not blame him for
misfortune.*

Veita hinn

er vættki veit;

margr verður af aurum api;

maðr er auðigr

annarr óauðigr;

skylið þann vítká vár.

Hávamál, 75

One of the most mysterious collections on the surface of the Earth, Dwarven metals and ores hold an attraction to mortals beyond that of pure gold. Smelted using ancient techniques known to only a few Dwarves, these are beyond most mortals' reach and thus highly prized. To receive a gift of such metal, or an item crafted from it, is a sign of great trust from the Dwarves, who naturally expect it to be returned to them at some point in the near (Dwarven use) future.

Skilled Dwarven artisans can create Dwarven metals with some regularity, but such is the complexity of their making that lesser skilled Dwarves tend to form them more by luck than judgement. Only the most ancient metalworkers can create them with any ease. What makes it doubly special is that Dwarven metalworkers can enchant them (but not mundane ones) with an effective **Magic Level (ML)** equal to their level divided by two.

There follows a list of the specific special properties associated with Dwarven metals and ores. Note that for the powers to be accessible the metal must be fully enchanted and crafted into an object. Raw lumps of metal have no special powers.

Aside from the properties given below, all Dwarven metals **double** the benefits of normal metals when used by mages and only half the listed quantity is required. Dwarven metals used by such practitioners of magic are generally used to construct magic items and are not returned to the Earth as often as the Dwarves would like. They are loathed to sell metals to such people, hence the reason it is so keenly sought by them.

Dwarves also believe that the "falling stars" that contain the rarest of metals are gifts from their ancestors. They understand their ancestors are trying to re-seed the Earth. This is claimed by some as proof that the humans are to blame for the shortages in minerals being experienced.

One of the most noted items crafted from Dwarven metals and given to a human was the sword *Caledfwlch* (Welsh tongue, Excalibur in Latin). This magnificent weapon, capable of cutting through any armour, was gifted to King Arthur on the sole condition that on his death it was returned to the Earth. When Arthur was slain at the Battle of Camlan, the sword was thrown into a lake, supposed by the ancient Britons to lead to the underworld.

Earth's Blood (Antimony)

Dwarven antimony is treated by Dwarves as the very blood of the Earth, resembling a solid form of lava that retains its fire properties. More powerful than **Fire Brass** (q.v.), antimony causes **1D10** Body Points of damage to anyone touching it without thick gloves. Any flammable items touched by it have a 90% chance of igniting and weapons forged from it inflict an extra +7 damage. Its main usage is as a source of continual heat.

Fire Brass

Fire Brass is always hot to the touch, even when immersed in water. It cannot be held without gloves and flammable items that are touched by it have a 60% chance of igniting. Should the metal be held without the use of gloves for more than 2 minutes (8 combat rounds) the holder will suffer **1D10** Body Points of damage. Weapons made of Fire Brass have a +3 damage bonus but will bend out of shape if a Critical Failure of 01 or 02 is rolled on the attack Crit Die.

Copper

Dwarven copper contains several healing properties. Firstly, an item constructed from it increases the healing rate of the wearer. Every 5 full ounces of the metal confers a +1 bonus to both Fatigue and Body Point recovery so long as the item is touching the skin for the entire recovery period. Secondly, a surgeon who uses instruments constructed from it gains a +1 to the Crit Die for his **First Aid** or **Healing: Chirurgery** skills. Lastly, a wound onto which one ounce of copper is sprinkled acts as an antiseptic and never becomes infected.

Electrum

Electrum is a mixture of gold and silver (Dwarven Electrum is an alloy of 70% Gold to 30% Silver). One ounce of Electrum confers increased longevity in the amount of one month for every ten years it is worn against the skin. The more metal worn the greater the increase in longevity. The maximum amount that can be worn is 12 ounces, which will increase the life span by one year for every ten years the items are worn. Items formed from it weigh three-quarters their normal weight. Since it is both a solar and lunar metal, it causes +3 damage to demons, undead, and lycanthropes.

Greater Gold

One ounce of Greater Gold confers increased longevity in the amount of one month for every five years it is worn against the skin. The maximum amount that can be worn is 12 ounces, which will increase the life span by one year for every five years the items are worn. An item constructed of this rare metal never tarnishes or loses its gleam and also glows in the dark with roughly the same intensity as a candle.



Weapon Iron

As pure as the Earth it was dug from, this ore when used in the smelting process gives a +2 Crit Die bonus to the skill roll. As Dwarves enjoy +1 Crit Die bonus to the **Smelting** skill, a modified Crit Die result of 11 or higher will result in Dwarven Metal being produced. Dwarven Metal holds an edge like no human iron. It allows a Dwarven weaponsmith to produce +4 weapons and armour without the need for magical enchantments, because of this Dwarves prefer to smelt Weapon Iron ore than ordinary iron ore for the higher grade product. Dwarven metal is also totally rust resistant.

Lead

Perishable items placed within a Dwarven lead container spoil at one quarter of their normal rate. Every ounce of the metal carried increases the carrier's Magic Resistance by 1%.

Luckstone or Warstones (Lodestone)

Extremely sensitive, it attracts itself to iron and steel, giving a +7% bonus to attack rolls with weapons constructed from it when fighting opponents in metal armour. It is not magnetic and thus does not stick to metal objects. It also grants a +13% modifier to **Finding** spells and skills.

Solid Quicksilver

The unique nature of Dwarven quicksilver is that it is actually a solid, although its surface ripples and flows as if it were water. Items constructed from Dwarven quicksilver float in water, regardless of their actual weight.

Pyrite

Associated with luck, Dwarven pyrite gives a +13% bonus to gambling and income rolls. It also gives a +7% bonus when trying to find material wealth, whether choosing a good horse at the fair, buying a new sword, or searching a house for valuables. Note that in order to receive these bonuses, the item must weigh a minimum of two ounces of Pyrite.

Dwarven Silver

A light, strong, flexible, non-tarnishing metal used in ornamentation and armour. Dwarven silver can be used for enchanted armour when crafted by Dwarven armourers or an Armourer Magus. Armour constructed of Dwarven silver weighs one half its normal weight and is always treated as Light Armour for movement modifiers. Dwarven silver weapons also cause an additional +5 damage against lycanthropes and undead.

Lucky Tin or Miner's Tin

Dwarven tin radiates exceptional "luck". Anyone wearing an item constructed from it (minimum three ounces in weight) may completely re-roll 01 Critical Failures again. The number of failures that can be re-rolled in a lunar month (New Moon to New Moon) is equal to the number of ounces the item contains.

DWARVEN ROCKS

Dwarven Marble

A rare type of marble, pure white shot through with red and blue streaks, and highly prized for the creating of high class items such as royal thrones, and other such high class constructions. Dwarves believe that the red represents the blood of the Earth and living creatures and the blue the tears of the Earth, the very rivers that are found underground. This marble is rarely seen outside Dwarven enclaves and it is illegal to trade it outside of the Dwarven communities. If some should become available, it can fetch a price almost ten times that of normal marble. One of the benefits of Dwarven Marble is if it is used as the base for the **Rune of Necromancy**. If this rune is carved into Dwarven Marble, then the *Vitkir* can speak to those who have been dead for no more than **20 years x ML**.

Dwarven Granite

The most prized of all Dwarven building materials is granite. This hard wearing material can often be found forming the outermost defences of strongholds. However, Dwarves seek only a specific type of granite for their construction. This is due to them having developed a specialised stonecutting and masonry technique for this form of granite. The technique allows the Dwarven craftsman to polish the granite to a high degree of smoothness and so allow them to craft joints into the stone, reminiscent of the greatest carpenter, allowing stone blocks to be fitted together flush. If when carving and polishing such a stone, a stonemason makes a critical success roll the joint is so good that not even air will fit in the gap, so making the joint impregnable. Otherwise, stone walls crafted from Dwarven Granite have double the defensive value of other stone walls. If Dwarven Granite is used as the base stone for the carving of the **Rune of Rebounding**, then if the rune casting is successful the bearer of the rune gains a spell resistance bonus equal to the *vitki's* **Crit Die x 5%**. For valuation Dwarven Granite can be considered to cost 1 Crown per pound in weight.

Dwarven Obsidian

As the Dwarves mined deeper into the Earth, they often encountered igneous rock in the very bowels of the Earth. Amongst these rocks can be found the veins of Dwarven Granite (mentioned above) but also the finest of obsidian. This obsidian found deep underground is of the deepest black colour with flecks of bright red from the fire that created it. When polished, Dwarves fashion some tools from this obsidian, such as razors and surgical implements for Dwarven physicians. The sharp edge that this obsidian can take is often better than any edge that can be gained from a metal implement. *Vitkir* also favour this obsidian for the carving of the **Rune of Fire**. If this material is used the duration is increased to **10 rounds x ML**. If the spell casting is a critical success any fire damage is also reduced by two thirds before armour absorption. Dwarven Obsidian is valued at 10 pennies per ounce outside the Dwarven community and is one item the Dwarves will trade.



MAJOR GUILDS AND CLANS

MAJOR GUILDS

The five major guilds represent not the most popular guilds, but those who control the most important craftsmen. They each wield incredible power over their Clan Dwarves and have influence over most nobles, regardless of their standing.

METALLSMIÐR (METALSMITH)

Covering a large number of trades, the *Metallsmiðr* Guild helps form the backbone of Dwarven culture. The miners may dig the raw ore from the ground, for which the guild is thankful, but do they possess the knowledge of how to separate metal from rock or how to blend metals to produce new ones?

Strongly linked to the *Gruvearbeider* (Miners) Guild, these two guilds effectively control the entire production and smelting of ore throughout the holdings. As well as the production of metal, the powerful *Metallsmiðr* Guild also controls the armourers, blacksmiths, and weaponsmiths of the clans. Without their support, the tools needed to work and wage war would not be available.

Although the Guild does recognise that the cessation of trade with humans will affect them, it knows it should be able to ride out the worst. Dwarves still wage war on each other and the constant *nisse* attacks mean that weapons and armour will always be needed. However, the income produced from trading with humans can never be matched by inter-clan trading and the Guild pushes for continued trade with the humans, arguing that the Dwarves need human produce as much as the humans need armour and weapons.

The Guild bases itself in the Brecon Beacons in Wales, where minerals are readily available, both locally and within a few days ride. Isolated in the forested mountains, the Guild watches the development of issues with regards to humans and makes contingency plans to ensure their monopoly on trade continues.

JUVELSMIÐR (JEWELSMITHS)

The *Juvelsmiðr* Guild have held their status as a major guild because of their skill at polishing and cutting gemstones, some of which are considered to be parts of the Earth and others which contain the souls of ancestors. They have no trade with humans, as Dwarves know that no human would ever show a gem the reverence it required.

Dwarven spiritual beliefs do not allow for priests, but the *Juvelsmiðr* Guild are given similar respect as they handle both living parts of the earth and the souls of ancestors, a responsibility they take extremely seriously. The loss of trade with humans is of no concern to them, only that the Earth is made whole and the ancestors are properly revered. For this reason they tend to look down on other guilds, who, while performing important tasks, do not carry the same burden on their shoulders.

The Guild has its headquarters in northern Scandinavia, in the Keel Mountains that form the natural border between Norway and Sweden.

GULLSMIÐR (GOLDSMITHS)

Gold is exceptionally precious to Dwarves, not because of its material value, but because of its life-prolonging properties when properly smelted and for its rarity. Few clans own many gold mines and those that do are finding their resources dwindling, with new seams becoming harder to find. The Guild has come to the conclusion that there is too much gold in open circulation, leaving the Earth nothing with which to create more gold.

Although Dwarves do not use much gold in their own workings, they do require Greater Gold to ensure their longevity and also for use in certain festivals, such as *Plantefest* and the ritual of naming a child. More mundane gold is fashioned into works of beauty and sold to humans, who admire its value more than the work that went into crafting it. The *Metallsmiðr* Guild has unsuccessfully tried to bring the *Gullsmiðr* Guild into their fold on more than one occasion, but even without human trade the Guild has too much power for them to be so easily absorbed.

Unlike many of the other guilds, the *Gullsmiðr* Guild recognises that unless the gold possessed by humans is sacrificed to the Earth there may be no new sources to mine. It preaches open retrieval of ornaments and coins given to humans, saying that it is better to risk open war than to strip the Earth bare of her most precious resource.

Based in Germany, the Guild makes ready use of local gold supplies and also the trade routes leading to Europe's major cities. Many *Syndikr* of the Guild negotiate trade deals with the Jewish population of Europe, who are also masters of the goldsmithing art. Unlike their Christian counterparts, the Jews are more willing to accommodate the Dwarves request that gold should be returned to the ground after a given number of years.

KJØPMANN (MERCHANT)

No one guild has more power over the nobles than the *Kjøpmann* Guild. The others may be able to stop production by crafters, but without the *Kjøpmen* (plural form) no goods enter or leave a clan's holdings. True, the *haulds* are the actual merchants of the Dwarves, and nobles cannot join a guild, but without their assistance they cannot move their goods.

The *Kjøpmann* Guild is amongst the worldliest of the guilds, having travelled across land owned by many different human cultures and creeds. They are as at home in human lands as they are in their holdings, but few trust humans further than they can throw them. The dealings they have with them are out of necessity, not choice.

Formed when the Dwarves first began trading with Elves, before humans entered the equation, the Guild has grown from strength to strength as human expansion has continued. Human greed keeps the Guild powerful, but it has come to realise that if the Great Council does cut back on trade its status may suffer, being reduced to little more than a delivery service for the clans.



The Guild has its headquarters in the area of the Pyrennes, where it has access to trade routes to North Africa, and also across Northern Europe. Although the Languedoc, as the region is known, is the current centre of French culture, that changes in 1209 when the Albigensian Crusade starts. Fearing for their lives at the hands of bloodthirsty crusaders, the Guild relocates to England, which is relatively stable and more tolerant of them.



UNDERSØKELSE (EXPLORER)

Ever since the end of the Sundering, when the Dwarves headed underground to hide from the glaring gaze of the sun and moon, who knew their crimes against their kindred, the Dwarves began exploring a world they had all but forgotten. Thousands of miles of natural tunnels and caverns needed exploring for new mineral resources and the *Undersøkelse* Guild was formed.

Still trained in the art of mineral location, the *Undersøkelse* (the plural form) have developed the arts of underground survival over the aeons and are as proficient at living underground as they are on the surface. Unknown to many humans, the *Undersøkelse* are excellent swimmers, having had to cope with underground rivers and lakes as part of their explorations. As part of their equipment they use ropes, grapples, floatation bags and air bags, designed to give them both an extended air supply whilst underwater and increased buoyancy.

Since the arrival of the *nisser*, first reported by members of the Guild, the *Undersøkelse* have undergone a refinement, and now serve as scouts searching for *nisser* lairs and as guerrilla fighters, using hit-and-run tactics to harass *nisser* in the caverns they call home.

The number of *Undersøkelse* a clan possesses depends on its desire to locate new mineral resources and the frequency with which it encounters *nisser*. Most members of the Guild are fairly laconic and make few friends outside of their fellow Guild members. They know that they face death every time they venture under the surface and see no point making acquaintances that may not live to see the next dawn.

The Guild had its headquarters in the Italian Alps, but recently moved to Scandinavia, where most of the *nisser* attacks have been centred. Here, they feel, they can best serve the clans.

MAJOR CLANS

Although there are numerous Dwarven clans in existence, there are only four clans whose ancestry stretches back almost to the beginning of the clan system. Known as the Great Clans, each of them is described below.

IARNSKJALDI (IRON SHIELD)

Whereas the Dölgthvari are masters of open combat, the Iarnskjaldi Clan has mastered the subtler art of defence. Highly trained in the use of shields, the clan often hires out members as *huscarls* to nobles who prefer a more relaxed attitude to defence. They do not rush off attacking would-be assassins, but use their skills to defend their charge against any attack.

The Clan has its origins in the dark days of the Sundering, when they formed in order to provide protection to Dwarven generals, merchants, and diplomats. They saw plenty of action in the war, a fact the Dölgthvari tend to "forget" at times. Many regret the actions of their ancestors, seeing them as necessary but also as an unremovable dark stain on their bloodline.

Since the Sundering the clan has grown slowly but steadily. They too fought at the Battle of *Forlatt Håp*, but acted as the rearguard, protecting the supplies and camp from *nisser* attack. When the Dwarves were forced back towards the woods the Iarnskjaldi Clan moved forward, providing a shield wall through which the valiant front line fighters could retreat in order to regroup. Many lost their lives in a brave rearguard action that day. Although like many clans they detest the *nisser*, they do not wage open war on them, but act as escorts for Dwarves who must travel through areas controlled by them. They have little regard for the Elves, but rarely wage war against them.

The Clan has its strongest holdings in the Jotunheim Mountains of Norway and also in the Highlands of Scotland, where many have been hired to protect rural villages against the cruelty of the Normans who invade from England.

An average Clan Dwarf of the Iarnskjaldi is reserved in speech, fearless in combat, willing to forfeit his own life to protect his charge, and prefers defence over attack. Call one a coward and you will soon see that he knows how to handle weapons as well as shields.

**DÖLGTHVARI (BATTLE STOCK)**

The Dölgthvari produce the elite soldiers of the Dwarves, specialising in all forms of combat, both armed and unarmed. Their reputation is renowned throughout society and few of another clan would knowingly start a fight with one. Many *konungr* hire Dölgthvari *huscarls* to form part of their retinue, trusting their excellence to defend their lives.

The Dölgthvari Clan was formed during the Sundering. When it became obvious to the Dwarves who followed Durin II that the civil war would last almost indefinitely, a small group of generals formed the clan and dedicated themselves to ensuring that their followers became masters of combat. It took almost three hundred years to achieve but the Dölgthvari were instrumental in helping to end the Sundering as quickly as it did.

Since then, they have found their services required by other clans, not only as *huscarls* but also in defending holdings against *nisse* attacks. Their hatred of the *nisser* has burned brightly since the Battle of *Forlatt Håp*, in which the clan lost over 6,000 members in one day of brutal and savage fighting. The Elven cowardice at the battle has also given them new purpose, and they are one of the few clans that will occasionally wage open war on Elves, giving no quarter and expecting none in return.

The Clan's main holdings are still in the Jotunheim Mountains of Norway, where they wage daily war against the *nisser*. Amongst the most powerful clans, they hold very little resources outside of the mountains and trade their services for raw ores and crafted goods.

An average Dölgthvari is calm in battle, a master of at least two weapons (often more), has an undying hatred for *nisse*, and tolerates no slight to the name of his clan or any family within the clan. They are proud of their heritage, aggressive to non-Clan members, and prefer to end fights quickly and efficiently, rather than drag the combat on so they can show off their skills.

HÁR (TALL ONE)

One of the strangest clans, the Hár produces Dwarves who are much taller than regular Dwarves. Although still shorter than humans, they often stand a head taller than their cousins. Dwarven scholars are at a loss to define a reason for their height, but Dwarves born from a Hár female are also taller, whereas those sired by a Hár male are of normal Dwarven height.

One might expect the Hár to use their height to try and dominate the other Dwarves, but the opposite tends to apply. The clan is exceptionally genial, giving preferential treatment to no one other clan and freely sharing their resources with poorer clans. Other Dwarves find them surprisingly easy-going and they are quick to make friends with other clans. No Hár would ever contemplate being sociable to a *nisse*, although they do tolerate Elves more than any other clan.

Haulds from the clan are often used as merchants by other clans, knowing that they stand a better chance of winning over troublesome humans. Many hire their services as mediators in disputes, their friendly nature helping to soothe troubles with the minimum of bloodshed.





The Clan has its main holdings in the Bavarian Alps in Germany. They are a thorn in the side of the Holy Roman Empire, who view them as monsters created by Satan, but they have managed to use their natural charm to avoid any open warfare. Open trade with the major cities is sparse, but can often be seen in the villages near to their holdings.

An average Hár is pleasantly spoken, friendly, and willing to help out if allowed. Like all Dwarves they know the arts of craft and war, but do neither with any great gusto. No clan has ever found reason to wage war on them.



Mjödvitnir (MEAD WOLF)

Humans believe Dwarves have an inordinate appetite for ale and the Mjödvitnir see no reason to dispute this. Rumours of Dwarven ales too strong for human stomachs originated with this clan who specialise in the brewing, and drinking, of exceptionally strong ales and spirits. Hardened drinkers, there are very few Dwarves (and even fewer humans) who can drink a member of this clan under the table, although a few have tried to their misfortune.

How the clan originated is subject to many stories, but if you ask any Mjödvitnir, he will tell the Clan's traditional version. Shortly after the Sundering the weakened Dwarf nations were threatened by Ice Trolls, who saw an opportunity to attack the Dwarves while they recovered. There were few warriors left willing to fight another lengthy engagement and so a small band ventured forth to try and end the battle before it had begun. Coming upon a group of marauding trolls the Dwarves did not attack, but instead offered a contest to determine the winner. If the Dwarves won, the trolls would agree to leave them in peace for a thousand years, whereas if the trolls won the Dwarves would give them weapons and armour. Delighted at the prospect of owning so many tools of war, the trolls accepted and offered a drinking contest, one of their favourite pastimes.

One Dwarf, Dvalin Swifthammer, stepped forward to accept the challenge without hesitating. In a contest lasting for two solid days Dvalin drank ten barrels of ale, six barrels of mead, and to finish off, a barrel of strong wine. The trolls, fearing that if the Dwarves could drink like giants they could fight like giants agreed to the peace terms. In honour of his deeds a new clan, the Mjödvitnir, was formed. Other Dwarves doubt the veracity of the legend and *skalds* have been unable to shed little light on the matter.

Haulds of the clan often trade alcohol over crafted goods, even going so far as to trade with Elves on the odd occasion. Any tavern or inn near to one of their holdings is liable to have an agreement with them, trading food and clothing for strong liquor. A tavern or inn with recently wrecked furnishings that lies close to one of their holdings may have just hosted a Mjödvitnir party.

While inebriated, which is fairly often once their daily work has finished, the Mjödvitnir are an obnoxious rabble, content to sing lewd songs, insult any not of their clan who cannot hold their alcohol, and start drunken brawls over the slightest knock to their sense of honour. Few Dwarves will drink with one for long. However, many nobles do hold stocks of their brews, mainly for special occasions, as the drinks are both potent and expensive.

The Clan has strong holdings in Scotland and France, and has recently begun investigating Ireland for its potential. Countries with strong national drinks, such as Greece with its Ouzo and Russia with its vodka, have a population of Mjödvitnir. In the early days of mankind, the Mjödvitnir made it their goal to spread their knowledge amongst mankind, a philosophy that appears to be working quite well.

An average Mjödvitnir Clan Dwarf is slightly drunk, foul mouthed, proud of his clan's achievements, and liable to start a brawl at a moments notice.



APPENDIX A - VOCATIONS

Whilst the standard vocations suit humans, they are not very "Dwarven" and new vocations, specifically tailored to Dwarves, have been created. They are used in the same manner as those of standard *Chivalry & Sorcery* characters.

ARTISAN

Primary Attribute: **Strength (STR)**
Secondary Attribute: **Agility (AGIL)**

The artisans are not quite the backbone of Dwarven society, that responsibility falls to the miners who risk life and limb drawing out minerals from the earth. Artisan covers any Dwarf whose primary occupation is to craft and shape stone or metal to form works of beauty. Experienced artisans are renowned for their talents, which are almost magical to humans, and often receive commissions from Dwarven nobles and high-ranking guild members. All artisans belong to their appropriate guild at the start of play, and it is assumed that they have paid their dues for that year.

Artisan's Vocational Skills (-1 DF to learn)	Artisan's Secondary Skills (-1 DF if for Mastery)
Any Metalworking Skills ¹ Glassblowing/Glazing Masonry/Stonecutting Any 3 Lore Scientific Artefact Lore (Materia Magica) Any 2 Lore Historical Any 2 Craft Skills	Lifting & Carrying Weights Endurance Any 4 Craft Skills Maintaining One's Concentration Bargaining Any Lore Scientific Any background skills
¹ An Artisan begins with 2 Metalworking Skills at Level 1	

TABLE A.1 - ARTISAN



EXPLORER

Primary Attribute: **Strength (STR)**
Secondary Attribute: **Agility (AGIL)**

When a new cave system is found or when a new seam needs exploring the mine owners call for the Explorer Guild. Explorers perform a highly dangerous but necessary job, and are accorded great respect throughout Dwarven society. As well as exploring the unknown depths of the Earth, they also act as "special forces" troops when fighting against the goblinoid races that inhabit the bowels of the Earth. They are masters of hit-and-run tactics underground, using their knowledge of the cave systems to great advantage. Skilled in science and combat, the Explorers excel at hazardous tasks and are duly rewarded for their efforts.

Explorer's Vocational Skills (-1 DF to learn)	Explorer's Secondary Skills (-1 DF if for Mastery)
Any Athletic Skills ¹ Any 2 Lore Historical Cartography Any 3 Combat Skills ² Geological Lore Magic & Enchanted Races Lore (Materia Magica)	First Aid Skulking in the Shadows Tunnelling/Mining Any 2 Monster Tongues Setting & Disarming Mantraps Detecting Traps Stealth of Thieves Any background skills
¹ An Explorer begins with 2 Athletic Skills at Level 1. ² Combat Skill exclude Knight only skills.	

TABLE A.2 - EXPLORER

HUSCARL

Primary Attribute: **Strength (STR)**
Secondary Attribute: **Constitution (CON)**

Huscarls are the elite of the Dwarven army, serving in full-time positions in the retinue of nobles. They act as bodyguards, leaders of Clan Dwarves who have been mustered to arms, and as military advisors. Well-armed and well armoured, these heavy infantry troops always form the shock-troops of a Dwarven army, used to smash through enemy ranks, or to protect high ranking nobles and their standards.

Huscarl's Vocational Skills (-1 DF to learn)	Huscarl's Secondary Skills (-1 DF if for Mastery)
Any Combat Skills ¹ Intimidation Leadership Stamina	Any Knight only Combat Skills Heraldry Any Athletic Skills First Aid Weaponsmithing Blacksmithing Diplomacy & Politics Any background skills
¹ A Huscarl begins with 6 Combat Skills (excludes Knight only skills) at Level 1	

TABLE A.3 - HUSCARLS



MAGE, GENERALIST

Primary Attribute: **Intellect (INT)**
 Secondary Attribute: **Discipline (DISC)**

Rare amongst the Dwarves are those who can bend the natural laws to work magic. Highly skilled with Earth and Fire Magicks, Dwarven mages use their special talents to aid the clan in its daily activities and in combat. See *Chapter 8 – Magic*.

Generalist's Vocational Skills (-1 DF to learn)	Generalist's Secondary Skills (-1 DF if for Mastery)
Dwarven Mode (-3 DF) Earth Method Fire Method Water Method Artefact Lore (Materia Magica) Any 3 Lore Any 2 other Materia Magica Any 2 Language Skills (Spoken) Any 2 Language Skills (Written)	Divination Method Wards Method Any Materia Magica Any 1 Language Skill (Spoken) Any 1 Language Skill (Written) Any Lore Scientific Any 2 Metalworking Skills Any background skills

TABLE A.4 - MAGE, GENERALIST

MERCHANT

Primary Attribute: **Bardic Voice (BV)**
 Secondary Attribute: **Discipline (DISC)**

Metals are dug from the Earth by miners, crafted by artisans, and then sold or traded by the merchants. Rival clans and humans both make opportune markets for industrious Dwarven merchants and they can be seen at most markets, selling their wares for gold and gems or bartering for more mundane objects. Dwarven merchants are always *haulds* and can only sell what the Clan Council allows them to. Clan Dwarves who wish to follow a mercantile career must enlist as apprentices.

Merchant's Vocational Skills (-1 DF to learn)	Merchant's Secondary Skills (-1 DF if for Mastery)
Bargaining Any 3 Foreign Languages Any 2 Lore Geographical Any 2 Craft Skills Detect Thievery Leadership Animal Handling Lifting & Carrying Weights	Read Character Any other Craft Skills Detect Lie Conning Others Charm Any other Foreign Languages Any Noble Skills Any background skills

TABLE A.5 - MERCHANT

Apprentice's Vocational Skills (-1 DF to learn)	Apprentice's Secondary Skills (-1 DF if for Mastery)
Animal Handling Any 1 Foreign Language Any 2 Lore Geographical Any 1 Craft Skill Lifting & Carrying Weights	Read Character Any 3 other Craft Skills Detect Lie Bargaining Detect Thievery Any 3 other Foreign Languages Any background skills

TABLE A.6 - APPRENTICE MERCHANT

NOBLE (THANE, JARL OR KONUNG)

Note: This Vocation is only open to those of noble birth.

Primary Attribute: **Strength (STR)**
 Secondary Attribute: **Intellect (INT)**

Dwarven nobles base their status on their closeness to the *konung* and the number of mines they own. Groomed from birth to lead the Clan Dwarves in everyday life and in battle, the nobles are leaders of men and producers of little. Few possess any craft or metalworking skills, preferring to concentrate on combat and diplomacy.

Noble's Vocational Skills (-1 DF to learn)	Noble's Secondary Skills (-1 DF if for Mastery)
Any Combat Skills ¹ Diplomacy & Politics Leadership	Any 'Knight only Combat Skills Any Charismatic Skill Any Noble Skills Any 2 Language Skills Any 2 Lore Historical Any background skills
¹ A Noble begins with 7 Combat Skills (excludes Knights only skill) at Level 1	

TABLE A.7 - NOBLE

VITKIR

Primary Attribute: **Constitution (CON)**
 Secondary Attribute: **Intellect (INT)**

Masters of an all but forgotten art, *vitkir* seek their power at the edge of death. Through manipulation of mystical signs and words the rune mage invokes great power for the forces of good, using knowledge given to them by Odin, the creator of their race. A mixture of sorcerer, soothsayer and lore master, *vitkir* are greatly respected and feared for their powers.

Vitkir's Vocational Skills (-1 DF to learn)	Vitkir's Secondary Skills (-1 DF if for Mastery)
Rune Mastery (Materia Magica) ¹ Any Rune Spells (Materia Magica) Any 1 Language (Spoken) Any 3 Lore Making Poisons Herbalism	Any 4 Lore Any 2 Resolution: Mental Fortitude Skills Any 3 Languages (Spoken) Divining the Omens (Materia Magica) Giving Drugs & Poisons Any background skills
¹ A Vitkir begins with 3 Rune Spells at Level 1	

TABLE A.8 - VITKIR

If a Vitkir has the Stonecutting skill when inscribing runes into stone, a successful skill check on Stonecutting will give a +5% bonus to the TSC in the runecasting. If the stonecutting skill check is a critical success this bonus rises to +10%.

**SKALD***Primary Attribute:***Bardic Voice (BV)***Secondary Attribute:***Intellect (INT)**

Skalds are the Dwarven historians and loremasters. They are responsible for the recording of Dwarven deeds and for reciting them as well. *Skalds* do not record events in books, nor do they recite from them; instead they use their exceptionally well-trained memories as repositories of knowledge. A *skald* can remember any fact he has heard if he spends one day committing it to memory. This ability does not grant a "photographic" memory for words and cannot be used to record mundane conversations, as the memory is stored by use of mnemonic aids. Most *skalds* work for nobles or the guilds, and are held in high esteem by Clan Dwarves and nobles alike.

Skald's Vocational Skills (-1 DF to learn)	Skald's Secondary Skills (-1 DF if for Mastery)
Poetic Recitation Poetic Composition & Storytelling Any 3 Lore Historical (Dwarven) Any 1 Musical Instrument Skill Riddling	Any other Arts & Entertainment Skills Any 3 Charismatic Skills Any 5 Lore Courtly Manners Any background skills

TABLE A.9 - SKALD

DWARVEN ARMOURERS

In Dwarven communities there are four distinctive artisan vocations involved in the manufacture of weapons and armour. They are split into the mundane and the enchanted, the mundane Weaponsmith and Armourer and the Dwarven Armourer Magus who either specialises in manufacturing armour or weapons. The Dwarven Armourer Magus differs slightly from that presented in the *Armourers Companion*. As the Dwarves were the true originators of the art, later taught to Elves and Humans, they have no need to first become a master armourer and if the Dwarf is talented he is taught the art at an early age.

Note: If these vocations are to be used fully then the *Armourers Companion* is required, as this supplement covers all the Armourer Magus spells and rules for constructing Magical Weapons and Armour.

Dwarven Armourer*Primary Attribute:***Strength (STR)***Secondary Attribute:***Constitution (CON)**

Vocational Skills (-1 DF to learn)	Secondary Skills (-1 DF for mastery)
Engraving Gold & Silversmithing Foundryman Armoury Blacksmithing Any 2 Combat Skills	Any Combat Skills Conditioning Endurance Any 3 Lore Bowery & Fletching Any Background Skills

TABLE A.10 - DWARVEN ARMOURER



Dwarven Weaponsmith

Primary Attribute: **Strength (STR)**
Secondary Attribute: **Constitution (CON)**

Vocational Skills (-1 DF to learn)	Secondary Skills (-1 DF for mastery)
Engraving Gold & Silversmithing Bowery & Fletching Weaponsmithing Blacksmithing Any 4 Combat Skills	Any Combat Skills Conditioning Endurance Any 3 Lore Foundryman Any Background Skills

TABLE A.11 - DWARVEN WEAPONSMITH

Dwarven Armourer Magus

Primary Attribute: **Strength (STR)**
Secondary Attribute: **Constitution (CON) or Agility (AGIL)**

Note: This vocation requires pre-requisites of Strength (STR) 14+, Constitution (CON) or Agility (AGIL) 13+, Intellect (INT) 12+ and Discipline (DISC) 10+

Vocational Skills (-1 DF to learn)	Secondary Skills (-1 DF for mastery)
Engraving Gold & Silversmithing Foundryman Armoury Blacksmithing Forge Magick Method Enchant Metals Fire Magick Method Earth Magick Method Any 2 Combat Skills	Any Combat Skills Conditioning Endurance Any 3 Lore Any Background Skills

TABLE A.12 - DWARVEN ARMOURER MAGUS

Spell Rank	Bow Magick	Forge Magick	Fire Magick	Divination Magick	Earth Magick
1	3	1	1	1	1
2	6	2	2	2	2
3	9	3	3	3	3
4	n/a	4	4	5	4
5	n/a	5	5	7	5
6	n/a	6	7	n/a	6
7	n/a	7	10	n/a	7
8	n/a	8	n/a	n/a	8
9	n/a	9	n/a	n/a	9
10	n/a	10	n/a	n/a	10

TABLE A.13 - ARMOURER MAGUS SPELL ACCESS LEVELS

To calculate the Personal Magic Factor (PMF) for a Dwarven Armourer Magus, average the PSF% for **Engraving, Gold & Silversmithing, Foundryman** and **Armoury** and add to this a bonus of 10%.

Dwarven Weaponsmith Magus

Primary Attribute: **Strength (STR)**
Secondary Attribute: **Constitution (CON)**

Note: This vocation requires pre-requisites of Strength (STR) 14+, Constitution (CON) 13+, Agility (AGIL) 13+, Intellect (INT) 12+ and Discipline (DISC) 10+

Vocational Skills (-1 DF to learn)	Secondary Skills (-1 DF for mastery)
Engraving Gold & Silversmithing Bowery & Fletching Weaponsmithing Blacksmithing Bow Magick Method ¹ Forge Magick Method Enchant Metals Fire Magick Method Divination Method Earth Magick Method Any 3 Combat Skills	Any Combat Skills Conditioning Endurance Foundryman Any 3 Lore Any Background skills
¹ A Dwarf Weaponsmith Magus is restricted to Bow Magick spells of Rank 4 maximum.	

TABLE A.14 - DWARVEN WEAPONSMITH MAGUS

To calculate the Personal Magic Factor (PMF) for a Dwarven Weaponsmith Magus, average the PSF% for **Engraving, Gold & Silversmithing, Bowery & Fletching** and **Weaponsmithing** and add to this a bonus of 10%.

Spell Rank	Bow Magick	Forge Magick	Fire Magick	Divination Magick	Earth Magick
1	2	1	1	1	1
2	4	2	2	2	2
3	7	3	3	3	3
4	10	4	4	5	5
5	n/a	5	6	7	7
6	n/a	6	8	n/a	10
7	n/a	7	10	n/a	n/a
8	n/a	8	n/a	n/a	n/a
9	n/a	9	n/a	n/a	n/a
10	n/a	10	n/a	n/a	n/a

TABLE A.15 - WEAPONSMITH MAGUS SPELL ACCESS LEVELS



APPENDIX B - DWARVES FOR C&S LIGHT

The following sections are designed for use with *Chivalry & Sorcery Light*.

CHARACTER GENERATION

The character generation section that follows replaces the one in the *Chivalry & Sorcery Light* rules when creating a *Chivalry & Sorcery Light* Dwarf.

Dwarves are not allowed access to the standard Vocations, but instead receive skills based on their social rank, as given below, and also for their clan.

Clan Dwarves

Clan Dwarf attributes remain the same as in *Chivalry & Sorcery Light*. Aside from having **30 Skill Points** to spend, Clan Dwarf characters receive the following starting skills: **Wear Heavy Armour**, **Lores (Geological)**, **Read/Write (Dwarven)**, **Craft** (any one), and one Combat Skill.

Noble Dwarves

Nobles Dwarf attributes remain the same as in *Chivalry & Sorcery Light*. Aside from having **25 Skill Points** to spend, Noble Dwarf characters receive the following starting skills: **Wear Heavy Armour**, **Lores (Geological)**, **Leadership**, **Tactics**, **Read/Write (Dwarven)**, **Craft** (any one), and one Combat skill.

CLAN TABLE

All Dwarves, regardless of social rank **must** roll on *Table B.1 – Clans*, which lists the character's clan and also any bonus skills his clan is entitled to. It is recommended that if the party is made up of a number of Dwarven characters then these should all come from the same clan. This presents an easy reason for them to be together and builds a certain amount of instant camaraderie.

Unless otherwise stated all skills detailed represent one free level and a **-1 DF** modifier, which must be taken before skill points are spent. The Great Clans receive an additional **-1 DF** modifier to their preferred skill, so bringing the total to **-2 DF**.

1D100	Mother's Clan	Status	Bonus Skill
01 – 04%	Bláin (Ymir's Legs)	Major	Stamina
05 – 06%	Dölgthvari (Battle Stock)	Great	Any one weapon skill with additional -1 DF modifier
07 – 12%	Nýr (New One)	Major	Any Craft
13 – 17%	Ginnar (Enticer)	Major	Charm
18 – 21%	Thekk (Pleasant One)	Major	Bargaining or Oratory
22 – 26%	Iarnskjaldi (Iron Shield)	Great	Shield Play with additional -1 DF modifier
27 – 28%	Hár (Tall One)	Great	Charm with additional -1 DF modifier
29 – 35%	Ráðsvið (Wise-in-Advice)	Major	Leadership
36 – 39%	Gannddverg (Sorcerer Dwarf)	Major	Magus Mode
40 – 45%	Mjóðvitnir (Mead Wolf)	Great	Craft (Brewing) with additional -1 DF modifier
46 – 50%	Vinnddverg (Wind Dwarf)	Major	Forester
51 – 100%	Minor Clan	Minor	Any one skill at Level 1. Cannot be used to increase an existing skill

TABLE B.1 - CLANS

DWARVEN MAGES

Dwarven mages only practise Magus Mode and can only learn the following Methods at the Ranks listed in *Table B.2 – Dwarven Mages*. This is a change to the normal rules for magic. Dwarven rune mages do not exist in *Chivalry & Sorcery Light*.

Method	Max Level	Notes
Air	2	-
Divination	3	-
Earth	4	Dwarves also receive a -2 DF modifier to this Method
Fire	4	Dwarves also receive a -1 DF modifier to this Method
Ward	3	-
Water	3	-

TABLE B.2 – DWARVEN MAGES

EQUIPPING YOUR CHARACTER

Although Dwarves do not possess any greater wealth than other characters in terms of money, they generally have more material possessions, especially those constructed of metal.

Father's Social Class	PC's Basic Purse
Clan Dwarf	BV x 1 Gold Sovereigns
Noble Dwarfs	BV x 3 Sovereigns

TABLE B.3 – BASIC PURSE



APPENDIX C - DWARVES OF MARAKUSH

Excerpt taken from the Book of Tears

".....and it came to pass that our forefathers tired of the existence in the land of sand retired to their underground cities. Sealing the entrance to the outside world they delved deeper into the caverns they had discovered. It was there that they found the gates of Odin. Doorways to other caverns where, in the light of their lanterns, shone the gifts of the earth."

"The children of Ptah divided themselves under chosen leaders and ventured beyond these gateways. The followers of Paraid journeyed along a hard trail, passing many great caverns before the trail ascended. It was many months before they finally reached the surface world again. In the sunlight they realised that they had journeyed to another world. Here they built their first city and named it Paradiath after their leader, and the mountains that they now regarded as home they named after the many gems they had found, the Ruby Mountains was now numbered as one of the many Dwarf Homelands."

What follows is only a brief introduction to the Dwarves of Marakush and further details will be provided in a later Kingdom supplement detailing the **Ruby Mountains of Marakush**.

In Marakush the majority of the Dwarven race can be found in the kingdoms of the Ruby Mountains. Amongst these craggy peaks lie the great stone citadels of the Dwarves along with many smaller settlements built high in the mountains. Further down in the valleys lie the trading settlements where the merchant guilds hold sway, trading with those humans that brave the mountain passes.

There are twelve great cities amongst the mountain crags, containing great stone citadels and walled with great fortifications, these cities form the home of the twelve ruling families. Each city is ruled by a *konung* who owes fealty to the *Great Konung* of the city of Paradiath. Each city has the major clans represented, each clan having its own *jarl*. Each *jarl* is a member of the cities Great Council, the head of which is the *konung*. This Great Council meets as mentioned in the main book every twenty years. In addition the Council of Ptah meets every fifty years and consists of the *konung* of each city. The Council of Ptah also meets when the *Great Konung* dies, and at the meeting a new *Great Konung* is elected from their number. It has been known in the past for two *Great Konungr* to be elected and they have ruled jointly.

Beneath each visible city lie the hidden cities. Created from the initial mines, the passageways have been enlarged, the caverns turned into great parks, with underground rivers and lakes. Each city is connected by great underground highways lit by magical lanterns.

From these highways and hidden cities are the side passageways that lead to the great underground mines. Sometimes these mine workings have been opened up into great cavern networks, some worth working, others containing creatures that have resulted in mines being closed down.

One of these cavern networks lies under Paradiath, and in the ancient lore of the Dwarves, it was from these caverns that their first ancestors awoke after a journey from a land where the sun shone for eternity. The ancestors were in fact some of the children of Ptah who after closing themselves underground discovered a path which lead them into Marakush and the heart of the Ruby Mountains. Once here they discovered they could not find the way back and decided to make a home for themselves.

As they increased in numbers they colonised other close mountainous regions, most notably the Carlegg Mountains. The Carlegg Mountains are the home to three great cities, most of which are hidden underground. They reside alongside the small communities of Mountain' Elves with whom they have formed great bonds of friendship, in some cases even marriages between the two races have occurred. Although they have yet to cross beyond the Dragon Reaches in any great numbers they remain ever populous in the Ruby Mountains.

One major difference between the Dwarves of Marakush and those detailed in the rest of this sourcebook, is their attitude towards Elves, the Thylwyth of Marakush.





The Dwarves having sprung from the Children of Ptah do not have any antipathy towards the Tylwyth Teg (Light Elves) or Tylwyth Myndd (Mountain Elves) of Marakush. However they do have great enmity with the Tylwyth Du, the Dark Elves who have allied themselves with the Goblinoid races. When they encounter these Elves the true ferocity of the Dwarves is unleashed. The Dwarves regard them as betrayers of Mother Nature, once chosen to nurture her surface offspring they now seek to bend it to their own will.

Indeed it is the Tylwyth Du who often raid the Dwarven enclaves to obtain gems and precious metals. As a result of these raids, whenever the Tylwyth Du are mentioned in the presence of Dwarves they can be heard to mutter the word "genocide". Some humans have mistakenly regarded this animosity to indicate a wholesale hatred between Dwarves and Elves but that is not true.

The Dwarves of the Ruby Mountains have also discovered that by using small gems as a form of currency they can better obtain metal goods to return to the earth. Humans have readily accepted the gems as payment instead of the usual gold and silver, as they are easier to carry for their value. Likewise the Dwarves have begun to use them as their tally record when bartering goods, to such an extent, Dwarves are actually valuing items in reference to the gems,

firstly to set a standard of pricing and secondly it has created a currency for the Dwarven economy.

Most Marakush Dwarves when travelling tend to wear mail armour of some form, mostly a short sleeved shirt. In war they replace this with a **full byrnie** of mail with full sleeves and mitten and attached coif. They favour full-face helms, which in recent times have been replaced by the leaders of the army with visored helms. Some Dwarven warriors have added plates of metal to enhance the armour.

In battle they communicate with a code created by the hammering of weapon hilts on the iron rims of the round shields they carry. This code is a closely guarded secret of the warrior clans.

One of the major influences that the Dwarves have had over the development of human civilisation has been the introduction of the Tadarn Runes. This introduced writing to the early human settlements allowing records to be kept. (More information is provided in the world book *Dragon Reaches of Marakush*.)

For information purposes we include here the Tadarn Runes used by the Dwarves of Marakush.

TADARN RUNES

Vowel Marks

A	/	AY	^	E	\	EE	✓	EI	▽	I	•
O		OE	"	U	∧	Y	⋈	.	⋈		

Consonants

B	⌢	G	γ	N	∩	QU	⌢	ST	◊
BR	⌢	GR	γ	ND	∩	R	✓	T	↑
C	γ	H	λ	NH	⋈	RN	✓	TR	⌢
CH	γ	J	K	NK	⋈	RR	X	V	⌢
D	⌢	K	γ	NT	∩	RT	✓	W	⌢
DR	⌢	L	∠	P	⌢	S	∠	X	⌢
F	⌢	LD	⌢	PL	⌢	SH	∠	Z	⌢
FR	⌢	M	⌢	PP	⌢	SS	⌢		



APPENDIX D - DWARVEN NPC'S

We present here three NPC's that can be dropped into your *Chivalry & Sorcery* Campaign. The background information is deliberately sketchy to allow Gamemasters the opportunity to adjust them to fit their own campaign background.

INGI DOLGTHVARI

42 year old Male Dwarf Huscarl of the Dolgthvari Clan

Social Status	22	2nd Level	
Height	4'2" (50")	Weight	78 lbs
Body	32	Fatigue	38
LLCAP	138 lbs	CCAP	69 lbs
Jump	9 feet	MOV	17 (Base AP)

Attributes

Strength	20	AR 90%
Constitution	18	AR 85%
Agility	16	AR 79%
Intellect	15	AR 76%
Wisdom	12	AR 66%
Discipline	15	AR 76%
Bardic Voice	14	AR 73%
Appearance	11	AR 62%
Piety	8	AR 50%

Skills

Description	Level	BCS	PSF	TSC%
Alertness - Sight	0	05	-	05%
Alertness - Sound	0	05	-	05%
Counting	1	60	-	N/A
Dodge	2	50	14	64%
Dwarvish Spoken	1	60	9	69%
Dwarvish Written	1	60	11	71%
First Aid	2	60	14	74%
Geological Lore	0	50	6	56%
Heraldry	0	40	6	46%
Intimidation	0	40	8	48%
Knife Fighting	1	50	11	61%
Leadership	1	40	5	45%
Masonry	0	40	10	50%
Shield Play: Heavy	2	40	18	58%
Slashing Swords	2	40	18	58%
Stamina	0	50	10	60%
War Axes	5	50	35	85%
War Spears	1	40	11	51%
Warhammers	2	50	23	73%
Weaponsmithing	2	40	16	56%
Wear Heavy Armour	0	-	-	N/A
Wear Light Armour	0	-	-	N/A
Willpower	0	40	0	40%

Ingi tends to wear a chainmail Byrnie, carries a round shield on his back and prefers his battleaxe in combat.

Born the 3rd child and second son of a Stonemason within the Dolgthvari clan, he made his parents extremely proud when he became accepted into the Clans Huscarls having shown promise. He quickly fulfilled his potential and has risen to be a junior leader in the local Thanes bodyguard. Excelling with the battleaxe she shows great courage and tends to lead by example. He has a calm nature but does have a temper which simmers until the point where he is able to exact revenge.

Currently in charge of 7 young Huscarls in training, he has commenced a strict training regime to bring his charges up to the same level of competence in the battleaxe that he himself commands.

AUSTRI VINDDVERG

30 year old Male Dwarf Vitkir of the Vinnddverg Clan

Social Status	17	2nd Level	
Height	3'11" (47")	Weight	61 lbs
Body	36	Fatigue	41
LLCAP	84 lbs	CCAP	42 lbs
Jump	8 feet	MOV	20 (Base AP)
ML	3	PMF	34

Attributes

Strength	16	AR 79%
Constitution	25	AR 99%
Agility	15	AR 76%
Intellect	20	AR 90%
Wisdom	10	AR 58%
Discipline	15	AR 76%
Bardic Voice	12	AR 66%
Appearance	8	AR 50%
Piety	10	AR 58%

Skills

Description	Level	BCS	PSF	TSC%
Alertness - Sight	0	05	-	05%
Alertness - Sound	0	05	-	05%
Astronomical Lore	0	40	6	46%
Counting	0	60	-	N/A
Divining the Omens	5	30	17	47%
Dodge	0	40	2	42%
Dwarvish Spoken	0	60	8	68%
Dwarvish Written	1	60	15	75%
First Aid	0	50	12	62%
Geological Lore	0	50	6	56%
Herbalism	0	40	6	46%
Knife Fighting	0	40	6	46%
Making Poisons	0	40	6	46%
Rune Mastery Mode	3	30	34	64%
Stamina	0	40	21	61%
Stonecutting	1	50	24	74%
Willpower	0	40	6	46%



Runes Known

Description	Level	BCS	PSF	TSC%
Banishment (Incantation)	0	40	4	44%
Fire (carved in Stone)	0	30	8	38%
Foresight (Incantation)	0	40	4	44%
Healing (incantation)	2	50	10	60% ¹
Healing (carved in Stone)	4	40	20	60%

¹ It should be noted that the Rune of Healing receives a -10% TSC% modifier when cast as an incantation reducing the TSC% to 50%

Austri worships his father, at whose side he gained his knowledge, and often sends any pieces of knowledge he discovers back to his home. He is famous for wandering the local mines in nothing but a dirty brown sackcloth robe, with simple leather sandals on his feet, a great leather pouch on his belt containing his personally carved runestones. On his travels he tries to help the sick and injured, especially those fellow Dwarves injured in mining accidents. He is also known for presenting stones with leather thongs, carved with the Rune of Fire, which is intended to be worn around the neck by Dwarves working in fiery environments. He has a talent for sensing those forces which are magical in origin. He also has a high tolerance to poison, which is just as well, as he cannot hold his liquor, despite having a fondness for the stonger of the Dwarven ales.

TYROK FALLSSON

51 year old Male Dwarf Thief Burglar

Social Status	12	3rd Level
Height	4'4" (52")	Weight 88 lbs
Body	32	Fatigue 36
LLCAP	120 lbs	CCAP 60 lbs
Jump	9 feet	MOV 20 (Base AP)

Attributes

Strength	16	AR 79%
Constitution	20	AR 90%
Agility	19	AR 88%
Intellect	16	AR 79%
Wisdom	12	AR 66%
Discipline	4	AR 30%
Bardic Voice	12	AR 66%
Appearance	11	AR 62%
Piety	4	AR 30%

Skills

Description	Level	BCS	PSF	TSC%
Alertness - Sight	0	10	-	10%
Alertness - Sound	2	10	6	16%
Backstabbing	0	30	12	42%
Blacksmithing	0	40	12	52%
Climbing	2	50	18	68%
Conceal/Find Hidden	1	40	11	51%
Counting	0	-	-	-
Detect Thievery	0	30	8	38%
Detect Trap	3	50	13	63%
Dodge	2	40	14	54%
Dwarvish Spoken	0	60	4	64%
Dwarvish Written	0	60	12	72%
Evaluating Loot	2	60	10	70%
Geological Lore	0	50	4	54%
Hear Rumours	0	50	8	58%
Knife Fighting	2	40	22	62%
Mace Combat	0	30	8	38%
Pick Locks	3	60	21	81%
Set/Disarm Traps	3	50	21	71%
Skulking in Shadows	1	40	3	43%
Stamina	0	40	12	52%
Stealth	2	40	6	46%
Willpower	0	40	-12	28%

Born the only son of an Outcast Dwarf, his father had managed to find himself a niche in a human village as their blacksmith. He never told Tyrok why he was outcast but never had a good word for Dwarvenkind, reckoning it was better to cast your lot with humans, at least you could smell where you stood with them.

As a youngster he was forced to help his father in the smithy pumping the bellows (where he gained his stamina and good health) until one day. Having worked all day in the forge he saw that the human lord of the manor had left on a trip. Climbing onto the roof he sneaked into the main hall. Finding his way to the treasure room, Tyrok managed to pick the lock to the great iron bound oak chest and found a bag of silver coins. Stealing them he returned home, only to find his father waiting for him. After being punished Tyrok decided to leave home and was soon creating a career for himself raiding wealthy buildings, carrying off the small and beautiful jewellery and object d'art that the nobility craved. Tyrok now operates as a free-lance, hiring himself to any group that requires his specialist services.



GLOSSARY

DWARVEN WORD	ENGLISH WORD AND EXPLANATION	DWARVEN WORD	ENGLISH WORD AND EXPLANATION
Adeligjuss	"Noble Justice", trial of a noble by a Clan or Great Council.	Laugmester	"Guildmaster", the master of the guild and a member of the Clan or Great Council, depending on his exact rank.
Ár	"Year", a Dwarven year.	Måned	"Month", a Dwarven month.
Árstid	"Season", a Dwarven season.	Metallsmiðr	"Metal Smith"
Dag	"Day", a Dwarven day.	Midtsommerfest	"Mid Summer Festival"
Dunverktoy	A Dwarven expression roughly translated as "Down Tools"	Murer	"Mason"
Dverggild	"Dwarf Gold", payment for crimes against another.	Nisse	"Goblin", a goblin, hobgoblin, orc, or other goblinoid.
Dvergheim	"Dwarf Home", the legendary birthplace of the Dwarves; similar in principal to Eden.	Oski	"Spring"
Dvergtunge	Dwarf Tongue", the language of the northern Dwarves.	Plantefest	"Planting Festival"
Eldhrímnir	"Fire Sooty", the hall in Dvergheim where dead Dwarves live for eternity.	Skald	"Storyteller", storytellers, poets, and historians of the Dwarves.
Fellearealjuss	"Common Justice", trial of a Clan Dwarf by a noble.	Siðkegg	"Autumn"
Glassmiðr	Literally "Glass Blowers"	Sigfoð	"Summer"
Gruvearbeider	Literally "Farmers of the Earth"	Skygge	"Shadow", a Dwarven hour.
Gullsmiðr	"Gold Smiths"	Slektsjuss	"Ancestral Law", the Dwarven law, laid down by the original Dwarves.
Hauld	"Other Income", a thane who owns no mines; normally a merchant.	Sommersving	"Summer Turning"
Huscarl	"House Guard", permanent soldiers in the service of an individual noble.	Stamfar	"Ancestor", a Dwarf from whom one is descended. Often held in reverence.
Innhostingfest	"Harvest Festival"	Storhall	"Great Hall"
Jarl	"Small Chieftain", a noble who owns several mines and is closely related to the king. Known as "Brothers of the King" to humans.	Syndik	"Syndic", officers within a guild.
Juvelsmiðr	"Jewel Smith"	Thane	"Land Owner", a noble who owns at least one mine and is distantly related to the king. Known as "Cousins of the King" to humans.
Kampfest	"Battle Festival"	Tilkjennegivelse	"Manifestation", magic.
Keramiker	"Potter"	Tomrer	"Carpenters"
Klopmann	"Merchant"	Tonner	"Coopers"
Konung	"Great Chieftain", the ruler, or king, or a Dwarven clan.	Uke	"Week", a Dwarven week.
Laerarbeider	"Leather Worker"	Ukjentheltr Fest	The Feast of Unknown Heroes.
		Undersokelse	"Explorers"
		Viðrir (Winter)	"Winter"
		Vinterfest	"Winter Festival"
		Vitki	"Rune Mage", a specialist Dwarven magician using the power of runes.

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