



the Earthheart Forge.

-00296 - Silvervein completes the Anvil of Songs.

-00146 - The Shaping Hammer is completed.

-00102 - With the aid of Moradin himself, and using the five Great Tools, Silvervein creates his finest implement, the Fierce Axe. This weapon, which would later be dubbed the Axe of the Dwurin Lords, would become every bit as much a part of the regalia of the High Kings as the crown and scepter of office.

00001 - Death of Silvervein, and the dawn of the Age of High Kings.

00254 - Dwurin explorers encounter outposts of the decadent Greatkin (Giant) Empire while exploring near the surface.

00260 - Seeing the wealth of the dwurin, several Padwars of the Greatkin Empire attempt to annex the regions that lie beneath them. Many dwurin clans perish defending their communities.

00261-01510 - The Giant Wars. Though long fought and often defeated, the armies of the High Kings eventually set siege to the capitol of the Greatkin Empire and sack it utterly.

02241 - The Ethos of Craft is announced, followed shortly by the dwur'gar separating themselves from dwurin society.

02378-02470 - The War of the Forge. Dwurin battle dwurin over ideological differences. In the end, the dwur'gar are forced to the Greater Dark, and forgotten, for the time being.

05006-11244 - The Goblin Wars. The jebli living deep beneath the Lortmils experience a sudden explosion of both fertility and violence, warring upon and eradicating many dwurin clans and strongholds. In 06221, wave after wave of euroz tribes pour into the central Flanaess, fleeing enormous flooding and a disasterous war in their own lands. They quickly subjugate the jebli, but continue the wars against the dwurin using the jebli as shock troops.

08452 - The Empire of the Scarlet Fist rises among the euroz of the lands south of the Rakers.

09690 - Fall of the Scarlet Fist.

10799 - In the far west, trade begins between the dwurin clans of the Spine and the Olven Kingdoms.

12560-13127 - The Mithral Wars. The High

King of the Olves demands tribute from the dwurin settlements that abut his domain when he learns that they have learned the secrets of tempering mithral ore. Though counted as one of the greatest defeats in dwurin history, the Olven Kingdoms are so bad off that many olves flee the area, eventually resettling in the Flanaess region of the continent.

13886-14076 - Dwurin clans beneath the Crystalmists battle the sudden appearance of the drow, who flee through their lands seeking the deeper caverns. Many attempt to take dwurin communities for their own, but are repulsed.

14427-16247- Rise and Fall of the Kragun Empire.

16450 - Followers of the dwurin deities Diirinka and Diinkarazan surrender themselves to the Suloise.

16464 - First Derro created. Fortubo, a Suloise power, forsakes his own and lends the majority of his devotion to the dwurin pantheon.

16963-17175 - War of the Axe. Brassbeard the Betrayer plunges all of dwurinkind into civil war by slaying his uncle, King Irontooth, and seizing both the Throne and the Fierce Axe for himself. Though the Axe is quickly recovered, the war rages on for many years afterwards as long centuries of inter-clan rivalries expend themselves in spilt blood.

18264 - Present Day.

## Dwurin Mythology

At the Dawn, Moradin the Maker dwelt deep within the earth, alone with the Greater Forge. Seeking companionship, he fashioned himself a wife and called her Berronar.

In time, Berronar bore the Maker many children, all of whom are known as the gods we worship today. First came Dumathoin, then the twins Abbathor and Vergadain. Laduguer joined his brothers soon after, followed by Clangeddin and Muamman. During these days Moradin created Sharindlar and Ulaa in his Forge, with an eye towards marrying them off to his sons.

The next set of twins were called Diirinka and Diinkazaran, alike as two halves of one bar of gold. Gorm and Dugmarren soon followed, and it came as







member will almost certainly result in either death or exposure as the worst kind of thief.

Hands often use Misers as go-betweens on shady deals with other races, or as carriers on smuggling missions.

**Spirit Magic:** Befuddle, Coordination, Countermagic, Extinguish, Protection, Shimmer, Sleep, Visibility.

### Acolyte Membership

**Requirements:** Standard. Known as the Hands of Greed, acolytes in this cult are charged both with training those beneath them and with organizing their activities.

Hands often travel extensively, the better to forge ties and make new deals to enrich themselves. Those who choose a more sedentary lifestyle are often charged with the design and construction of ever greater vaults to store the treasure they have collected.

### Priesthood

**Requirements:** Standard. Known as Master Coveters, Abbathor's priesthood typically oversees both the security of their vaults and the organization of the Hands who operate in their region.

Nearly all dwurin smuggling operations are overseen by a Coveter, with scores of Misers and Hands doing the actual legwork.

Virtues for Abbathor include Deceitful, Honorable, Pragmatic, Private, and Vengeful.

**Common Divine Magic:** all.

**Special Divine Magic:** Abbathor's Cavern, Command (Gnome, Greed Passion Spirit), False Tongue, Fumble, Hallucinate, Hide Wealth, Lock, Passage, Seal Tongue, Summon (Greed Passion Spirit), Swallow.

### Associated Gods

**Vergadain:** provides Coin Wheel

Berronar is the mother goddess of the dwur, matron of the home, hearth, tradition and truth.

### Cult in the World

Berronar is often seen as the glue that holds the sometimes fractuous dwur pantheon together. Symbolizing defense and protection of the family, she also personifies the importance of oaths, loyalty, and honesty.

Berronar's cult celebrates two High Holy Days, one on the 4th of Richfest, and the other on the 4th of Needfest. While household shrines to Berronar are commonplace, temples to the Mother Goddess are always carved from the living earth, with a living carpet of luminescent mosses.

Priestesses of Berronar wear white robes beneath an overrobe of silver-grey. Silver rings are worn on the middle finger of each hand. Both hair and beard are woven into three braids, symbolizing the three stages of dwurin femininity (maid, mother, and crone).

### Lay Membership

**Requirements:** Berronar is worshipped by nearly all dwur women, especially mothers. This cult is traditionally charged with both the education of the young and the maintenance of the clan records.

Skills taught by the cult include Debate, Orate, Speak Languages, Craft (Calligraphy), First Aid, Lores (Clan, Dwur, Law, World), Read/Write, Play Instrument, Listen, Ceremony, Mace attack, Shield parry.

### Initiate Membership

**Requirements:** Standard. Initiates of Berronar do the bulk of the tasks the cult is expected to perform. Educators, healers, and archivists, the Daughters of Berronar are all these things and more.

**Spirit Magic:** Admonish, Berronar's Touch, Ease













single wide braid, as well.

## Lay Membership

**Requirements:** Gorm appeals to those who guard. Whether they guard their citadel's gates, work as bodyguards or work in less obvious trades (many shieldmakers inscribe a prayer to Gorm on the inside rim of a shield), Gorm is always in the minds of those who know of him. Lay members of this cult are known as the Watchful.

Skills taught by the cult include Dodge, Maneuver, Speak Languages, Crafts (armoring, sheildcraft), First Aid, Lores (Dwur, underOerth, World), Read/Write, Conceal, Devise, Listen, Scan, Ceremony, Axe attack and Shield parry.

## Initiate Membership

**Requirements:** Standard. Initiates of Gorm are called Sentinels, and are always sought for duty at the gates of both the clan citadel or the defense of important sites within the citadel, such as temples, vaults, or prisons.

**Spirit Magic:** Bladesharp, Coordination, Countermagic, Demoralize, Endurance, Heat Metal, Protection, Strength, Sustain.

## Acolyte Membership

**Requirements:** Standard. While Sentinels pull the majority of guard duty, Guardians serve a slightly different purpose. Usually assigned to protect a single dwur or his family, they act as expert bodyguards in times of strife or while travelling between safe locations.

## Priesthood

**Requirements:** Standard. Gorm's Protectors usually retire from active watchfulness over minor locations, and watch over their communities as a whole. They also teach their followers the skills of the cult, and inspire them to vigilance at all times through random rituals designed to test the observational skills of their charges.

Virtues for Gorm's faith include Altrusitic, Loyal,

Stubborn and Suspicious.

**Common Divine Magic:** all.

**Special Divine Magic:** Brace, Command Salamanders, Great Parry, Group Defense, Resist Pain, Safe, Shield of Fire, Vigilance.

## Associated Gods

**Berronar:** provides Truespeak

**Clangeddin:** provides Axe Trance

**Dumathoin:** provides Turn Undead

**Moradin:** provides Shield

**Vergadain:** provides Lock

## π † Haela

The Luckmaiden is the patron of dwurin who seek luck in battle.

## Cult in the World

Haela the Hard, Lady of the Fray is the daughter of Clangeddin and Sharindlar. Though sometimes called Brightaxe, she favors swords as a primary weapon, and uses axes only for hurling.

Haela is famous for her legendary battles against monsters, including dragons, and for her berzerker rages in those combats.

Haela's faithful celebrate her High Holy Day on the 1st of Fireseek, with lesser holidays on the 7th of Planting (called Shefuwan among the dwur, meaning 'the Sharpening') and the 4th of Richfest (known by a variety of names, but usually Shelameet, or 'blades in the silver night').

Temples to Haela are typically constructed aboveground, usually built right into the walls of dwurin fortifications. Those that exist below ground usually abut those of Clangeddin.

Priestesses of Haela wear steel-grey cloaks trimmed in red over armor, with boots dyed dark crimson. By tradition, a bag of caltrops is also



breathed the spark of life into them.

Though a just ruler, he is an equally harsh judge. Only twice in the memories of dwurinkind has he been forced to banish his children from his sight, first Laduguer, and later the twisted Diirinka.

[Though the Suloise bear some of the blame for Diirinka and Diinkarazan's current status, Moradin blames his children more: had their greed not blinded them to the lies of the Suloise, they and their followers would not be the wretched creatures they are today.]

Each clan celebrates the High Holy Day of the All-Father on a different date, usually corresponding to the coronation of the clan's first King. Lesser celebrations are also variable, sometimes being declared as little as a week in advance, to celebrate some new masterwork or victory of the clan.

Temples to Moradin are always cut from the living rock, often at a place where two veins of different precious ore meet. One feature common to all temples is the central Forge and Anvil, which are both functional and ceremonial in nature.

Priests of the All-Father wear their hair and beards long but neatly combed, along with dark grey robes interwoven with a blend of adamant and silver wire. In times of war, these are put aside for armor and helms of adamantine, chased with silver filligree.

## Lay Membership

**Requirements:** Moradin is revered by all dwurin, but his call is strongest to those among his people who work the same crafts that legends say their creator worked. Smiths, stonecutters, and jewelers are most common, though some warriors heed his call as well (the dwurin are a martial race, as well as one devoted to work and crafts). Lay members are commonly called the Unworked.

Skills taught by the cult include Dance, Dodge, Orate, Sing, Speak Languages, Crafts (many), Evaluate, Lores (Dwur, Mineral, underOerth, World), Devise, Listen, Scan, Ceremony, Hammer attack, and Shield parry.

## Initiate Membership

**Requirements:** Standard. Moradin's initiates are

commonly known as Craftsdwur, and spend many years learning the skills of their chosen profession.

**Spirit Magic:** Bludgeon, Countermagic, Endurance, Heat Metal, Ignite, Mighty Blow, Mold Metal, Moradin's Blessing (Improve Smithing), Protection, Repair, Strong Hammer, Strength.

## Acolyte Membership

**Requirements:** Standard. Known as the Mora'fadal, or Soul Anvils, acolytes of this faith serve their clans as teachers and craftsdwur of the first rank. It is seen as their most sacred duty to instruct and tutor the young, so as to forge an ever stronger community.

## Rune Lord Membership

**Requirements:** As per priests. Known as the Mora'clab, or Soul Hammers, they are dedicated to protecting dwurin settlements from any and all threats, they serve both cult and clan as elite warriors in times of trouble.

Though they technically serve as the military wing of the cult, some have been known to serve as priests in especially embattled clan holdings.

## Priesthood

**Requirements:** Standard. Moradin's priests, are also often heads of dwurin clans, serving as both temporal and secular leaders.

Priests are often called the Mora'dain (or Soul Forges) and they strive to always present a strong example to their own people of the proper way a dwur should live. They also encourage their own people to seek greatness in their crafts, for such greatness honors dwur, clan, and Moradin, as well.

Virtues for Moradin include Conservative, Creative, Honorable, Proud, and Stubborn.

**Common Divine Magic:** all.

**Special Divine Magic:** Bless (Forge, Worshippers), Command (Gnomes, Salamanders), Copy, Earth Strength, Enhance Gustbran, Precision (Crafts),







\*Dance is an important component of spellcasting for followers of Sharindlar; for every 10% their Dance skill roll exceeds their chance to successfully cast a spell, they may add 1 to the effective power of any spirit Magic spell they cast.

## Acolyte Membership

**Requirements:** Standard. Sharindlar's acolytes are called the Maidens of Mercy, and serve their communities as the heads of clan hospices and work to grant the major healing needs of their communities.

## Priesthood

**Requirements:** Standard. Though officially called Thalonnors (which translates as the Merciful Daughters of the Mother of Life in all it's Glory) they are more often called simply Mothers. Sharindlar's priestesses work both healing and fertility magic, bringing fertility to those dwur whom have gone childless for an extended period of time and making matches between eligible single dwur.

Virtues for this cult include Altruistic, Creative, Honorable, Joyous, and Social.

**Common Divine Magic:** all.

**Special Divine Magic\*:** Bless Birth, Bounty, Cause Passion, Command (Gnomes, Healing Spirits, Salamanders), Heal Body, Reflection, Reproduce, Restore Health, Resurrect, Soothing Word, Summon Healing Spirits.

\*Dance is an important component of spellcasting, as above. In the case of Divine Magic, each a successful use of the Dance skill improves the success of the spell by 5% on the Resistance Table for each 10% or part thereof actually rolled.

[Example: Nylia is attempting to Resurrect Hobnob, a fallen companion. Her Dance skill is 75%, and she rolls a 70 on percentile dice. When attempting to force Hobnob's spirit to return to his body, she acts as if her POW were 25, instead of 18 while in Spirit Combat with his ghost.]

## Associated Gods

**Berronar:** provides Absorbion  
**Clangeddin:** provides Summon Gnome  
**Dumathoin:** provides Turn Undead  
**Moradin:** provides Shield



# Ulaa

The goddess of Hills, Gemstones, and Elemental Earth.

## Cult in the World

Ulaa is considered by most dwurin sages to be the sister of Sharindlar, at least in that she was created by Moradin from raw materials and not born of Berronar as the other children of Moradin were.

Moradin crafted Ulaa to serve as the patron of the dwur'tabul, or Hill dwur race, after witnessing the dissent his selection of Dumathoin over Abbathor caused in the case of the dwur'tabc. From the very essence of Earth-stuff he forged her, and for a heart he used the most perfect ruby in the multiverse.

Unlike most other dwurin deities, Ulaa has an appeal that draws worshippers not only across male-female lines, but from among non-dwurin races, primarily noniz but among many humans, as well (though this is in no small part because the human forge-god Blerred wooed and won her for his wife!). Because of this, hill dwur are the type most often found to be well disposed to members of other races, especially humans.

Ulaa's High Holy Day is the 6th of Patchwall, with regular services every Earthday. Temples to Ulaa are always built above ground from white-veined grey limestone.

Ulaa's faithful wear grey robes trimmed with either green or brown. Hair and beards are worn short but full, often with gemstones pinned into the sides of the beard.





## The Derro

### The People

The Derro (dwur'ro, as dwurin sages call them) are the product of the Suloise breeding pits. Hoping to create a dwur-like slave race, they bred human and dwur slaves together to produce the derro.

Due to their genesis, the derro have an intense hatred of all life, and seek to dominate, enslave or destroy all other beings. They are also seldom encountered singularly; they seem to require some form of companionship, even if it is only master/slave. Even their battle tactics show the mark of a 'mob mentality', as they swarm opponents never attack an enemy unless they possess numerical or magical superiority.

Derro are short, even for dwur-kin, and have pale white skin, often with bluish undertones. Hair color tends to run towards yellow or tan, and their bulbous eyes possess pupils so small that they can hardly be seen.

Derro typically wear loose clothing with a coarse texture, often in shades of deep red or brown.

### Important Dates in Derro History

-014 - Followers of the dwurin deities Diirinka and Diinkarazan surrender themselves to the Suloise.

0001 - First Derro created.

0091 - Fhar, a priest of Diirinka, leads the first mass escape of derro slaves into the underdark.

0102 - Fhar and his followers conquer a small drow outpost, and name it Diirain. It will grow to become the first and largest derro city underOerth.

0176 - Foundation of Drachsha, beneath the Sulhauts.

0267 - Foundation of Memyur, beneath the Yatils.

0310 - Drachsha's Savants launch the first Uniting War.

0380 - Foundation of Yemek, beneath the Drachensgrab

0456 - Foundation of Seluner, beneath the Abbor-Alz.

0410 - First Centennial Uniting War.

0510 - Many derro take advantage of civil strife among their dwurin cousins to sack and capture dwurin outposts for their own use.

0803 - The destruction of the Suloise Empire yeilds a rich harvest in slaves fleeing the surface, right into the clutches of those who their ancestors bred to serve...

0997 - Volcanism erupts beneath the southern Sulhaut range, destroying many derro communities. Birth of the Hellfurnace Range.

1245 - Foundation of Chaksne, beneath the Cairn Hills.

1800 - Present Day.

### Derro Mythology

Approximately two millenia ago, the Suloise goddess Syrul approached the dwurin deity Diirinka in the guise of a comely dwurin female, and made him an unlikely proposition: Her people had long sought to enslave the dwurin to work for them, with little success. If Diirinka would give over those dwurin in his charge (in the early days Diirinka had been the dwurin god who oversaw magical bindings and servitude) and permit the Suloise to alter them, her followers would cease their attempts to enslave the dwurin race as a whole. Only the altered descendants would serve her people, and Diirinka would join the Suloise pantheon as the patron of this new race.

As an additional incentive, she offered him both a measure of her personal power and the pleasures of the comely body she wore, if he found it desireable.

As Diirinka had harbored resentments against his father Moradin since the days when Laduguer had been banished for teaching the dwurin magic to begin with, he agreed to the bargain. His only provision was that Syrul not only give him all else that she had offered, but that she agree to become his wife, as well. She agreed to his demands, and they sealed their fell bargain in blood.

Diirinka went to his brother, Diinkarazan, and offered him a place in the new regime he



sought to build, second only to himself in power and prestige. Diinkarazan agreed to join with him, for he also chafed under Moradin's rule since Moradin had forbidden magic to the dwurin.

Together they called to the priests and practitioners who still revered them, and bade them gather in a distant cavern that was near the surface where the Suloise lived. As Diirinka and Syrul exchanged vows in a simple ceremony, Diinkarazan oversaw the deliverance of the the assembled faithful into the hands of Syrul's daughter Bralm.

At the height of the ceremony Diirinka claimed his boon from Syrul, and gained the Betrayal Rune for himself. While heady with the new forces coursing through him, he realized at last that as the Queen of Betrayal, Syrul would likely double-cross him at some crucial moment, so he went once more to his twin, and convinced him to take his place that night in their marriage bed.

Thus, when Syrul and her consort Syrndro sought to kill her new husband as he slept after a night of passion, it was not Diirinka who was maimed, but Diinkarazan. It was only by chance that he survived at all, and even then his mind was broken, perhaps beyond repair.

Diirinka used his new abilities to twist the dwurin the Suloise now held, even as Syrul and Bralm melded them with Bakluni slaves, into the Derro that we know of today. Long before the Suloise Imperium fell, he led his new people out of bondage and against those who would enslave them.

Those forged by the breeding pits of the Suloise would plague the surface dwellers by returning the favor of slavery whenever and wherever they could, as they have until this very day.

## Modern Derro Viewpoints

### Diirain, Beneath the Sea of Dust

#### What Your Father Told You

**Who are you?** - I am Yazbot, High Savant and ruler of the City of Diirain, your father.

**Who are we?** - We are the derro, masters of the underOerth.

**What makes us great?** - Only our people possess the right blend of strengfths to completely rule the Dark. Our quest for knowledge in unquenchable, and the might of our magic is unmatched.

**Where do we live?** - We live beneath what the surface folk call the Sea of Dust. Here, deep in the underOerth, the poisons of the ash above do not trouble us.

**What is important in my life?** - As my son, you will be groomed to take my place. Study well the teachings of Diirinka, our patron, and study harder the magics that he teaches so that you will be strong enough to stand against those who will seek to displace you.

**Who rules us?** - I rule us, as my father and his father before him ruled.

**What is evil?** - Any race that seeks to deny the derro their rightful place as the masters of the underOerth are evil, and each will be enslaved or destroyed in turn.

**What is my lot in life?** - You will study, and learn to govern. You will be taught to fight, and how to inspire others. As my son, the greatest of destinies awaits you, if you have the wit to take them.

**How do we deal with others?** - Other races exist only to serve us. Those who can be made to work will be enslaved to do our bidding, and those who cannot be enslaved shall be destroyed.

**Who are our enemies?** - Anyone who is not a derro of this city is your enemy, my son. Even those who share our blood, if they are not of Diirain, seek to conquer us. Do not trust them.

**Who are our gods?** - We serve only Diirinka, our patron. Some malcontents in the lower city sometimes will offer prayers to Diinkarazan, and the occasional heretic will seek out ancient altars to Dugmaren or Sharindlar, but for the most part Diirinka provides us with all we need.



# Diinkarazan

Usually known simply as ‘the Lost’, Diinkarazan is the half-forgotten Derro deity of chaos, madness, and the swirling abyss.

## Cult in the World

Diinkarazan was one of the many sons of Moradin, and twin brother to Diirinka. So alike were they that not even their own parents could tell them apart, a fact which was ultimately to become Diinkarazan’s undoing.

A silent partner in his brother’s plan to gain personal power for himself at the expense of those loyal to them both, he was betrayed by his brother and nearly slain by the Suloise goddess Syrul, who mistook him for his brother in their marriage bed.

He survived, but was greatly changed by the experience. His brother, Diirinka, not knowing what else to do with his crippled twin, sealed him away in the deepest recesses of the realm they now shared, though even this was insufficient to completely cut him off from those who still paid him homage.

The 5th of Fireseek is the High Holy Day for this cult, with regular services on the 5th of Planting, Reaping, and Patchwall, as well. Temples to Diinkarazan are always built on the deepest level of a derro community, and are always hidden within a maze or labyrinth.

Priests of Diinkarazan traditionally wear grey robes splashed with color; yellow, purple, emerald green and scarlet predominating. Hair is worn wild and unkempt, as are mustaches, and the head is never covered under any circumstances.

## Lay Membership

**Requirements:** Diinkarazan was once a patron of illusionists and some thieves, but now he is only worshipped by those who are insane or who seek change at any cost.

No skills are currently taught by this cult.

## Initiate Membership

**Requirements:** In addition to the standard skill

requirements, those who choose to initiate into this cult must sacrifice two points of POW to Diinkarazan.

Known as the Touched, they typically manifest a Chaos Feature and will act in most ways as does a follower of Zagyg with respect to Magic.

Whenever they cast a spell, roll 2d6 and consult the following table:

2d6 Roll	Effect
2	-3 to Spell Level
3	-2 to Spell Level
4	-1 to Spell Level
5	0 to Spell Level
6	0 to Spell Level
7	0 to Spell Level
8	0 to Spell Level
9	0 to Spell Level
10	+1 to Spell Level
11	+2 to Spell Level
12	+3 to Spell Level

Whenever doubles are rolled, a Wild Surge has occurred. Everyone within a 3m range is affected by 1d6 (roll for each target in range) Disruption spells. If a spell’s level is dropped below the level it is known/cast at, nothing happens. The only spell not subject to this effect is Worship Diinkarazan.

**Spirit Magic:** Befuddle, Countermagic, Disruption, Fanaticism, Vigor.

## Priesthood

**Requirements:** Standard. Known as the Warped, priests of Diinkarazan are typically short-lived, for with each worship service to their Lord, they stand a 50% chance of manifesting yet another Chaos Feature.

Virtues for this cult include Reckless and Unpredictable.

**Common Divine Magic:** Worship Diinkarazan

**Special Divine Magic:** Blessing of Diinkarazan (Chaos), Cause Madness, Corruption, Hallucinate.

## Associated Gods

None



## Diirinka

Known variously as the Despot, the Betrayer, and the Grand Savant, Diirinka is the primary god of the dwurin race known as the derro.

### Cult in the World

Diirinka was born the twin of Diinkarazan, and the two brothers studied magic at the feet of their uncle Laduguer from an early age. When Moradin forbade the further teaching of sorcery to the dwur races, Laduguer led a revolt that split the dwurin realms asunder.

Diirinka and his brother stood with the All-Father, and watched as their beloved uncle and all who followed him were banished from their Father's Halls. All sorcery was forbidden to those that remained, leaving Diirinka with very little to do under the new restrictions of his father's House.

Thus, when the Suloise goddess Syrul came to him with an offer of power and a place in her pantheon, he found the cost of a few thousand dwurin souls to be a small price indeed, when compared to all he stood to gain.

Though betrayed in the end by the very Queen of Betrayal, he had been wise enough to collect part of his fee beforehand. He stood watch over the changes that Syrul and her daughter Brahm wrought in his children, made a few of his own, and bided his time.

When the Suloise were 'finished' creating them, Diirinka revealed himself to the most gifted of the derro, as they were called, and offered them vengeance against the surface dwellers who had enslaved them. Forbidden any history or beliefs while in the Suloise breeding pits, they remembered the name Diirinka only as their former patron, and so were eager to make alliance with him.

Thus it was that Diirinka at last claimed that which he had always planned to have, a dwurin race skilled in magic and completely loyal to himself.

Diirinka's followers celebrate the 4th of Coldeven as their High Holy Day, with lesser

celebrations every Godsdays. Temples to Diirinka dominate every derro settlement, typically taking the form of three squat towers at the center of the cavern/ community.

Priests of Diirinka typically wear a robe that actively swirls in shades of white, black, and grey. Hair is typically pulled into a topknot or ponytail, and mustaches are waxed or oiled into the handlebar style.

### Lay Membership

**Requirements:** All derro in a community are expected to pay homage to Diirinka, by divine edict.

Skills are not taught to lay members of this cult.

### Initiate Membership

**Requirements:** Standard. Initiates of Diirinka are considered student sorcerers, and may sacrifice for access to the basic Arts of Intensity, Maintain, Multispell and Range. The Lesser Arts (Accuracy, Force, Permanence and Speed) are learned as skills.

Other skills taught by the cult include Climb, Dodge, Jump, Throw, Tumble, Debate, Orate, Speak Languages, Lores (Derro, Dwur, Magic, Mineral, Suloise, underOerth), Read/Write, Conceal, Listen, Scent, Ambush, Sneak, Hide, Ceremony, Secari attack and Spiked Buckler attack/parry.

Diirinka's High Vow requires his followers to enslave any and all lesser beings ('lesser' being defined as non-derro) and to never submit to anyone who is not their rightful superior in this cult.

**Note:** Diirinka does not offer Spirit Magic to his followers, only sorcery and divine magic.

### Acolyte Membership

**Requirements:** Must qualify as a Journeyman sorcerer, in addition to the standard requirements.

Commonly called Assistant or Junior Savants, acolytes of this cult are commonly assigned to lead small groups of derro on raids against surface races or dwellers in the underOerth.



illithids. Duerra is born in 05000.

05150 - The Night of Rage. Duerra and her ‘duergar’ followers launch the attack that would result in the death of nearly all their illithid overlords and the end to duergar slavery.

05150-05832 - Duerra’s Empire. Duergar influence and power spreads throughout the underOerth.

07666 - The Emancipation of Gith. Several duergar settlements give temporary shelter to a group of former illithid slaves, most claiming to be led by a female cheiftain named Gith. These groups soon disappear from under Oerth, seeking realms of their own to conquer.

13900-14371 - The Spider Wars. Duergar cities located deep beneath the Crystalmists battle the appearance of the drow, who arrive in the Greater Dark smarting from defeats handed to them by their dwurin cousins closer to the surface. After several hundred years of warfare, a satus quo is finally reached.

16023 - Present Day.

## Duergar Mythology

In ancient times, millenia before even the olven Sundering, all the dwurin clans lived peacefully together, dwelling beneath the surface of Oerth. One day, however, Moradin looked down upon the mortal realms and saw that many dwurin, and the dwur’gar in particular, had turned away from traditional craftwork, replacing it instead with the forces of magic to create goods for themselves.

He turned to his brother, Laduguer, who had dominion over both the dwur’gar race and magic in general among the dwur, and asked that he bid those who performed such wonders to stop. While magic was a useful tool, he cautioned, it should not replace the traditional tools that Moradin himself had given to the dwur to honor him.

Laduguer, who had long chafed at his brother’s position as the leader of all their kin, said merely “Let each choose their tools by their merit, not by commandment from the Halls of Moradin” and

stalked away, never to return.

In less than a week, almost a third of the dwurin, mostly dwur’gar, left their homes and vanished into the depths of the earth. Raids and sabotage soon followed, and it was not long before the War of the Forge had begun.

It was the first time dwur had raised weapons against their own kind in war, and it proved to be a long, bloody struggle. Many dwurin communities fell, but in the end, the dwur’gar and those who followed them were driven deep into the earth, far from their traditional lands. Defeated and demoralized, they were easy prey for the illithids and the other denizens of the Greater Dark.

For a hundred generations they toiled for their hated masters, until a child named Duerra was born among the slaves. Unlike other children, Duerra possessed mental powers equal to their illithid masters, and possessed the ability to pass that power on to others of her kin.

Under her tutelage, many duergar (as they would come to call themselves) were taught the Invisible Art, and as a people they prepared to throw off the yoke of the illithids once and for all.

On the Night of Rage, as it came to be called, the duergar struck at their masters and nearly killed them all. Of a city of 5000, maybe only a dozen survived to flee into the endless night.

Once the killing was finished, Laduguer revealed to his priesthood that Duerra was his mortal daughter, destined to rule them until the end of her days. The kingdom she fashioned in the depths of the earth grew to be every bit as grand as the dwurin kingdom their ancestors had fled from, but like all things it too eventually crumbled after her death and ascension to the divine realms to join her father.







Though they came very close to victory, Laduguer had few allies among dwurin gods, so eventually his followers were beaten and forced to retreat ever deeper into the earth, where they eventually ran afoul of the illithids and were enslaved.

Laduguer brooded for many centuries while his people languished in bondage, growing more and more bitter. Eventually his followers called upon him for deliverance, and among them he fathered a child who would embrace the Invisible Art that kept his folk enslaved, and turn it upon their oppressors.

Laduguer's priesthood brook no opposition to their leadership of the duergar, seeing the cult of Duerra as a whip to incite the faithless to greater effort. Though changed by centuries of warfare and oppression, work is still a part of the duergar mindset, and most duergar choose to develop their magical talents at the expense of the psionic gifts they all share.

The 2nd of Needfest is the High Holy Day for this cult, with regular services on the 2nd of each month. Each clan will likely have holidays unique to themselves, honoring past victories over other races.

Laduguer's temples are typically carved from solid rock, and filled with the smoke of incense. Weapons and armor crafted by the priests adorn the walls and inner sanctums, testament to their skills in crafting magical items of war.

Priests of Laduguer wear robes of dark grey with heavy hoods. Heads are either tonsured or shaven clean, and beards are worn closely trimmed.

## Lay Membership

**Requirements:** Laduguer's cult is open to all duergar, but is especially popular among those engaged in the production of objects bearing glyphs or runes meant to be used in future enchantments.

Skills taught by this cult include Dodge, Ride, Orate, Speak Languages, Crafts (smithwork, engraving, etc.), Evaluate, Lores (Duergar, Dwur, Magic, Mineral, Torture, underOerth), Read/Write, Devise, Listen, Ceremony, Enchant, Hammer attack and Shield parry.

Lay members of this cult are ineligible to learn sorcery or wizardry.

## Initiate Membership

**Requirements:** Standard. Known simply as the Grim, initiates of this cult begin studying the Arts of magic in what can only be called the harshest of schools anywhere on or beneath the surface of Oerth.

Failure to excel in one's studies is certain to earn a unique form of discipline, especially in a school where subjects for magical experimentation are at a premium. "Burn casting", as it is called, is common among duergar, especially those in the presence of a superior.

All sorcerous Arts are gained by means of sacrifice to Laduguer, and include basic Arts plus Banish, Force, Permanence, and Speed.

In addition to their scholarly duties, the Grim are in charge of the care and feeding of the clan's steeders, a large spider that the duergar have domesticated for use in war.

**Note:** Laduguer does not provide Spirit Magic to his followers, only Divine and Sorcery spells.

## Acolyte Membership

**Requirements:** Before one of the Grim may rise to become an Macaliin (or Spell-Weaver, as acolytes are called in the duergar tongue) he must have passed the tests required of a Journeyman sorcerer in addition to the standard acolyte acceptance requirements.

## Rune Lord Membership

**Requirements:** Sorcery Adept + standard Rune Lord conditions. Called the Macarang (which translates very roughly as he-who-bludgeons-his-enemies-with-spells), Rune Lords of Laduguer serve as the elite military arm of most duergar communities.

## Priesthood

**Requirements:** A priest of Laduguer must qualify as a

Magus in addition to the standard priest conditions. Known as the Overseers, priests of this cult are expected to be expert spellcasters, cunning strategists, and superb artisans.

Overseers impress upon all their followers that a strict adherence to discipline and order are the only means by which the duergar can truly overcome the dangers of their environment and continue to thrive in the Deep.

Virtues for this cult include Creative, Manipulative, Prudent, Uncaring, and Vengeful.

**Common Divine Magic:** all.

**Special Divine Magic:** Analyze Magic, Capture Spirit, Coerce, Command Gnomes, Compel Prostration, Enchant Shackle, Find Fugitive, Reflection, Slave Link, Tortuous Submission.

### Associated Gods

**Duerra:** provides Greater Mind Block



Thus concludes my Cultural Guide for the Dwur, Derro, and Duergar.

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