Gods of the Dwur Pantheon for RuneQuest

The Dwurin

The People

The dwurin races are among the most ancient peoples of Oerth, and bear several similar traits. All tend to short, squat, and somewhat sturdily built, with stern, humorless demeanors. Dwurin are long lived, tending to live in excess of 300 years, but few recall a dwur of any subrace older than 500 winters.

Practical and insular, most dwurin learn a craft at an early age and stick with it for the rest of their lives; dwurin craftsmen are beyond a doubt among the finest known. Since most clans apprentice their own children, secrets of craftsmanship can be kept in the family and away from the prying eyes of other clans and other races.

Dwurin, on the whole, prefer to avoid contact with other races, but the proximity of other races seldom make this possible. Dwurin history is full of wars; wars with the olves, men, and the endless, almost constant litany of battles against the euroz and jebli hordes they compete with for space below ground.

Born to live below ground, dwurin possess good hearing, a sensitive nose, and night vision similar to that of the olves or cats. While total darkness still blinds them, their sensitive ears make up for it, allowing them to still find enemies in the darkness from the sounds that they make.

The dwurin races fall into five main branches. While not all dwurin worship the entire pantheon, even those who have technically broken away from the mainstream will often have a few priests or priestesses who still follow the old ways, if only because their communities cannot otherwise survive.

Dwur'gar or Grey Dwur (Duergar) are evil, GreyQuest Dwur Pantheon Book Page - 1 magically potent dwur. They will be covered in greater detail in section 3.

Dwur'mowat or Sundered Dwur tend to be somewhat taller and slimmer than their subterranian kin (+2 to SIZ and +1 to STR), often reaching heights of five feet or more. Their skin is usually lighter as well, often approaching the pinkish hue of some humans, though their hair tends to be darker, thicker, and more luxuriant than that of other dwurin subtypes.

Dwur'ro or Twisted Dwur (Derro) are considered a degenerate form of dwur, twisted by evil sorcery into their present forms. They will be covered in greater detail in section 2.

Dwur'tabc or Mountain Dwur are the most isolationist of all the dwurin races. Their skin is usually ruddy, with hair that tends towards lighter shades than that of the others. Short and squat, and powerfully built, they are formidable warriors and craftsdwur beyond compare (-2 to SIZ, +2 to STR).

Dwur'tabul or Hill Dwur are the most open and almost 'friendly' of all the dwurin races, due to their constant contact with humans, olves, and noniz. Their skins sometimes show an actual tan from working aboveground, though their hair tends to shades of brown, grey, or black. Stocky rather than squat, they are otherwise similar to mountain dwur in most other respects.

Important Dates in Dwurin History

-00442 - Silvervein, a dwur'tabc of the clan Moira is acclaimed the first Dwurin King. Ruling from beneath the Celestial Range, his kingdom stretched from the Rakers to the Spine of Hyperboria.

-00408 - Silvervein creates the Brutal Pick and

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 exporing 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 seige to the capitol of the Greatkin Empire and sack it utterly.

O2241 - The Ethos of Craft is announced, followed shortly by the dwur'gar separating themselves from dwurin society.

O2378-O247O - 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

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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 little surprise when Sharindlar bore Clangeddin a daughter, Haela.

With many helpers now by his side at the Forge, Moradin felt confident that his greatest work could begin at last. He took earth and iron, placed them within the Greater Forge, taking them out when their color was exactly right. With his hammer he molded the molten forms into pleasing shapes, then blew upon them to give them life.

Thus were born the dwur'tabc, or Mountain Dwur, first-created of all dwurinkind.

Many more types he created, but some proved more hardy than others, and some fell victims to the dangers of the world. Those that survived were given to the Younger Gods to instruct in the Crafts that Moradin had taught them in turn.

The time would come, however, when Laduguer's Craft, that of Magic, would be seen as detrimental to the dwur, and was forbidden. Not willing to give up their shameful ways, he and his followers chose first to absent themselves, then to make war upon their former brethren, only to fail and be chased deeper below the earth.

It would be many centuries before the twins, Diirinka and Diinkarazan, who had been students and assitants of Laduguer's, would sell their own followers to the surface dwellers for promises of power, only to be betrayed by those same powers. May their names be forgotten, and their twisted followers scourged from beneath the earth!

Modern Dwurin Viewpoints

Principality of Ulek What Your Father Told You

Who are you? - I am Narbul of Clan Longblade. Who are we? - We are dwur'tabul, what some folk call hill dwarves. Our clan, Longblade, makes the finest longswords in all the Flanaess.

What makes us great? - We are great because we alone possess a skill to craft a blade of unsurpassed quality. Everyone who knows fine swords knows the Longblade name.

Where do we live? - We live in the Principality of

Ulek, along the southern edge of the Lortmil Mountains.

What is important in my life? - To be a greater swordsmith than I ever was, or so I would hope, my son.

Who rules us? - His Serene Highness, Lord of the Peaks of Heaven, Olinstaad Corond, Prince of Ulek.

What is evil? - Evil takes many forms, my son. The humanoids who swarm in the Pomarj to the east are certainly evil. The derro, twisted & foul, sometimes raid our mines in search of slaves, an indisputably evil act. But the greatest evil I have known firsthand was that of that wretched gang of humans in town who were attempting to pass off their shoddy blades as the products of a dwurin forge!

What is my lot in life? - As my son, you have many responsibilities. Next week you will begin your apprenticeship beside me, and in one years time, I will take you before the Mora'dain and you will be initiated into the All-Father's faith, to stand before the Fires as an adult for the first time.

When your apprenticeship is completed, it is possible that a marriage might be arranged for you within a half-century or so, providing you prove your ability to produce quality works.

How do we deal with others? - We deal with them as little as possible, but the natire of our craft brings us into contact with many folk who seek custom blades. As a race, we mistrust everyone who is not of our Principality, and even some of our own we view suspisciously.

Who are our enemies? - Despite many campaigns, there are still some celbit and jebli who haunt the mountains to the north, and there are seemingly endless legions of euroz in the Pomarj.

Who are our gods? - Our clan serves Moradin and Clangeddin mostly, but our stronghold has temples to all the honorable dwurin deities, as well as the human powers of Fortubo, Blerred, and Jascar.

A Note on Runes, Spell Stacking, and Power Levels

For game purposes, gods are defined by the Runes they hold. Ownership of a specific Rune enables a god to grant certain types of spells, and in most cases defines the Virtues that god will require. Characters who are away from a region where their own gods are worshipped may, in certain circumstances, renew appropriate spells in a temple of another god, if that deity shares at least two Runes in common with their own deity. (Note that this means that followers of a 1 Rune deity cannot renew spells except at their own temples).

Spell Stacking

The number of Runes a deity holds also defines the spell stacking/variable spell limits for that deity. In general, a deity's stacking limit is equal to the number of Runes he is defined by plus one.

[Example: Kelanen, the Sword Lord, possesses the Rune of Death. His followers could learn Bladesharp 2, a variable spirit spell, or stack 2 castings of the Banish Spirit spell (even though it is loaned by Zodal, this rule applies).]

A special case exists where the deity in question has the Rune in question doubled: this means that the deity is the absolute owner of that Rune, and can grant his followers unlimited levels of variable spells or has no stacking limits on the divine spells linked to that Rune.



Known variously as the Avaricious, the Master of Greed, and the Trove Lord.

Cult in the World

Born the son of of Moradin and Berronar, and twin brother to Vergadain, Abbathor is the dark patron of dwurin thieves and an expression of the worst aspects of dwur mentality.

Abbathor is considered one of the 'fallen' gods of the dwurin pantheon. Once governing the natural beauty of gems and precious metals, he turned away from his brethren when his brother Dumathoin was given domain over the dwur'tabc (mountain dwur), a position Abbathor wished for himself. He was also spurned by Ulaa, the Lady of the Hills and Gems, when she left their father's halls to marry the Bakluni god Blerred.

Since that time, Abbathor has grown increasingly distant from his fellows, though he still aids them against traditional enemies. Most dwur who recognize a follower of Abbathor will treat him with distrust in the future, so this is a secretive cult in most areas.

Abbathor's High Holy Day is celebrated on the 16th of Sunsebb, with regular services every Starday. Special holidays are held on any day when a Luna eclipses the sun, for this turns day into night, a fertile field for those who take wealth from others.

Temples to Abbathor are always built in secluded underground caverns, or more rarely in windowless surface buildings of stone. Priests wear bright scarlet garments concealed by a darker crimson robes. Hair and beard are worn in elaborate braids, often with gemstones or gold wire intertwined with the hair.

Lay Membership

Requirements: Known as Goldseekers, Abbathor draws the bulk of his lay worshippers from petty thieves, but many 'better intentioned' dwur also feel the occasional tug of greed that Abbathor embodies, so his following is usually pretty large, if transitory.

Skills taught by the cult include Climb, Dodge, Jump, Fast Talk, Speak Languages, Craft (locksmithing and similar crafts), Evaluate, Lores (Dwur, Mineral, underOerth, World), Read/Write, Conceal, Devise, Sleight, Listen, Scan, Search, Hide, Sneak, Ceremony, and Dagger attack/parry.

Initiate Membership

Requirements: Standard. Known as Misers, Abbathor's initiates work tirelessly to acquire more wealth for themselves and their temple.

In many cases, simple theft is the mechanism by which Misers acquire their wealth. It is important to note that stealing from your fellow dwur is strongly frowned upon, and stealing from a fellow cult 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 eductaion of the young and the maintainance 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 Beronar are all these things and more.

Spirit Magic: Admonish, Berronar's Touch, Ease

Pain, Protection, Repair, Vigor.

Acolyte Membership

Requirements: as per priests. Known as the Lorekeepers, acolytes of Berronar are primarily in charge of the archives and records of their clan.

Priesthood

Requirements: Standard. The Reverend Mothers of Berronar, while seldom the leaders of a clan, are alays at the right hands of the leadership. Sworn to uphold the ideals and traditions of dwur culture, they are tireless in their efforts to instruct both young and old in proper behavior.

Virtues for Berronar include Altruistic, Conservative, Energetic, Honorable, and Social.

Common Divine Magic: all.

Special Divine Magic: Absorption, Bless Home, Courage, Earthpower, Know Lineage, Marriage Oath, Oath, Regrow Limb, Truespeak, Truemace.

Associated Gods

Dumathoin: provides Turn Undead **Moradin:** provides Shield **Sharindlar:** provides Heal Body



Clangeddin is the primary warrior god among the dwur.

Cult in the World

The Father of Battle, the Twin-Axed Lord, Goblynbane, Wyrmslayer, these and many more are the titles given to Clangeddin Silverbeard. Dwurin warriors of all types venerate this magestic figure, seeking to emulate his skill at arms, his tactical cunning, and resolute clarity of purpose in every battle they participate in.

Clangeddin's followers have no clearly established High Holy Days. Instead, they venerate the dates of important battles fought and won by the clans they serve, with a High Holy Day marking the 'official' date of that clan's founding.

Temples to Clangeddin are usually erected in caverns where battles were fought, dominated by statues depicting Clangeddin and other heroes who fought in the battle. Priests of Clangeddin wear silver chainmail, a white tabard depicting two crossed axes, and a metal helm. Hair is worn close trimmed, with a long, luxurious beard.

Lay Membership

Requirements: Clangeddin is revered by warriors, especially warriors who seek battle for it's own sake. He is favored especially by dwur who battle goblinkin or giantkind. Lay members are usually called the Unblooded.

Skills taught by the cult include Dodge, Maneuver, Tumble, Sing, Speak Languages, Crafts (Armoring, Weaponsmithing), First Aid, Lores (Dwur, Giantkind, Goblinkind, underOerth, World), Listen, Scan, Ceremony, and Axe attack/parry.

Initiate Membership

Requirements: Must have fought in at least one battle against foes of dwurkind, otherwise standard. Known as Brothers of the Axe, initiates of this cult are the rank-and-file warriors of their clan, sworn to carry the battle to the clan enemies wherever they might hide.

Brothers are eligible for one gift/geas which they may take at any time (most elect to do so at their initiation, though this is not required).

Spirit Magic: Bladesharp, Coordination, Countermagic, Endurance, Fanaticism, Protection, Repair, Strength, Vigor.

Acolyte Membership

Requirements: as per priests. Known as the Fedham'mir, (which roughly translates as 'blades

which have been steeped in blood'), acolytes of this faith serve as field officers and commanders in battle, when not honing their own skills or teaching them to lower ranked members of the cult.

Fedham'mir may take on one new gift/geas upon their ordination.

Rune Lord/Priesthood

Requirements: Standard for Rune Lords. Known as the Fededdin ('blades valorous'), Clangeddin's priests are the generals of any clan's fighting force. Fededdin may take on a new gift/geas each year they hold their position.

Virtues for Clangeddin include Energetic, Honorable, Loyal, Proud, and Warlike.

Common Divine Magic: all.

Special Divine Magic: Axe Slash, Axe Trance, Command Gnome, Earth Grip, Earth Strength,

Morale, Return Axe, Summon Gnome.

Gifts	Geasa		
+5% to axe attack (1H or 2H).	Never use one type of		
	non-cult weapon**		
+20% in a cult related skill	Remain silent one specified		
	day per week (includes		
	casting spells)		
Bless a specific weapon to	Accept no spirit magic heal		
do double damage (once	spells		
armor is penetrated) against			
a chosen foe species			
Bless a specific weapon to	Accept no magical healing at		
do double damage (once	all		
armor is penetrated).			
Double the AP of a specific	Never Dodge		
suit of chainmail armor			
+1d10 HP	Slay a true giant in single		
	combat		
Gain additional point of	Initiate one's own son into		
Bladesharp (in excess of cult	the warrior caste.		
limits)			

Clangeddin's Gifts/Geasa

**Non-cult weapons are defined as anything but axes.

Associated Gods

Berronar: provides Courage Dumathoin: provides Turn Undead Halea: provides Living Axe Sharindlar: provides Resurrect

Moradin: provides Shield



The dwur god of scholarship, invention, and discovery.

Cult in the World

Known as the Wandering Tinker, Gleam-Eye, and the Explorer, Dugmaren is the youngest son of Moradin. Never content with the 'way things are', Dugmaren is the source of innovation and the driving force behind new industry in dwurin communities.

Always searching out knowledge for it's own sake, he and his followers also aid dwurin adventurers and innovators of all kinds. Most dwur, being relatively content with the way things are, view Dugmaren's faithful with a certain element of distrust, but still value the occasional bit of wisdom their researches uncover.

Dugmaren's High Holy Day is celebrated on the 4th of Brewfest, though all of his followers are known to whisper a prayer whenever they uncover a heretofor unknown fact or complete a new invention.

Temples to Dugmaren are as rare as his shrines are common. Where they do exist, they often double as libraries or workshops, the former often shared with followers of Berronar. Priests of Dugmaren wear white robes belted with bright blue sashes, beneath an overcloak of the same bright blue color. Hair is worn short, and their beards are often woven into only one or two braids.

Lay Membership

Requirements: Dugmaren attracts worshippers from two camps; those who seek new ideas and ways of doing things, and those who seek out and rediscover old knowledge.

Skills taught by the cult include Dodge, Swim, Debate, Speak Languages, most Crafts and Lores, Read/Write, Listen, Scan, Smell, Taste, Hide, Sneak, Ceremony, and Cudgel attack.

Dugmaren's lay members are known simply as the Curious.

Initiate Membership

Requirements: Standard. Called Philosophers, Dugmaren's initiates lead lives which run from studious to adventurous. Those with a taste for travel are encouraged to do so, while those of a more sedentary nature are given assistance with whatever research or experimentation they seek to perform.

Spirit Magic: Befuddle, Comprehension, Countermagic, Endurance, Glue, Light, Mobility, Repair, Shimmer, Sustain.

Acolyte Membership

Requirements: Standard for priests. Known as Seekers, acolytes of this cult coordinate the efforts of the Philosophers in their charge, helping them along when they need a fresh interpretation on things.

Priesthood

Requirements: Standard. Dugmaren's priests are known as the Azure Scholars. Most scholars retire from active adventuring, preferring instead to teach, inspire, and administer the network of libraries, shops, and labs that fill the halls of their respective temples.

Virtues for Dugmaren's followers include Creative, Curious, Energetic, and Social.

Common Divine Magic: all.

Special Divine Magic: Clairvoyance, Clear Sight, Copy, Discern Magic, Earthtouch, Knowledge, Translate.

Associated Gods

Berronar: provides Absorption Moradin: provides Shield

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Dumathoin is the Keeper of Secrets under the Mountains.

Cult in the World

Dumathoin is the patron of the dwur'tabc, or mountain dwur race. He watches over them as they work the mountains he raised for them, and takes delight in the marvelous creations they create from the precious metals and gems he places for them to find.

He is said to be forever silent, communicating only in gestures or the occasional grunt or sigh. While his followers are not under any special geas to follow suit, they do tend to become quite laconic in nature, especially as they rise within the cult heirarchy.

Dumathoin is also guardian of dwur crypts, catacombs, and dead in general, and his priests preside over all funerals and burial ceremonies.

The 11th of Goodmonth is counted as the High Holy Day by this faith, and special holidays are observed whenever Luna is in her new phase. Temples to Dumathoin are always carved from the living rock, preferably from large geodes when possible.

Priests of Dumathoin wear earth-brown cloaks or robes over leather garments of deeper brown. Hair and beard both are worn long and unbraided.

Lay Membership

Requirements: Besides most dwur'tabc, Dumathoin is worshipped by dwurin miners of all sorts.

Skills taught by the cult include Climb, Dodge, Craft (gem cutting, jewelry-making, mining, etc.), Evaluate, Lores (Dwur, Mineral, underOerth, World), Read/Write, Conceal, Listen, Scan, Search, Ceremony, and Maul attack/parry.

Initiate Membership

Requirements: Standard. Known as the Keepers,

initiates of this cult are most often engaged in the mining or gem/jewelry crafts.

Spirit Magic: Banish Spirit, Bludgeon, Countermagic, Extinguish, Protection, Shimmer, Strength, Vigor.

Acolyte Membership

Requirements: Standard. Dumathoin's acolytes (known as Deep Wardens) are usually charged with maintaining and patrolling the various crypts and burial chambers maintained by the cult, inspecting them for damage and possible violation.

Rune Lord Membership

Requirements: Standard. While not supported by every temple, Dumathoin's Dwel'tewere (which loosely translates as "Cleansers of Abominations") are charged with locating and either putting back to rest or eliminating dwurin undead.

Many Dwel'tewere have been known to accompany parties of Dugmarren's followers searching for lost dwurin communities, prepared to put to rest any animated dwurin corpses they might encounter there.

Priesthood

Requirements: Standard. Called the Beljurilin (Keepers of Secrets), Dumahoin's priesthood typically serve their communities performing funerals, supervising new mining operations, and helping to locate fresh sources of water and the luminous fungi and mosses that their communities need to survive.

Virtues for Dumathoin include Conservative, Curious, Laconic, and Private.

Common Divine Magic: all.

Special Divine Magic: Bless Grave, Command Gnome, Crush, Earthtouch, Stop Ressurection, Summon Gnome, Turn Undead.

Associated Gods

Clangeddin: provides Earth Grip **Dugmaren:** provides Clairvoyance

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Moradin: provides Shield Sharindlar: provides Command Salamanders



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Gorm

Fortubo is the God of Stone, Metals, and Mountains. While not a child of Moradin, he is revered by many dwur. (See the Suloise Pantheon Book, pp.10)

Gorm is the patron of guardians, sentinels, and the vigilant.

Cult in the World

Called by many names, including Lord of the Bronze Mask, Fire Eyes, and the Golden Guardian, Gorm is the protector of dwurinkind in general and guardians in particular. One of the youngest sons of Moradin, he has a large and devout following nonetheless.

Gorm's High Holy Day is celebrated on the 1st of Sunsebb, with regular services every Starday. Special holidays are also observed on the 1st of each Festival, as well.

Temples to Gorm take many forms, but always feature large (4m x 2m) double doors, usually cast from pure metal, but sometimes iron bound oak or bronzewood.

Gorm's faithful wear cloaks of red-trimmed black, usually over armor. A necklace pendant shaped like a shield is also worn, though never in such a way as to be visible unless actively participating in a worship ceremony.

Hair is kept in a short single braid, and the beard is worn with red and black ribbon intertwined in a

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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,

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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

πt 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 trimed in red over armor, with boots dyed dark crimson. By tradition, a bag of caltrops is also carried, and a helmet embossed with Haela's Sword-entwinned-by-Fire motif is also worn.

Priestesses grow their beards as long as possible, often working it into countless tiny braids, each ending with a small metal point. Males and females both wear their hair long and unbraided.

Lay Membership

Requirements: Haela is popular among both sexes of dwurinkind, though males are usually prohibited from rising higher than Deathblades. Lay members are known simply as the Unblooded.

Skills taught by the cult include Dodge, Leap, Maneuver, Tumble, Weapon-throwing*, Speak Languages, Crafts (armoring, weaponsmithing), First Aid, Lores (Dwur, <monster>*, underOerth, World), Conceal, Listen, Scan, Ambush, Hide, Sneak, Ceremony, Throwing Axe attack, and Longsword attack/parry.

Weapon-throwing involves tossing a sword (or axe) in such a way as to land point-first, hilt-first, on ledges, to cut ropes, hit glassware held in the hand, etc. It is basically a trick throwing skill.

<Monster> Lore covers the best ways of killing traditional dwurin 'monsters', such as dragons, umberhulks, xorn, and other rapacious creatures who prey on dwurin settlements.

Initiate Membership

Requirements: Standard. Known as the Blooded, initiates of this faith are called upon to wander the world in search of dwur in need of aid in battle.

Many have been known to band together to seek out fallen dwurin citadels, hoping to clear them of celbit or euroz (the two most common 'inheritors' of dwur holdings). Others join adventuring groups of mixed race, hoping to find glory and battle 'on the road', so to speak.

Spirit Magic: Bladesharp, Coordination, Fanaticism, Fireblade, Protection, Repair, Speedart, Strength, Vigor.

Acolyte Membership

Requirements: Standard. Known as the Deathblades, this is the highest office to which most males can rise in Haela's cult.

Rune Lord/Priesthood

Requirements: Standard for priests. Collectively known as the Sword-Maidens, Haela's priests also gain the powers of Rune Lords in her cult. Sworn to battle, they typically rove between the known temples of their faith seeking out trouble wherever it rises.

Virtues for this cult include Energetic, Proud, and Reckless.

Common Divine Magic: all.

Special Divine Magic: Berserk, Hurling, Living Axe/Sword, Luckblade*, Retrieve Weapon, Sureshot, Turn Blow.

(Luckblade is essentially identical to the RQ spell 'Luck', excepting that it only applies to combat rolls with a weapon).

Associated Gods

Clangeddin: provides Command Gnome Gorm: provides Command Salamander Moradin: provides Shield Sharindlar: provides Reflection



Moradin is the Soul Forger. He is the creator of the Dwur, and the father to the entire Dwurin pantheon.

Cult in the World

The myths surrounding Moradin's creation of the dwurin at the heart of the world are many, but all agree on the central theme that it was Moradin who first crafted the dwurin from raw materials and 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 jewlers 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

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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),

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Shield, Summon (Gnome, Salamader), Sure Hammer, True Hammer.

Associated Gods

Berronar: provides Earthpower Clangeddin: provides Earth Grip Dugmaren: provides Clairvoyance Dumathoin: provides Turn Undead Vergadain: provides Spell Trading

ロえの Muamman

Muamman is the Wanderer and the Watcher.

Cult in the World

One of the many sons of Moradin, Muamman has travelled the length and the breadth of the world, forever wandering wherever the winds take him. His travels have taken him farther than almost any of the other dwurin gods, eventually giving him minor powers over both storm and prophesy.

Though he played no part in their creation, he is considered by many scholars to be the patron and protector of the dwur'mowat wherever they roam, even those who have turned to non-dwurin gods for their religious needs.

Muamman's primary High Holy Day is the 4th of Richfest, with a secondary celebration nine days later on the 6th of Reaping. This second holiday, called the Return, symbolizes the need even in those dwurin who choose to wander the surface world to return to the bosom of their homes from time to time.

Temples to Muamman are simple affairs, typically a stone cairn built at the peak of a mountaintop, featuring a large stone hammer suspended over a circular pit that stretches as deep into the earth as the peak soars above.

Priests of Muamman wear robes of dark grey trimmed in maroon, with a silver eye motif stitched on the collar, sleeves, and hem of the

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robe. Hair and beard are divided into three braids, the central of which incorporates silver wire and a thunderbolt device.

Lay Membership

Requirements: Muamman typically draws his worshippers from those dwur who dwell in surface communities, and from any dwur whose business carries him aboveground for extended periods of time.

While their brethren may have mastery of the mines and warrens beneath the mountains, most Guides (as lay members are known) seek to intimately know the exterior surface of the mountains where their temples are built.

Skills taught by the cult include Climb, Jump, Swim, Fast Talk, Speak Languages, First Aid, Lores (Dwur, World), Read/Write, Conceal, Listen, Scan, Ceremony, Hammer attack and Shield parry.

Initiate Membership

Requirements: Standard. Initiates of Muamman are known as Farseekers, which aptly describes the function they serve on the surface.

Farseekers are the explorers, the wanderers. All are sworn to return to their clans only when they feel they are ready for advancement in the cult.

Spirit Magic: Bludgeon, Comprehension,

Countermagic, Endurance, Ignite, Jumping, Mobility, Protection, Sustain.

Acolyte Membership

Requirements: Standard. Called the Walkers, acolytes of this faith usually act as professional guides and guards for dwurin surface caravans.

Priesthood

Requirements: Standard. Known as Watchers, priests of this faith keep constant vigil at their sanctuaries, always keeping a watchful eye over the approaches to their communities. They also listen carefully to the tales of travelers, knowing only too well that the first signs of distant trouble often come in the form of rumors.

Watchers usually take a vow to never again dwell underground, for they feel that it is in the interest of all dwurinkind that their people live lives that partake equally of both the surface and the underdark.

Virtues for Muamman include Curious, Energetic, Honorable, and Social.

Common Divine Magic: all.

Special Divine Magic: Command (Gnomes, Sylphs), Fleetfoot, Hie Wagon, Lightning, Path Watch, Predict Weather, Skywatch, Summon (Gnomes, Sylphs), Teleportation, The Sight.

Associated Gods

Berronar: provides Absorbtion Dugmaren: provides Translate Gorm: provides Vigilance Moradin: provides Shield

X 🗆 III O Sharindlar

Known as the Lady of Mercy, and the Shining Dancer, Sharindlar is the dwurin goddess of healing, harmony, and romantic love.

Cult in the World

Though well known to dwurinkind, most non-dwur know Sharindlar only in her role as the Merciful, never in her role as the Shining Dancer. Dwurin are always very circumspect where issues of fertility and love are concerned, so much so that she is never named as anything but the Lady of Mercy outside of her temples.

In mythology, Sharindlar is the wife of Clangeddin, created by Moradin from the brightest of the flickering flames within his forge. Through her, he sought to temper Clangeddin into an even greater warrior, but was equally pleased when his newest daughter proved to have great powers of fertility and inspired the mortal dwurin to greater efforts as well.

Sharindlar's High Holy Day encompasses the whole of Richfest, a week long celebration of laughter, dance, and romance usually held within closed temple doors.

Temples to Sharindlar are carved from the living earth in a fashion which does not require pillars or buttresses to support. The innermost sanctum features a large floor suitable for dancing, with a deep brazier of coals supported over a central pool.

Sharindlar's priestesses typically wear a scarlet robe embroidered with gold thread, and a blue sash embroidered with silver thread. Hair and beards are worn long, combed but never braided or pleated. Jewelry in all forms is common, as well.

Lay Membership

Requirements: Known as the Daughters of Mercy, lay members of Sharindlar's cult usually are drawn from midwives, healers, and any dwur who is seeking romance or renewed fertility.

Skills taught by the cult include Dance, Dodge, Seduction, Sing, Speak Languages, First Aid, Lores (Dwur, Poison, underOerth, World), Treat (Disease, Poison), Play Instrument, Listen, Ceremony, and Mace attack.

Initiate Membership

Requirements: Standard. Known as the Daughters of Life, Sharindlar's initiates form the core of her cult's healing and 'works ministry', often traveling from clan to clan healing the injured and sick as needed. They also take the time to get to know as many of the single dwurin in those communities as possible.

Daughters of Life also act as 'Hostesses' when the Mothers of the order organize festivals or holidays to bring single dwur together. Since the dwurin birthrate usually results in a higher number of males than females in most communities, having a few 'extra' women in attendance at such affairs is seen as a boon.

Spirit Magic*: Banish Spirit, Birth Song, Demoralize, Ease Pain, Heal, Mobility, Protection, Sleep, Vigor.

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*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 Thalonors (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 Altrusitic, 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 Absorbtion Clangeddin: provides Summon Gnome Dumathoin: provides Turn Undead Moradin: provides Shield

▼□ ೫ 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.

Lay Membership

Requirements: Though the patron of the dwur'tabul, Ulaa also has many noniz and human worshippers, primarily among hillmen or miners. Lay members of this cult are known as the Rough.

Skills taught by the cult include Climb, Dodge, Jump, Orate, Sing, Speak Languages, Crafts (mining, gem cutting, etc.), Evaluate, Lores (Dwur, Human, Mineral, Noniz, World), Read/Write, Listen, Scan, Ceremony, Hammer attack and Pick attack.

Initiate Membership

Requirements: Standard. Initiates of Ulaa, known as the Faceted, are typically responsible for watching over the hills where they live, and for striving to draw beauty from the bounty the Lady of the Hills has placed there for them to find.

Spirit Magic: Befuddle, Bludgeon, Countermagic, Mighty Blow, Protection, Sparkle*, Strength, Ulaa's Steady Hand (Improve Gem-Cutting), Vigor.

*Sparkle is a variation of the Shimmer spell, making the target more difficult to hit due to the millions of tiny sparkles the target seems to emanate.

Acolyte Membership

Requirements: Standard.

Rune Lord Membership

Requirements: Standard. Ulaa's Rune Lords, called the Ruby Hammers, serve as the military arm of the cult, tirelessly seeking to drive away or destroy the enemies of the faithful, predominantly euroz, celbit, and eiger (the most common foes encountered). Each Hammer is expected to declare a single race as his special foe upon his ordination, and such a declaration grants the Hammer an automatic Fanaticism-like effect when battling members of that race.

Priesthood

Requirements: Standard. Ulaa's priests and priestesses, known as the Ruby Hearted, help build

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alliances between the various races who come to worship with them, as well as acting as master gemcrafters and advising the local clans on the best sites for future mine expansions.

Virtues for Ulaa include Energetic, Loyal, Pragmatic and Social.

Common Divine Magic: all.

Special Divine Magic: Absorbtion*, Command Gnomes, Copy, Earth Strength, Speak with Burrowing Animals, Summon Gnomes.

*Absorbs only those spells associated with the Earth Rune.

Associated Gods

Berronar: provides Earthpower Blerred: provides Sure Hammer Dumathoin: provides Turn Undead Moradin: provides Shield Muamman: provides Command Sylphs Sharindlar: provides Command Salamanders

□ H I ⊼ Vergadain

The god of Wealth and Trade, sometimes known as the Laughing or Trickster Dwur.

Cult in the World

Vergadain is the twin brother of Abbathor, and even with their differences they are very much alike. While Abbathor is Greed incarnate, Vergadain relies more on chance and trickery to obtain his wealth, instead of outright theft.

In his aspect as the Merchant King, Vergadain and his followers sponsor the marketplaces where dwur sell their goods between themselves and to other races. Less common, but more dangerous, are the Halls of Chance Vergadain's faithful erect in his honor, where all manner of gambling occurs.

The Holiest of Days for Vergadain is the 1st of

Richfest, with lesser holidays on the 1st of each festival as well as the second Earthday of each month.

Temples to Vergadain take two forms. The Great Halls of Vergadain are typically placed so that while technically underground, they have an entrace that looks out on the surface world to facilitate trading between races. The Markets often stand just outside the Great Halls, and typically take the form of a large open-air bazzar where goods can be traded.

Priests of Vergadain favor rich robes of deep purple lined with fur, and often wear long chains of golden coins draped around their sholders. Hair and beards are worn intricately braided with wire of various precious metals, gemstones, and coins.

Lay Membership

Requirements: The first choice for dwurin merchants, he is also revered by many adventuresome thieves, who seek to emulate the Laughing Dwur in his infamous mythological exploits.

Skills taught by the cult include Dodge, Throw, Bargain, Fast Talk, Sing, Speak Languages, Evaluate, Lore (Dwur, underOerth, World), Conceal, Devise, Sleight, Listen, Search, Hide, Sneak, Ceremony and Broadsword attack/parry.

Initiate Membership

Requirements: Standard. Initiates of Vergadain's cult are commonly shopkeepers, traders, or sometimes thieves. Redistribution of wealth is what's important, not the means, afterall.

Spirit Magic: Befuddle, Countermagic, Glamour, Glue, Hotfoot, Protection, Shimmer, Vergadain's Obvious Reply (Improve Fast Talk), Vergadain's Silver Tongue (Improve Bargain).

Acolyte Membership

Requirements: Standard. Vergadain's acolytes help manage both the larger temples and monitor the marketplaces that abut them. Some have been known to lead large caravans both above and below ground (surface caravans will almost certainly have a priest or acolyte of Muamman along for extra security).

Those with less of a taste for organized trade often become master gamblers and risk-takers, seeking to honor Vergadain by reminding all their kind that nothing is gained without risk, and that chance sometimes favors those bold enough to tempt it.

Priesthood

Requirements: Standard. Known as the Merchant Princes, Vergadain's priests are the overseers of all the lesser operations their cult engages in.

Virtues for Vergadain's followers include Creative, Honorable, Indulgent, Reckless, and Social.

Common Divine Magic: all.

Special Divine Magic: Avoid Fate, Charisma, Coin Wheel, Command Gnome, Create (Market, Great Market), Exchange Spells, Floppy-bot, Fumble, Group Laughter, Lock, Passage, Reduce Head, Safe, Spell Trading.

Associated Gods

Abbathor: provides Hide Wealth Berronar: provides Oath Gorm: provides Command Salamanders Moradin: provides Shield Muamman: provides Hie Wagon

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 blusinh 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 typicaly 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 Diirnka 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

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[™] ■ k * 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 follwed 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 Bralm 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 vengence 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 Godsday. 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.

Priesthood

Requirements: In addition to the standard requirements, applicants for full Savant status must also qualify as adept sorcerers.

Undisputed leaders of their communities, Savants are also expected to be teachers, instructing their people in the proper treatment of slaves, proper conduct among themselves, and all the other necessities of life in the underOerth.

Virtues for this cult include Angry, Cruel, Deceitful, Manipulative, and Vengeful.

Common Divine Magic: all.

Special Divine Magic: Analyze Magic, Betray Loyalty, Coerce, Command Gnome, Create Fissue, Enchant Shackle, Slave Link.

Sorcery Notes: Common Vows include Abjure (Alcohol, Arts (Lesser only), Day, Knightly Arms, Metal Armor), Adulation, Cannibalism, Derro Sacrifice, Location, POW Gift, Sacrifice (APP, CON, Genitals, STR), Silence, Tend Familiar.

Common Specialties include Alchemist, Autotheist, Conjurer, Monitor, Necromancer, Warlock of Earth.

Associated Gods None

The Duergar

The People

The duergar (dwur'gar, as they were known in ancient times), or grey dwur, are a race of dwur mostly unknown to the surface races, and thought even by some modern dwurin clans to be only a myth.

Duergar are lanky rather than stocky, standing 4' tall with possess pale, almost dough-colored skin with hair that is almost always shades of white, silver, or grey. Eye color tends to be black, and most have dwelled in the Greater Dark for so long that bright light affects them as would a Demoralize spell.

Most wear dark colors, browns and greys predominating. Though duergar are by-and-large master sorcerers, they are still quite proficient in the normal dwurin crafts, excelling in the production of magical weapons and armor.

Important Dates in Duergar History

00001- The Ethos of Craft is announced, followed shortly by the dwur'gar separating themselves from dwurin society.

00137-00229 - The War of the Forge. The dwur'gar and their sympathizers battle the rest of dwurin races over ideological differences. In the end, the dwur'gar are forced into the Greater Dark and forgotten, for the time being.

00241 - Foundation of the first dwur'gar city, called Ladu'crn'ra (Laduguer's Retreat), deep beneath the westernmost spur of the Sulhaut Mountains, near where it meets the Celestial Range.

00289-00305 - The Winnowing War. Using armies of slaves, illithids dwelling near the site of Ladu'crn'ra war upon the dwur'gar, eventually defeating them and forcing them into slavery themselves.

00306-05149 - The Bondage. The dwur'gar spend the bulk of this time in servitude to the

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 beneth 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 craftswork, 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.

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Modern Duergar Viewpoints

Chiamwe', a city beneath the Yatils What Your Father Told You

Who are you? - I am Jabiq of Stoneshadow, General of the Chiamwe' Army.

Who are we? - We are the duergar. We rule much of the underOerth, and our might is unequalled.

What makes us great? - We are great because we have been tempered by the fires of defeat and debasement, and have risen above them to command where we once were slaves.

Where do we live? - We live in the city of Chiamwe', deep beneath the mountains that the surface-folk call the Yatils.

What is important in my life? - Ours is a military clan, so it is expected of you to excel in the arts of war. Our patron is Duerra, so it is to her that you shall offer worship, as well.

Who rules us? - His Dour Majesty, Poteklis of the Greater Delve rules us.

What is evil? - The greatest evil is sloth. You must never lower your guard for even an instant, especialy while among the slave castes. Remember always that we ourselves were once enslaved, and that freedom is ever at the heart of every slaves desires. Most will be only to happy to take their freedom at the cost of your life.

What is my lot in life? - You will be schooled in combat, drilled until your every move is perfect. You will learn the axe and the hammer, the crossbow and the dagger, the art of command as well as how to take orders from those appointed over you.

How do we deal with others? - Other races fall into two categories, my son. First, there are those weaker than ourselves, who are fit only to be our slaves. Next, there are those few races who pose a threat to us, who must be destroyed at all costs.

Who are our enemies? - Most of all, the illithids hate and fear us the most. They make poor slaves, so they must be slain at all costs. Svirfneblin and drow come next, followed by kuo-toans and troglodytes - all these make acceptable slaves, if properly watched and ruled with an iron fist. The least races, grimlocks and gibberlings, are fit only for destruction, as they have not the wit to serve as slaves and are too numerous to be allowed to persist.

Who are our gods? - Our clan serves Duerra, the Daul of Battle. Laduguer, her father, is to be venerated as well, for it is by his command that we have achieved the greatness we now enjoy. Should you find a wife, you will likely offer prayer to Sharindlar, for she still smiles upon us, as well.

Duerra

Cult in the World

abilities.

Born to a simple slave-woman in the breeding pits of Ul6'yth'p, an illithid city located somewhere deep below the Corusk Mountains, Duerra was recognized at a very young age as possessing special abilities, talents that she could teach to others of her kind.

Known as the Queen of the Invisible Art, Duerra is

the patron and first cause of the duergar's psionic

After giving her people the gift of the Invisible Art, she led them in a revolt against their illithid masters, and survived to rule them for almost 400 years. Upon her death she was taken by Laduguer and elevated to divine status, so that the Arts she had given her people would never fade from them.

Duerra's priesthood celebrates the 17th of Patchwall as their High Holy Day, the anniversary of the Night of Rage. Lesser celebrations vary from clan to clan, usually marking the founding of their individual holdings or marking the days that great victories were won.

Duerra's Temples are always carved from living

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rock and sculpted into pleasing ovals and conical shapes. Priests of Duerra typically wear velvet robes of indigo trimmed in blue or white. Cloaks are commonly worn as well, also of indigo. Head hair is kept shaven, though facial hair is worn long and full.

Lay Membership

Requirements: Most duergar will at least pay occasional homage to Duerra, so most congregations are large (if somewhat variable).

Skills taught by the cult include Cimb, Dodge, Fast Talk, Orate, Speak Languages, First Aid, Lores (Duergar, Dwur, Illithid, Psionic, underOerth, World), Read/Write, Listen, Scan, Sneak, Ceremony, Psionic Combat and Battleaxe attack/parry.

Initiate Membership

Requirements: Standard. Initiates of Duerra are known as the Endowed, and typically serve their communities doing Tower work and watching over the slave population of the city. They also assume posts as minor administrators and soldiers, when necessary.

The Endowed may advance their Telepathic Aspect at a ratio of 3:1, and are taught the additional skill of Gestalt.

Spirit Magic: Bladesharp, Compel Respect, Countermagic, Fanaticism, Mind Trap, Silence, Visibility.

Acolyte Membership

Requirements: Standard. Known as the Monitors, Duerra's acolytes typically prowl their communities using their telepathic abilities to monitor both the slaves and their fellow duergar for thoughts of dissent or impiety.

Priesthood

Requirements: Standard. Known as the Mindaxes, Duerra's priests often serve as the ultimate military authority in many duergar communities. Driven to

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expand the realm of control their followers enjoy, Dueraa's priesthood is always at the forefront of raids against the other races of the Greater Dark.

Virtues for this cult include Manipulative, Spiritual, and Warlike.

Common Divine Magic: all.

Special Divine Magic: Catatonia, Command Gnomes, Forget, Madness, Mind Block (all), Remove INT, Sixth Sense, Summon Gnomes.

Associated Gods Laduguer: provides Slave Link

Laduguer is known as both the TaskMaster and the Magister.

Cult in the World

Though most dwurin sages would deny it, Ladguer was not Moradin's rebellious son, but his brother. Where Moradin taught the Crafts of mining and metalsmithing, Laduguer taught them the Art of Sorcery.

The dwur'gar, the most magically inclined race of dwur, chose Laduguer as their patron, and he taught them all that he knew of Magic, until the day when Moradin saw how those who excelled at Magic had forsaken the Crafts he'd given them, he decreed that the dwurin races practice sorcery no more, and return to the ways he had set down for them ages past.

Laduguer and his followers would not, so they abandoned their homes and then sought to conquer their brothers, in order to prove which was greater, their Art or Moradin's Crafts.

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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.

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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 magickal 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 beome 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.

The World of Greyhawk™ Wizards of the Coast.

RuneQuestTM Avalon Hill Games

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		Appe What the Runes in these writeup			ules them
6	Air	Air, Storm, Violence VELNIUS		Law, Malign	Ordered, Regimented
	Alchemy	Alchemy, Transformation	0	Light	Light w/o Heat PELOR
V	Beast	Animal Life	π	Luck	Luck, Chance, Randomness
N	Betrayal	Betrayal, Treason, Falsehood SYRUL	R	Magic	Magic, Energy BOCCOB
V	Chaos	Entropy, Corruption, Chaos THARIZDUN	₹	Man	Humanoid Life
0	Cold	Cold	Ш	Mastery	Self-Knowledge, Internal Unity, Control
	Darkness	Darkness THARIZDUN	*	Mind	Thought, Mental Processes, Psionics
t	Death	Separation, Conflict, Death NERULL	Φ	Moon	Mysteries, Tides, Luna SEHANINE
Q	Disorder	Disunity, Trouble, Trickery		Half Moon	Seasons, Cycles, Celene CYNDOR
*	Dragon	Majesty, Power, Dragons	ん	Movement	Change, Instability
	Earth, Light	Earth, Solids (Beneficial) BEORY	Ħ	Planes, Inner	Elemental & Inner Planes DORGHA
	Earth, Dark	Earth, Solids (Maleficient)		Planes, Outer	Outer Planes, Hells
	Evil	Malice, Hatred, Evil ASMODEUS	Ք	Plant	Vegetable Life
*	Fate	Fate, Destiny, Status ISTUS	\$	Portals	Portals, Doors, Locks, Keys, Passages DALT
X	Fertility	Love, Life, Growth, Fertility		Shadow	Light Within Darkness, Secret
0	Fire	Fire, Heat, Sky, Light	*	Slavery	Slavery, Confinement, Subjugation
	Harmony	Unity, Cooperation, Healing ZODAL	\$	Spirit	Discorporate Beings, Communication b/w Worlds
0	Heat	Heat w/o Light		Stasis	Stability, Strength KORAM
*	Hunger	Unfillable Hunger, Cravings	H	Trade	Exchange, Commerce
	Ice	Cold w/o Darkness	Y	Truth	Truth, Knowledge ZANN
•	Illusion	Tricks, Concealment, Lies	¥	Undeath	Undeath, Living Dead
∞	Infinity	Unendingness, Time LENDOR	齐	Void	Waste, Reversal, Loss ACERERAK
1	Kinship	Kinship, Family YONDALLA	NY NY	Water	Water, Liquids PROCAN
^	Law	Ordered, Unchanging, Reliable		Work	Industry, Labor MORADIN