

FOR GOLD AND GLORY

Victims of the Demon Lord

Since ancient times, those who dwell under hill and mountain have mystified the world. A people living apart from the other ancestries, fiercely independent, they dig into the bones of the earth to pry gold and gems from the unyielding stone. Called dwarfs for their short stature, their relationship with others in the world are oft marked by tumult and violence, frequently clashing with their neighbors over disputes both real and imagined. When not fighting the faerie or greedy men, the dwarfs fix their attention upon their work, carving out tunnels, hammering ore into weapons and armor of unsurpassed quality, and polishing gems until their brilliance rivals that of the sun.

But in these uncertain times, with the shadow spreading across the world, the dwarfs face new trials that beset them, new enemies boiling up from the darkness below and from the lands all around. One by one their mighty fortresses fall, forcing those who flee the destruction to seek haven as refugees in the realms of mankind until the day they can return to claim what is rightfully theirs.

For Gold and Glory examines dwarfs living in Rûl, revealing the secrets of their origins and how they fit into the tapestry of people who share these lands, providing those who want to play a dwarf character with the lore the need to flesh them out in detail. In addition, this supplement also offers character creation rules that, when used in place of those presented in the main rulebook, will help players develop a rich and interesting background to better ground their dwarf characters in the setting.



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GRIMNIR'S CURSE

The priests of the Honored Dead have many responsibilities in serving the spirits of their ancestors. One of the most sacred tasks set for them has been to keep secret the true origins of the dwarfen peoples—if the truth were known, the shame would be too much for dwarfs to bear. Instead, they promulgate legends and myths, telling of how the dwarfs needed no creators as they pulled themselves and their kin fully formed from the rock, or how the dwarfs sprang from the spilled blood of a fallen titan, one of those ancient enemies of the gods now imprisoned on the stormy moon, Tarterus. Stories such as these emphasize dwarfen independence, reminding dwarfs they have no need for gods or divine patrons other than the spirits of their ancestors.

Dwarfs were not always short, stout, and hairy. Long ago, Grinnir and the other Dark Gods formed them as a striking, regal people, who were tall, statuesque, and perfect in every way, being in appearance their worthy servants in the mortal world. Along with these gifts, the gods bestowed on them cunning, revealed the secret of fire, and gave them the knowledge to care for themselves in the strange new world.

For a time, these peoples lived and served their makers, content with giving over their works to their patrons and receiving their bounty from the heavens. But this arrangement would not last for the people also knew death, as all died at their appointed times, while the gods remained forever. Why should the gods be immortal when their creations were doomed to die? In time, the mortals' resentment grew into open rebellion. They threw down their altar, ceased their sacrifices, and turned their eyes to the heavens, eager to stake their claim on the gift of immortality the gods refused to share. And if the gods would not share, the people would take it for themselves.

Atop the highest mountain in all the lands, the people began work on a mighty tower, raising it higher and higher to reach the distant gates of the divine realms so that their armies could march on them, climbing the innumerable stairs to invade the heavens and claim what they believed was rightfully theirs. Grinnir and the other Dark Gods saw what their creations had wrought and became angered. Grinnir cast down the great tower and then laid a heavy curse upon the blasphemous who rebelled.

Grinnir took from them their beauty and stature, reducing them in form and appearance until they became stunted, ugly things, gnarled and twisted by their greed. He then turned their eyes downward so that they would, forever after, concern themselves with the world in which they lived rather than with the heavens above them. Finally, Grinnir renounced them, scattering them across the land to make their way with neither gift nor comfort from their makers.

Henceforth, the people became known as the dwarfs, and through the march of centuries they have burrowed deeply into the earth that fascinates them so, seeking its hidden treasures with the same maniacal fervor in which they once sought to wrest immortality from the gods.

SHORT AND STOUT

Dwarfs bear Grinnir's curse in both body and mind. No longer the tall and striking reflections of their creators, they did at least remain strong, tough, and possessed of crafty intelligence, even if their minds always seem to inevitably drift toward gold, jewels, and treasure. Dwarfs stand between three and four feet tall and their thick, muscular bodies can weigh up to 250 pounds. Dwarfs have a great fondness for food and drink, leading many to thicken around their middle, but a heavy gut is no mark of shame for them; rather, a healthy belly reflects a dwarf's good fortune and tastes for the finer things.

Hair covers dwarfs' bodies and is at its thickest in the armpits and groin. The hair thins as it spreads out along their chests, backs, bellies, down their arms and legs, and up their necks. Dwarfs of both genders wear facial hair, taking great pride in it. Beards are common, though many wear muttonchops or thick moustaches. Dwarfs often braid their beards into intricate patterns or adorn them with gold and silver rings and beads. Others might grease their facial hair so that it holds fanciful shapes, while others just let the hair grow so long that it drags upon the ground.

Dwarfs tend to be ugly by human standards, having exaggerated facial features, such as pronounced brows, bulbous noses, and wide, over-expressive mouths. They do display the same range of coloration found in humans, and one can find dwarfs with pale skin or dark, red hair or black, and everything in between. Dwarfen communities tend to be clannish however, so while dwarfs from different areas might show a range of appearances, dwarfs from one community tend to be uniform in appearance.

DWARFISH

All dwarfs speak Dwarfish, the language of their people. A harsh, guttural language of long, compound words and few vowels, other peoples find it difficult, though by no means impossible, to learn. Its written form features a runic alphabet that shares much in common with the ancient language of trolls, suggesting the two languages might have been one in ancient times. Dwarfs prize reading, and all dwarfs are expected to learn to read as part of their upbringing; the "unlettered" bring shame to their families and clans.

LONG LIVES, FOREVER DWARFS

By human standards, dwarfs live a long time. A typical dwarf can expect to live up to two centuries and some live even longer. Some priests believe the dwarfs partly succeeded in attaining more life for themselves, even if they did not achieve immortality, but most explain their long lives by the dwarfs' natural durability. Their great stamina insulates them against the raft of infirmities that lay low other peoples. Dwarfs can shrug off sickness, drink and eat to excess, and can take a fair amount of physical abuse without slowing down.

Dwarfs do die, of course, and like all mortals, their souls descend to the Underworld or Hell depending on how they lived. Unlike other souls, those residing in the Underworld can move freely from that gloomy

place and into the mortal world thanks to the beliefs of their people. These ancestor spirits watch over their kin and work influence them from beyond, hoping to steer them onto better paths. In time, the soul forgets and returns to a new body. Grimnir's curse ensures dwarf souls always return to the world in dwarf bodies without exception.

BURIED KINGDOMS

The desire for riches might consume the dwarfs, but they are not blind to the dangers their success might bring them. Each gold nugget, each jewel recovered from the depths risks drawing the attention from other peoples, who would gladly take for themselves that which was gained through dwarfen labor. For this reason, dwarfs hide their kingdoms deep underground, protecting the routes in and out with myriad tricks and traps to ensure no goblin, no adventurous human, no troglodyte, or anyone or anything else can find their way to their vaults without facing great risk. While all dwarfen kingdoms have access to the lands above, such entrances are sealed by potent wards to prevent passers-by from stumbling inside. These wards prevent the doors from being opened, or conceal them from view.

The tunnels leading to the dwarf kingdoms twist and turn, climb and descend, widen and narrow, with tempting side passages that lead explorers deeper and deeper underground. To frustrate intruders, dwarfs often conceal shortcuts and main routes behind false walls and illusions to keep trespassers from reaching their destination. So labyrinthine are these tunnels, many people who come seeking dwarfen gold find themselves lost, wandering around in the dark until hunger, thirst, mishap, or some wandering horror finally ends their suffering.

Whether found by superior cunning or with the aid of an escort, dwarfen kingdoms never fail to amaze. Even the smallest outposts can astonish, for dwarfs spare no effort in beautifying the places in which they live. Each kingdom and community acts as a monument to the dwarfs, a lasting symbol of their skill and accomplishments. Thus, one can find broad roads lined with the statues of dwarfen warriors, friezes displaying the settlement's history, bas-reliefs of grim-faced, bearded dwarfs, eyes always seeming to follow, vaulted ceilings, wide pillars, and bridges, walkways, and paths along which stand stone doors through which lie living spaces, galleries, halls, and even greater chambers.

Dwarfen realms all feature three key chambers. The High Hall serves as a gathering place where the leader and advisors meet, citizens air grievances, and judgments and decisions are handed down. The dwarfs inter their dead



in the Hall of Ancestors and their priests conduct ceremonies and commune with the spirits who watch over them. Finally, the Great Vault holds the accumulated riches, from stacked bars of gold to chests filled with glittering jewels, as well as all the relics and other treasures important to the community. All citizens share in the public wealth.

KINGS AND QUEENS

Each community, regardless of size, looks to a regent as a figurehead or leader. Called king or queen, these leaders judge disputes, lead their fellow dwarfs into battle, and represent the community in its dealings with other dwarfs and outsiders. The regency is an inherited position, passing down to the eldest child. While regents command great influence in their communities, the various guilds—miners, smiths, gem-cutters—check their power and can overrule edicts, negate treaties, and force their leaders to pursue different agendas.

EXILES AND LOST LANDS

In spite of their strong defenses and the elaborate safeguards installed to protect their holdings, the near-constant state of war has seen many dwarfen kingdoms abandoned and destroyed, the survivors forced to find refuge in other kingdoms or, worse, in human lands. Dwarfs have no shortage of enemies, battling trolls, troglodytes, goblins, monsters, and worse over the centuries, each seeking the dwarfs' treasures or to revenge themselves against the hated people. The lost kingdoms have become tombs, dusty, cobwebbed, and littered with the bones of dead dwarfs wherever they fell. Monsters haunt the shadows, and vile peoples squat in and foul the once-fine halls and emptied vaults.

Dwarfs look to these lost lands with anger, as stark reminders of the treachery of other peoples and the tragedy that seems to inevitably befall those cursed by Grimnir. Brash dwarfs might pledge to take back their homelands and reclaim their treasures, but such quests usually end in failure and death as there simply aren't enough dwarfs left to mount an effective raid against these lost realms. Still, this doesn't stop dwarfs from trying, and many find glorious deaths at the ends of their long campaigns.

Although dwarfs are loath to surrender their lands, each fallen kingdom sees the surviving peoples, often the young and elderly, who might find sanctuary at another holdfast or descend the mountain slopes to find refuge among the other peoples. The heavy casualties and wars of attrition saw refugees fleeing into the Empire over the centuries in such numbers that dwarfs can be found almost anywhere on the continent, from the frozen wastes in the south to the edges of the Desolation in the north. Most displaced

dwarfs are second- or even third-generation survivors, but even though they have lived among other people, they faithfully preserve their customs and beliefs, knowing their ancestors are watching and that the opportunity to reclaim what was lost might one day arise.

THE HONORED DEAD

The specters of dead dwarfs haunt the living, their cold eyes following them wherever they roam, watching and weighing the deeds of their descendants. Dwarfs feel the attention of the Honored Dead and thus always seek to acquit themselves honorably in all their dealings lest they bring shame to their forbearers. Most times, the ancestors exist as invisible and silent companions, but some of the living learn to commune with these spirits, and those skilled at communicating with the dead might go on to become priests of the Honored Dead. You can find out more information about the dwarfen religion in *Uncertain Faith*.

INDUSTRIOUSNESS IN ALL THINGS

For dwarfs, the highest virtue is one's labor. Nothing is more satisfying than a job well done and thus dwarfs keep themselves busy, pushing themselves to the brink of exhaustion in any task they set for themselves. When working the mines, they dig deeper and swing their picks harder than any other people, pressing on no matter how much sweat pours from their bodies. At the forge, dwarfs never rest on their laurels, always looking for ways to improve upon their designs and produce even greater wonders. It is not enough to be good at one's labor—one must always strive to be better.

TOWERING PRIDE

The true origins of the dwarfen peoples might be a secret from the world, but ignorance does not alleviate the private shame all dwarfs hold in their hearts for their ancestors' deeds. It is a feeling of deep frustration, sorrow, and dissatisfaction that has no explanation or obvious cause. Dwarfs use pride to mask their misgivings, never passing up an opportunity to boast about their accomplishments and superiority in all things. As one might expect, dwarfen pride wins them few friends and often contributes to the many struggles they have had with the other peoples of the world.

More than their penchant for boasting, though, is their love to mock and criticize other peoples. Dwarfs can level insults and criticism better than any. Dwarfs see themselves as masters at the forge, construction, sculpture, engineering, and many other arts. They can usually tell when they encounter something made by a people other than dwarfs and waste little time in pointing out its flaws. The works of others rarely meet

their approval, and almost never garners their praise, as they will always find something wrong, even if they have to invent it.

DWARF NAMES

The dwarfs of Rûl use names that either have Germanic roots or sound as if they do. As a result, dwarfs and jotun (*A Glorious Death*) have some overlap in naming conventions, which suggests they share common origins. Sample names can be found in *Shadow of the Demon Lord*.

OVERPOWERING GREED

When the Dark Gods bent the dwarfs' heads to the ground, they instilled in them a lust for precious things: gold, silver, rubies, and emeralds, and other rare metals or stones that might exist. This desire drives dwarfs deep into the earth, into places anyone else would deem dangerous and foolhardy. The promise of treasure, of wondrous gold and glittering jewel, vexes dwarfs their entire lives, and no dwarf ever passes up a chance to lay hands on riches.

The avaricious streak might be strong, but it isn't overpowering. Dwarfs rarely resort to theft to enrich themselves as stealing is dishonorable and brings shame to themselves and their kin. Instead, dwarfs seek out wealth, either by mining or by selling their services to employers in exchange for a steep fee after a fierce and lopsided negotiation.

CONTRACTS AND NEGOTIATIONS

Being suspicious and untrusting means dwarfs do not enter into bargains lightly. Even among their own kind, they require a bit more than an oath and a handshake. For any transaction that involves riches, dwarfs draw up elaborate contracts that might run dozens of pages in length, filled with convoluted language that shifts the risk to the other party while offering the dwarf the best protections. Of course, dwarfs are wise to such contractual tricks, and negotiations between dwarfs can be fierce and last several days before they can reach terms. For those unfamiliar with the ways dwarfs do business, signing a contract whipped up by a dwarf is a quick way to lose one's shirt.

Dwarfs take their contracts seriously. They don't mind dickering over the details, and most make a game of it, but once a contract is signed, there's no reneging. Dwarfs abide by the letter of their contracts and expect their partners to do the same. If their partners break the contract, dwarfs spare no effort in getting the compensation laid out in the document. Wars have been fought over contractual disputes and dwarfs never accept anything less than what is owed to them.

GOLD LUST

Dwarfs in madness's grip find the lust for gold grows unbearable and find it harder and harder to resist the impulse to take whatever valuables they find. Gold Lust is a common dwarfen affliction that arises in those who have suffered great strain and stress. Dwarfs pity those who succumb to this malady and do their best to guide them back to sanity and, if they fail, lock them away before they bring shame on themselves and their people.

When a dwarf would go mad, roll a d6. On an even number, roll a d20 to determine the form the madness takes as normal. On an odd number, the dwarf becomes afflicted with gold lust.

Gold Lust If you can see an object worth 1 gc or more, you become impaired until you take the object. At the end of each minute, roll a d6. A roll of 5 or higher ends the madness.

If you're using *Unhinge the Mind*, Gold Lust can manifest as short-term madness, in which case you use the above rule, or long-term madness. If a dwarf character would gain long-term madness, roll a d6. On an odd number, the character gains a random long-term madness, while the character gains gold lust on an even number.

Gold Lust (Long-Term) Your lust for precious metals and stones overpowers you. Whenever you see an item worth at least 1 gc, you must get a success on a Will challenge roll or become impaired until you take it.

UNYIELDING HATRED

Dwarfs have long memories and can recall every slight and every wrong done to them. The most egregious acts worry at them, needling them to settle the score. In time, this feeling grows into unreasoning hatred for anyone responsible for the wrong. So when they encounter the object of their hate, they channel all their anger into their attacks, singling out that foe until they slake their thirst for vengeance. While dwarfs do hate specific creatures, they do not let this anger rule them. They know the difference between vengeance and suicide. Just because dwarfs hates trolls doesn't mean dwarfs will rush out to kill trolls or die trying—trolls are tough, and notoriously resistant to being killed. Instead, dwarfs nurse their hatred and perfect their fighting prowess until they can be sure they will bring down their foes.

DWARF RELATIONS

The dwarfs have skirmished with orcs, fought goblins, battled trolls, and waged war against faeries, humans, and just about everyone else in the world. Blame falls on both sides of the dispute, usually over some minor insult or misunderstanding over a contract, but the dwarfs have suffered attacks and insults from peoples who sought to rob their vaults or to exploit their goodwill. Having had dealings with people of all kind and found in them all some cause for complaint, dwarfs suspect the worst from everyone they meet. They believe it's just a matter of time before their



low expectations are proven right. Thus, dwarfs deal carefully with other peoples and prefer to keep them at a distance before they can be betrayed.

Humans: Even though many dwarfs live among humans, they do not trust them. Dwarfs see humans as a short-lived, impulsive, and erratic people who lack the patience to do anything right or the perseverance to master anything they attempt to learn. Despite this, dwarfs and humans have found ways to set aside their disputes and come together against common enemies many times over the centuries. Most notably, dwarfs joined forces with the Kalasans to break the Witch-King's dark reign and, more recently, dwarfs joined forces with Horus to liberate the borderlands of Tear. So long as humans keep up their side of the bargain, they can count the dwarfs as allies, albeit distant and aloof ones at best.

Changelings: Dwarfs do not encounter changelings often. The stench of iron keeps most faeries far from dwarfen kingdoms, so few dwarfs are at risk of having their children replaced by thieving faeries. Dwarfs who do encounter changelings typically avoid them, seeing them as evidence of faerie mischief: it is the height of folly, dwarfs believe, to associate with a thing made to cover a crime. Few dwarfs see changelings as people and instead treat them as talking spells.

Clockworks: Clockworks fascinate dwarfs. While dwarfs find the act of binding souls to machinery to be a disturbing violation of the natural order of things, their interest in engineering and workmanship overrides their misgivings. They might examine

clockwork bodies to learn how they work and marvel at the ingeniousness of their design, though no dwarf would ever willingly offer a complement about the work even if secretly impressed by it.

Dwarfs: Dwarfs prefer the company of their own kind to others. Even when they meet dwarfs they do not know, their guard drops and they swap news and boasts, while remarking on the foolishness of the lesser peoples. Dwarfs who begin a night as total strangers might wind up singing songs together as they stuff their faces with food and drink.

Fauns: Dwarfs consider fauns to be yet one another example of the bizarre and unseemly peoples haunting the hidden places in the world. Dwarfs don't trust fauns and prefer to avoid them.

Goblins: There's no love lost between dwarfs and goblins. Their mutual animosity goes back to a time before human dominance. The wars between the dwarfs and the faeries raged for nearly a century, and while dwarfs dislike most faeries, goblins earned the full force of their disdain after causing endless trouble for the dwarfen people by collapsing their tunnels, raiding their vaults, and generally wreaking havoc in their communities. Attitudes toward goblins have not softened over time, even now that the goblins have been exiled from the hidden kingdoms and stripped of their immortality.

Dwarfs remain ever vigilant against attacks from the myriad goblin tribes who make their home underground. Outside dwarfen homelands, tensions between goblins and dwarfs continue and outbreaks

of violence usually occur in places where the two peoples are forced to live in the same community.

Halflings: Dwarfs have no strong opinions about halflings. The two peoples do not often cross paths. If anything, dwarfs might consider halflings weak and timid, soft from living free from the violence and horror that has defined much of dwarfen history. However, halfling courage is the stuff of legend and dwarfs who get to know them find themselves growing to like and even respect them.

Orcs: In recent years, clashes between dwarfs and the Empire involved fighting against orcs. As orcs prove time and again to be vicious, merciless killers, a deep hatred for their kind has taken hold in most dwarfen communities, such that dwarfs refuse them access to their realms and some even go so far as to hunt orcs who trespass on their territories. Hatred for orcs runs hottest in the dwarfen kingdoms, but is tempered somewhat outside these lands by the reality of having to living alongside them. Still, dwarfs living in human lands are bothered by orcs, finding them unsettling and abhorrent.

Elementals: Dwarfs and gnomes share many of the same lands. While not all meetings have been peaceful, the two peoples have learned to coexist. Some gnomes, after being driven out from their homeland found refuge in the dwarfen kingdoms and though they do not have all the rights and liberties enjoyed by the dwarfs, they can live in peace with them.

While dwarfs do get along with gnomes, they have not had much success in dealing peacefully with salamanders. The troubles stem from a short and bitter war over the Burning Vaults, a range of volcanic mountains forming the western barrier of the Desolation. Dwarfen prospectors explored the area and discovered diamonds. They left, but returned in greater numbers, intending to establish an outpost to mine the region. Not long after, the salamanders descended the slopes to drive out the invaders and a bloody battle was fought between the. The salamanders managed to drive off the dwarfs, but suffered high casualties as a result, and since then, a simmering hatred exists between the two peoples.

Dwarfs are unaware of the other elemental peoples.

Faeries: Wars between the faeries and dwarfs raged long before mankind began expanding across the continent. Much of the fighting involved dwarfen encroachment on faerie territory, but it also involved manipulation by the trolls, who sought to make dwarfs their slaves. Caught in between the two enemies, the dwarfs despise both and the hatred persists to this day.

DWARF CHARACTERS

Shadow of the Demon Lord includes everything you need to create a dwarf character. Using the rules in that book, you can make a character rapidly with just enough information to portray the character in the game. Here, you will find advanced rules for making dwarfs, with alternate features and a slew of tables to develop your character's background. If you use the rules presented here, it's important to use the supporting tables as they help you flesh out your character and determine your professions, the languages you know, and your starting equipment.

CREATING A DWARF

Choose an Attribute Scores option

Random Attribute Scores Strength 8 + 1d3, Agility 7 + 1d3, Intellect 8 + 1d3, Will 8 + 1d3

Standard Attribute Scores Strength 10, Agility 9, Intellect 10, Will 10

Perception equals your Intellect score + 1

Defense equals your Agility score

Health equals your Strength score + 4

Healing Rate equals one-quarter your Health

Size 1/2, **Speed** 8, **Power** 0

Languages and Professions You speak, read, and write Dwarfish.

Darksight You can see in areas obscured by shadows and darkness within medium range as if those areas were lit. Beyond this distance, you treat darkness as shadows and shadows as lit.

Hated Creature Choose a creature from the Hatred table. Your hatred grants 1 boon on attack rolls made against creatures you hate.

Robust Constitution You take half damage from poison. You make challenge rolls with 1 boon to avoid or remove the poisoned affliction.

LEVEL 4 DWARF EXPERT

Characteristics Health +6

You learn one spell from a tradition you have already discovered or gain one of the following talents.

Shake it Off You can use an action to heal damage equal to your healing rate and remove one of the following affliction: fatigued, impaired, or poisoned. Once you use this talent, you cannot use it again until after you complete a rest.

Sturdy as the Mountain You ignore the Strength requirements for wearing armor and using weapons. In addition, whenever you would be knocked prone, you can use a triggered action to make a Strength challenge roll. On a success, you do not fall prone.

DWARF DEVELOPMENT TABLES

You can use the tables presented here to create a dwarf character with a detailed background. If you use these tables, do not roll for random starting professions or starting wealth using *Shadow*—use the tables included here instead. You must roll dice for each table and take the results from each roll.

FAMILY TABLES

The family tables describe your immediate kin and your upbringing.

ANCESTORS

3d6	Ancestors
3	Your ancestors were exiled after committing a crime of theft, cowardice, or treason. Subtract 3 from your Starting Lifestyle roll.
4-5	Your ancestors were prospectors and explorers, seeking new veins of gold and silver deep under the mountains.
6-8	Your ancestors were ordinary and unexceptional people and did little of note or consequence.
9-12	Your ancestors toiled in the mines, extracting precious stones and metals from the depths.
13-15	Your ancestors were master artisans, famed for their skill far and wide. Add 1 to your Starting Lifestyle roll.
16-17	Your ancestors were great warriors and fought in the wars against the faeries, goblins, trolls, and other foul creatures. Add 1 to your Starting Lifestyle roll.
18	Your ancestors were nobles and at least one of your ancestors might have been a king or queen. Add 3 to your Starting Lifestyle roll.

FAMILY CIRCUMSTANCES

3d6	Family Circumstances
3	You were orphaned at a young age and have no memory of your parents or siblings. Subtract 6 from your Childhood roll and skip the Familial Relations roll.
4-5	You were born to a destitute family. Subtract 3 from your Childhood roll.
6-8	Your family was poor. Subtract 1 from your Childhood roll.
9-12	Your family was just getting by.
13-15	Your family lived comfortably. Add 1 to your Childhood roll.
16-17	Your family was wealthy. Add 3 to your Childhood roll.
18	Your family was rich. Add 6 to your Childhood roll.

FAMILIAL RELATIONS

3d6	Relations
3	Your family disowned you.
4-5	You do not get along with your family.
6-8	You neither like nor dislike your family.
9-12	You get along with your family.
13-15	You have a close relationship your family.
16-17	You have a strong bond to your family and everything you do is to honor them and to improve their lots. You visit your family often.
18	You live for your family and everything you do you do for them.

SIBLINGS*

d6	Siblings
1	You have no siblings
2	You have one sibling
3	You have two siblings
4	You have three siblings
5	You have four siblings
6	You have five siblings

*For each sibling, roll a d6. You have a brother on an odd number and a sister on an even number.

SIBLING AGE

4d6	Age
4	Identical or fraternal twin, triplet, or quadruplet
5-14	Older
15-24	Younger

PARENT AND SIBLING FATE*

3d6	Fate
3	Insane
4-5	Unknown
6-8	Dead
9-12	Alive
13-15	Alive but disgraced
16-17	Alive and well-regarded
18	Alive and famous

*Roll once on this table for each parent and sibling. If the character is dead, roll on the **Cause of Death** table to find out how. You can use the other tables to add detail as you like to your other siblings.

CAUSE OF DEATH

3d6	Cause of Death
3	Murder
4-5	Accident unrelated to profession
6-8	Disease, famine, or exposure
9-12	Natural causes
13-15	War
16-17	Accident related to profession
18	Suicide



APPEARANCE TABLES

Use the following tables to determine your character's general appearance. Choose your gender, skin, hair, and eye color, as none of those things matter.

AGE

3d6	Age
3	You are a child, 20 years old or younger. You are Size 1/4 and you halve your height and weight. Roll on the Childhood table.
4-5	You are an adolescent, 21 to 30 years old. Reduce your height and weight by 25%. Roll on the Childhood table and once on the Life Experience table.
6-8	You are a young adult, 31 to 50 years old. Roll on the Childhood table and twice on the Life Experience table.
9-12	You are an adult, 51 to 75 years old. Roll on the Childhood table and four times on the Life Experience table.
13-15	You are a middle-aged adult, 76 to 100 years old. Roll on the Childhood table and five times on the Life Experience table.
16-17	You are an older adult, 101 to 150 years old. Roll on the Childhood table and six times on the Life Experience table.
18	You are a venerable adult, 151 years old or older. Roll on the Childhood table and eight times on the Life Experience table.

BUILD*

3d6	Build
3	You are quite small. Reduce your height by 3d6 inches and your weight by 2 pounds per inch.
4-5	You are short. Reduce your height by 2d6 inches and your weight by 2 pounds per inch.
6-8	You are thin. Reduce your weight by 3d6 pounds.
9-12	You are of average height and weight
13-15	You are heavy. Increase your weight by 5d6 pounds.
16-17	You are tall. Increase your height by 2d6 inches and your weight by 2 pounds per inch.
18	You are enormous for a dwarf. Increase your height by 3d6 inches and your weight by 3 pounds per inch.

*The Build table modifies your starting height and weight. Regardless of gender, your starting height is 42 inches and weight is 150 pounds.

APPEARANCE

3d6	Appearance
3	You are hideous. You lack body hair, have a mass of scars obscuring your facial features, and a hobbling, lurching gait. Do not roll on the Facial Hair table.
4-5	You are quite brutish, even by dwarfish standards. You are probably filthy from all your grubbing and have mites, scars, and a strong, unpleasant odor.
6-8	You have an unusual physical quality others find off-putting. You might have overlarge ears, a big nose, tiny eyes, or some other minor physical abnormality.
9-12	You are a typical dwarf, being hairy, a bit grubby, and probably portly.



- 13-15 You are an attractive dwarf specimen with one or two fine qualities.
- 16-17 You are quite comely and you take care of your beard and general appearance. You likely favor finer clothes and keep your facial hair well oiled.
- 18 You have a regal appearance and presence, enough so that heads turn in your direction wherever you go. You favor fine clothing, jewelry, and ensure your facial hair is always well groomed and maintained.

FACIAL HAIR

3d6	Facial Hair
3	You have a thin, patchy beard.
4-5	You have a fancy moustache.
6-8	You have thick muttonchops or a long goatee.
9-12	You have a beard of average length and appearance.
13-15	You have a well-groomed beard and thick, menacing eyebrows.
16-17	You have a long beard that hangs down past your knees.
18	You have a long beard that drags on the ground.

BACKGROUND TABLES

The background tables determine from where your character came and what your character did before the game begins. Start by rolling on the **Childhood** table and then on the **Life Experience** table a number of times as determined by your age. The Life Experience table might direct you to roll on another table to discover what happened during that experience.

CHILDHOOD

3d6	Childhood
3 or less	You were captured by your people's enemies and forced to live as a slave. You escaped not long after, but you couldn't find your way home. Gain one random wilderness profession.
4-5	You ran away from home and made your own way in the world. You know how to speak the Common Tongue.
6-8	You worked in the family business. Gain a random profession.
9-12	You worked in the mines from a very young age. Gain the miner profession.
13-15	You were apprenticed to an artisan. Gain an artisan profession of your choice.
16-17	You were apprenticed to the priests of the Honored Dead. Gain the acolyte profession.
18 or more	You studied under a scholar. You can speak, read, and write the Common Tongue and High Archaic, and you add one random Area of Scholarship.

LIFE EXPERIENCE*

3d6	Experience
3	You Died! Roll on the Cause of Death table to find out how. You can either start over or be returned to life by some stroke of luck. If you return to life, you start the game with 1d6 Insanity. Or, if you're using <i>Tombs of the Desolation</i> , you can become a revenant or vampire.
4-5	Roll on the Major Setback table.
6-8	Roll on the Minor Setback table.
9-12	Toil! You found work related to your profession. You gain nothing from this experience except for the satisfaction of a job well done and the pride you take from pleasing your ancestors.
13-15	Roll on the Minor Windfall table.
16-17	Roll on the Major Windfall table.
18	Roll on the Strange Event table.

*Roll on this table only if directed by the **Age** table.

MAJOR SETBACK

d20	Major Setback
1	You did something so profoundly wrong and shameful you were exiled from your clan. You will be executed if you ever return. You search for redemption in death fighting against the creatures you hate. Gain 1 Corruption.
2	A member of the creatures you hate captured you and forced you to live as a slave for 2d6 years. You recently escaped. Add slave to your list of professions.
3	The creatures you hate overran your homeland and slaughtered your clan. You are one of the few survivors.
4	A demon possessed you. Gain 1 Corruption. Either an exorcist cast it out or, if you have <i>Demon Lord's Companion</i> , you can start with the Possessed story complication.
5	You did shoddy work and your reputation suffered. Subtract 3 from your Starting Lifestyle roll.
6	A vile disease swept through your community, killing many and leaving others scarred. You either bear the scars of your affliction or, if you have <i>Demon Lord's Companion</i> , you can start with the Plagued story complication.
7	You spent 2d6 years in prison for a crime you committed (gain 1 Corruption) or didn't commit (gain 1d3 Insanity). Add the years you spent in prison to your starting age and gain the convict profession.
8	A cave-in or some other natural disaster destroyed your life. Subtract 3 from your Starting Lifestyle roll.
9	You lost an eye, ear, or 1d3 fingers in a terrible accident. If you have <i>Demon Lord's Companion</i> , you can add the Maimed story complication.
10	You displeased your ancestors and suffered as a result. Subtract 1 from your Starting Lifestyle roll. If you have <i>Demon Lord's Companion</i> , you can add the Cursed story complication.
11	Someone close to you died: a spouse, child, parent, or sibling.

- 12 You became hopelessly lost underground. You spent 1d6 weeks trying to find your way out. You emerged somewhere far from home and you have not yet returned.
- 13 Disaster wiped out your community. You were the sole survivor and left your old life behind.
- 14 You saw a hideous monster or demon. Gain 1d3 Insanity.
- 15 Horrible monsters, demons, or some other vile threat overran your community, killing everyone in your family. Gain 1d6 Insanity. If you have *Demon Lord's Companion*, you can add the Mad story complication.
- 16 You angered someone important and were shamed as a result. Subtract 3 from your **Starting Lifestyle** roll.
- 17 You set out to find your fortune only to return to your homeland penniless and in disgrace. Subtract 1 from your **Starting Lifestyle** roll.
- 18 You cause the death of a loved one.
- 19 You did something that brought shame on yourself and your family. You were branded for the act and driven out from your homeland. In social situations involving other dwarfs, you make attack rolls with 1 bane.
- 20 You made a dangerous enemy, one who seeks to harm you. Work with the GM to create a suitable nemesis.

MINOR SETBACK

d20 Minor Setback

- 1 You accidentally killed someone close to you and the shame burns inside you.
- 2 You stole a few gold coins from a rival clan, bringing shame to you and your family.
- 3 You went out to fight your hated creature and returned in defeat.
- 4 A tunnel caved in killing several of your friends. The experience planted a seed of fear in you and you now feel uncomfortable in confined spaces. Gain 1 Insanity.
- 5 An enormous monster swallowed you whole. You survived in its gullet for several hours before being released in a flood of its excrement. Gain 1 Insanity.
- 6 You suffered a nasty injury and bear the scars still.
- 7 You saw something horrible. Gain 1 Insanity.
- 8 An argument, complication, or bad situation drove a wedge between you and your family. You do not get along and you haven't seen them since.
- 9 Someone tried to kill you. You survived, but fear they will try again.
- 10 You lost something valuable. Subtract 1 from your **Starting Lifestyle** roll.
- 11 You got lost in the bottom of a bottle. You drank heavily. If you have *Demon Lord's Companion*, you can add the Addicted story complication.
- 12 You stole something from someone who needed it, hurt an innocent, or did something else shameful. Gain 1 Corruption.
- 13 You lost a life-long friend. Roll a d6. It was your fault on an odd number or their fault on an even number.
- 14 You learned a dangerous secret. Work with the GM to determine the secret.

- 15 You suffered a nasty head wound, which caused you to forget many things. Lose one profession or the ability to speak one language.
- 16 Someone you loved became injured as a result of your actions.
- 17 You left home to start over somewhere else.
- 18 A spouse, child, sibling, or parent vanished.
- 19 Your community came under attack by robbers, monsters, or something else. Subtract 1 from your **Starting Lifestyle** roll.
- 20 A string of bitter disappointments and failures left you cynical.

MINOR WINDFALL

d20 Minor Windfall

- 1 An ancestor appeared before you and charged you with recovering a fabled relic. You have set your life's work toward its recovery.
- 2 You swore an oath of service to the Dwarf King and venture into the world to bring honor and fortune to your patron.
- 3 You discovered a talent for artistry. Add an Artisan profession of your choice.
- 4 You traveled extensively. Add one language to the list of languages you can speak.
- 5 You received from your parents the battleaxe from one of your more famous ancestors. It is your most prized possession.
- 6 You helped hunt down and destroy a creature vexing to your clan.
- 7 You performed a great service to your clan and are now considered a hero to your people.
- 8 You discovered an ornate key that you believe opens a door to a treasure vault lost to your people long ago.
- 9 You fell in love and might have gotten married. Work with your GM to determine your love interest. Each time you get this result, you have a child!
- 10 You have a child. Your offspring can be legitimate or illegitimate as you decide.
- 11 You made the acquaintance of someone important. Choose Influence, Information, or Security. The character can provide the benefit to you once (see *Connections* in *Shadow*, page 207). Come up with details about this character with the GM.
- 12 You got an education or furthered your education. Choose one: Speak another language or gain a random area of scholarship.
- 13 You changed careers! Gain a random profession.
- 14 You found something interesting. Gain one Interesting Thing.
- 15 You saved your community from destruction or a vile conspiracy. You are considered a hero to your people and never have to pay for food or drink while you are there.
- 16 You found a healing potion.
- 17 You escape certain death! Start the game with Fortune.
- 18 You gain a suit of soft leather or hard leather armor.
- 19 You fought in the defense of your people. For your efforts, you gained a medal. In social situations involving dwarfs who see your metal, you make attack rolls with 1 boon.
- 20 You found a small shield!

MAJOR WINDFALL

d20	Major Windfall
1	You discovered a vein of gold deep in a mountain. Add 6 to your Starting Lifestyle roll.
2	You did a great service for a Dwarf King or Queen. You gain an enchanted object of the GM's choice.
3	You made an important connection. Choose Influence, Information, or Security (see Connections in <i>Shadow</i> , page 207). Come up with details about this character with the GM.
4	You enjoyed great success in your business. Add 3 to your Starting Lifestyle roll.
5	Your hatred grows. You gain a +1 bonus to damage rolls against your hated creature.
6	You built a small house in the place where you live.
7	You helped escort a caravan to a distant destination. Add 1 to your Starting Lifestyle roll and you can speak an additional language.
8	You acquired the deed to a mine at a place of the GM's choosing.
9	You found a sheet of rock on which is inscribed 1d3 + 1 rank 1 incantations.
10	An alchemist you help gifted you with 1d3 + 1 potions of the GM's choice.
11	Your ancestors visited you and bestowed on you their favor. You can invoke the favor when you make an attack roll or challenge roll to make the roll with 1 boon. When you invoke the favor, roll a d6. You lose the favor forever if you roll an odd number.
12	You made a friend of a powerful figure—an archmage, high priest, general, or hero. The GM determines the person's identity and the benefits your friendship provides.
13	You found a chest of coins! Add 3 to your Starting Lifestyle roll.
14	You saved the life of another dwarf. The character (as dwarf) accompanies you on your adventures and serves until death. Work out the details with your GM.
15	You gain an inheritance from a wealthy relative or friend. This inheritance pays for you to have a wealthy lifestyle or to purchase a rich lifestyle for 1 gc.
16	You gain a suit of armor or a weapon of your choice.
17	You befriend a giant mole (as small animal with the sightless trait) who accompanies you and obeys your commands.
18	You are famous, known all across the lands in which you live. Work out the details about how you became famous with the GM.
20	Your ancestors revealed the moment of your death. When you would die, you can choose not to die and instead become unconscious for 1d3 hours. Once you make this choice, you cannot make it again.

STRANGE EVENT

d20	Event
1	You sold your soul to a devil for riches only to be betrayed by the devil and left penniless. Swap out your hatred for devils if you hate a different creature and start the game with 1 Corruption.

2	You and an elf fell in love. So profoundly wrong was your romance, you gain 1d3 Insanity. However, you make attack rolls in social situations involving faeries with 1 boon.
3	You spent 1d20 years living among the gnomes. From them, you discovered the Earth tradition.
4	You spent a few years in study. Add two areas of scholarship of your choice.
5	You discovered a pool of foul ichor that spawned hideous monsters. You touched the substance and survived, but you gain 1 Corruption.
6	You became a fanatical follower of the Honored Dead. The first time you ever make a fate roll, you can roll twice and use either result.
7	A Dwarf King or Queen gave you a boon. For your first adventure, you make attack rolls with 1 boon.
8	You are haunted by one of your ancestors. If you have Demon Lord's Companion, you can add the Haunted story complication.
9	You did something shameful and cut all ties to your homeland as a result. Now, you wander the lands seeking a glorious end in the hopes that it will redeem you in the eyes of your ancestors.
10	You took a nasty blow to the head. Reduce your Intellect by 1, but you make challenge rolls to resist gaining Insanity with 1 boon.
11	You know a secret way into one of the lost dwarven kingdoms. You intend to go there one day and liberate it from the horrors that overran it. Work out the details of this location with the GM.
12	You fought troglodytes with your fellow dwarfs. You destroyed a nest of them and their screaming haunts you still. You treat troglodytes as having the frightening trait, but you count them as a hated creature.
13	You were slain in battle but later raised from the dead. Gain 1d3 Insanity.
14	Choose a member of your group. Your ancestors revealed this character will play an important part in your life. When you or that character uses an action to help the other, the result of the Intellect is automatically a success and the action grants an extra boon.
15	You were among those who fought the salamanders and lived to tell the tale. Add salamanders to your list of hated creatures.
16	You inherited a battleaxe or warhammer from a relative. The weapon bears a mighty rune that grants a +1 bonus to damage rolls on attacks made using it.
17	You studied the ancient runes of your people and discovered the Rune tradition as a result.
18	You were killed before you could finish a great task. If you have Tombs of the Desolation, you become a revenant.
19	You explored an area infested with strange mold. The spores both weakened and enhanced you. Reduce your Health by 1d3 but increase your Perception by 1.
20	A priest of the Honored Dead revealed something of your future. Roll a d6. On a 1, you learned you were doomed and, if you have Demon Lord's Companion, you can add the Doomed story complication. On a 2–5, the priest hints at what is to come and granting you Fortune for the next adventure. On a 6, you learn important secrets and for your next adventure, you make attack rolls and challenge rolls with 1 boon.

DWARF PROFESSION TABLES

Use the following tables in place of those in *Shadow of the Demon Lord* to randomly determine your starting professions as directed by the previous tables. Your profession also adds an item to your list of starting equipment.

RANDOM PROFESSION

d6	Profession Table
1	Scholar: Areas of Scholarship
2	Common Professions
3	Criminal Professions
4	Martial Professions
5	Religious Professions
6	Wilderness Professions

SCHOLAR: AREA OF SCHOLARSHIP*

d20	Area of Scholarship
1-2	Architecture and engineering
3-4	Etiquette, heraldry, law, and politics
5-6	Astronomy and navigation
7-8	Dwarfen history and geography
9-10	Imperial history and geography
11-12	Literature, philosophy, poetry, theology, and the arts
13-14	Medicine and surgery
15-16	Natural sciences
17-18	Military sciences
19-20	Magical theory

*Add 1 book covering topics related to your area of scholarship to your starting equipment

COMMON PROFESSIONS

d20	Profession
1-2	Apothecary or healer. Start with a healer's kit.
3-4	Artisan such as baker, bookbinder, brewer, carpenter, chandler, cobbler, gemcutter, jeweler, leatherworker, mason, potter, printer, scribe, or tailor. You start with a tool kit.
5-6	Artist such as painter or sculptor. If you're literate, you can choose writer or poet. You start with a tool kit or writing kit.
7-8	Conscript. You start with a uniform and spear.
9-10	Entertainer such as actor, athlete, comedian, dancer, orator, puppeteer, singer, or storyteller. You start with a costume, dress, or fine clothing as appropriate for your profession.
11-12	Laborer such as porter, grave digger, or hauler. You start with a backpack, shovel, coil of rope, or something else chosen by the GM that's appropriate to your profession.
13-14	Merchant. You start the game with raw goods such as textiles, grains, or something else worth 1d6 ss.
15-16	Miner or prospector. You start with a pick and a map of the region.

17-18	Musician using percussion, stringed, or wind instruments. You start with a musical instrument.
19-20	Trade such as dyer, tanner, or butcher. You start with 2d6 bits.

CRIMINAL PROFESSION

d20	Profession
1-4	Burglar or forger. You start with a set of lock picks or tool kit.
5-8	Charlatan, confidence artist, informant, or spy. You start with a disguise kit.
9-12	Fence or smuggler. You start with 1d6 cp.
13-16	Mugger, pickpocket, or thug. You start with 1d6 bits.
17-20	Murderer. You start with a garrote.

MARTIAL PROFESSION

d20	Profession
1-4	Constable, detective, or patroller. You start with a lantern and flask of oil.
5-8	Guard or henchman. You start with a club and uniform.
9-12	Jailer or torturer. You start with a pair of manacles or torturer's tools.
13-16	Mercenary. You start with a sword and a contract for your last job.
17-20	Soldier. You start with a uniform, small shield, and sword.



RELIGIOUS PROFESSION*

d6	Profession
1	Anchorite, flagellant, fanatic
2	Evangelist or street preacher
3	Acolyte, devotee, or initiate
4	Militant, such as a crusader. You start with a mace.
5	Minister of a small temple
6	Minister of a large temple

*Your profession is usually associated with your religion. You start with a symbol of your faith.

WILDERNESS PROFESSION

d20	Profession
1-2	Animal trainer. You start with a small animal that's friendly to you.
3-4	Apothecary or healer. You start with a healer's kit.
5-6	Drover or herder. You start with a staff.
7-8	Guide, pioneer, or prospector. You start with a map of the region.
9-10	Hermit. You start with a week of rations and a waterskin.
11-12	Hunter or gatherer. You start with a bow and 12 arrows.
13-14	Nomad. You start with a horse .
15-16	Spelunker. You start with a lantern, pick, and 2 flasks of oil.
17-18	Tracker. You start with a spear.
19-20	Woodcutter. You start with an axe.

STARTING EQUIPMENT

All characters start the game with equipment based on their starting lifestyle and their profession or professions. To determine your starting lifestyle, roll 3d6 and add to the roll all the modifiers gained from your Life Experience rolls. Then find the total on the Starting Lifestyle table (Lifestyles are described in *Shadow*, page 100). In addition to the equipment, your character starts the game with one Interesting Thing (*Shadow*, page 26).

STARTING LIFESTYLE

3d6	Lifestyle
3 or less	Destitute
4-5	Poor
6-12	Getting By
13-15	Comfortable
16-17	Wealthy
18 or more	Rich

CLOTHING

Lifestyle	Clothing
Destitute	Foul rags and a blanket
Poor	Patched, threadbare basic clothing with a ratty cloak

Getting by	Basic clothing with a cloak
Comfortable	1d3 sets of basic clothing with one fine cloak
Wealthy	1d3 sets of well-made basic clothing, a set of noble's clothing, and a fine cloak
Rich	1d3 sets of noble's clothing and a fine cloak

WEAPON

Lifestyle	Weapons
Destitute	Club or a sling with 20 stones
Poor	Staff, club, or sling with 20 stones
Getting by	Sling with 20 stones and either a hammer or hatchet
Comfortable	Sling with 20 stones and either a hammer or hatchet
Wealthy	Hammer or hatchet
Rich	Hammer or hatchet

PERSONAL GEAR

Lifestyle	Personal Gear
Destitute	Sack
Poor	Sack, loaf of bread, and canteen filled with ale
Getting by	Backpack, week of rations, small keg filled with beer, and coil of rope
Comfortable	Backpack, week of rations, small keg filled with beer, and coil of rope
Wealthy	Backpack, week of rations, small keg filled with beer, bottle of spirits, and coil of rope
Rich	Backpack, week of rations, small keg filled with beer, bottle of spirits, and coil of rope

SPECIAL GEAR

Lifestyle	Special Gear
Destitute	—
Poor	—
Getting by	—
Comfortable	<i>Healing potion</i> plus one of the following: an incantation of one rank 0 spell, small shield, healer's kit, tool kit, or writing kit
Wealthy	<i>Healing potion</i> plus one of the following: an incantation of one rank 0 spell, small shield, healer's kit, tool kit, or writing kit
Rich	<i>Healing potion</i> plus one of the following: an incantation of one rank 0 spell, small shield, healer's kit, tool kit, or writing kit

WEALTH

Lifestyle	Wealth
Destitute	1d6 bits
Poor	2d6 bits
Getting by	1d6 cp
Comfortable	2d6 cp
Wealthy	1d6 ss
Rich	2d6 ss

PERSONAL EFFECTS*

d20	Item
1	Pipe with pouch of tobacco
2	A pewter tankard
3	A small, prized stone
4	A small stone idol of an ancestor
5	A whittling knife
6	A sack of potatoes
7	A chip on your shoulder
8	1d3 bright rings for your beard
9	An earring
10	A colorful shirt
11	An iron key
12	An axe
13	A badge of honor gifted to you by a dwarfen regent
14	A hooded cloak
15	A yearning for home
16	A dozen dwarfen songs
17	Pride in a job well done
18	A lantern with 3 flasks of oil
19	A canary in a small cage
20	Box of cigars

*Roll on this table regardless of your starting wealth.

PERSONALITY TABLES

Use the following tables to help define your character's personality and the result should guide you in portraying the character during play.

PERSONALITY

3d6	Personality
3	You criticize everyone you meet, judging them and dismissing them as being beneath you. Your arrogance is astonishing to witness.
4-5	You are a bully and braggart. Others find you impossible to be around.
6-8	You are quiet and humorless. You have no patience for fools.
9-12	Dour and gruff, you are unpleasant in social situations.
13-15	You are serious and stern, but you do laugh from time to time.
16-17	You are open and gregarious, unlike most other dwarfs. You get along well with other people and delight in being at the center of attention.
18	Such is your personality that you make friends wherever you go and are an inspiration to others.

RELATIONSHIPS

3d6	Relationships
3	You hate everyone. You use people to get ahead.
4-5	You have a hard time trusting other people and always expect them to double cross you.

- | | |
|-------|--|
| 6-8 | You trust only other dwarfs. People of different ancestries have proven repeatedly they lack honor. |
| 9-12 | You trust dwarfs and people who earn it. |
| 13-15 | You might be slow to build relationships but you would do anything to protect those relationships, even if it means your own life. |
| 16-17 | You find it easy to build relationships and can overlook the flaws you find in others. |
| 18 | You see value in most living things and until they give you reason to spurn them, you fight for their rights to exist. |

DESIRES AND FEARS*

1d6	Desire	Fear
1	Gold and gems	Poverty
2	Honor	Shame
3	Glory	Ignominy
4	Redemption	Disgrace
5	Immortality	Your ancestors
6	Power	Defeat

*Roll once for Desire and once for Fear

OBLIGATIONS

3d6	Obligations
3	You haven't yet made a promise that you've kept. To hell with your ancestors! What have they ever done for you?
4-5	You try to keep your word, but you sometimes break it.
6-8	You keep to the letter of any agreement and exploit any gaps you find to your advantage.
9-12	You always do what you say you will do. After all, your honor is everything to you.
13-15	You obey the laws and keep any contract you sign, but you go no further.
16-17	You respect the letter and the intent of any agreement you make. You are committed to following through on any promise you make.
18	You never break your oath, but you only speak your vows when you are certain that following through with them will bring no shame to you, your people, or your clan. Once sworn, you would give your life to keep your promise.

MORALITY

3d6	Morality
3	You are a wretched, foul creature, an individual ruled by your appetites and desires. You do what you want and whenever you want.
4-5	You are the most important consideration, so you put your needs first. To the victor goes the spoils.
6-8	You do what needs to be done, even if it hurts a few innocents along the way. The ends always justify the means.
9-12	You do good and you do what some might consider bad. What you do, though, is what you must in the name of preserving your honor and that of your ancestors.
13-15	Although you try to do good, your greed sometimes gets in the way.

- 16-17 You temper your lust for treasure with generosity. You might gather wealth, but you always give some of it away to those who need it more than you.
- 18 You do good in the world not just to honor your ancestors, but because doing so makes the world a better place. You fight to protect those weaker than you and act as a paragon of virtue in all things.

RELIGIOUS BELIEF

3d6 Religion

- 3 You believe the gods do not exist
- 4-5 You follow the Dark Gods
- 6-15 You worship the Honored Dead
- 16-17 You belong to the Cult of the New God
- 18 You belong to a heretical sect, worship the Devil, or belong to a cult of the Demon Lord

PIETY

3d6 Piety

- 3 Your beliefs are distorted and considered heretical by other members of your faith.
- 4-5 Your beliefs do not affect your decisions.
- 6-8 Your beliefs sometimes weigh on decisions you make
- 9-12 You hold your beliefs strongly and they influence the decisions you make.
- 13-15 You are a fanatic about your belief and you condemn people who do not believe as you do. Gain 1 Insanity.
- 16-17 You are skeptical about your beliefs.
- 18 You harbor strong doubts about your beliefs.

HATRED

d20 Hated Creature

- 1 Creatures with 1 or more Corruption
- 2 Clockworks and constructs
- 3 Salamanders
- 4 Humans
- 5 Spirits
- 6 Undead
- 7 Troglodytes
- 8 Ogres
- 9 Beastmen
- 10 Orcs
- 11 Goblins
- 12 Elves
- 13 Faeries other than elves and devils
- 14 Monsters and oozes
- 15 Devils
- 16 Trolls
- 17 Giants
- 18 Dragons
- 19 Demons
- 20 Followers of religions other than the Honored Dead

NEW SPELLS

Dwarfs discovered the secrets of magic long ago after stumbling across those words of power the genies used to create the world. Capturing their power in runes, the dwarfs created an entirely new tradition of magic: Rune. The following spells are common among dwarfs who study this tradition.

LASTING RUNE

RUNE UTILITY 0

Target One creature or object you can reach that is under the effects of a Rune spell with a duration of 1 minute or longer

You touch the target. If the spell's normal duration is less than 1 hour but at least 1 minute, it becomes 1 hour. If the spell's duration is 1 hour or longer, you double the duration.

Sacrifice When you make an attack roll with a weapon, you can use a triggered action to expend a casting of this spell. If the attack roll results in a success, the attack deals 1d3 extra damage.

RUNE OF CONCEALMENT

RUNE UTILITY 1

Target One object you can reach

Duration 1 minute

You inscribe a gleaming rune on the target. For the duration, the object is invisible to all creatures other than you.

RUNE OF FORCE

RUNE UTILITY 1

Target One weapon you can reach

Duration 1 minute

You inscribe a gleaming rune on the target weapon. For the duration, whenever a creature gets a success on an attack roll using the weapon, the target of the attack is moved 1d3 yards away from the creature. In addition, if the attack roll is 20 or higher and beats the target number by at least 5, the target of the attack falls prone.

WALL OF RUNES

RUNE UTILITY 3

Area A line, 20 yards long, 5 yards high, and 2 yards wide originating from a point within long range

Duration 1 hour

A barrier of gleaming runes fills the area and remains for the duration. The wall partially covers everything behind it. When the wall appears, everything in the area must get a success on a Strength challenge roll or become immobilized until the spell ends. A creature immobilized in this way can use an action to make a Strength challenge roll with 1 bane and removes the affliction on a success.

Creatures can move through the wall's area, but they treat it as difficult terrain. As well, when a creature moves into the area from outside it, it must get a success or become immobilized as above.

GRUDGE BEARER

EXPERT PATH

The spirits of the Honored Dead demand restitution for every wrong done to the dwarfen people. Their priests exhort their warriors and champions to seek out the enemies of their kind and mete out justice, whether that means slaughtering every one of the chosen enemy, hauling back treasure promised to them, or carrying out some other revenge crucial to settling the score. Among the priests are those who take it upon themselves to lead these expeditions, to be living symbols of their ancestors' wrath and strike fear in the hearts of their enemies. These holy ones are the grudge bearers and the depth of their hatred is magnificent to behold.

Nearly all grudge bearers come from the ranks of the Honored Dead priesthood and supplement their fighting ability with magic learned from the Battle traditions. Others might come to the faith later in life, having witnessed firsthand the horrors in the world as warriors, and subsequently finding solace in the teachings of their faith. Regardless of the paths they take to become grudge bearers, they stand as fearsome champions of all dwarfen kind.

Grudge bearers tend to be more militant than other divine servants and thus dress themselves for battle, carrying hammers and axes with which they can dispense justice for the wrongs done to their people. Some grudge bearers carry enormous tomes in which have been recorded every slight and every insult done to their people, while others chant a litany of names so they never forget their duty to their people and the vengeance they deserve.

You must have the Honored Dead as your religion to choose this path.

GRUDGE BEARER STORY DEVELOPMENT

d3 Story Development

- 1 One of your ancestors materialized before you and revealed your destiny as champion of your people.
- 2 You discovered a tome containing all the wrongs done to your kin. Angered, you pledged your life to righting these wrongs.
- 3 You killed or helped kill an enemy to your people. The satisfaction you felt from accomplishing this impelled you to continue your work against other foes.

LEVEL 3 GRUDGE BEARER

Attributes Increase two by 1

Characteristics Health +4, Power +1

Languages and Professions Add fanatic to your list of professions. If you have this profession already, add another random religious profession.

Magic You learn one spell or you discover the Battle, Life, or Rune tradition.

Great Hatred When a creature you can see deals damage to you or a member of your group, you begin to hate the triggering creature until you use this talent again. Your hatred grants you 1 boon on all attack rolls you make against the triggering creature.

LEVEL 6 GRUDGE BEARER

Characteristics Health +4

Magic You learn one spell

Singular Purpose While you are under the effects of your Great Hatred talent, you cannot be charmed or frightened. Using your Great Hatred talent removes these afflictions from you.

Channeled Hate When you attack a creature that triggered your Great Hatred talent, you can use a triggered action to expend a casting of a spell. The spell deals 1d6 extra damage per rank of the spell whose casting you expended (minimum 1d6 extra damage).

LEVEL 9 MASTER GRUDGE BEARER

Characteristics Health +4, Power +1

Magic You learn one spell

Brutal Hatred While you are under the effects of your Great Hatred talent, you impose 1 bane on attack rolls made against you. In addition, your attacks that deal damage against the creature you hate deal 1d6 extra damage.

