

Dwarves

There are three races of dwarves available as player characters, these being Mountain, Tundra and Cursed dwarves.

The Mountain Dwarves (Abadfari)

The Mountain Dwarves of Avmar are a proud, hardy race, known for their prowess in battle and their skill in mining and working metals. They have a tendency to be stocky in build, generally ranging in height from approximately 4' to as much as 5'6" in height. They have tan coloured skin, with hair and beards usually being red to gold in colour, although black beards are not uncommon. Females may grow beards, but do not all chose to (discussing it is taboo to all Dwarves).

Mountain Dwarves have a tendency to be stubborn, and quick to make both friends and enemies. *"Friendships last as long as stone endures: enmity lasts forever"* is a Dwarvish saying, and it is true that some Dwarves hold grudges going back centuries, to their fathers or their fathers before that. Mountain Dwarves are considered adults at 30, and may live more than 250 years, although their old age comes at around 240.

The Dwarvish language is not widely spoken outside the Dwarves themselves, and they avoid speaking it in earshot of outsiders, instead speaking the common Trade Tongue. This taboo against speaking their own language even extends to their names: all Dwarves take eke-names to hide their True Names, and the names most Avmarians think of as "Dwarvish" are in fact old Avmarian names: Coalin, Balin, Thalín, Nori, Snorri, Cori, Dimli, Gimli, Dain and Thrain. Mountain Dwarves are also said to have a secret "finger language" that they use to converse while mining, as the noise of picks on rock makes normal speech impractical.

Dwarves tend to translate their family names directly, and the noble families of the dwarves often have the names of the early Clans: Longbeard, Firebeard, Broadbeam, Ironfist, Stiffbeard, Blacklock and Stonefoot. Other family names tend to emphasise crafts that the family excels at, or commemorate an ancestor's great deeds: Stonemaster, Bronzeheart, Oldforge, Deeprun, Flintaxe.

Mountain Dwarves are most often found underground, either in the mountains of Avmar or in the upper levels of what Avmarians call Sunswallow, the great system of caves and tunnels that exists below the surface of Avmar. Mountain Dwarves despise Cavewights, Drowh, Malimorh, Arachnian Elves and many of the other races that live underground: they save their most powerful hatred for Orcs and Trolls, who despite being relative newcomers to the shores of Avmar are creatures from Dwarven myth and legend going back to the dawn of time.

Mountain Dwarves tend to be very private people, with males and females leading very separate lives. A Human women might know a Dwarven woman for 20 years without ever meeting her husband or older sons (although the daughters and younger children would be met and spoken of frequently). While her husband was down the mines, or working in the forge, she would be educating their children, training them in arts of war, and teaching them a useful craft. Mountain Dwarves have a strong work ethic, and the idea of a Mountain Dwarf with no profession is almost inconceivable. Many Mountain Dwarves are miners, but every settlement needs farmers, herders and craftsmen. Mining is not exclusively a male profession among the Mountain Dwarves, but the women are more likely to take the role of check-weighman, fire boss, shift boss, pit boss or mine manager, instead of mining at the face.

History of the Mountain Dwarves

Mountain Dwarves believe that they were the first race created. At the dawn of time the Worldsmith (known to the Dwarves as Mahal the Maker) created the Dwarves, taught them language and granted them a portion of his skills. Mahal made his creations to be strong and unyielding, unwilling to endure dominion by others, and skilled in all the worthy arts and crafts. In his wisdom, Mahal knew that the Elves, the next beings to be created, would be envious of the Dwarves, his finest and greatest creations. To allow the Elves to feel superior in at least one way (for the Elves were far weaker and worse craftsmen than Dwarves) he granted the Elves an affinity with Magic (which the Dwarves had no use for, being capable enough without the crutch of mana casting).

The Dwarves believe Mahal crafted the world from a core of molten metal, adding layer upon layer until his creation was complete. He made Dwarves to live underground to be the bedrock of all the wonders of the surface, to defend its beauty from the terrible creatures that live deeper, and to protect the weaker races that must live on the surface.

Mountain Dwarves have been staunch allies of the Humans of Avmar for thousands of years. They have fought alongside the Humakti against the Undead, alongside the Lore Lords against the Cavewights, and alongside the Ullratha against whoever the Ullratha deemed to be enemies of Avmar.

Long ago, a group of Mountain Dwarves, grown tired of war and greed, refused to fight any more for the Deep King. They were persecuted for this refusal, and not wanting to fight their own kin they moved far to the north, to the frozen wastelands, where their beards and hair turned as pale as snow, and their skin as pale as ice. These became the Tundra Dwarves. At times it was necessary for them to form armies to fight the increasing dark forces that gathered in Krull Keep and in Draconsmere, but never again did a Tundra Dwarf go to war in the name of wealth.

Around 500 years ago, a terrible plague struck the Mountain Dwarves. Although they are loath to discuss this with outsiders, it is believed that this plague was in some way responsible for the creation of the Cursed Dwarves.

When Anganiel Silversong, the Cursed Dwarf Slayer, was made King of Evermore, the Mountain Dwarves took this badly. Since the Cursed Dwarves have sworn to exterminate the Mountain Dwarves, and nobody discussed Anganiel's ascension with them beforehand, it was taken as a terrible insult (much as the High Elves would take insult if a Drowh were put on the throne). Mountain Dwarves are proud, stubborn and self-reliant, and so rather than stay with allies who clearly did not consider them worthy of notice, the Deep King Lothar Ironfist III simply withdrew his armies and closed his borders. "*The Dwarves are for the Dwarves*", as the old saying goes.

Not every Mountain Dwarf left the face of Evermore. Some remain, either living among Humans or in surface settlements (usually near mines of some sort). The vast majority of the Mountain Dwarves though followed their Deep King back home underground.

The Mountain Dwarf capital is Barazgathol, which means Red Fortress. It is located deep underground, in what the Humans would call Sunswallow (Humans call everything underground Sunswallow: Mountain Dwarves find this humorous). The old capital, Dim-Azag, was overrun by the Cursed Dwarves years ago and still has not been retaken.

Mountain Dwarf Racial Traits

Mountain dwarves have a tendency to be stocky in build, generally ranging in height from approx 4 to as much as 5'6 in height. They have tan coloured skin, with hair and beards usually being red to gold in colour, although Black beards are not uncommon.

- All male Dwarves must wear beards. Female Dwarves do not have to wear beards.
- Mountain Dwarves may be of Lawful Good, Lawful Neutral, Neutral Good or Neutral Neutral alignments. For anything outside these alignments please see a referee.
- Mountain Dwarves cannot be Wizards or any mana-casting class.
- Mountain Dwarves cannot be Anti-Paladins, Assassins, Magsmen, Reavers, Scarecrow Makers, Shamans or Slayers.
- Some classes may wear heavier armour than usual, please check the table at the end of the document.
- Mountain dwarves despise cavewights, drowh, Malimorh, and arachnian elves.
- Warriors and similar classes get +3 lps at 1st level. Non-warrior classes get +1lp at 1st level.
- Dwarves do not gain natural healing.
- Dwarves begin with 4 power plus their first gain at 1st level, and gain as per class thereafter.
- Dwarven locations are divided: Head – 2/3; chest & abdomen – 1/2; limbs – 1/3 of total body.
- The limbs are vital locations: if a dwarf loses a limb, they die.
- Dwarves do not suffer additional damage from blood metals.

Level	Mountain Dwarf
1	Immune to Cut to Bleed, Throatlit and similar effects (does not bleed) Immune to Mind Influence Immune to all Magical, Spiritual and Physical Earth effects 1/2 effect all poisons, acid, venoms and potions 1/2 effect all Spirit (not Power Drain, Power Restore or Level Drains) Immune to Undead Returning Dwarven Effect to Level Drains (cause <i>Suspended Animation</i> instead) <i>Fanaticism (Frenzy at will)</i> vs. Orcs and Trolls
2	
3	Rock Aura x 1/day
4	+1 Weapon Mastery Axe +1 Weapon Mastery Crossbow
5	Earth Shift x 1/day Immune to all Poison
6	Rock Aura x 1/day
7	
8	
9	Rock Aura x 1/day
10	Thunder Stamp x 1/day Immune to all Venoms +1 Weapon Mastery Axe +1 Weapon Mastery Crossbow
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12	Rock Aura x 1/day
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Rock Aura – This gives 3 points Gymeric/physical AC which lasts for 5 minutes or one encounter (whichever is longer). Castings of this may be stacked to give additional benefit if so wished.

Earth Shift – This is a Gymeric shift through the earth to another location not more than 30' away. The dwarf must be in contact with the floor to use this ability. The direction being faced may be changed.

Thunder Stamp – Using this ability, the dwarf sets off a minor earthquake, which causes all targets in a 30' radius to fall to the floor and remain prone for 5 seconds. This does not affect the dwarf casting it, or any other mountain dwarf. It will also not affect any airborne targets in the vicinity.

The Tundra Dwarves (Falfari)

The Tundra Dwarves are an offshoot of the Mountain Dwarf race, grown apart both philosophically, geographically and biologically. Tundra Dwarves are usually taller and slimmer than their Mountain Dwarf cousins, with heights of up to 6' being known amongst this race. They have pale to White skin, and hair and beards range in colour from gold to silver or White. Females may grow beards, but do not all chose to (discussing it is taboo to all Dwarves).

Tundra Dwarves have inherited the legendary Mountain Dwarf stubbornness, although this has softened slightly. Tundra Dwarves are excellent craftsmen and proud of their skills, but detest greed in all its forms. Like the Mountain Dwarves, they are considered adults at 30, and may live more than 250 years, although their old age comes at around 240.

The Dwarvish language is not widely spoken outside the Dwarves themselves, and they avoid speaking it in earshot of outsiders, instead speaking the common Trade Tongue. This taboo against speaking their own language even extends to their names: all Dwarves take eke-names to hide their True Names, and the names most Avmarians think of as "Dwarvish" are in fact old Avmarian names: Coalin, Balin, Thalín, Nori, Snorri, Cori, Dimli, Gimli, Dain and Thrain. Tundra Dwarves are also said to have a secret "finger language" that they use to converse while mining, as the noise of picks on rock makes normal speech impractical.

Dwarves tend to translate their family names directly, and family names tend to emphasise crafts that the family excels at, or commemorate an ancestor's great deeds: Snowmaster, Bronzehand, Coldforge, Deepfall, Woodaxe. Those who would become Tundra Dwarves were mostly drawn from the common-folk of the Mountain Dwarves, rather than the nobility, so it is rare to find Tundra Dwarves with "noble" Dwarf names.

Tundra Dwarves are most often found underground, either in the mountains in the far north of Avmar, or the mountains of the frozen Firith. There have always been few Tundra Dwarves in Avmar itself, and they are found as often in Human settlements as they are in their own.

Due to the ancient vow of their people never to go to war for gold, relatively few Tundra Dwarves become King's Adventurers (they see it as a mercenary way to earn a living). Those that do join the ranks of the Adventurers Guild tend to train in ways that aid or assist others: Scouts, Priests and Warriors are all common, but Tundra Dwarves also often become Cavaliers, Guardians, Hospitallers, Inner Flames, Paladins, Shieldmen and Templars.

Tundra Dwarves tend to be very private people, with males and females leading very separate lives. A Human woman might know a Dwarven woman for 20 years without ever meeting her husband or older sons (although the daughters and younger children would be met and spoken of frequently). While her husband was down the mines, or working in the forge, she would be educating their children, training them in arts of war, and teaching them a useful craft. Tundra Dwarves have a strong work ethic, and the idea of a Tundra Dwarf with no profession is almost inconceivable. Many Tundra Dwarves are miners, but every settlement needs farmers, herders and craftsmen. Mining is not exclusively a male profession among the Tundra Dwarves, but the women are more likely to take the role of check-weighman, fire boss, shift boss, pit boss or mine manager, instead of mining at the face.

History of the Tundra Dwarves

Being a relatively recent offshoot of the Mountain Dwarves, Tundra Dwarves share their beliefs and gods. They believe that they were the first race created. At the dawn of time the Worldsmith (known to the Dwarves as Mahal the Maker) created the Dwarves, taught them language and granted them a portion of his skills. Mahal made his creations to be strong and unyielding, unwilling to endure dominion by others, and skilled in all the worthy arts and crafts. In his wisdom, Mahal knew that the Elves, the next beings to be created, would be envious of the Dwarves, his finest and greatest creations. To allow the Elves to feel superior in at least one way (for the Elves were far weaker and worse craftsmen than Dwarves) he granted the Elves an affinity with Magic (which the Dwarves had no use for, being capable enough without the crutch of mana casting).

The Dwarves believe Mahal crafted the world from a core of molten metal, adding layer upon layer until his creation was complete. He made Dwarves to live underground to be the bedrock of all the wonders of the surface, to defend its beauty from the terrible creatures that live deeper, and to protect the weaker races that must live on the surface.

Long ago, a Deep King of the Mountain Dwarves tried to raise an army from his people to fight as mercenaries. A group of his subjects, grown tired of war and greed, refused to fight for him. Rejecting what they saw as the mercenary ideals and greed of the Mountain Dwarf lords, those who would become the Tundra Dwarves swore a vow never to go to war for gold. They were persecuted for this refusal, and not wanting to fight their own kin they moved far to the north, searching for a place where they could found a society based on principles of community, honesty and altruism. They travelled to the frozen wastelands of the Firith, where their beards and hair turned as pale as snow, and their skin as pale as ice. These became the Tundra Dwarves. At times it was necessary for them to form armies to fight the increasing dark forces that gathered in Krull Keep and in Draconsmere, but never again did a Tundra Dwarf go to war in the name of wealth.

When they moved to the Firith in the far north, the Tundra Dwarves became staunch allies of the Tuatha De Danaan in their battles against the Firvulag. Both races developed a fondness for each other, one living in the mountain valleys and the other living in the mountains themselves. Although the battles against the Firvulag are long over (and the Tuatha and Firvulag are now at an uneasy peace) the time of this alliance is not over even yet and even now Tuatha and Tundra Dwarves will aid each other when circumstances allow. Tundra Dwarves and Ice Elves share a preference for cold climates and conditions, and despite some traditional Elf-Dwarf rivalry get along surprisingly well, having similar outlooks (and a mutual love of axes). Tundra Dwarves respect Ice Elves for their fearlessness and stoicism, and the races often fight side-by-side.

When Anganiel Silversong, the Cursed Dwarf Slayer, was made King of Evermore, the Tundra Dwarves did not react as strongly as their Mountain Dwarf cousins. While they were disturbed by it, coming from a society based on altruism, they thought that the best course of action was to stay with the Alliance and assist as best they could. The Tundra Dwarves do not serve the Deep King of the Mountain Dwarves, and his edicts have no hold over them.

Five years ago the Tundra Dwarf King Giml Silverspinner abdicated the throne completely unexpectedly. At the time there were rumours of corruption within his clan and a need for a fresh beginning, free from the path to darkness. Later the date of the crowning of the new King, Snorri Goldenhand, was seen as prophetic as it matched to the day the return of the Ard Righ, King Thanagor. Now all thoughts of the reason for the abdication have been forgotten and Giml Silverspinner is hailed as a prophet, the bringer of the new age who made the return of both kings possible by his selfless act. It is not known who started these claims but they are widespread and often believed in the general Tundra Dwarf populace.

The Tundra Dwarf capital is Berrangelm, which translates as “Treasured Peace”. It is located in a high mountain somewhere in the Firith.

Tundra Dwarf Racial Traits

Tundra Dwarves are usually taller and slimmer than their mountain dwarf cousins, with heights of up to 6' being known amongst this race. They have pale to White skin, and hair and beards range in colour from gold to silver or White.

- All male Dwarves must wear beards. Female Dwarves do not have to wear beards.
- Tundra Dwarves may be of Lawful Good, Lawful Neutral, Neutral Good or Chaotic Good alignments. For anything outside these alignments please see a referee.
- Tundra Dwarves cannot be Wizards or any mana-casting class.
- Tundra Dwarves cannot be Anti-Paladins, Assassins, Duellists, Druids, Magsmen, Necromancers, Reavers, Houris, Scarecrow Makers, Shamans, Slayers or Witches.
- Some classes may wear heavier armour than usual, please check the table at the end of the document.
- Tundra Dwarves are known to be allied with the other races living in the Firith such as Ice Elves and Tuatha de Dannan.
- Warriors and similar classes get +3 lps at 1st level. Non-warrior classes get +1lp at 1st level.
- Dwarves do not gain natural healing.
- Dwarves begin with 4 power plus their first gain at 1st level, and gain as per class thereafter.
- Dwarven locations are divided: Head – 2/3; chest & abdomen – 1/2; limbs – 1/3 of total body.
- The limbs are vital locations: if a Dwarf loses a limb, they die.
- Dwarves do not suffer additional damage from blood metals.

Level	Tundra Dwarf
1	Immune to Cut to Bleed, Throatlit and similar effects (does not bleed) Immune to Mind Influence Immune to all Magical, Spiritual and Physical Cold effects 1/2 effect all poisons, acid, venoms and potions 1/2 effect all Spirit (not Power Drain, Power Restore or Level Drains) Immune to Undead Returning Dwarven Effect to Level Drains (cause <i>Suspended Animation</i> instead)
2	
3	Shimmering Countenance x 1/day
4	+1 Weapon Mastery Axe +1 Weapon Mastery Crossbow
5	Teleport x1/day Immune to all Poison
6	Shimmering Countenance x 1/day
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8	
9	Shimmering Countenance x 1/day
10	Cold Snap x 1/day Immune to all Venoms +1 Weapon Mastery Axe +1 Weapon Mastery Crossbow
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12	Shimmering Countenance x 1/day Freeze 10 levels x1/day
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Shimmering Countenance – This gives 3 points spiritual/physical AC which lasts for 5 minutes or one encounter (whichever is longer). This AC will be effective against the likes of Rune of Pain and undead effects. Castings of this may be stacked to give additional benefit if so wished.

Teleport – Casting this spell instantly transports the dwarf up to 30' in the direction desired. The caster cannot change facing with this spell, but escape from Entangles or glues or through non-enchanted walls and doors is possible.

Cold Snap – A wave of cold energy emits from the caster in a 30-foot radius. All other creatures within the area are frozen in place for 60 seconds or until struck for damage. Non-magical fires are immediately extinguished.

Fire creatures and those carrying magical flaming weapons are not frozen. Flaming weapons are dispelled (the wielder is not effected beyond this), and fire creatures (such as Fire Elves, Salamanders of Fire, etc.) take 18lp (9 hits) cold damage.

Freeze 10 levels – This spell freezes a victim of 10th level or less (40 HITS) solid for the duration (or until dispelled). The victim is held immobile no matter what damage is done to it. Any fire based creatures so Frozen will ALSO take 7LPs (4 HITS) Damage to TB for each minute they are 'on ice'.

The Cursed Dwarves (Ulfari)

The Cursed Dwarves of Avmar are an offshoot of the Mountain Dwarf race, terribly warped by Chaos and the machinations of a Demon Lord. Due to ever changing nature of Chaos in their genes, Cursed dwarves have no uniform features when it comes to height, build or skin tone. Their skin tone ranges from dark to light grey, with blotches or streaks of another colour or two due to the chaotic nature of their curse with even members of the same family varying wildly with Black, red or gold hair and beards. It is rumoured that the Cursed Dwarves which are seen amongst the adventuring community are the nobles of their race. Like the Mountain Dwarves, they are considered adults at 30, and may live more than 250 years, although it is likely that they will mutate to such an extent they become little more than mindless Chaos Spawn well before that.

The power of pure Chaos has so confused the Cursed Dwarves that their very use of language has become warped. The most hideous insults are, to a Cursed Dwarf, the greatest compliments; common politeness is deadly offense, and vice versa. Woe betide anyone who uses the words "Please" and "Thank you" to a Cursed Dwarf: these are killing insults in the language known as Crude.

Cursed Dwarves have a tendency to be stubborn, and are highly prone to treacherous acts. Although they can be staunch allies (especially to other creatures of Chaos), both sides in such alliances know that they are merely "waiting for the hammer to fall".

Many Cursed Dwarves are born with two heads, three arms, one leg, horns and various other Chaos mutations. These are workers and bolt fodder in their ever raging war against all other Dwarves. Also they are often used for ritual sacrifices to their god, Asard, for thus in the depths of their depravity they worship he who sealed their doom.

A rare few, perhaps one in every hundred Cursed Dwarves, are born unmutated: save for their interesting skin and enhanced height they resemble greatly their kindred dwarves. These are the 'noble' Cursed Dwarves who rule all others, and these are the ones who are most often encountered above ground. The taint of Asard is less in their stock and as such they can be trusted, if trusted be the right word.

Cursed Dwarf society is a mystery to outsiders: given what is known of the Curse of Asard, it is likely that the very idea of families has disappeared. Nevertheless, among the adventuring community, there are known to be some Cursed Dwarves who claim kinship to each other. Their names are either seemingly nonsensical, or twisted versions of Mountain Dwarf names: Grimrock, Burntheart, Foulbeard, Hatestone.

Cursed Dwarves are almost always found underground: even in the settlements on the surface of Avmar (founded while Anganiel Silversong, the Cursed Dwarf Cavalier, was King of Avmar), Cursed Dwarves tended to build homes that were mostly underground.

Cursed Dwarves hate Tundra Dwarves, Light Elves and generally have a dislike of everybody (including each other), except for Wood Elves: Cursed Dwarves love Wood Elves (although their twisted version of love usually translates simply to lust). This is due to a badly worded wish granted to a Cursed Dwarf and a Wood Elf many years ago.

History of the Cursed Dwarves

About 500 years ago a great plague swept through the mountain homes of the dwarfs, many died, but many more survived. The reason being to this day, being a most dreadful one.

The plague was not of a natural source, but was summoned by a group of foolish young dwarves, when in their delving, they chanced upon one of the powerful rune caskets. Dabbling, innocently enough, in that great work they unleashed a power of chaos in to their subterranean land.

The chaos took many of the weak willed and made of them jabbering homicidal mutations, which slew their kindred endlessly. The cursed dwarves, had inherited much of the chaos power given by the plague and so their power against the other dwarves, whose lore was minimal was frightening.

Over decade after decade the war raged and no petition was heard from the dwarf kings, so the unwitting lords and their dread warriors of Erith, never intervened.

Finally when the destruction of the dwarfish race was near completion one poor afflicted soul, who still held his wits, summoned a Chaos Duke (one of the three beings that had always opposed the Rune Dukes and after them the Lords). This dwarf pleaded for mercy but Asard, second lord of chaos, would hear nothing of such.

Until the dwarf made the following terrible pledge, he would ensure the death of a thousand dwarven knights; untainted by chaos should the disease be arrested. To this Asard agreed.

The traitor dwarf, for thus he is known to this day, made his way to King Raks hall and there made a bargain. Should he ensure the destruction of the chaos mutations Raks would make him lord of the land that the chaos had swept through. Raks agreed, seeing only a power hungry mutant rather than anything more devious.

The very next night Raks with his 999 huscarls followed the little dwarf in to Sunswallow caverns, a route the traitor assured them would take them to the heart of the chaos there to destroy them. Finally Raks and his brave warrior emerged in Dim-Azag, ancient capital of the race.

The war band advanced slowly through the vast hall, until lights flared from every corner of the chamber and all around were thousands upon thousands of the cursed dwarves. Needless to say Raks and every last warrior was butchered.

In the battle, the tunnel through which Raks had come was blocked due to the chaos power used by the mutants. Also the huge oak doors which gave exit to the halls were crushed in the press of the battle and the screams of the ten thousand dwarves brought the whole chamber down.

The traitor went to meet with Asard, as was arranged, and there demanded Asard fulfil his word. "But I already have, little fellow" Asard sneered. "you see the plague I sent will only be potent and transmittable for one more day, for it is one hundred years and three hundred and sixty four days since I sent it. And even with all your skill your afflicted fellows will not be able to dig their way out of here in such a time".

The traitor dwarf wept and pulled at his beard, and said "but you promised to free us from the plague". "Not so," cried Asard, "I merely assured you the plague would be arrested and so it is, your people can no longer spread my foulness by touch alone. Only the lust in your loins will assure me services throughout the eons to come".

Many of the victims, along with the traitor, who still held some sanity committed suicide. But a great many more without the power of reason relished their new identity, and these bred like flies.

It is true to say the plague never passed from touch, but only by parent to child, but as a Cursed dwarf brood is never less than four and they can breed up to a hundred times in one lifetime they have thrived.

Many Cursed dwarves are born with two heads, three arms, one leg, horns and various other chaos mutations, these are workers and bolt fodder in their ever raging war against all other dwarves. Also they are often used for ritual sacrifices to their god.....Asard, for thus in the depths of their depravity they worship he who sealed their doom. A rare few, perhaps one in every hundred are born normal save for their interesting skin and enhanced height they resemble greatly their kindred dwarves. These are the `noble` Cursed dwarves who rule all others and these are the ones who adventure. For the taint of chaos is less in their stock and such can be trusted. If trusted be the right word. Cursed dwarves are highly chaotic and as result highly prone to treacherous acts, whatever their breeding.

Cursed Dwarf Racial Traits

Due to ever changing nature of Chaos in their genes, Cursed dwarves have no uniform features when it comes to height, build or skin tone- with members of the same family varying wildly. with Blacks, red or gold hair and beards. It is rumoured that the Cursed Dwarves which are seen amongst the adventuring community are the nobles of their race.

- All Cursed Dwarves must wear beards.
- Cursed Dwarves may be Chaotic Neutral, Neutral Evil or Chaotic Evil. On rare occasions they may be Chaotic Good. For anything outside these alignments please see a referee.
- Cursed Dwarves cannot be Wizards or any mana-casting class with the sole exception of Scarecrow Maker.
- Cursed Dwarves cannot be Cavaliers, Druids, Guides, Hospitallers, Inner Flames, Paladins, Thunder Children or Witches.
- Some classes may wear heavier armour than usual, please check the table at the end of the document.
- Cursed Dwarves hate Tundra Dwarves, Light Elves and generally have a dislike of everybody (including each other).
- Cursed Dwarves love Wood Elves (due to a badly worded major wish many years ago).
- Warriors and similar classes get +3 lps at 1st level. Non-warrior classes get +1lp at 1st level.
- Dwarves do not gain natural healing.
- Dwarves begin with 4 power plus their first gain at 1st level, and gain as per class thereafter.
- Dwarven locations are divided: Head – $\frac{2}{3}$; chest & abdomen – $\frac{1}{2}$; limbs – $\frac{1}{3}$ of total body.
- The limbs are vital locations: if a Dwarf loses a limb, they die.
- Dwarves do not suffer additional damage from blood metals.

Level	Cursed Dwarf
1	Immune to Cut to Bleed, Throatslit and similar effects (does not bleed) Immune to Mind Influence Immune to all Darkness effects ½ effect Magic Fire 2x effect Magic Light ½ effect all poisons, acid, venoms and potions 1½ effect all Spirit (not Power Drain, Power Restore or Level Drains) Immune to Undead Returning Dwarven Effect to Level Drains (cause <i>Suspended Animation</i> instead) Asard's Mark
2	
3	Darkness x 1/day Chaos Feature
4	+1 Weapon Mastery Axe +1 Weapon Mastery Crossbow
5	Shadowshift x1/day Immune to all Poison
6	Darkness x 1/day Chaos Feature
7	
8	
9	Darkness x 1/day Chaos Feature
10	Blindness x 1/EVER Immune to all Venoms +1 Weapon Mastery Axe +1 Weapon Mastery Crossbow
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12	Darkness x 1/day Chaos Feature
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Asard's Mark – Due to the influence of Asard's curse, Cursed Dwarves are born with an inherent mutation that affects their skin tone. This is often mottled with patches of dark grey, but not always and each Cursed Dwarf is unique!

Optional: To determine the skin tone, roll a D8:

- 1 – Red
- 2 – Orange
- 3 – Yellow
- 4 – Roll Twice and apply both rolls
- 5 – Blue
- 6 – Green
- 7 – White
- 8 – Purple

Darkness – This darkness is Chaos Darkness and may only be seen through by Cursed Dwarves (or demonists casting a Darksee ritual who serves Asard of the Curse). It extends to a 15' radius and lasts for 5 minutes. The darkness will move with the Cursed dwarf that cast it.

Chaos Feature – Can be good, can be bad! Cursed Dwarves roll for chaos features on the standard table.

Shadow Shift – This is a shift through darkness to another location not more than 30' away. The direction being faced may be changed. This cannot be cast in the area of a light spell.

Blindness x 1 Ever – This may be used to blind a target of equal or lower level than the Cursed Dwarf. The blindness caused by this effect is permanent, and affects all forms of vision up to and including Mantic 1. At Pro Level, this increases to Mantic 3.

The following table lists classes allowed for Dwarves and also lists any class which has different AC max to the standard.

Class	Max AC	Tundra Dwarf	Mountain Dwarf	Cursed Dwarf
'Bad Tempered Warrior'	Heavy	Yes	Yes	Yes
Anti Paladin	Heavy	No	No	Yes
Assassin	Light (Med)	No	No	Yes
Axeman	Heavy	Yes	Yes	Yes
Cavalier	Heavy	Yes	Yes	No
Crossbowmen	Medium	Yes	Yes	Yes
Demonist	Heavy	Yes	Yes	Yes
Druid	Medium	No	Yes	No
Duellist	Medium	No	Yes	Yes
Guardian	Heavy	Yes	Yes	Yes
Guide	None	Yes	Yes	No
Hermit	Light	Yes	Yes	Yes
Hospitilar	Medium	Yes	Yes	No
Houri	Class	No	Yes	Yes
Huscarl	Heavy	Yes	Yes	Yes
Inner Flame	None/Class	Yes	Yes	No
Lore Knight	Heavy	Yes	Yes	Yes
Magsmen	Medium	No	No	Yes
Muqqadam	Medium	Yes	Yes	Yes
Musketeer	Class	Yes	Yes	Yes
Necromancer	Heavy	No	Yes	Yes
Paladin	Heavy	Yes	Yes	No
Priest	Skills	Yes	Yes	Yes
Priestly Rogue	Light	Yes	Yes	Yes
Reaver	None	No	No	Yes
Scarecrow Maker	Medium	No	No	Yes
Scout	Light	Yes	Yes	Yes
Shaman	Light	No	No	Yes
Shieldmanier	Heavy	Yes	Yes	Yes
Slayer	Heavy	No	No	Yes
Templar	Heavy	Yes	Yes	Yes
Thief	Light	Yes	Yes	Yes
Thunder Child	Heavy	Yes	Yes	No
Wardancer	Medium	Yes	Yes	Yes
Warrior	Heavy	Yes	Yes	Yes
Warrior Monk	Heavy	Yes	Yes	Yes
Witch	None	No	Yes	No

For all other classes check with a referee