

DUERGAR

Requirements: Minimum CON 9, minimum INT 9

Prime requisite: STR

Hit Dice: 1d6

Maximum level: 10

Armour: Any, including shields

Weapons: Small or normal sized

Languages: Alignment, Common, Deepcommon, Dwarvish, Gnomish, Goblin, Kobold

Duergars (also known as *grey dwarves*) are short, scrawny, bearded demihumans with grey skin and hair and ugly visages. They are around 4' tall, weigh about 120 pounds, and have lifespans of up to 500 years. Duergars dwell in strongholds and cities deep underground. They are renowned for their greed for precious metals and stones and for their xenophobia toward other races. Duergars have a naturally strong constitution and are highly resistant to magic.

Combat

Duergars can use all types of armour. Due to their short height, duergars can only use small or normal sized weapons. They cannot use longbows or two-handed swords.

Detect Construction Tricks

As expert miners, duergars have a 2-in-6 chance of being able to detect new construction, sliding walls, or sloping passages when searching.

Detect Room Traps

Due to their expertise with construction, duergars have a 2-in-6 chance of detecting non-magical room traps when searching (see *Dungeon Adventuring* in *Old-School Essentials Classic Fantasy*).

Infravision

Duergars have infravision to 90' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials Classic Fantasy*).

Light Sensitivity

When in bright light (daylight, *continual light*), duergars suffer a –2 penalty to attack rolls and a –1 penalty to AC.

Listening at Doors

Duergars have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials Classic Fantasy*).

Mental Powers

Once per day per level, a duergar may activate one of the following mental powers:

- **Enlargement:** The duergar's body, clothing, and armour (but not other equipment) double in size for 1d4 rounds. While enlarged, the duergar's melee attacks inflict double damage.
- **Invisibility:** The duergar disappears from the sight of one or more creatures (selected when the power is activated) for one turn. Up to 1HD of creatures per level of the duergar are affected. In combat, affected creatures may attack the duergar with a –4 penalty after the first round.
- **Shrinking:** The duergar and all equipment shrinks to 6" tall for up to one turn per level. While shrunk, the duergar can slip through narrow spaces and, when remaining motionless, has a 90% chance of going unnoticed. A shrunk duergar cannot harm creatures larger than 1' tall.
- **Heat:** A creature or object within sight is subjected to a scorching heat. Paper or cloth ignite, liquids boil, and metals glow. The heat lasts for one round per level of the duergar. Applied to flesh or to metal in contact with a creature (e.g. armour), the heat inflicts 1d4 damage per round.

Duergar Level Progression

Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	8	9	10	13	12
2	2,800	2d6	19 [0]	8	9	10	13	12
3	5,600	3d6	19 [0]	8	9	10	13	12
4	11,200	4d6	17 [+2]	6	7	8	10	10
5	23,000	5d6	17 [+2]	6	7	8	10	10
6	46,000	6d6	17 [+2]	6	7	8	10	10
7	100,000	7d6	14 [+5]	4	5	6	7	8
8	200,000	8d6	14 [+5]	4	5	6	7	8
9	300,000	9d6	14 [+5]	4	5	6	7	8
10	400,000	9d6+3*	12 [+7]	2	3	4	4	6

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;

P: Paralysis / petrify; **B:** Breath attacks;

S: Spells / rods / staves.

Activating Mental Powers

A duergar must spend a round concentrating in order to activate a mental power. This precludes moving, attacking, or performing any other actions.

In combat: Like spell casting, activating a mental power can be disrupted in combat (see *Spell Casting* under *Combat* in *Old-School Essentials Classic Fantasy*). The use of a mental power must be declared before initiative is rolled.

Stealth

Underground, duergars have a 3-in-6 chance of moving silently.

After Reaching 9th Level

A duergar has the option of creating an underground stronghold that will attract duergars from far and wide. Duergars usually live in clans, so duergars of the character's clan will be attracted to live under their roof. Duergars from other clans will generally be friendly and may collaborate in times of war or disaster.

A duergar ruler may only hire duergar mercenaries. Specialists and retainers of any race may be hired.

