

## DUERGAR IN THE CLAN

The following tables can be used to create basic information about a clan of duergar somewhere in the world: the group's current status, and a trait or a fact that sets that clan apart from others.

### DUERGAR CLAN NAMES

d12	Name	d12	Name
1	Ashlord	7	Mindeater
2	Battlegore	8	Necksnapper
3	Doomfist	9	Orehammer
4	Earthlord	10	Runehammer
5	Firetamer	11	Thundermaster
6	Knifemind	12	Underearth

### CLAN'S STATUS

d6	Status
1	<b>Mighty.</b> Conquered several dwarven strongholds, dominates Underdark region
2	<b>Growing.</b> Stronghold expanding; glory days lie ahead
3	<b>Declining.</b> Clan growing stale, population falling
4	<b>Beleaguered.</b> Surrounded by drow and illithid foes
5	<b>Scattered.</b> Torn apart by slave rebellion or civil war
6	<b>Refugees.</b> Defeated by enemies, few survivors

### CLAN'S NOTABLE TRAIT

d12	Trait
1	Stole a mighty dwarven artifact
2	Has bound many devils to service
3	Experts in building mechanical devices
4	Conducts trade with the City of Brass
5	Notable for defeating many dwarves
6	Conquered and occupied a drow enclave
7	Is secretly controlled by mind flayers
8	Has enslaved a colony of troglodytes
9	Have interbred with devils
10	Known for its extensive spy network on surface
11	Masters of psionics
12	Dominated by a coven of warlocks



## DUERGAR IN THE WORLD

The tables below are designed to add depth to a duergar character by offering possible reasons why the character left the clan for the life of an adventurer and a choice of personality quirks that are tailored for duergar.

### DUERGAR ADVENTURER STORY HOOKS

d6	Hook
1	You are a heretic, drawn to worship of Moradin.
2	Caught stealing, you escaped imprisonment but not before torture left you with a scar or lasting injury.
3	You were enslaved by drow or mind flayers but escaped to the surface.
4	You seek only to test yourself in battle with monsters.
5	Profit is all that matters to you.
6	The best way to defeat the folk of the surface is to study them firsthand.

### DUERGAR QUIRKS

d6	Quirk
1	A separate personality in your mind provides advice and guidance to you.
2	Your gear must be perfectly arranged, otherwise someone must bleed.
3	When there isn't a roof over your head, you keep your eyes on the ground.
4	You don't talk unless you absolutely must.
5	The outside world is a giant cave, and nothing will convince you otherwise.
6	Humans fascinate you, and you collect odd trinkets of their culture.