

Lorebonds

It is a little known fact, even among themselves, that all Dwarves secretly harbour ancient and terrible lore-fetters within their flesh. Though they bring great power they also bring great pain, for drawing forth the lore-fetters also draws forth the deadly bonds known as geasa.

At level 3, and every 3 levels thereafter, you may choose a Lorebond. Drawing upon higher tiers requires you to have drawn upon the tier below, and so you may dabble in several lesser powers or focus on unlocking the potential of a single path.

When you have chosen a Lorebond you will become aware of a certain rite, meditation or vision quest you must undergo to attain it. At lower tiers this may be a fairly simple task or activity, but at higher tiers it may require travelling to a certain location or finding an item of rare aspect. Claiming a Lorebond also claims a related geis, breaking a geis brings forth your doom.

Lore of the Beard

- 1 – Your lustrous and well groomed beard impresses all beings, you gain a +2 on reaction rolls.
- 2 – You may groom your beard into the mighty armoured War Beard, granting +1 AC.
- 3 – Your beard becomes strong and prehensile as though it has a mind of its own. It does not grant any extra attacks but it can grab things and pick locks and hold drinks like an extra hand.

Lore of the Brew

- 1 – You can never become affected unintentionally by mind-altering drugs and intoxicants.
- 2 – Once per day, the next swig of alcohol you take sends you into a zen-like drunken rage for level+1d4 rounds. During this time you gain +2 to hit and reverse penalties from Pain.
- 3 – Once per day, you can make nearby allies who have alcohol in their system immune to fear and morale. The effect last for as many rounds as you have points in Charisma.

Lore of the Forge

- 1 – Designate a favoured weapon which you are constantly upgrading and reforging. It is immune to weapon breakage and counts as both silver and cold iron.
- 2 – You may spend a day unveiling the secrets of a crafted object as though casting an Identify spell.
- 3 – You (but not your equipment) are immune to fire and take half damage from magical flame.

Lore of the Glyphs

- 1 – You can twist your hand just so, powering a glyph instantly without giving up your actions.
- 2 – You can cause runes to flow from your hands, forming a complete glyph in a single round.
- 3 – You pull ambient power into a glyph, permanently powering it until it is consciously turned off.

Lore of the Stones

- 1 – You may sustain yourself indefinitely by consuming rocks and earth.
- 2 – Stone-headed weapons deal +2 damage and can hit creatures immune to mundane weaponry.
- 3 – Once per day, you may walk straight through stone as though casting a Passwall spell.

Lore of the Tongues

- 1 – You gain an instinctive understanding of words of power, gaining +3 to any saving throws against symbols and magical writings. You also reduce damage taken from glyphs by one die size.
- 2 – Ancient Dwarven runes form the basis of all written language. You can read all languages.

3 – Given a week of meditation and carving you can create a runic version of any protection scroll. It may be read by any who can read the runic alphabet of old.