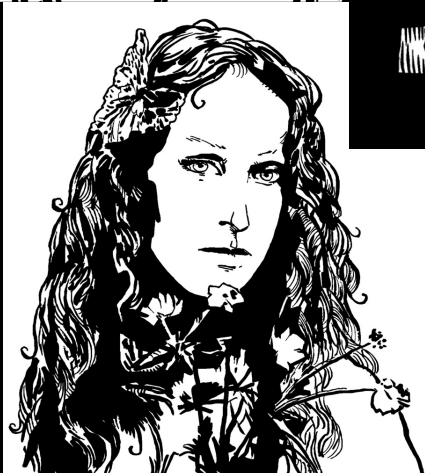
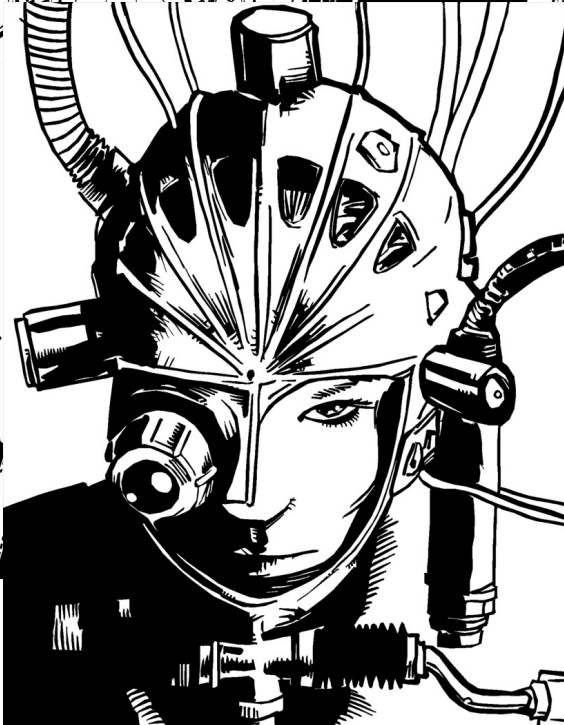
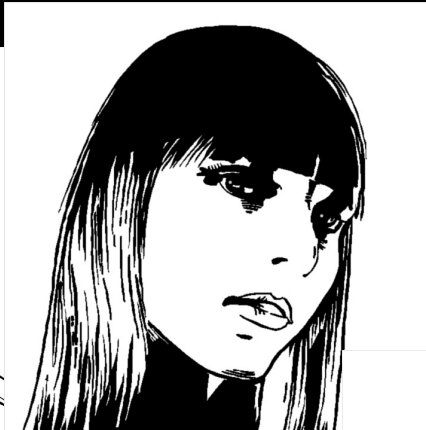
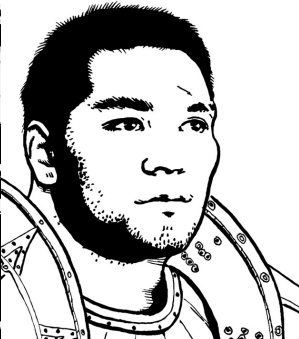




10 DWARF BACKGROUNDS



10 Dwarf Backgrounds

By Dragon Sun Game Company: Manuel Joaquin & Chris Conn
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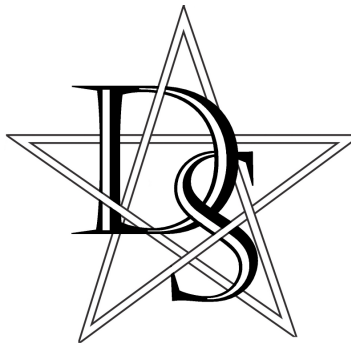
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DWARF BACKGROUNDS

Backgrounds grant you the ability to customize your character even further by suggesting ideas for your character's history. Likewise, the DM can use backgrounds to make NPCs more memorable with personality traits & their own odd, little habits.

Although the 10 backgrounds we present here are specially tailored for dwarfs, backgrounds are virtually rules agnostic. Feel free to use them with any game, any race, any character!

Regarding the "Yes/No/Maybe" questions:

The DM can reply "maybe" if the answer is up in the air, e.g. the outcome could be either "yes" or "no," depending on the PCs' actions.

BANKER

What finer pursuit in life is there than managing money? Gold is the lifeblood of society. Do you want a family? You need gold. Are you starting up a new foundry? Gold. Are you repaving the road? Caring for a sick relative? Setting out to slay the dragon?

Gold! Gold! Gold!

You make dreams happen. As a banker, it's up to you to find the ways to fund the means. It can be as simple as providing a gold vault or as difficult as pursuing a quest. You might finance local governments, outfit adventuring companies, or issue certified IOUs for traveling merchants.

Don't forget finance in lands of high adventure can be quite dangerous. Debtors mysteriously disappear all the time. Venture capitalists literally risk life & limb. Not to mention when your largest investor primarily sources their funds via dragon's hoards, you can't afford to be complacently scratching away at paperwork in your counting house. You got to get active!

What drew you to banking? Are you the sort to meticulously count out each coin & carefully maintain each valuable? Or do you revel in wheeling & dealing? The amount of money you deal with is often much, *much* higher than one might encounter as a merchant. Were you drawn to the scent of financial power?

What was the largest amount of money your firm gained in a single blow? What was the greatest loss you ever saw? How did that much money change hands? Who is angry / desperate / overjoyed about the incident, & how much responsibility do you bear for the result? If your bank on the up & up? Or are you involved with the thief guild's shark racket?

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: Forgery kit (for entirely legal contractual purposes, of course)

Languages: One of your choice

Equipment: An (unfortunately named) forgery kit; a ledger of accounts, credits, & debts; a signet ring bearing your personal / your bank's / your company's seal; your bank's vault key; a set of fine clothes; & a belt pouch containing 20 gp.

FEATURE: SECURING FUNDS

You had regular correspondence with other members of the financial industry in most major cities throughout the kingdom. Your seal, or at least your bank's official seal, is well known amongst the other institutions. A few bankers may even recognize your handwriting from the letters you regularly exchanged with them. Work with your DM to create a symbol for yourself / your adventuring party / your bank.

In addition, you may be able to negotiate loans &/or financing for your ventures. Your DM can determine the amount of the loan at their own discretion, or they can use Chapter 7 in the DMG (especially "Using the Treasure Hoard Tables") as their guide. Naturally, you will be required to pay back the loan with interest as enforced via contract. Especially valuable contracts may require collateral such as magic items or mounts, which may be reclaimed once you execute the contractual terms.

SUGGESTED CHARACTERISTICS

Bankers are detailed-oriented. They have to be; money is all about numbers & technicalities. Details are literally their job. A misplaced decimal point can mean the difference between fortune & financial ruin.

Reliability is also an important part of finance. Some bankers trust a verbal agreement sealed with nothing more than a firm handshake & a steady gaze, but most bankers use contracts that guarantee the parties act with integrity.

d8 Personality Trait

- 1 I often flip a gold coin in the air / pass a coin over my knuckles / spin a coin on the table / pull a coin out of people's ears
- 2 I tend to talk about everything in terms of money. It's not "Cupid's Day," for example. It's "10 gp worth of chocolate day."
- 3 I ruthlessly negotiate when anything is over 20 gp. My allies will thank me in the long run.
- 4 I'm only happy when someone else pays.
- 5 Money isn't important. It's just a way of keeping score.
- 6 I like to jingle the change I have in my pockets. The sound is oddly reassuring.
- 7 I regularly deal with such large sums of money that I have no idea how much regular, everyday items are worth.
- 8 I insist our patrons sign binding contracts limiting our risk (& ideally promising rewards, even if we fail our quest...)

d6 Ideal

- 1 **Avarice.** Greed is good. Greed is right. Greed *works*. (Evil)
- 2 **Charity.** If everyone chips in just a little, we can make a huge difference! (Good)
- 3 **Free Market.** Buy low, sell high. (Any)
- 4 **Sound Management.** Win or lose, the bank always comes out ahead. (Neutral)
- 5 **Stability.** Never invest in a business you can't understand. (Lawful)
- 6 **Venture Capitalism.** High risk, high returns. (Chaotic)

d6 Bond

- 1 These papers? They certify a substantial financial debt the Great Tea Company owes the holder. Basically they're as good as gold!
- 2 The vault of my bank protects the sundry valuables of my clients. It is my sworn duty to protect them from theft or harm.
- 3 My dream is to amass enough capital to found my own firm, complete with headquarters & charter.
- 4 I invested the lion's share of my capital in this adventuring party. If this quest fails to pay off, I'm ruined!
- 5 I'm pursuing a renegade debtor that owes my bank an obscene amount of money.
- 6 I know a good fence who can get us a fair price for any artifact we find on our travels.

d6 Flaw

- 1 *How much?* And all I have to do is fall asleep on my watch? I can do that!
- 2 Everything I do is completely above board & legal. I can't say that about all of my clients. Not that I ever ask ...
- 3 I have a taste for the finer things in life. Even if I must spend beyond my means, it's worth it!
- 4 I've never had a successful investment. In fact, I'm on the run from loan sharks at this very moment.
- 5 I'm addicted to gambling. The more esoteric the terms, the better
- 6 As a banker, obviously I am best qualified to handle the party's funds. Unfortunately, I must ask for a low, low service charge of just 1 gp each time they want to access their money.

BIG WEAPONS GUY

You are big weapons guy. No pushover, you are the toughest, strongest, most dangerous member of your team. Boasting the largest weapons this side of the Nine Hells, you can mow down cowards & teeny-tiny baby-men in seconds.

Traditionally, BWGs are the big, bruiser type: muscle-bound, thick (in every sense of the word), & bald even if the rest of the BWG is covered in man-fur. They enjoy weapons so heavy normal people would struggle to lift them, much less wield them in battle. Mauls, greatswords, & battleaxes are par for the course.

There are exceptions to the tradition, however. The "big weapons" don't have to be literal. Bombastic pyromancers fit the BWG brand. Likewise, just because you enjoy your hammers & axes, it doesn't mean you have to be the oh-so-prevalent macho chauvinist. You could just as easily be a big, huggable teddy bear. The only requirement to be a big weapons guy is that you like big things that make big BOOM.

What kind of weapon do you use? Do you fit the axe / hammer tradition? Or do you enjoy a different type of overly large machine of war? Are you actually good in a fight, or are you more of a collector who appreciates the craftsmanship?

Which is more important: construction, or magical qualities? Would you prefer a masterwork maul forged by the greatest of smiths or a rusted out +1 battleaxe? Is your personality as large as your hammer & just as blunt? Are you gentler than you look?

Skill Proficiencies: Athletics, History (heavy weapons)

Tool Proficiencies: Brewer's supplies, Smith's tools

Equipment: A whiskey flask; ample supply of rags; a weapon maintenance kit (flask of oil, jar of wax, jar of polish, pack of sandpaper, a hand file, & a whetstone); a set of common clothes; & a belt pouch containing 15 gp.

FEATURE: WEAPONS EXPERT

Your obsession with weapons goes beyond a mere hobby. Your knowledge covers all types of weaponry, construction skills, even the foundries & smithies where weapons are made. You can tell what smith forged a sword just by the balance of the blade.

Whenever you make an Intelligence (History) check related to the origin of a weapon, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Likewise, you may make a special Intelligence (History) check related to the properties of a hammer, axe, or sword. On a success, you can ask a single "Yes/No/Maybe" question that the DM must answer as truthfully as possible.

SUGGESTED CHARACTERISTICS

Big weapons guys like size, power, & awe in that order. Combined with the fact that their weapons are as much an expression of their identity as they themselves are, it's no surprise that BWGs only employ the biggest weapons they can get their hands on.

d8 Personality Trait

- 1 I drink out of the heaviest tankards available & toss them over my shoulder or smash them on the floor as I finish each one.
- 2 I love telling bad jokes. Hey! Why did the hammer cross the road? Cuz you don't wanna cross a hammer!
- 3 My weapons take alot of care & maintenance. I spend my free time keeping them all well-oiled & clean.
- 4 I feel naked without at least 10 lbs of deadly steel about my person, & I complain bitterly if separated from my darling weapons
- 5 I'm only happy if I have the biggest "weapon" in the room.
- 6 I'm just a back-thumpin', knee-slappin', loud laughin' kind of guy
- 7 Everything I wear is chainmail, even my underwear
- 8 Like my weapon, my body is sculpted piece of art. I flex & pose obnoxiously when I want attention

d6 Ideal

- 1 **Antiquity.** This maul is very, very special. This is the weapon that slew the one-eyed Death Wyrms nearly a millennium ago. Stop! Don't touch it! Put the velvet gloves on first. (Lawful)
- 2 **Boisterousness.** BOOM! Headshot! (Chaotic)
- 3 **Inebriation.** Nothing hits the spot like a dwarven stout (Any)
- 4 **Machismo.** Do I smell gobby baby diaper? (Neutral)
- 5 **Power.** You don't need all that fancy-dancy blade work when you got a weapon that punches through plate like tissue paper (Any)
- 6 **Quality.** Here, try this one. Can you feel the heft to that? You don't get that in the Lowlands, only in proper Dwarf weapons! (Neutral)

d6 Bond

- 1 By Moradin's bristly beard! Someone touched Sasha! Alright... Who did it? *WHO TOUCHED MY AXE!?*
- 2 All that's left is to retrieve the purest glacier ice / red dragon blood / liquid sunlight to temper the greatest warhammer ever made
- 3 This is the first fragment of the legendary axe Skeggöx shattered against Demon Prince Ddjqúlfir during the Godswar
- 4 This hammer bears the blood of dozens of goblin skulls. I hope to crack my hundredth soon.
- 5 In ages past, the greataxe Ore'mir the Ogresmasher was lost when goblins overran the Delves of Dharn Todir. I aim to get her back.
- 6 In a boulder on the peak of the tallest mountain in the world, is embedded a warhammer that only the worthy can lift & wield

d6 Flaw

- 1 Wands, spellbooks, acorns! "Arcane" this, "druidic" that! Call me when you're tired of dancing around mushrooms & crystal balls
- 2 NOw you shee this *hic!* Thish belonged to me father. And *hic!* HE said, "Nice axe!"
- 3 (I'll never admit this out loud, but my obsession with these huge, heavy weapons is overcompensation for my diminutive... stature)
- 4 I use *far* too much patchouli oil in me beard
- 5 People think they can outsmart me. Maybe... maybe... but I've yet to meet anyone who can outsmart Hammer!
- 6 It's not a proper pub crawl 'til at least 3 people lose teeth in brawls

CRUSADING REFUGEE

Your kingdom was overrun. Anyone who remained within the borders when the gates last closed has long since been slain or enslaved. Today, the monstrosities that invaded your home still roam its halls, desecrating your ancestral birthright with their mere presence.

Now, you quest to liberate your homeland from the evil that infests it. You are just one person, but you have hope. More importantly, you have justice on your side.

The Delves belong to you & your people.

You might be the prince of your people, who must reclaim the throne from the orcs to fulfill the destiny held within your blood. Or, you might be the last of your kind. Perhaps you were the only one to escape, making you literally your people's last hope.

Maybe you were born after the Catastrophe. Your people established a new city, a new nation, where you grew up retelling horror stories of "the Demon Delves." Now a new horror has arisen, threatening your people unless you can cleanse your old kingdom & lead them home.

Work with your DM to decide the details of your lost homeland. Where is it? How large is it? Did your people lose everything? Was the tragedy limited to your city, or was the whole kingdom lost? How much of your kingdom can be recovered? Why has no one tried to reclaim it before now? Or did they try & fail?

Were you invaded or did you suffer a natural disaster? How much can you rebuild, or are you merely looking for salvage? Do you seek vengeance or are you looking for a way to forget the past & move on?

Skill Proficiencies: History, Survival

Tool Proficiencies: One artisan's tools of your choice (representing the traditional industry of your lost homeland)

Languages: One of your choice

Equipment: an artifact of your homeland's royalty (a beat up crown / signet ring / propitious birthmark); an undecipherable map, possibly showing a secret entrance into your homeland; 3d6 keys on a large key-ring handed down through your family since the loss of your homeland; a set of common clothes; & a pouch with 10 gp

d8 Invaded By

- 1 An Ancient Dragon
- 2 Drow Raid
- 3 Eldritch Abomination
- 4 the Ghoul Queen

d8 Invaded By

- 5 Goblin Gang
- 6 Gricks & Grells
- 7 Kobolds (oh the shame!)
- 8 Orc Horde

FEATURE: TRAGIC MYSTIQUE

Your former kingdom is gone, but not forgotten. It seems like everyone you meet has heard the rumors (or made some up) about what happened to your people. It can be difficult to separate the fact from the fiction, but at times, you can use it to your advantage.

People often go out of their way to assist you with reasonable requests. Even those of high birth might invite you to meet with them or grant you gifts not normally afforded to commoners. Sometimes you feel as if you are nothing more than a trophy or some kind of fantastic oddity to show off to their friends, but it's better than nothing. It's best to not look a gift horse in the mouth.

SUGGESTED CHARACTERISTICS

Crusading refugees are or were heroes of their people. Most often, they come from the royalty, as they have had the farthest fall. Even if their people safely escaped & established a secure, new city, there is blood, pride, &/or honor on the line for the former monarchs.

Slightly less often, a commoner might rise to become a crusading refugee. In these cases, their people almost certainly suffered, or possibly continue to suffer, under the oppression of the invaders. These heroes have such empathy for the plight of their people they are willing to take on an entire kingdom's worth of monsters virtually single handedly.

d8 Personality Trait

- 1 I tend to complain & mutter under my breath whenever I don't get my way. "I'm *royalty*! This is no way to treat a king! *grumble*grumble**"
- 2 I often count & recount my money. It's a nervous habit from my days of scarcity.
- 3 I regale my companions with stories of life in my homeland before the Fall. (Apparently I repeat the same stories over & over, but I neither notice nor care, which reminds me of the time...)
- 4 My people are one of dignity. I refuse to beg for the assistance that should be freely given to any righteous people in a time of need
- 5 I never turn down a free meal (or a free drink)
- 6 I haven't smiled since I was forced to flee my homeland
- 7 There will be no mercy for the foul brutes that invaded my home
- 8 This is the helmet of my father, lost now nigh on thirty years. Each morning I swear upon my deceased father's helmet an oath to return to the homeland of my people

d6 Ideal

- 1 **Ancestry.** My family lived in the Delves for 12 generations. It is my duty to recover our city for the dwarven people. (Lawful)
- 2 **Burglary.** Have you any idea how much gold is locked away in the *dwarven* (←nudge, nudge) vaults? (Non-Lawful, Non-Good)
- 3 **Nobility.** I am the rightful king! (Lawful)
- 4 **Reclamation.** I cannot allow millennia of dwarven culture to be smashed under the boots of the barbarous orcs (Neutral)
- 5 **Salvation.** My people are slaves in our own homes. *We must* save them! (Good)
- 6 **Vengeful Genocide.** I won't rest until every last bastard goblin is dead in the ground. (Evil)

d6 Bond

- 1 Only I know all the traps & hazards that guard the secret entrances to my people's homeland, & how to avoid them
- 2 I feel an even greater connection to my people, now that I've been exiled from my home & made to suffer in the great, wide world
- 3 I seek the ArcStone, the legendary crown jewel of my people. With it, I can demonstrate the legitimacy of my claim to our homeland
- 4 I have a little brother / daughter / cousin who must be protected at all costs: they are the last of my bloodline
- 5 My homeland is guarded by a fearsome beast which no regular weapon can injure.
- 6 Recently, I've been finding coins bearing the stamp from my homeland's mint. Someone is spending my gold!

d6 Flaw

- 1 My quest is a one way journey: either I will reclaim my kingdom, or I will die trying. There is no "& back again" for me.
- 2 I love gold as much as any one does, but any treasure that comes from my homeland is *mine*
- 3 Thieves? Killers? Traitors? I couldn't care less as long as they help me in my quest to take back my homeland.
- 4 Secretly, I despair of ever returning to my homeland. In my heart of hearts, I've already given up hope.
- 5 I blame everything that goes wrong in my life on the monsters that invaded my homeland even if it's obvious there is no connection
- 6 I owe my companions my life many times over, but if I have to choose between them & seeing my homeland again... Well, let's just say they wouldn't like my decision.

CURMUDGEON

These young whippersnappers don't know how good they got it. Back in MY day, we didn't have these fancy doodads whizzing up numbers like nobody's business. No! We had to do the math ourselves! No paper, neither! We used our fingers like Moradin intended: in the dark! It was THACO in those days, and we bloody well LIKED it or we got ourselves a beating!

You are one cranky, old grumbler. Somewhere along the way, people lost their respect, or they became outright stupid, or they just plain got too damned young. Nothing's like it used to be anymore, & it pisses you off. If people would just listen to you, you could fix things, but no. Everyone has these Big Ideas now, & they insist on dragging you kicking & screaming into Modern Times, whatever *that's* supposed to mean.

Not every curmudgeon is a grumpy, old man. There are just as many Grouchy Grannies & Malcontent Youths. Which sort do you fit? What makes you so grumpy? Do you expect too much from people? Why are people so disappointing? Are they lazy? Do they lack intelligence? Or are your expectations unrealistic? Faced with constant frustration, why do you continue to push for excellence?

Or perhaps the disappointment lies in yourself. Times are changing & things keep moving faster & faster. It's so hard just to keep up! You used to be the cream of the crop. The best in your field. But now, any Jack & Jill can top your greatest achievement with nothing more than the push of a button. They don't even have to try! Isn't being self-sufficient important anymore?

Skill Proficiencies: Insight, Intimidation

Tool Proficiencies: Woodcarver's tools & one gaming set of your choice

Equipment: A stick you're whittling into a smaller stick, a set of ivory / wood / ceramic dentures; fishing tackle; common clothes; & a belt pouch containing 10 gp.

d8 Grumpitude

- 1 Get offa my lawn!
- 2 You think that's tough? We had to walk 15 miles, through the snow, uphill... BOTH ways... *underground!*
- 3 "Angel"? Ha! She's a female! And all females is poison!
- 4 I'm three-hundred, ninety-four years old. What the hell do I care?
- 5 Why don't you tie your shoelace, you'll fall on your stupid head.
- 6 We all gotta go sometime, but I'm not about to die lookin' at your ugly face.
- 7 Gotta use the *silver* sword, idjit!
- 8 You young'uns got no respect!

FEATURE: JUST AN OLD GRUMP

You get away with a level of rudeness that'd get other people exiled, or at the very least slapped. There's something about you that mitigates people's anger.

It could be that you're extremely old, "Never mind grandma. Things were different back then (besides, she's not long for this world...)" On the other hand, you might be too adorable to worry people. When you go off on a tirade, it's just a cute little kid / grandpa stamping his foot & demanding sweets again. Perhaps you hold a position of unofficial or purely symbolic authority, like hedge-witch or village elder, to whom people pay lip service out of sheer embarrassment but generally pay no real attention.

Regardless, no matter how cranky you get, everyone tends to ignore you, even strangers. After all, who'd pay any attention to the grouchy old man babbling to himself in the corner about "the good old days"? He can't keep track of his own dentures, much less...Hey! Get away from those *fireball scrolls!*

SUGGESTED CHARACTERISTICS

Curmudgeons are crusty buggers. They love to complain about how things were (or would be) better when they were in charge. They're difficult to get along with & seemingly impossible to please. But, if you can get past their coarse exterior, many grouches are unexpected sources of useful knowledge.

Likewise, adventuring curmudgeons often conceal a heart of gold. After all, you don't drag your aching bones out of your comfortable rocker if you didn't care deeply about the kids, even if they are ungrateful brats. You'll show'em how it was done in the old days!

d8 Personality Trait

- 1 I always keep a pocket full of hard candies. I suck on 'em as noisily as I can
- 2 I cross my arms & tap my foot whenever I have to deal with an idiot
- 3 I never throw out a cigarette butt. If I get busy, I pinch it out & save it behind my ear for later.
- 4 Any kind of movement makes my joints creak. I can pop my knuckles on demand.
- 5 I keep crusty tissues up my sleeve to wipe snotty noses
- 6 I am scary accurate with slapping a ruler across naughty knuckles
- 7 Necks? Shameful! Ankles? Harlots! I ain't never bin naked. I was born in a Sunday suit!
- 8 I keep several bottles of (very pungent) liniment to sooth my aching feet, sore muscles, & creaky joints.

d6 Ideal

- 1 **Achievement.** I seen you wallop a dozen goblins afore lunch. This should be no trouble for you. Stop whining. Get'er done. Or get outta my way. (Good)
- 2 **Hardship.** I got a caning for that, but I didn't dare complain. Oh no! Canings build character. I *respected* him for it! Now git over here & take what's comin' to ya! (Evil)
- 3 **Nostalgia.** This never woulda happened back in the day. We didna stand for this sort of thing! (Neutral)
- 4 **Pride.** Leave me be! I can handle it. I ain't no frail old geezer. (Any)
- 5 **Respectfulness.** Children are never very good at listening to their elders, but they are excellent at irritating them. (Lawful)
- 6 **Responsibility.** People these days is too soft. What you need is someone tough as nails & twice as ornery. Like me. (Lawful)

d6 Bond

- 1 My daughter / grandson / student took up adventuring & vanished. I am out of my mind with worry, but I'd never admit it out loud.
- 2 I never forgave my archenemy / teammate / best friend for seducing my lover away decades ago. We bicker nonstop
- 3 I have a soft spot for children, especially babies. I can't be havin' with anyone putting a child in danger.
- 4 Secretly, I'm the father / older sister / guardian angel of one of my teammates
- 5 I'm the last surviving member of the only adventuring party to ever find the (cursed) Fountain of Youth.
- 6 My twin is my polar opposite: bright, cheerful, & incredibly evil.

d6 Flaw

- 1 I'm too sarcastic for my own good.
- 2 I'm so mean that there's a whole bevy of people who wouldn't mind seeing me dead. They won't try to kill me, but they won't help me when I need it, either.
- 3 I have a superstitious aversion to members of the opposite sex / forreners / bathing.
- 4 I'm bitter about my son / daughter being "too busy with work" to call or visit me.
- 5 It'd take 6 strong men & a crowbar to pry an apology out of me.
- 6 I stick my nose in everybody's business & boss them around even if I don't know the first thing of what I'm talking about.

ENGINEER

Builders, planners, problem solvers, engineers are the great architects of the world. Kings depend on engineers for their machines of destruction in wartime & they put engineers to work building & maintaining their cities in time of peace. Without skilled engineers, the dwarves would never have been able to construct their eternal Delves.

The science of engineering attracts people who are interested in finding ways to solve problems. Sometimes it's the challenge they enjoy. For example, if the levy in tunnel #14 collapsed & flooded the dig with arsenic-heavy water, how could we remove the water, reinforce the walls, & save the miners without direct access to the fault?

For other engineers the satisfaction comes from a job well-done. These builders are pragmatic people whose well-crafted, long-lasting machines are works of art in their own right. Any idiot can nail a hinge to a plank & call it a door. It takes a *craftsman* to build for the ages.

What kind of engineer are you? Do you build machines? Architecture? Manage infrastructure? What was your greatest achievement? Was it a public structure like a bridge, bulwark, or road? Was it private, something commissioned by a rich lord, but which you can never take proper credit for?

How much attachment do you feel for your works? Is completing the project more important than the lives of the workers? What is your dream project? Where would you build it? How much would the materials & labor cost? What is the worst thing you would do to see your dream come to fruition?

Skill Proficiencies: Investigation, Perception

Tool Proficiencies: Two of your choice from Carpenter's tools, Cartographer's tools, Glassblower's tools, Mason's tools, or Woodcarver's tools

Equipment: 1 set of artisan's tools of your choice; a scroll case containing the blueprints of your various inventions / designs; a hardhat; a pair of coveralls; & a belt pouch containing 15 gp.

d8	Specialty	d8	Specialty
1	Architecture	5	Hydraulic Engineering
2	Demolitions	6	Mechanical Engineering
3	Fire Prevention	7	Stonecutting
4	Geology	8	Volcanic Engineering

FEATURE: CONSTRUCTION & MAINTENANCE

Thanks to your skill with designing, leading, & managing large scale projects, you can build & manage facilities such as strongholds or cathedrals much more easily & cheaply than other adventurers (who wouldn't know a ledger from a hole in the ground).

Reduce the total cost per day of managing your property by 25%. Likewise, the construction cost & construction time of building a stronghold is reduced by 25%. See "Recurring Expenses" & "More Downtime Activities" in the DMG for more information.

SUGGESTED CHARACTERISTICS

Engineers are first & foremost problem solvers. They differ in approach & style, whether they are satisfied with jerry-rigged machines or prefer more permanent solutions. Although a few engineers are happy just to throw ideas together & see what happens, most builders take a careful, methodical approach to avoid damaging their tools or wasting valuable material.

Oh, & to ensure public safety, of course.

d8 Personality Trait

- 1 I click my pen really fast when I concentrate on difficult problems
- 2 My hands are filthy with machine oil. They can leave stains or streaks on anything I touch if I'm not careful.
- 3 I like to spin or stack coins, dice, small rocks, etc & watch their wobble to figure out how long it'll take them to drop
- 4 When I make plans, I draw or model things out on whatever is available to better visualize everything
- 5 I never bother to buy new spectacles / pens / trousers. I can repair them myself with tape or twine if I have to.
- 6 I have an elaborate pair of goggles with a complex mechanism to switch out, combine, or magnify the arrangement of lenses I use
- 7 I make sure to keep a detailed map when my party & I enter labyrinthine, underground lairs.
- 8 My gear, including my armor & weapons, is adopted from my engineering supplies. E.g. My "hammer" is a repurposed wrench

d6 Ideal

- 1 **Analysis.** You're welcome to your opinion, but you are factually incorrect. (Lawful)
- 2 **Carefulness.** Slow down a little bit. We can save a lot of wear & tear on me tools. "Measure twice, cut once" I always say. (Lawful)
- 3 **Cooperation.** Does anyone have any ideas? (Any)
- 4 **Inquisitiveness.** Yes, but does it *have* to be like that? What happens when I push *this* button? (Neutral)
- 5 **Mathematics.** Math is the language in which the gods wrote the multiverse. (Neutral)
- 6 **Resourcefulness.** Ok, I have duct tape, paperclips, & a magnifying glass to open this jail cell... This should be a breeze! (Any)

d6 Bond

- 1 I've been invited to a village being named after me in celebration of a dam / tower / geothermal mill I designed & built for them
- 2 These thief guild's HQ blueprints contain anomalous figures, as if the structure conceals a room of prodigious proportions
- 3 Did you ever stop to think how much power is just bubbling away in your average volcano? If only we could find a way to harness it!
- 4 According to my calculations, the small-gate of the goblin-infested Mines of Mordicia should be at these coordinates.
- 5 This wrench was forged by my great-grandpappy nearly two hundred years ago. It's never failed me!
- 6 If my calculations are correct, it should be entirely possible for my trebuchet design to launch a human-sized body over the walls

d6 Flaw

- 1 Me being overcautious once cost lives when I delayed my team so much our project failed & the dam / reactor / tower collapsed
- 2 Experimenting with new things is stupidly dangerous. I'll stick to my centuries-old designs, thank you.
- 3 I don't always remember to include proper safety measures in my designs.
- 4 I couldn't care less about the "impact" my machine may have on my surroundings or environment. Results are what's important
- 5 My latest enterprise failed, completely cleaning out all of my savings. All I have left are the clothes on my back.
- 6 The greatest builder who ever lived was lost in the raids that overran the Great Delves. I'd do anything to get back his blueprints

JUDGE

Out here in the orc-infested wilderness, we don't have the luxury of a court with fancy things like lawyers or juries. Nope, all you get is the judge. I'm your last chance, boy, the only person standing between you & the noose. Now, make your case, & make it good, 'cuz I didn't chase you through hell & high water just to go back home empty handed.

Judges are charged with the responsibility of meting out justice, or at least enforcing the letter of the law. Most judges serve their communities as culmination of a larger law enforcement system. After the police conduct their investigations & apprehend a suspect, it's up to the judge, & possibly a jury, to evaluate the evidence & render an appropriate verdict.

Adventuring judges don't often have that support, unless their party comprises other law enforcement personnel. When on their own, judges still have the jurisdiction to administer justice. They just have to do it on their own.

What called you to become a judge? Do you idolize the inalienable rights every sentient creature has to peace, justice, & the pursuit of happiness? Are you outraged by the thought of corrupt politicians unfairly exploiting the power of the office to exploit the common man?

Or are you seduced by power? Do you broker lighter sentences, or even throw cases out, for nothing more than a bit of filthy lucre? Did your father arrange for you to get a cushy job as a judge through twisted nepotism? What kind of favors do you owe & to whom? If faced with choosing between losing your job & jailing (or executing!) an innocent person, what would you do?

Skill Proficiencies: Investigation, Insight

Languages: Draconic, Elvish (quite a lot of ancient legal lore is written in these languages)

Equipment: a book of Dwarven / Elvish / Celestial legal lore; a gavel; a set of judge's robes & an appropriately powdered white wig; a set of fine clothes; & a pouch containing 15 gp

FEATURE: LEGAL JURISDICTION

As a judge, you have the jurisdiction to interpret & apply the law. First & foremost, this means you have the authority to conduct investigations including taking such actions as cordoning off the scene of a crime, performing forensic research, or carrying out interviews.

Once you have determined the "what happened" & the "who dunnit," you may apply charges against the criminal & summarily execute an appropriate sentence. Keep in mind that, in order to avoid civil unrest, your sentences should suit the laws of the land. Depending on the severity of the kingdom, punishments could include fines (which are then supposed to be turned over to the municipality), incarceration, or capital punishment.

When conducting an investigation, people are usually very cooperative. They try to stay on your good side in order to allay any suspicion you might have about them. Depending on the harshness of the crime, you may even be able to get access to a local noble either for interview purposes or to press charges &/or enact your verdict.

SUGGESTED CHARACTERISTICS

Most judges (sadly, not all), have a high regard for justice, sometimes even more so than the Law itself. As a judge, you are authoritative, confident, & not used to being questioned. You have the final word in any argument. That is literally your job. Judges settle disputes, separate the guilt from the innocent, & execute what punitive measures are deemed to be necessary.

d8 Personality Trait

- 1 I ratify party decisions with a short, sharp strike of my gavel.
- 2 When acting in my official capacity (& sometimes even in casual situations), I insist on be addressed as "Your Honor."
- 3 Veni, vidi, vici, I am an officer of the court, ergo errata sine qua non I use as many Draconic terms as I can, Q.E.D., when I speak
- 4 Before passing judgment or carrying out sentences, I am legally bound to ensure the accused know their rights.
- 5 I make sure to keep track of actions my party takes so we have a precedent to guide our future decisions.
- 6 It is my duty to hold court for at least 3 hours a day in every city, town, or village in which my party & I stop to rest.
- 7 When I agree or disagree with someone, I'll often begin my sentence with "OBJECTION!" "SUSTAINED!" or "OVERRULED!"
- 8 I am the very best rules lawyer in this or any other land. Only the gods may overrule me.

d6 Ideal

- 1 **Authority.** Action without mandate is as useless as a fart in the wind. (Any)
- 2 **Justice.** I speak not for myself, but for those without voice: we all have the right to peace, dignity, to *life* (Good)
- 3 **Punishment.** If criminals do not fear the consequences of their actions, no one will be safe (Evil)
- 4 **Restitution.** Demanding an eye for an eye will not bring back your slain son. (Good)
- 5 **Rule of Law.** The goal of Law is not to abolish or restrain, but to preserve & enlarge freedom. (Lawful)
- 6 **Tyranny.** Justice may be blind, but I'm not. *FORTY LASHES!* (Evil)

d6 Bond

- 1 My gavel / wig / badge is what imbues me with my authority as a judge. Without that, I'm just some idiot in a dress.
- 2 My cousin / mentor / lover is accused of murder / treason. I seek evidence of their guilt or innocence.
- 3 I carry the only known copy of "*the Natural Laws*." Thieves & assassins seek to steal it from me for their own nefarious goals
- 4 My department suspects one of my companions committed a heinous crime. I am undercover, investigating him / her.
- 5 I am due to preside over, let's see here... the court of Count Vlad Tepes in a place called Cappadocia? *shrug* Never heard of it.
- 6 I pursue & must bring to justice an escaped prisoner (falsely?) convicted of fratricide / blasphemy / public sneezing

d6 Flaw

- 1 They call me "The Hanging Judge." Accused of murder? Hang'em high. Assault? *Hang'em!* Jaywalking? *HANG!*
- 2 Just between you & me? It doesn't take much (gold *nudge* *nudge*) to get me to turn a blind eye...
- 3 I have committed past... indiscretions (involving a bucket of paint, half a dozen rubber balls, & a sheep) that would be best left out of the public eye
- 4 I don't see why people don't like sheriffs. They're always nice to me. If they're upset with you, you must've done something wrong.
- 5 I've seen far too much deceit to take anyone at their word anymore
- 6 Do as I say, not as I do. I'm a judge. Of course the law doesn't apply to me.

MINER

Mining is one of the most fundamental occupations in civilization. In fact, everything there ever was, was built using materials extracted from the ground. The kingdoms of the dwarves are entirely devoted to mining, growing rich on the resources they bring to the light & the craftworks they build. Without mining, civilization as we know it would not exist.

Mining is incredibly dangerous. It takes an especially brave person to volunteer to go into the black deep where invisible, scentless gasses can choke off your breath, or cave-ins can crush you in an instant. Not to mention the unknowable horrors which lurk in the cracks between the bones of the earth. Despite these hazards, the riches one might discover are beyond compare.

How did you start mining? Were you a military miner, attacking fortified cities by blasting them from beneath the ground? Were you a convicted criminal condemned to work in the mines? Worse, were you enslaved? How did you get away? Did you complete your sentence or did you escape?

Alternatively, do you come from a family of miners? The dwarves have built an entire civilization around excavating resources & the products you can manufacture from them. Did you make it big? Did you strike the mother lode? What did you do with your riches? Or does your blood & sweat only make some silent, distant lord even richer?

Were you ever in a mining accident or suffer a monster attack? What kind of scars do you bear? Did you work in a well-maintained mine with proper infrastructure, intra-tunnel transportation, & ventilation? Were the tunnels a rickety deathtrap ready to collapse at any minute?

Skill Proficiencies: Perception, Survival

Tool Proficiencies: Carpenter's tools, mason's tools

Equipment: a hardhat with a lantern bolted on; 2d4 pints of lantern oil; a pickaxe-shovel combo tool; a set of dirt-&-oil caked common clothes; & a pouch containing 15 gp

FEATURE: MINING CLAIM

You possess a deed that grants you extraction & expansion rights to a particular parcel of land. Currently, your claim is abandoned or undeveloped. However, you see great potential for its mineral deposits, & possibly for construction in the future.

Work with your DM to decide where your claim lies. Most likely, your claim is far from civilization. Many human kingdoms offer ownership of land in the frontier as an incentive to attract settlers. However, your claim might be particularly old having passed down through the family for decades. You may have claim on land (or maybe just the subterranean rights?) upon which a town grew in the years of neglect. If you're a dwarf, your claim might be your birthright: a corner of the common delve to enlarge as you will.

Once you have secured enough funds (& possibly cleared your claim of errant monsters), you may find your mining claim is an excellent location to build a stronghold or possibly even a mine. See "Recurring Expenses" & "More Downtime Activities" in the DMG for more information.

SUGGESTED CHARACTERISTICS

All sorts of resources & treasures are buried deep within the earth. It takes hard work & not a little bit of determination to bring it to the surface. Mining attracts just that sort of person: good, solid hands with a strong work ethic. Miners most often work in teams, keeping each other safe in the case of disaster. Some miners go out on their own in the hopes of striking it rich with the discovery a secret mother lode.

d8 Personality Trait

- 1 When I march or set to work, I often chant songs to pass the time, "Hi-HO!!! It's gold! It's gold! It's Gold, gold, gold, go-GOLD!
- 2 I'm studying the Terran dialect of Primordial. It's tough to practice without gargling with the proper sand first, though.
- 3 I use my mining tools for everything: I pillow my head on my hammer when I sleep; I cook breakfast on the blade of my shovel; I even use my tools as my weapon / spellcasting focus.
- 4 My hair / beard isn't naturally black. It's all the coal dust caked in it. Give it a good shake & crumbs of coal go flying everywhere!
- 5 I've inhaled so much dust & grit over the years I have to noisily clear my throat before I begin speaking.
- 6 When faced with a problem, I try to find ways to tunnel to a solution
- 7 My fellow miners & I have worked out a way to communicate by rhythmically tapping the earth with our shovels
- 8 I have a habit of carrying a caged canary everywhere I go.

d6 Ideal

- 1 **Dependability.** Hard work always pays off in the long run (Lawful)
- 2 **Greed.** Claim jumpers! Git outta mah tunnel afore I blow yer head clean off! (Evil)
- 3 **Hope.** You never know what could be right under your feet. That's why I keep digging. (Good)
- 4 **Production.** *Thud!* You hear that?! *Thud!* Keep it up! *Thud!* The mine never sleeps! (Neutral)
- 5 **Safety.** Rule #1 Safety first! #2 See rule 1! #3 Helmet on at all times. #4 If the canary dies, remain calm & get out ASAP (Lawful)
- 6 **Solidarity.** Cave ins, gas leaks, unspeakable eldritch horrors... Mining is dangerous. We need to look out for each other. (Good)

d6 Bond

- 1 I'm an expert spelunker. I've spent hundreds of hours exploring caverns, catacombs, you name it!
- 2 I have a pet geode-puppy that I feed pebbles. He's been growing quite a lot lately. Actually, he doubled in size in just the last week!
- 3 I inherited from me father a map to a treasure secretly buried somewhere beneath the Auz'ork Mountains.
- 4 My mining crew discovered ancient artifacts buried deep within the earth. At the moment, I'm debating whether to melt down the relics for their gold or to call in the archeologists.
- 5 Everyone knows there's a maze of tunnels filled with gems under me hometown but they barred us from digging them up
- 6 I don't carry coins with me. Instead, my gold is in the form of nuggets I dug up myself. Shopping can be a little tricky sometimes

d6 Flaw

- 1 The mine foreman stole away all the gold. My family & friends will starve unless I do something.
- 2 I've been down in the mines so long I forgot how to be polite
- 3 I once triggered a cave-in that killed half a dozen miners. I must never make that kind of horrible mistake again.
- 4 My favorite food is cave grub & rat-onna-stick.
- 5 I refuse to enter the Tunnels ever again. The diggers have awoken something horrid down there... I can still hear it screaming every time I close my eyes...
- 6 I burn for vengeance against the goblin / orc / kobold horde that slew my mining crew

RAM-BREAKER

Dwarves need mounts & beasts of labor just as much as any lowlander. Horses, however, don't live up in the mountains near the typical dwarven delve. That's why, where humans ride horses, dwarves prefer mountain rams.

Rams have tremendous advantages over the clod-stomping horse. Ram's split hooves help them climb surprisingly sheer cliffs while their thick, shaggy coats keep them warm in the year-round snow. Not to mention, who could resist taming an animal with such fantastic natural weapons as the bighorn ram? Horses are nice & all with the kicking & the biting, but a ram? It's a *ram*.

In places where rams are scarce, the dwarves have tamed other mountainous creatures to serve as mounts in their stead, including black bears, giant moles, or the noble elk. What type of mount do you prefer? Are you a ram traditionalist? Do you prefer the ease of training dire moles for underground labor? Do you partake in the awe-inspiring majesty of a ten-point elk? What is the best point of your chosen animal? What is the worst thing?

If you're a dwarf, breaking & training a mount requires a bit more time out of doors than your typical dwarf might endure. How do you feel about being out in the cold all the time? Are you lonely without the constant ringing of the anvils & dwarf-song echoing down the tunnels? How do you cope? Or did you take up ram-breaking because you prefer the silence?

Do you keep a herd of animals or do you track down & capture wild specimens? With a herd, you can breed exactly the characteristics you are looking, but wild creatures are often stronger & are most definitely smarter than dullard domestics. Which, in your opinion, produces the superior mount?

Skill Proficiencies: Animal Handling, & your choice of either Intimidation or Persuasion

Tool Proficiencies: Land vehicles, leatherworker's tools

Equipment: A jar of molasses (or other treat appropriate to your specialty mount); hunting trap; leatherworker's tool; 50' of hempen rope; a set of common clothes; & a pouch with 10 gp

d8 Specialty Mount	d8 Specialty Mount
1 Dire mole	5 Moose
2 Dire snowshoe hare	6 Mountain bear
3 Dire wolf	7 Mountain lion
4 Elk / Reindeer	8 Ram

FEATURE: MOUNT EXPERT

When it comes to handling mounts, you are second to none. You can easily calm a bucking bronco, sometimes with nothing more than a whisper. Failing that, you know exactly where to kick'em to get the best effect.

Whenever you make a Wisdom (Animal Handling) check related to controlling a mount, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Likewise, you may make a special Wisdom (Animal Handling) check related to the characteristics of a mount. On a success, you can ask a single "Yes/No/Maybe" question that the DM must answer as truthfully as possible.

VARIANT FEATURE: MOUNT

If your character has the ram-breaker background, you may select this background feature in place of Mount Expert.

You begin play with a mount you broke & trained yourself. In addition, this mount is special to you in some way. You may have raised the mount from a pup, or the mount might be the first one you ever trained. Take a moment to decide your mount's name, & why they are particularly special.

SUGGESTED CHARACTERISTICS

Ram-breakers approach adventuring in the same way they'd break an ornery animal. It takes a slow, strong hand to tame wild stallions & train them into a reliable mount, so most ram-breakers are the patient type. Many ram-breakers who take up adventuring, on the other hand, love grabbing the situation with both hands & hanging on for dear life. It might be hidden, but there's something a showoff in just about every ram-breaker.

d8 Personality Trait

- 1 It's rare to see me without a twig / cigarette / mouthful of chewing tobacco to chomp on
- 2 I shoveled so much manure I permanently stink of it.
- 3 "Howdy, partner" "Giddy up!" "Whoa there, li'I doggy!" "Pony up, ya half-wit gob for brains!" "Time to skeddaddle!"
- 4 On the trail, I cook baked beans & chili con carne for breakfast, lunch, & dinner.
- 5 I ain't one for cloaks. Gimme a duster coat any day, but if it ain't got fur or fringe, forget about it.
- 6 Rather than the typical rucksack, I sling a pair of saddlebags over my shoulder to carry my possessions
- 7 My boot-spurs make a loud, distinct *clink!* every time I take a step
- 8 Adventuring's no fun unless I can show off, *especially* for a member of the fairer sex

d6 Ideal

- 1 **Bravado.** Here, hold my drink. (Any)
- 2 **Consistency.** Steadily reinforce good behaviors & consistently discourage the bad. That's how it's done (Lawful)
- 3 **Exhilaration** Can't wait to ride the next bucking bronco! (Chaotic)
- 4 **Orneriness.** If that mount shows his teeth just one more time, he'll taste my whip! (Evil)
- 5 **Simplicity.** I calls'em like I sees'em. (Neutral)
- 6 **Trust.** Mounts trained with empathy work better than mounts trained to fear. (Good)

d6 Bond

- 1 I've loved bears / rams / moles all my life. I can't stand to see one abused or mistreated.
- 2 There are rumors of a Golden Wolf / Lion / Moose, the ultimate specimen of its species. I aim to tame the beast for my own
- 3 Rustlers stole my herd / mount / girl. I'm out to get'em back.
- 4 I aim to clean up this lawless town / frontier / ancient ruins
- 5 The only thing that scares me is losing my mount.
- 6 The old ranch is in danger from bank foreclosure / the crooked sheriff / a starving swarm of locusts

d6 Flaw

- 1 I'm tempted use my branding iron more often than I should (on more types of creatures than I should...)
- 2 I can't stand tenderfoot city slickers
- 3 I get wildly jealous of anyone riding a better mount than me
- 4 I'm Wanted: Dead or Alive for a crime I didn't (?) commit
- 5 I play the geetar & sing (badly) about losing my girl, my mount, & my dog
- 6 I drink to forget a tragic past

SMITH

Smithing is the cornerstone of dwarven civilization. It's hard to get away from the stereotype of the stout, burly, coarse-haired hammer-man that dwarven smithing perpetuates. In fact, many non-dwarf smiths apprentice with the dwarves, learning the Dwarvish language in the process. Even when you're dealing with a non-dwarf, they might slip into a dwarven accent or use a little Dwarvish vocabulary despite themselves.

In addition to the well known blacksmith, who deals with iron & the tools one can build from the dark material, there are a number of specialties, each focusing on either a particular metal, such as tinsmiths, or function, like jewelers. Work with your DM to decide which specialty you have, if any.

Smiths tend to be a cornerstone in a more local sense as well. The forge is always warm, & the smiths, themselves, have a reputation for stability. Not to mention, it's always interesting to see the craftworks the smiths may have on display. It's not unusual for village folk gather around the smithy to gossip or while away the small hours sharing a drink & a story or two.

Do you enjoy the social aspect of smithing? Is smithing an excuse to have people around you despite your natural quietness? Do you like the creative aspect of smithing? Is it the satisfaction & feeling of self-sufficiency that comes from creating your own tools & machines?

Do you enjoy the challenge of confronting a problem & overcoming it with your own ingenuity? Are you an artist expressing yourself in metal? Where do you get your materials? Do you have any special family connections? Do you live in a destitute area, forcing you to deal with the thieves' guild? What do you do with all of the things you make?

Skill Proficiencies: History (local news), Performance

Tool Proficiencies: Smith's tools, tinker's tools

Equipment: A set of either smith's or tinkers tools; a heavy, leather apron; a pair of hand bellows; a set of common clothes; & a pouch with 10 gp

d8	Specialty	d8	Specialty
1	Blacksmith	5	Locksmith
2	Coinsmith	6	Silversmith
3	Fendersmith*	7	Tinsmith
4	Jeweler	8	Weapon-smith

* In addition to supplying fuel & maintaining the fires, a fendersmith installs, cleans, & repairs the grates & fenders across large fireplaces, hearths, & forges.

FEATURE: CRAFTSMANSHIP

Unlike other characters, you are a craftsman. Where others may require outside help to craft a new piece of equipment, you can do it on your own. Your expertise is especially useful when creating magic items in the area of your specialty.

When crafting magic items that fall within your specialty, you gain 2 benefits. Firstly, you can create your own formula for the design & crafting of the magic item. Secondly, reduce the creation cost of the magic item by 25%, which also reduces the overall amount of time it takes to craft the item. See "Crafting a Magic Item" in the DMG for more information.

You must still supply any required spells, spell slots, or special components as per usual.

SUGGESTED CHARACTERISTICS

Your average blacksmith is a patient person made large & extra solid in the body by constant use of the hammer. Detailed oriented smiths, such as jewelers or goldsmiths, may develop a squint from the constant use of the eye loupe. All smiths tend to be somewhat taciturn, as their art requires a certain amount of forethought. Oddly, despite smiths' quietness, people tend to flock to the smithy where they know there's always a warm fire & pleasant company.

d8 Personality Trait

- 1 Smithing is actually my second love. My first is music. I find myself hammering out a percussion when I get bored
- 2 The soot from my fires gets on everything. I have to take special precautions if I want to keep my clothes from smelling of smoke
- 3 It's hard for me to spend any amount of money on anything I could build myself. I'd happily spend a week forging my own arms & armor than pay more than what they're worth
- 4 If I get stymied, I attack the problem from a different angle rather than give up on an idea at the first sign of difficulty.
- 5 I have trouble saying no to anyone. I'm so backed up with smithing jobs, I have no idea how I'll be able to finish them all.
- 6 Hammer / anvil / cannonball throwing is a favorite hobby of mine
- 7 (I secretly wish I was a painter, but these big, ham-like hands of mine...)
- 8 I crack my knuckles before I start a big job.

d6 Ideal

- 1 **Community.** Come in, stranger. The fire is warm, the ale iced. Join us & tell us of your journey (Good)
- 2 **Contemplation.** What is the riddle of steel? (Neutral)
- 3 **Creation.** I consider a problem. Come up with ideas. Put hammer to anvil. Soon, I make something no one's ever seen before (Any)
- 4 **Equilibrium.** Fire to shape, water to temper. Find the balance in life & you shall prosper (Neutral)
- 5 **Personal Empowerment.** Let me get in there & see what I can do. Don't worry. I can handle it. (Any)
- 6 **Strength.** There is none in this world you can trust: not women, not men, not beasts... but *this*? Steel you can trust (Neutral or Evil)

d6 Bond

- 1 A crown / scepter / ring I made has fallen into the hands of a tyrant. It disgusts me to see my work used by that sort of person.
- 2 There are rumors a star fell to the earth in a nearby land. Think of the things I can create if I can retrieve its metal!
- 3 My father was murdered with a sword I forged. I will have my revenge by slaying the killer with the very same sword.
- 4 I must rebuild my forge using salamander embers / the tears of an angel / bellows made of Pegasus feathers
- 5 There is a smith said to forge weapons sharp enough to slice darkness in twain. I seek to learn their secrets.
- 6 A demon attacked my hometown, but we have contained it. I seek chains strong enough to bind the demon away forever.

d6 Flaw

- 1 At times, if I'm busy or stressed, I make a shoddy job of things rather than put in the effort to finish them properly.
- 2 I always clean my customers out of all the money they have, even if they clearly struggle to, or can't, afford it.
- 3 It was my sloppy workmanship that failed the king in battle & cost him his life when his helmet / sword / horseshoe was shattered
- 4 I suffered a humiliation (of which I will never speak). I cannot take up the smith's hammer again 'til my honor is restored
- 5 I am insufferably proud of my work (it simply IS the best). I refuse to use anyone else's gear 'til they can prove it's better than mine
- 6 You know how they say, "When you're a hammer everything looks like a nail"? I don't see how that's a bad thing.

UNDERDARK DWARF

Prerequisite: Dwarf

Let the humans & gnomes & oh-so-airy elves have the Surface. You are proud to say you are one of the pure, untainted dwarves of the Underdark. Your home is the tunnels where the light of day never penetrates. You follow the old ways, the *deep* ways.

What's so good about the Surface anyway? That gaping chasm they call "the sky"? The blinding light from the sun? They call it "golden"... If they want gold, you'll show them gold. There's more treasure to be mined here under the mountain than you could use in a thousand lifetimes. Why would any right-thinking dwarf ever leave the tunnels?

Deep in the Delves you live life the way dwarves have for thousands of years. There's nothing on the Surface that you could ever want. Why did you leave the Delves? Did something (or someone) drive you out? Was something stolen from you or your clan? Is it that you are worried the Surface dwarves are losing their way? Perhaps you are trying to guide them back to the Tunnels.

Or do you secretly wish you could break away from your own ironbound ways?

Skill Proficiencies: History (Dwarf), Religion (Moradin)

Tool Proficiencies: Smith's tools

Languages: Undercommon

Equipment: A cloak, veiled hood, & gloves to block out surface light; the Book of Lore; a small cask of proper Dwarven Stout Ale; traditional dwarf clothes; & a belt pouch containing 15 gp.

FEATURE: EXPERT IN DWARVEN TRADITION

You are the keeper of ancient ways. All that is "Dwarf" is epitomized in you, making you the beneficiary of thousands of years of dwarven knowledge & tradition.

Whenever you make an Intelligence (History) check related to the dwarven history, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Likewise, you may make a special Intelligence (History) check related to dwarven history. On a success, you can ask a single "Yes/No/Maybe" question that the DM must answer as truthfully as possible.

VARIANT UNDERDARK DWARF: ESCAPED SLAVE

Perhaps, you didn't spend your life in the Underdark by choice. Rather, monstrosities arose to drag you under the soil like a bizarre reverse birth. It was only recently that you managed to escape their clutches.

How long did you languish as a slave? What did they force you to do? What punishments did you suffer? How did you cope with the abuse? How did you finally escape? Who did you leave behind? Do you seek revenge? Are you too frightened for vengeance? Are you just happy to be free?

d8	Slaver	d8	Slaver
1	Aboleth Slime-Brood	5	Mind Flayer Pantry
2	Drow Nunnery	6	Orc Mine
3	Duergar Enclave	7	Unknown Chthonic Entity
4	Giants (fire, frost, stone)	8	You were alone in the Dark

VARIANT FEATURE: GIBBERING LUNATIC

If your character has the escaped slave background, you may select this feature in place of Expert in Dwarven Tradition.

You drool. You gibber, sometimes literally howling at the moon. No longer fit for civilized company, you have suffered such abuse your mind is broken. However, tight, enclosed spaces, such as sewers, prison cells, or torture devices, are actually quite familiar & comfortable for you. Where others cower or beg for their lives, you might laugh or fall into a peaceful slumber. In fact, if left to your own devices, you would rather wedge yourself behind the wardrobe than sleep in a warm, cushy bed.

SUGGESTED CHARACTERISTICS

Underdark Dwarves live their lives the way dwarves should: deep in the tunnels, mining materials to craft into wondrous treasures. In the mind of an Underdark Dwarf, there's no reason to ever come to the Surface. In fact, there are a great many reasons to avoid it. Which means that, if an Underdark Dwarf is encountered outside of his precious tunnels, something of terrible importance has happened to push him to the Surface.

d8 Personality Trait

- 1 I make sure the people around me honor the Dwarven Way, even if they're Too Tall.
- 2 Even in the dimmest of light makes me squint & squirm
- 3 I adhere to a strict Dwarven diet of cheese, sausage, & anything cooked in ale
- 4 I have a special pair of dark-lensed glasses just in case my anti-sun surface gear is lost or damaged
- 5 In combat, my priorities are goblins → orcs → elves, in that order
- 6 I never cut me beard. If it gets too wild, I knot it up into a braid suitable for an Underdark Dwarf
- 7 If I can, I prefer to sleep in an enclosed space, such as a heavy tent or under the bed, rather than out in wide open spaces.
- 8 My bloodline has been underground so long I was born albino. I sunburn extremely easily, sometimes even on cloudy days

d6 Ideal

- 1 **Clemency.** It took me decades to learn the Pulse of the Mountain. You can't expect strangers to get it right on their first effort. Give them time. They're doing their best. (Neutral)
- 2 **Contempt.** Never trust a non-Dwarf. Lying, lazy thieves, the whole lot of them! (Evil)
- 3 **Morality.** We grow into maturity not by doing what we like, but by doing what we *should*. (Lawful {although they think it's Good})
- 4 **Permanence.** It's been this way for thousands of years, & I'll make sure we'll be here for thousands more. (Lawful)
- 5 **Preservation.** I practice the Old Ways to serve as a beacon for our future. (Good)
- 6 **Tradition.** Put that down, laddie. If you wanna live 'round here, it's best you learn our ways. (Lawful)

d6 Bond

- 1 If I translated them correctly, the Scrolls of the Hammer show that Moardin's Forge should be at the bottom of the GoblinLost Gloom
- 2 My clan has dwindled to less than a score of individuals. I seek a new home worthy of us.
- 3 I've lived with the Surface Dwellers for far too long. I must return to the Underdark & be among real Dwarves again.
- 4 The prophecies are clear: unless I can prevent the rise of the Old Ones, my clan is doomed to insanity & destruction
- 5 I hear the voices of our Ancient Ancestors in my dreams.
- 6 I must educate our young prince so that he grows into a proper Dwarf, one the clan would be proud to name their future chieftain

d6 Flaw

- 1 I'm so agoraphobic that if I'm ever aboveground I must wear a helmet with a boxlike visor to block most of my vision & make it look like I'm still in the Tunnels
- 2 I @#\$%ing HATE elves (& goblins & humans & orcs &... well, gnomes is alright, even if they are kinda stupid)
- 3 No *true* dwarf would allow themselves to be exposed to the sun
- 4 You think your idiotic Surface Laws apply to me? I am a Dwarf! Only Moradin & my clan can judge me!
- 5 Y'know... I'm not saying we should invite them to dinner or anything, but the Duergar have some good ideas...
- 6 I'm petrified that my fellow Dwarves might find out that I'm really just an extra tall gnome under all these fake beards & the heavy, leather clothes