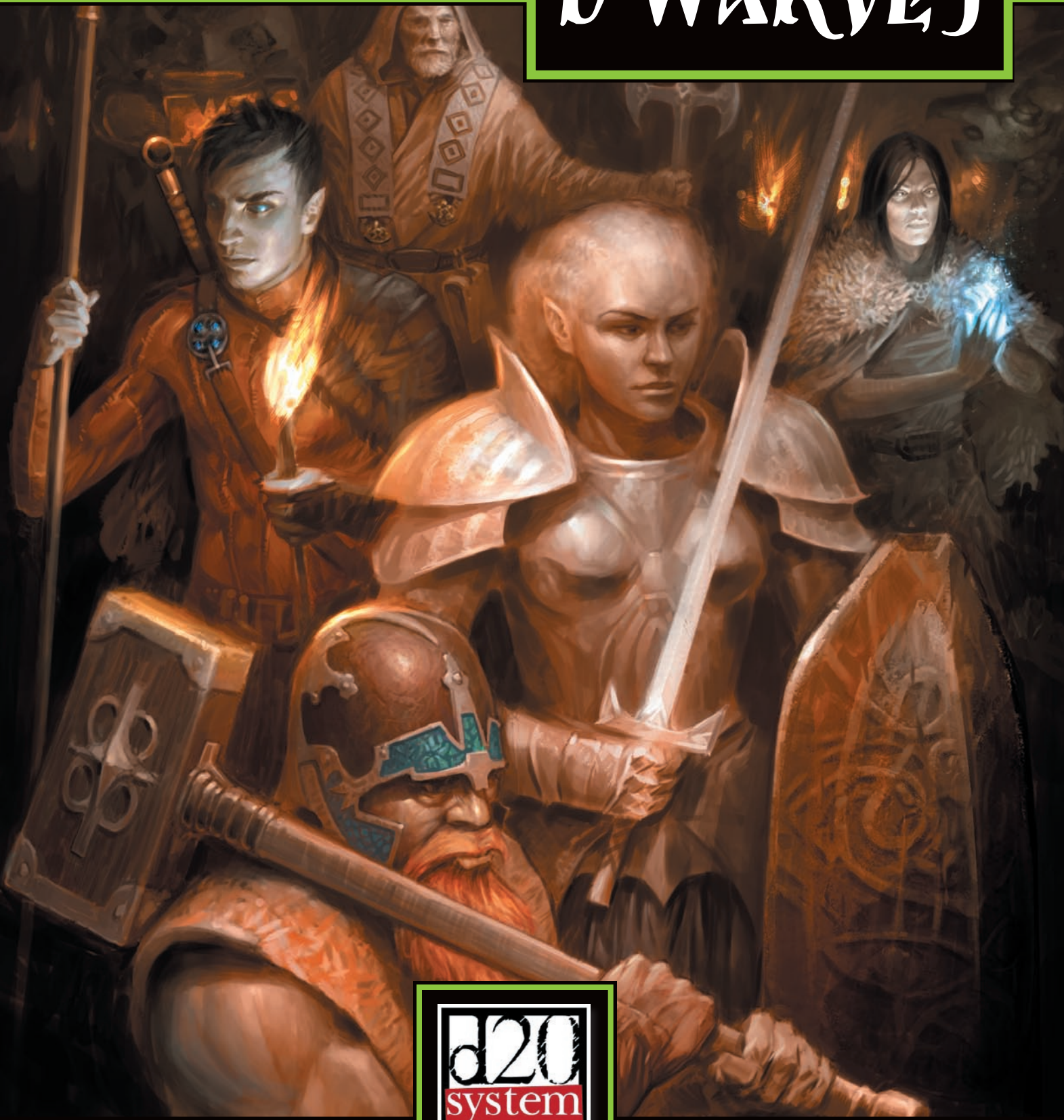


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ADVANCED RACE CODEX DWARVES

BY JESSE DECKER & ROBERT J. SCHWALB



AN ADVANCED RULEBOOK FOR THE D20 SYSTEM

THE ADVANCED RACE CODEX

DWARVES



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INTRODUCTION

Welcome to the *Advanced Race Codex* PDF series!

Ever notice how after your first few levels, the choice you made for your character's race no longer seems to matter? Beyond a few bonus skill points, perhaps an additional feat, and a handful of modifiers for special situations, the benefits of racial selection don't amount to all that much. Sure, your dwarf has darkvision, but so does anyone else touched by a 3rd-level wizard who can cast the spell of the same name. Like the +2 bonus to Constitution your gnome got? You can bet your party's spellcasters like the +4 bonus they get from *bear's endurance*. Think your elf is good at getting a fast shot off with a longbow? So is anyone else with *gloves of Dexterity*. When you really think about it, a feat, spell, or prestige class can eventually replicate just about any bonus or edge you get from your race choice. So should you care about what race you pick? Does it really matter in the long run?

Absolutely.

This is where the *Advanced Race Codex PDFs* come in. The primary purpose of these electronic books is to bring back the appeal of playing elves and half-elves, gnomes and halflings, half-orcs and other humanoid races. Each PDF expands the scope of a race beyond the simplest terms of the default campaign background, allowing racial choice to really mean something. They provide the mechanics to support whatever character you want to play, from whatever perspective you want to play it. From a black-clad dwarf necromancer, to a halfling bare-fisted fighter, to an elf bard channeling the music of nature, this series gives you the tools to expand the scope of character races in your games. Individually, the ARC PDFs provide rules expansions for one of the core races: dwarves, elves, humans, half-elves, and the rest in exquisite detail. By offering them individually,

you can sample the cool new rules and features as they apply to your character, easily printing off feats, spells, and prestige class notes you can bring to the table without lugging around an extra book.

Some of the material found in these PDFs originated in Green Ronin's popular **Races of Renown** series. The **Advanced Race Codex** PDF series collects this wealth of older material and updates it to the v3.5 rules. The **Advanced Race Codex** series is more than just a reprint and revision product, though. Here you will also find all-new information presented for humans, gnomes, half-elves, halflings, and more. So rest assured, no matter what kind of character you want to play, the **Advanced Race Codex** series has something just for you.

Each volume is organized into six parts. Part I details useful information for playing a member of a particular race, offering quick roleplaying tips and suggestions, minor rules modifications or expansions, and other useful material. Part II goes beyond the character to look at how the race as a whole fits into the game, with both sections complementing each other to fully define each race in roleplaying terms—from standard subraces to variant core races and new mechanics for existing rules.

Part III comprises supplemental rules, presenting new or revised feats for each race. Prestige classes follow in Part IV. New spells in Part V and Equipment in Part VI round out each volume, arming each race with tools powerful enough to meet any challenge.

If you like what you find, and we're sure you will, be sure to check out the other PDF releases in Green Ronin's **Advanced Race Codex** series, and watch for the print book in the coming months.

ADVANCED RACE CODEx AND THE ADVANCED RULEBOOKS

Though this is a self-contained book, as a part of Green Ronin's growing line of **Advanced Rulebooks**, each PDF in the **Advanced Race Codex** series works alongside the *Advanced Bestiary*, *Advanced Player's Manual*, and *Advanced Gamemaster's Guide*. By using the rules presented in those other works, you can expand on the information given here. The *Advanced Bestiary* offers a host of new templates, so that if you have an urge to play arboreal versions of elves, fire-infused dwarves, or even fungal gnomes, no problem. The *Advanced Player's Manual* provides powerful tools for building interesting racial variants, a wealth of new class options, and even skill modifiers based on creature type. Finally, the *Advanced Gamemaster's Guide* presents excellent advice for building campaign settings and adventures, giving

you definitive guidelines for introducing new material into your games and constructing a world in which you may place your new creations.

If you use the classes presented in the *Advanced Player's Manual*, for the purposes of determining a character's starting age, eldritch weavers, evangelists, spellmasters and warpriests use the cleric column, scouts and thanemages use the bard column.

USING THE CODEx

One of the biggest benefits of the **Advanced Rulebooks** is that they aren't beholden to a particular campaign setting.

This means they are equally useful whether you explore the dark jungles of *Mindshadows* or fight against Set's minions in *Egyptian Adventures: Hamunaptra*. Even if you play in a campaign setting that doesn't feature elves, dwarves, or other staple fantasy characters, you can still make use of this series by plundering the mechanics that work for you. Alternatively, you could use this book with Green Ronin's *Black Company Campaign Setting*, simply modifying feats and prestige classes to conform to the special rules used in that particular world.

Whatever you use it for, this book is about giving you the power to make memorable characters. Feel free to adapt what you like, leave what you don't, and above all, enjoy what this resource has to offer.

EPIC PRESTIGE CLASSES

The **Advanced Race Codex** PDF series fully supports the *Epic Level Handbook* by providing epic class progressions for every prestige class that has ten or more levels. In accordance with the guidelines presented in the *ELH*, no prestige class with less than ten levels has an epic level progression. For more details on epic characters, check out **Chapter Six: Characters** in the *DMG*.

ACTIONS

The latest updates to the d20 System present two new types of actions: the swift action and the immediate action. For this book, we've adapted them for use with both magic and special abilities. Where a spell or ability requires a swift or immediate action, refer to these entries for details.

SWIFT ACTION

A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Casting or manifesting a quickened spell or power is a swift action. In addition, casting any spell or manifesting any power with a casting time of 1 swift action is a swift action. Casting a spell or manifesting a power with a manifesting time of 1 swift action does not provoke attacks of opportunity.

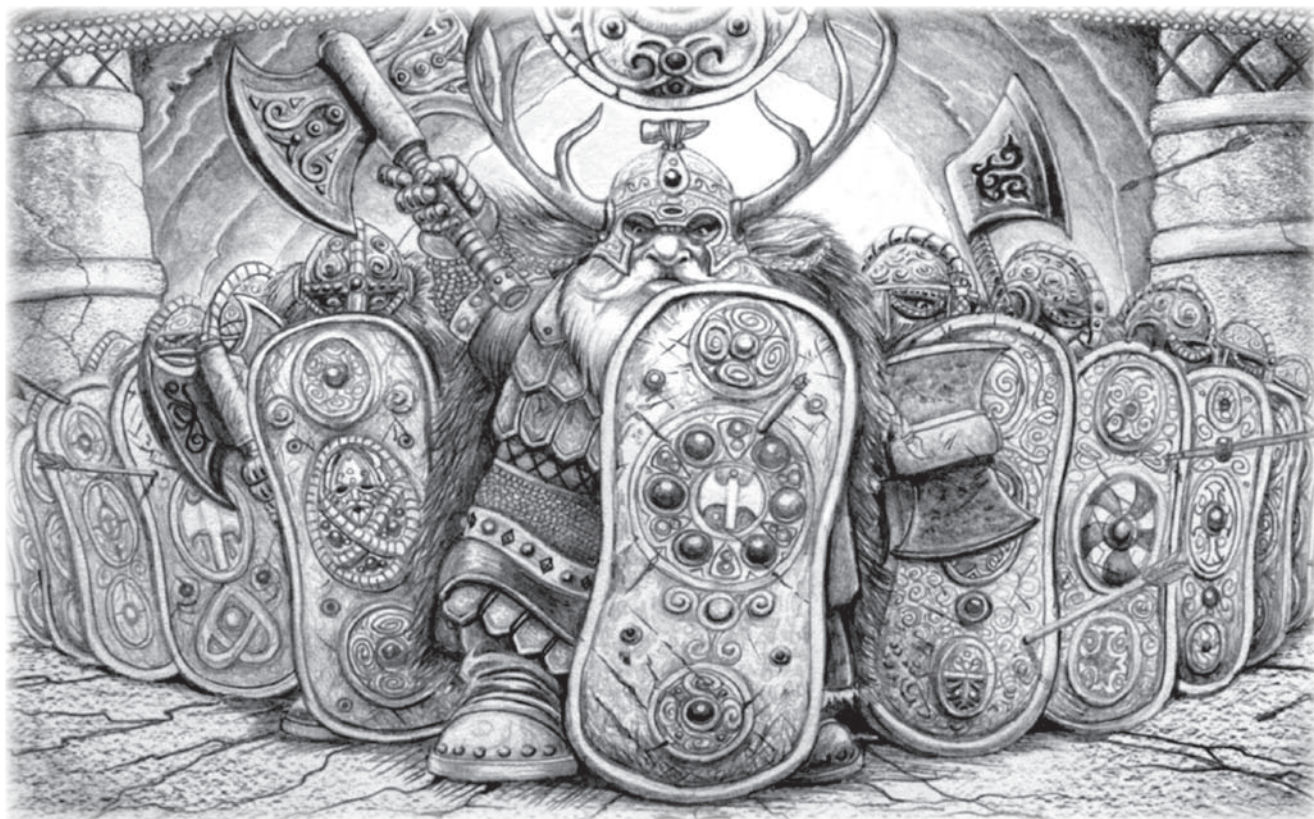
IMMEDIATE ACTION

Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

ABOUT THE AUTHORS

Jesse Decker has been fudging ability scores since 1981, when he began playing D&D® with a few friends. Their equipment was the rulebook from the famed “red box” version of the basic set and a book full of foes to conquer called *Deities & Demigods*. Since then, no one has been able to convince Jesse that Thor is a match for his 3rd-level elf. Jesse, former editor-in-chief of *Dragon* magazine, now works as an RPG designer at Wizards of the Coast. His writing credits include *Hammer & Helm* and the *Avatar's Handbook* for Green Ronin Publishing, as well as work on the *Fiend Folio*, *Monster Manual III*, and other products for Wizards of the Coast.

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DWARVES

Dwarves are iconic figures in fantasy gaming, with many players having memories of at least one dour dwarf fighter chopping his way through ranks of goblins and orcs. Gifted with uncanny abilities in fighting specific enemies and nearly immovable when planted firmly, dwarves make tough, resilient and deadly combatants.

Though dwarves are usually pigeonholed into the warrior's role in the adventuring party, the standard dwarf also makes an excellent cleric (with his natural advantages in combat offsetting a slower base attack bonus progression) or even a wizard (given a hit point boost by the dwarf's unmatched Constitution). In fact, dwarves can do well at just about any of the core classes, facing Charisma hurdles only when pursuing the bard, paladin, or sorcerer paths.

Standard dwarves (also called hill dwarves) as presented in the *PHB* have the following racial traits.

- +2 Constitution, -2 Charisma: Dwarves are inherently tough, but are often stern or reserved.
- *Medium*: As Medium creatures, dwarves have no special bonuses or penalties due to their size.
- Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor, or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- *Darkvision*: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise

like normal sight, and dwarves can function just fine with no light at all.

- *Stonecunning*: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
- *Weapon Familiarity*: Dwarves may treat the dwarven waraxe and the dwarven urgrosh as martial weapons, rather than exotic weapons.
- *Stability*: A dwarf gains a +4 bonus on checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison.
- +2 racial bonus on saving throws against spells and spell-like effects.
- +1 racial bonus on attack rolls against orcs and goblinoids.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity

- bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.

- *Automatic Languages:* Common and Dwarven. Bonus Languages: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.
- *Favored Class:* Fighter. A multiclass dwarf's fighter class does not count when determining whether he takes an experience point penalty for multiclassing.

PART I: PLAYING DWARF CHARACTERS

Dwarves have been a part of fantasy roleplaying for as long as the hobby's been around. While many players can readily envision a heavily armored dwarf warrior with axe and shield in hand, some want a more original take—whether to lend flavor to a particular campaign world, differentiate dwarven subraces or regional groups, or to represent different organizations. Dwarves need not be artisans, need not be honorable, need not be militant—or they could be all of these things, but in unexpected ways.

CHARACTER CONCEPTS

Given the sheer breadth of options available to dwarves, you should never feel constrained to any of the character clichés. Your dwarf doesn't necessarily have to be gruff any more than he has to be a fighter. When creating a new dwarf character, consider using one of the following expanded archetypes to help define your personality and outlook.

STOIC SOLDIER

The stoic soldier takes more solid hits during one adventure than some of his companions do in their careers, yet never complains. Encased in fine dwarven steel, born with solid dwarven mettle, it falls upon him to endure—and he chooses to do so in silence. His tactics are direct and efficient, and should another make a mistake in combat, he steps in to bear the brunt. The stoic soldier is no scout, but if battle comes, he'll be at the fore.

BATTLERAGER

For some reason, the fires of fury burn brighter in some dwarves than in others. In combat, these battleragers attack again and again until all who oppose them lie broken at their feet. This archetype isn't only limited to barbarians and other characters with the rage ability, and it's easy to portray a member of nearly any class as overcome with fury in battle, making tactical and roleplaying decisions accordingly.

FORGE PRIEST

Dwarven legions do not march without the blessing of the Forge God, dwarven hammers do not swing without the smithy chants, and dwarven strongholds do not stand against their foes without divine protection. The forge priest embodies the Forge God's will, and whether among dwarves or other races, is as blessedly inflexible as the rest of the deity's followers.

LOCKSMITH

While this dwarf shares his kin's knack for craft, he takes greater pleasure in defeating the devices created by others than in devising his own. Few dwarves understand the locksmith's preference for light armor, his interest in acquiring the possessions of others, or his desire to work alone—but they always seem to need his skills.

RACIAL CONCEPTS

In addition to seeking out a unique niche for your dwarf character, the dwarven race itself can be shaped to provide richer roleplaying potential.

THE DYING RACE

A frequently used idea, this concept supposes that dwarves, despite their toughness and ingenuity, are losing the battle with time. The race might have been devastated by dragons or wars with goblins, or its members might simply be unable to reproduce fast enough. Whatever the cause, dwarves are dwindling in number, and this tinges all their actions with a sense of melancholy. Some strive to perfect their craft, hoping to leave a legacy that outlasts their people, while others head crazily into a life of adventure, attempting to bury the pain of their race in glorious accomplishment.

The great dwarven cities have faded, and dwarven communities hold fewer members than ever before. Alternatively, the dwarves might have united in one fortified city-state, focusing their efforts on defending those who remain. Dwarf children are isolated and protected, and some dwarves go to great lengths to unite existing communities in their drive to revitalize their people.

ISOLATIONIST ARTISANS

Another typical view of the dwarven race, isolationists are those who build terrible fortified mountain holds and allow none to enter. A rare few from other races are allowed to parlay for minor creations that the dwarves are willing to trade, and these xenophobic dwarves often know of secret metals and techniques that they guard zealously from other races. Gaining access to one of these great dwarven cities might in itself span several adventures; even with a dwarf player character to speak for them, a party might have to prove its mettle and trustworthiness before being admitted.

Although this theme is closer to the default vision of dwarves than many others, it can still offer unique flavor.

Political and intrigue-driven campaigns could center on strife among merchants of other races as they compete for the few lucrative trade contracts with the dwarven cities. War-torn worlds might need to convince the dwarf smiths to lend their well-crafted arms and armor to the fight, or to part with special materials such as mithral or adamantite for the cause of good. More typical campaigns might feature an ancient dwarven city as the location of several adventures, in the course of which the characters must deal with dwarves intent on protecting the city's secrets.

DESERT WARRIORS

Dwarves are hearty and strong, and they can handle hostile environments more easily than most races. Riding huge burrowing creatures and living in tent cities, the desert dwarves rule the sands. Dwarven cities located under deserts enjoy an unusual degree of protection (even compared with other dwarven fortresses), and their denizens might trade peacefully or raid indiscriminately beyond the desert's boundaries.

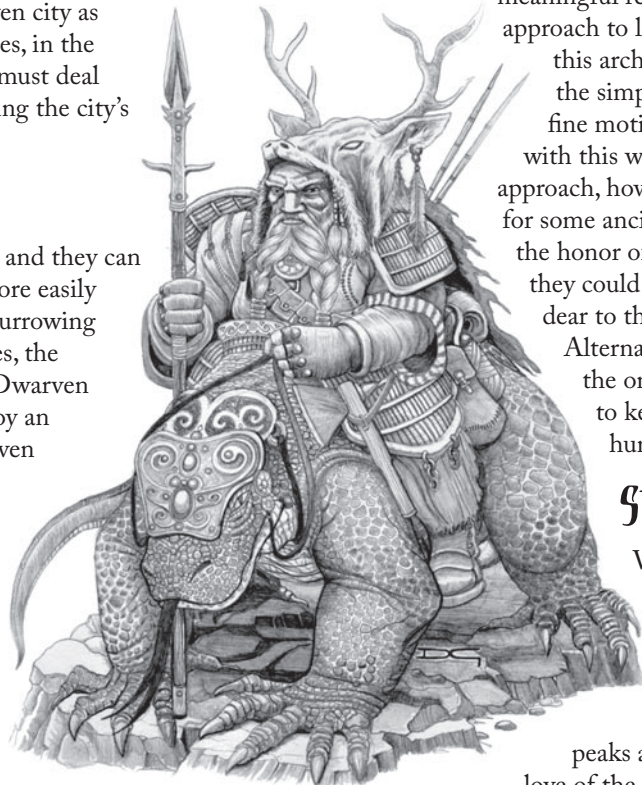
LIGHT HATERS

These dwarves despise the light and the races that dwell in it. They might trade with surface denizens, all the while plotting deviously to make them dependent on dwarven craft. Alternatively, they might make open warfare on the sun-lovers, with heavily armored phalanxes pounding through aboveground cities under the cloak of night. Although aggressive, the light haters need not be evil, however, and in some settings there might be just cause for their hatred of the surface world. Should it be overrun by evil creatures, for example, the light haters might be great champions of good.

These dwarves add an even more interesting element to the game if they are portrayed as savages. Perhaps the dangers of the caverns deep within the earth never allowed them to develop the talent for craft that most dwarves are known for, or perhaps the skills they once possessed were lost. Either way, they do not share the expertise of typical dwarves. Usually these light haters are isolated from the surface races, trading and fighting with other deep-dwelling peoples almost exclusively. If another dwarven culture or subrace exists in the game, rumors of the light haters might make their way to the ears of seasoned travelers, but most surface inhabitants will have never heard of them.

LORDS OF BATTLE

Wherever there is a war to be fought, legions of dwarf soldiers lead the charge. The greatest generals of the world



are dwarves, and they apply themselves to taking the fight to all who oppose them. They might be good and honorable, leading allies against monstrous humanoids and other threats, or they might be tyrants who use organization and superior weaponry to crush the armies of other races.

This archetype is more interesting when the dwarves have a meaningful reason for their militaristic approach to life. In campaigns that feature this archetype as a major antagonist, the simple desire to dominate makes a fine motivation. Good-aligned dwarves with this worldview call for a more refined approach, however. They might be atoning for some ancient sin that they believe scarred the honor of their people for all time, or they could be searching for a lost artifact dear to their race (or the world at large). Alternatively, perhaps they are simply the only ones powerful enough to keep dangerous monsters and humanoid hordes at bay.

SKYFARERS

Whether in wooden skyships or massive flying citadels, the dwarves rule the skies—sometimes sheltering their craft in high aeries; sometimes uprooting whole peaks as they take to the air. Their love of the earth might keep them based in mountain homes, or it might be subsumed by the freedom and power of the sky. The appearance of a dwarven armada on the horizon could mean invasion from above or prosperous trade.

In dangerous worlds, dwarves might have taken flight to save themselves. They developed their powerful skyfaring magic because they had lost a war that few other races even knew of. As the dwarves delved into the mountains, so too did powerful deep-dwelling creatures rise up to meet them. Rather than abandon their most powerful cities, they fashioned massive artifacts capable of lifting them bodily from the earth, distancing themselves from their attackers. Now that those attackers seek new foes and conquests, though, the dwarves might be trying in vain to warn the other surface-dwelling races, or perhaps they shun alliances in the belief that since they no longer need fear attack, they need not fight.

In more peaceful settings, the dwarven skyships exist to promote trade, link distant mountain redoubts, and demonstrate the great achievements of dwarven ingenuity.

NEW ARRIVALS

Whether recently open to trade, just arrived from other planes, or simply emerging from the belowground world for the first time, dwarves are newcomers. These powerful miners and crafters might come into conflict with other

races over territory, minerals, or damage to the environment, or they could be allies at a crucial moment, helping the other races fend off terrible foes. This archetype works well in conjunction with the light haters archetype detailed above.

To create a compelling vision of dwarves as new arrivals, you need to create the reasons for both their previous isolation and their present contact with other races. Among the possibilities are the invention of powerful world-bridging magic, an exodus forced by powerful enemies, the successful completion of some great quest (possibly even the focus of a previous campaign), a great journey through the deepest caverns of the earth, the recent creation of the race by some great power or deity, or the discovery of a previously unknown continent.

PART II: DWARF OPTIONS

The dwarf presented in the *PHB* is the hill dwarf, the standard for all dwarves. The *MM* also presents the mountain dwarf (virtually identical to the hill dwarf) and the deep dwarf (whose light sensitivity makes them less suitable for use as player characters). However, unless players want to look to the predominately evil duergar (detailed fully in the *Psionics Handbook*, or in nonpsionic form in the *MM*), dwarves are generally lacking in racial variations and options.

This section details two new dwarven subraces to expand your choices when creating a dwarf character.

ELDLORN (ARCAINE DWARF)

The eldlorn are an ancient race of fey distantly related to dwarves. While they share many racial similarities to dwarves, they have a stranger, slower view of the world than most. Even more than standard dwarves, eldlorn are smiths of great power, and many eldlorn wizards and clerics focus on item creation feats and dedicate their span of years to perfecting their craft. Some of the greatest magesmiths (see page 17) have been eldlorn dwelling within dwarven communities. Eldlorn often become advisors to great dwarf chieftains and kings, but they seldom become leaders

MINIONS OF EVIL

Tough, disciplined, and highly productive, groups of dwarves make fearsome opponents for player characters. Whether duped, enslaved, or willing allies, dwarves offer great challenges as the minions of a powerful evil force or ideal. There are as many ways to use evil dwarves as there are campaigns. Some might lurk in their strongholds, supplying other evil beings with powerful weapons, while others might take the front lines in battle against good. Still others might be broken slaves who have lost all their craft and holdings, forced now to fight those they would prefer to ally with.

themselves. Outside of dwarven society, they are usually governed by groups of their oldest members.

PERSONALITY

Eldlorn are as serious and determined as are their dwarven kin, but they are much quieter about their resolve. Where a dwarf is often stoic and direct, an eldlorn is contemplative and watchful, slow to laugh or show emotion of any kind. Although they appreciate craft and artistry as much as their distant cousins, it is magic that stirs the imaginations of the fey. Eldlorn are inventive in their spellcasting and have collections of ancient spells greater than those of most other races.

PHYSICAL DESCRIPTION

Eldlorn resemble dwarves in build, although they are seldom as stocky. Usually about 4 feet tall, an eldlorn weighs a little less than an average adult human. Their skin color is a mix of tiny gray, black, and white dots—a near-perfect match to common granite—and they are slightly cool to the touch. Hair ranges from light gray through charcoal to black, tending to whiten with age. Male eldlorn commonly grow long beards, which they weave into a complicated braid called a sanarket.

ELDLORN AGE, HEIGHT, AND WEIGHT

	Adulthood	Barbarian, Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard	Middle Age	Old	Venerable	Maximum Age
Eldlorn	100 years	+4d6	+6d6	+10d6	175 yrs	265 years	350 years	+4d% years
	Base Height	Height Modifier		Base Weight	Weight Modifier			
Eldlorn, male	3 ft. 7 in.	+2d4 in.		115 lb.	× (2d6) lb.			
Eldlorn, female	3 ft. 5 in.	+2d4 in.		90 lb.	× (2d6) lb.			

RELATIONS

Eldlorn prefer to associate with humanoids patient enough to give each topic the slow-paced examination that comes naturally to their race. As such, they have little use for gnomes and their pranks, humans with their rash behavior, and least of all the life-loving elves, whom they see as foolishly dangerous in their capricious use of their natural talents.

ALIGNMENT

Given the eldlorn's long view of things, they tend toward absolute neutrality, seeing matters of morality as a difficulty for the shortsighted and short-lived. Those arcane dwarves who do climb above their ethical detachment nearly always favor law, and even then, have little opinion as regards good or evil. Player character eldlorn may be of any alignment.

ELDLORN LANDS

In the eyes of the Eldlorn there are two types of arcane dwarves: the theneish and the thenaish. The theneish ("those who serve") are those eldlorn who dwell with hill or mountain dwarves, often as advisors and artisans. The thenaish ("the free") live in their own clanholds deep beneath the mountains, and look upon other dwarves as lesser kin.

RELIGION

Most eldlorn uphold the dwarven pantheon, though they often reinterpret the deities to reflect their own love of magic. A few follow actual deities of magic (even human ones), but most such turn to the powers protecting the fey, such as the Faerie Queen. If you use Green Ronin's *Book of the Righteous*, eldlorn tend to worship Tinel, the god of magic.

LANGUAGE

All eldlorn speak Sylvan and Undercommon. Those eldlorn who coexist with other dwarves always speak Dwarven as well.

NAMES

Most eldlorn use the naming conventions of other dwarves. The thenaish, however, have more melodic names, polysyllabic with soft consonants. Examples include Faseren, Sein, and Ulsath for males, and Aرسال, Lyfrana, and Susarra for females. Eldlorn do not use clan names.

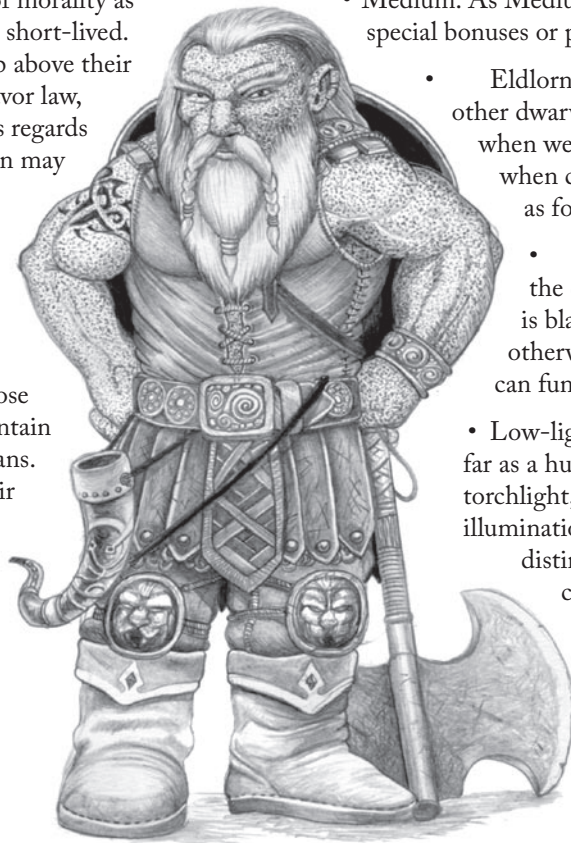
ADVENTURERS

Eldlorn take up adventuring for many of the same reasons as other races. Some are fleeing from mistakes of the past,

or may have been falsely (or justly) accused of a crime. Some feel stifled by their cultures and yearn to see other lands, while others are motivated by the lust for gold, magic, or power. Those arcane dwarves who abandon their homelands lose little of their patient disposition, though among their own kind they tend to be seen as reckless and rash.

ELDLORN RACIAL TRAITS

- **+2 Intelligence, -2 Charisma:** Where other dwarves are hardy, eldlorn are smart, though they share the gruff disposition of most dwarves.
- **Medium:** As Medium creatures, eldlorn have no special bonuses or penalties due to their size.
 - **Eldlorn base land speed is 20 feet.** Unlike other dwarves, eldlorn base speed is reduced when wearing medium or heavy armor or when carrying a medium or heavy load, as for other creatures.
 - **Darkvision:** Eldlorn can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and eldlorn can function just fine with no light at all.
 - **Low-light vision:** Eldlorn see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
 - **Stonecunning:** This ability grants an arcane dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. An eldlorn who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and an eldlorn can use the Search skill to find stonework traps as a rogue can. An arcane dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.
- **Fey:** As fey, eldlorn are immune to spells and spell-like effects that specifically target humanoids, such as *charm person* or *hold person*.
- **Dwarven Blood:** Although they are fey, not humanoids, eldlorn breed true with dwarves. The child of an eldlorn-dwarf union is always a dwarf; because of this, the eldlorn race dwindles with each generation. For all effects related to race, eldlorn are considered dwarves.



- +2 racial bonus on Knowledge (arcana) and Knowledge (history) checks. These skills are always class skills for eldlorn characters, and arcane dwarves can make these checks untrained.
- +2 racial bonus on Craft checks that are related to stone or metal.
- Ancestral Memories (Su): Once per week, an eldlorn can contact his ancestors to seek advice on a specific course of action. This ability functions as the *augury* spell cast by a cleric of a level equal to the eldlorn's Hit Die total. It is the eldlorn's ancestors, rather than a deity, who offer a prediction.
- Automatic Languages: Sylvan, Undercommon, sometimes Dwarven. Bonus Languages: Common, Draconic, Giant, Gnome, Goblin, Orc, and Terran.
- Favored Class: Wizard. A multiclass eldlorn's wizard class does not count when determining whether he takes an experience point penalty for multiclassing.

ISEN (ARCTIC DWARF)

In the extreme north, beyond what most consider the farthest reaches of civilization, hidden fortresses lie buried beneath hundreds of feet of ice and stone. Within these frigid tunnels dwell the isen, a race of dwarves who splintered off from their kin generations ago. Whether they embraced the fundamental nature of their harsh lands or whether those lands slowly changed them regardless, the isen are now the living embodiment of cold. Some claim that the blood of white dragons or polar worms flow through isen veins, and those who come up against them quickly learn that the arctic dwarves are as canny and dangerous as they come. Their ability to survive the worst of environments make them formidable foes.

PERSONALITY

Although far from cruel, the isen are aloof and seldom concerned with the plight of others. They think nothing of travelers freezing to death in the wilderness, and are stirred to intervene in such circumstances only by the stirrings of friendship or pity. As a people, the isen are introspective and accustomed to isolation, and they tend to react uncomfortably to any culture not their own.

PHYSICAL DESCRIPTION

Isen are dwarves with pale blue skin, white hair, and matching beards. Their eyes have small pupils and light irises, usually pale green or gray in color. Their dress is

fashioned to blend in with their arctic environment rather than provide warmth, and members of other races often find it disconcerting to see the isen functioning comfortably in light clothing under frigid conditions. Isen favor light armor because snow can impede their land speed (already greatly limited compared to their giant and dragon foes).

RELATIONS

Virtually the only contact arctic dwarves have with other races is through trade, making regular forays into warmer regions to barter finished goods for raw materials they cannot acquire in their own lands. Consequently, the isen lack the racial animosities of other dwarves. While isen harbor no love for orcs or goblinoids, nothing matches their hatred of frost giants, white dragons, and other evil creatures of ice and snow.

ALIGNMENT

As protectors of the arctic lands, most isen embrace neither law nor chaos, preferring instead to maintain balance between the two extremes. However, most isen are good—well intentioned despite their aloofness and perceived cruelty toward strangers in their lands. They justify their frequent reticence to help stranded travelers with the need to protect their hidden communities, not wanting to risk betrayal or treachery at the hands of an outsider.

ISEN LANDS

Isen build underground fortresses similar to those of the more common dwarven subraces. However, most others find these strongholds inhospitable at best, as their builders use ice as readily as rock. Although as skilled as most other races, isen do not have the normal dwarven affinity and love for crafting.

RELIGION

Druids have a special role in isen society, and druid councils are responsible for many of the culture's important decisions. Unlike the druids of many races who live removed from larger settlements, isen druids have a great deal of influence over how and where isen communities are built. As a result, these communities tend to remain small and hidden, creating very little impact on the wilderness around them.

Befriended by the druids, the few animals able to withstand the arctic climes wander freely through isen communities. Travelers unfamiliar with the arctic can easily pass within a few hundred feet of an isen village without noticing its presence.

If you use Green Ronin's *Book of the Righteous*, eldlorn tend to worship an aspect of Rontra, the goddess of the earth, whom they depict as a neutral entity.



LANGUAGE

Arctic dwarves speak a dialect that is similar to standard Dwarven, though it has a shallower vocabulary except for concepts relating to their frostbound environment. Many isen also speak the languages of other creatures in their lands, and most are familiar with the tongues of their fiercest enemies (Giant and Draconic).

NAMES

Isen use the same naming conventions as other dwarves. They have similar names for both genders, and their clan names commonly reflect the severity of their environment (Coldstone, Frostmarrow, and Icefist, for example).

ADVENTURERS

Arctic dwarf adventurers are generally rare, for most cannot abide warmer climates. Those who do leave their wintry homeland rarely venture far beyond the merely uncomfortable temperate climes, and generally only do so when circumstance forces them out of their ancestral ice fortresses. Arctic dwarves are driven by the same passions as other dwarves, lured by adventure, justice, the chance to right a wrong, or simple greed and revenge.

ISEN RACIAL TRAITS

- **-2 Dexterity, +4 Constitution, -2 Charisma:** Isen have the same detached personalities as other dwarves, but an almost preternatural endurance more than makes up for their being less agile than their dwarven kin.
- **Medium:** As Medium creatures, isen have no special bonuses or penalties due to their size.
- **Isen base land speed is 20 feet.** However, arctic dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- **Darkvision:** Isen can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and isen can function just fine with no light at all.
- **Ice and Stonecunning:** This ability grants an arctic dwarf a +2 racial bonus on Search checks to notice unusual ice or stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe surfaces, shaky ceilings, and the like. Something that isn't ice or stone but is disguised as such also counts as unusual ice or stonework. An arctic dwarf who merely comes within 10 feet of unusual ice or stonework can make a Search check as if he were actively searching, and an isen can use the Search skill to find ice or stonework traps as a rogue can. An arctic dwarf can also intuit depth, sensing his approximate depth underground or beneath an icebound surface as naturally as a human can sense which way is up.
- **Stability:** An isen gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- **Cold Subtype:** Isen are immune to all cold damage, but are vulnerable to fire, taking half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.
- **+1 racial bonus on attack rolls against frost giants and white dragons.**
- **+4 dodge bonus to Armor Class against monsters of the giant type.** Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- **+4 racial bonus on Survival checks made in arctic or underground environments.**
- **Automatic Languages:** Dwarven and Common. **Bonus Languages:** Draconic, Giant, Terran, and Undercommon.
- **Favored Class: Druid.** A multiclass isen's druid class does not count when determining whether he takes an experience point penalty for multiclassing

ISEN AGE, HEIGHT, AND WEIGHT

	Adulthood	Barbarian, Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard	Middle Age	Old	Venerable	Maximum Age
Isen	40 years	+3d6	+5d6	+7d6	125 yrs	188 years	250 years	+2d% years

	Base Height	Height Modifier	Base Weight	Weight Modifier
Isen, male	3 ft. 9 in.	+2d4 in.	130 lb.	× (2d6) lb.
Isen, female	3 ft. 7 in.	+2d4 in.	100 lb.	× (2d6) lb.

PART III: SUPPLEMENTAL RULES

Tied to their mountain homes by craft and blood, dwarves belong to the earth in ways that members of other races cannot even begin to understand. The feats presented here provide new ways to explore this bond and new methods for dwarf characters to exemplify the history and ideals of their clan.

NEW FEATS

Though many of these feats emphasize certain aspects of dwarven culture, most do not have a racial prerequisite. However, a GM should feel free to limit these feats to dwarven characters (or to allow members of other races to take dwarf-specific feats) if appropriate for the campaign.

ARTISAN [GENERAL]

You have a knack for learning Craft skills.

Prerequisites: Any three Craft skills 1 rank.

Benefit: You gain a +2 competence bonus on any three Craft skills in which you have at least 1 rank. In addition, when making a weekly Craft check while creating an item, you may roll two dice and take the better result.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you select this feat, it applies to a new set of skills.

TABLE 2-1: NEW FEATS

General Feats	Prerequisites
Artisan ²	Any three Craft skills 1 rank
Back-to-Back ¹	Base attack bonus +1
Boar's Charge ¹	Improved Overrun
Earth Harmonics	Perform 5 ranks, bardic music ability, stonecunning ability
Exotic Armor Proficiency ^{1,2}	Armor Proficiency (light, medium, or heavy), base attack bonus +1
Exotic Shield Proficiency ^{1,3}	Shield Proficiency, base attack bonus +1
Improved Dispelling	Con 13, caster level 5th
Infuse Casting	Caster level 7th, ability to turn or rebuke undead
Lock Shields ¹	Shield Wall
Low to the Ground	Str 13
Master Artisan	Artisan
Protected Archery ¹	Back-to-Back, Point Blank Shot
Protected Casting	Back-to-Back, Combat Casting
Shield Wall ¹	Shield Proficiency
Stoic	Wis 13
Tandem Fighting ¹	Back-to-Back
Spell Channeling Feats	Prerequisites
Mystic Endurance	Dwarf, Toughness, caster level 5th
Mystic Force	Dwarf, Str 13, caster level 5th
Mystic Presence	Dwarf, Cha 13, caster level 5th
Mystic Resistance	Dwarf, Con 13, caster level 5th
Mystic Sight	Dwarf, Wis 13, caster level 3rd
Mystic Stealth	Dwarf, Dex 13, caster level 5th
Mystic Summoning	Dwarf, Spell Focus (conjuration), caster level 5th
Mystic Turning	Dwarf, caster level 5th, ability to turn undead

¹ A fighter may select this feat as one of his fighter bonus feats.

² You can gain this feat multiple times. Its effects do not stack. Each time you select this feat, it applies to a new exotic armor, exotic shield, or set of skills.

BACK-TO-BACK [GENERAL]

You are skilled at fighting back-to-back with a trusted ally.

Prerequisite: Base attack bonus +1.

Benefit: When adjacent to any ally, you cannot be flanked unless your ally is also flanked. When adjacent to any ally who also has this feat, you gain a +1 dodge bonus to Armor Class and you cannot be flanked at all.

Special: A fighter may select Back-to-Back as one of his fighter bonus feats.

BOAR'S CHARGE [GENERAL]

You plow through foes in combat with ease.

Prerequisite: Improved Overrun.

Benefit: You do not need to move before making an overrun attempt against an opponent, allowing you to take a 5-foot step into an opponent's square. You can attempt to overrun creatures up to two size categories larger than you. Finally, the bonus on your Strength check to knock down foes increases to +6.

Normal: You can attempt an overrun as a standard action taken during your move.

Special: A fighter may select Boar's Charge as one of his fighter bonus feats.

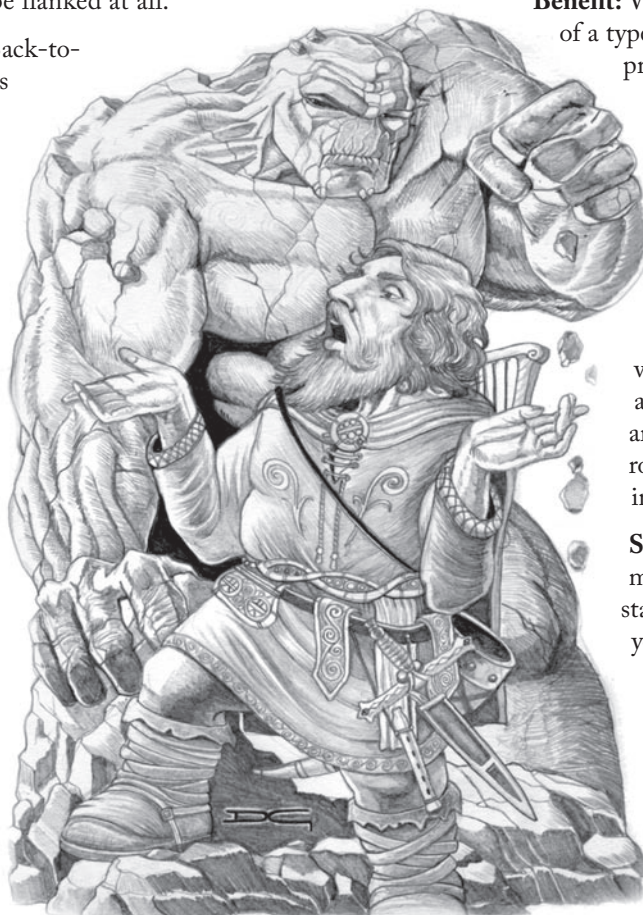
EARTH HARMONICS [GENERAL]

Your understanding of how sound moves through the earth enhances your bardic music underground, and makes its effects harder to resist for creatures with the Earth subtype.

Prerequisites: Perform 5 ranks, bardic music ability, stonemasonry ability.

Benefit: Whenever you use your bardic music ability underground, you double the area of the effect. For example, if you use inspire competence, your ally can be within 60 feet instead of the normal 30 feet. This feat has no effect on bardic music abilities without a listed range.

In addition, against creatures with the Earth subtype, the DC to resist your bardic music (for suggestion or fascination, for instance) increases by +2.



EXOTIC ARMOR PROFICIENCY [GENERAL]

Choose a type of exotic armor in a category of armor with which you are already proficient. You understand how to wear that type of exotic armor without severe penalty.

Prerequisite: Armor Proficiency (light, medium, or heavy), base attack bonus +1.

Benefit: When you wear exotic armor of a type with which you are already proficient, only normal armor check penalties (to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks) apply. See page 30 for a list of exotic armor types.

Normal: When you are wearing armor with which you are not proficient, you apply its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, you gain proficiency with a new type of exotic armor.

A fighter may select Exotic Armor Proficiency as one of his fighter bonus feats.

EXOTIC SHIELD PROFICIENCY [GENERAL]

Choose one type of exotic shield. You can use this shield without penalty.

Prerequisites: Shield Proficiency, base attack bonus +1.

Benefit: When you use this exotic shield, only normal armor check penalties (to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks) apply. See page 30 for a list of exotic shield types.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, you gain proficiency with a new type of exotic shield.

A fighter may select Exotic Shield Proficiency as one of his fighter bonus feats.

IMPROVED DISPELLING [GENERAL]

You are better at dispelling magical effects.

Prerequisites: Con 13, caster level 5th.

Benefit: When you cast *dispel magic* or *greater dispel magic*, you gain a +4 bonus on caster level checks made to dispel a magical effect.

INFUSE CASTING [GENERAL]

You may infuse positive or negative energy into an allied spellcaster's spell to increase its effectiveness.

Prerequisites: Caster level 7th, ability to turn or rebuke undead.

Benefit: If you ready an attempt to turn or rebuke undead and are adjacent to an allied spellcaster of the same alignment, you may use your turning attempt to infuse the ally's spellcasting with positive or negative energy. When the allied spellcaster casts a spell, she casts it as if she was two levels higher. In addition, the save DC increases by +1 if the target is evil and you channeled positive energy (or if the target is good and you channeled negative energy). Finally, you grant your ally a +2 bonus on caster level checks made to penetrate a foe's spell resistance with that spell.

LOCK SHIELDS [GENERAL]

When working as part of a shield wall, you can lock shields with your companions for better defense against ranged attacks and area effect spells.

Prerequisite: Shield Wall.

Benefit: When you end your turn adjacent to an ally who also has the Lock Shields feat and you are both using a light or heavier shield, you gain a +2 cover bonus to your AC. In any round in which you take the total defense action, this cover bonus increases to +4 (and adds to the +4 dodge bonus you gain for the total defense action) and you gain a +2 bonus on Reflex saves. If you are separated from your adjacent ally at any time during the round (such as being pushed back by a bull rush attack), you immediately lose the benefits of this feat.



Special: A fighter may select Lock Shields as one of his fighter bonus feats.

LOW TO THE GROUND [GENERAL]

You are difficult to trip, overrun, or push back.

Prerequisite: Str 13.

Benefit: You gain a +4 bonus on ability checks made to resist being bull rushed, overrun, or tripped when standing on the ground. This feat stacks with the +4 bonus a dwarf gains for his racial stability.

MASTER ARTISAN [GENERAL]

You have a gift for crafting mundane items.

Prerequisite: Artisan.

Benefits: Choose one Craft skill in which you have ranks and for which you selected the Artisan feat. You gain a +2 bonus on all checks made with this skill. When determining your progress while making an item, you generate double the normal amount calculated toward the price of that item

(2 × check result × DC copper pieces per day, 2 × check result × DC silver pieces per week). As well, you only ruin half your original raw materials if you fail your check by 10 or more. See **Craft** in **Chapter Four: Skills** of the *PHB*.

MYSTIC ENDURANCE [SPELL CHANNELING]

You can channel magical energy through your body, granting yourself increased toughness.

Prerequisites: Dwarf, Toughness, caster level 5th.

Benefit: As a standard action, you may channel a transmutation spell in order to gain a +1 enhancement bonus to Constitution for every level of the channeled spell. If you channel a spell of 4th level or higher, you also become immune to disease and poison. This benefit lasts for 1 round per two character levels.

MYSTIC FORCE [SPELL CHANNELING]

You can channel magical energy through your body, making the next spell you cast more able to penetrate a foe's spell resistance.

Prerequisites: Dwarf, Str 13, caster level 5th.

Benefit: As a standard action, you may channel an evocation spell. On the next caster level check you make to penetrate a foe's spell resistance, you may apply a circumstance bonus equal to the level of the channeled spell. You must make the caster level check within 1 round per two character levels.

MYSTIC PRESENCE [SPELL CHANNELING]

You can channel magical energy through your body to make your personality more forceful.

Prerequisites: Dwarf, Cha 13, caster level 5th.

Benefit: As a standard action, you may channel an enchantment spell in order to gain a +1 enhancement bonus to Charisma for every level of the channeled spell. If you channel a spell of 4th level or higher, you may also make an Intimidate check as a swift action to demoralize any foe that you damage in melee combat. (See **Intimidate** in **Chapter Four: Skills** of the *PHB*.) This benefit lasts for 1 round per two character levels.

MYSTIC RESISTANCE [SPELL CHANNELING]

You can channel magical energy through your body, enabling you to resist energy.

Prerequisites: Dwarf, Con 13, caster level 5th.

Benefit: As a standard action, you may channel an abjuration spell. Choose an energy type from among the following: acid, cold, electricity, fire, or sonic. For every level of the channeled spell, you ignore 3 points of damage from the chosen energy type per round. If you channel a spell of 4th level or higher, you can resist two types of energy. The benefit granted by Mystic Resistance overlaps (and does not stack with) spells such as *resist energy*. This benefit lasts for 1 round per two character levels.

MYSTIC SIGHT [SPELL CHANNELING]

You can channel magical energy through your body, temporarily improving your vision.

Prerequisites: Dwarf, Wis 13, caster level 3rd.

Benefit: As a standard action, you may channel a divination spell to gain a +2 enhancement bonus on Spot checks for every level of the channeled spell. If you channel a spell of 4th level or higher, you also gain low-light vision (if you already have low-light vision, you see three times as far as a human in poor lighting conditions). This benefit lasts for 1 round per two character levels.

MYSTIC STEALTH [SPELL CHANNELING]

You can channel magical energy through your body to cloak yourself from sight.

Prerequisites: Dwarf, Dex 13, caster level 5th.

SPELL CHANNELING FEATS

Despite a long-standing reputation to the contrary, dwarves are a people with great experience in magic. Most know that dwarf smiths can imbue their creations with mighty spells, but few realize how talented dwarves are at letting magic course through their own veins.

Spell channeling feats require the character to have levels in a spellcasting class, and using the feat requires expending a spell. Spellcasters who prepare their spells in advance lose one prepared spell of their choice from memory, while innate spellcasters such as sorcerers and bards expend one spell slot of their choice from their daily allotment. Spell-like abilities cannot be expended in this way.

Using a spell channeling feat does not provoke an attack of opportunity.

Benefit: As a standard action, you may channel an illusion spell to gain a +2 enhancement bonus on Hide checks for every level of the channeled spell. If you channel a spell of 4th level or higher, all attacks made against you have a 20% miss chance as you become blurry and insubstantial (as if under the effect of a *blur* spell). This benefit lasts for 1 round per two character levels.

MYSTIC SUMMONING [SPELL CHANNELING]

You can channel magical energy through your body to summon stronger creatures.

Prerequisites: Dwarf, Spell Focus (conjuration), caster level 5th.

Benefit: As a standard action, you may channel a conjuration spell. The next time you cast a *summon monster*, *summon nature's ally*, or similar spell, the creature you summon gains a +4 bonus to Strength and Constitution, and the spell has its duration extended by a number of rounds equal to the spell level channeled.

MYSTIC TURNING [SPELL CHANNELING]

You can channel magical energy through your body, increasing the power of your turn or rebuke attempts.

Prerequisites: Dwarf, caster level 5th, ability to turn or rebuke undead.

Benefits: As a standard action, you may channel a necromancy spell. For the next minute, you apply a circumstance bonus equal to the channeled spell's level on turning checks and turning damage rolls.

PROTECTED ARCHERY [GENERAL]

You are skilled at fighting alongside other warriors, and are able to make ranged attacks safely when coordinating your actions with an ally.



Prerequisites: Back-to-Back, Point Blank Shot.

Benefit: When adjacent to an ally with the Back-to-Back feat who wields a melee weapon, you do not provoke attacks of opportunity from any adjacent opponents when you make an attack with a ranged weapon.

Special: A fighter may select Protected Archery as one of his fighter bonus feats.

PROTECTED CASTING [GENERAL]

You are skilled at fighting alongside other warriors, and are able to better focus your spellcasting when coordinating your actions with an ally.

Prerequisites: Back-to-Back, Combat Casting.

Benefit: When adjacent to an ally with the Back-to-Back feat, you gain a +4 circumstance bonus on Concentration checks made to cast spells while on the defensive. This

bonus stacks with the bonus granted by the Combat Casting feat.

SHIELD WALL [GENERAL]

You are skilled at fighting next to allies using shields.

Prerequisite: Shield Proficiency.

Benefits: When you end your turn adjacent to an ally who also has the Shield Wall feat and you are both using a light or heavier shield, your shield's bonus to AC increases by +2. If you are separated from your adjacent ally at any time during the round (such as being pushed back by a bull rush attack), you immediately lose the benefits of the Shield Wall feat.

Special: A fighter may select Shield Wall as one of his fighter bonus feats.

STOIC [GENERAL]

You seldom reveal what you are thinking or feeling, making it easy to conceal your intent from others and resilient to magic that manipulates emotion.

Prerequisite: Wis 13.

Benefit: When another creature makes a Sense Motive check representing a hunch against you, the DC to get a sense from you increases by +10 (see **Sense Motive in Chapter Four: Skills** of the *PHB*). In addition, you gain a +3 bonus on saving throws against enchantment (charm) spells and effects.

TANDEM FIGHTING [GENERAL]

You are skilled at fighting alongside other warriors, and you are more effective in combat when coordinating your attacks against a single opponent.

Prerequisite: Back-to-Back.

Benefit: When you are adjacent to an ally who also has the Tandem Fighting feat, you gain a +1 circumstance bonus on attack and damage rolls against foes you both threaten.

Special: A fighter may select Tandem Fighting as one of his fighter bonus feats.

PART IV: DWARVEN PRESTIGE CLASSES

Like others of their kind, dwarf adventurers often feel the need to master their own individual calling. Those with superior ability often gravitate to narrow areas of specialization, and the following prestige classes represent a few of the most common among dwarves. Individual clans often adopt one prestige class as representative of their abilities, and most of the powerful members of the clan will take levels in that class. Individual clans are also known to develop their own versions of a given prestige class, and GMs should feel free to introduce slight changes in the way a class works among different clans.

ACOLYTE OF THE CRYSTAL PATH (SHARDBROTHER/SHARDSISTER)

Few nondwarves perceive the sturdy mountain folk as anything other than stoic, ironclad warriors or skilled artisans. On those rare occasions when a nondwarf gives more than a passing thought to dwarven spirituality, only the stereotypical gods of the mountains and the forge come to mind. However, despite what many outsiders think, many

dwarves value inner discipline and meditation, their almost-mystical devotion breeding as focused a mindset as that taught in any surface monastery. Some dwarves hone this dedication into the same kind of mystical combat prowess achieved by better-known monastic orders.

Like the monks of other races, many dwarven orders draw inspiration from their environment, and no part of that environment provides more inspiration than the stone of a dwarf's home. The most famous, and perhaps most accomplished, dwarven monastic school is the Order of the Crystal Path. In the facets of a perfect crystal, its members say, lie the answers to all questions.

Crystal Path monasteries are fascinating places filled with magically strengthened crystals that members use for inspiration and practice. Dwarves by nature are a hardy race, but the regimen of instruction in the Order of the Crystal Path is grueling even by dwarven standards. Acolytes develop a supernatural connection to the crystals they meditate on, but only after hours of relentless training during which they punch magically hardened quartz spires until their hands begin to develop a rocky toughness.

Members of the Order of the Crystal Path are called shardbrothers or shardsisters. Once they've finished their initial training, many members of the order choose to continue adventuring. As they progress along the Crystal Path, acolytes spend more and more time within the seclusion of a monastery, but few cease adventuring entirely.

Monks are by far the most common initiates of the Order of the Crystal Path, but fighters seeking a more spiritual martial philosophy sometimes join. Clerics and paladins occasionally enter the order, but most find the worship of their deity the only philosophy they need. Characters of other classes almost never become shardbrothers or shardsisters.

Hit Die: d10.

REQUIREMENTS

To qualify to become an acolyte of the Crystal Path, a character must fulfill all the following criteria.

Alignment: Any lawful.

Race: Dwarf.

Base Attack Bonus: +5.

Skill: Concentration 5 ranks.

Feats: Improved Unarmed Strike, Toughness.

CLASS SKILLS

The acolyte of the Crystal Path's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (religion) (Int), Listen (Wis), and Spot (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the acolyte of the Crystal Path prestige class.

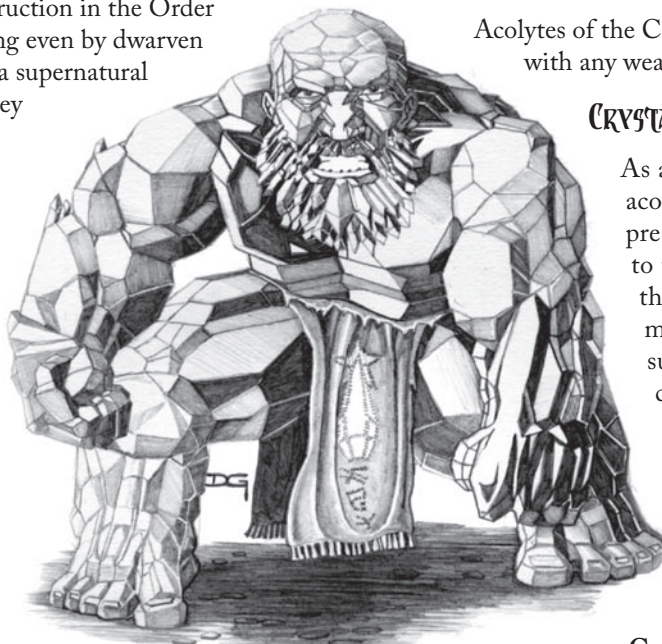
WEAPON AND ARMOR PROFICIENCY

Acolytes of the Crystal Path gain no proficiency with any weapons, armor, or shields.

CRYSTAL PATH (SU)

As a character advances in the acolyte of the Crystal Path prestige class, his body begins to take on many aspects of the crystals that inspire his martial philosophies. As this supernatural connection to crystal grows, he increases in weight as his body becomes increasingly dense, making it extremely difficult to swim.

In addition, his natural armor bonus increases (as indicated on **Table 2-2: The Acolyte of the Crystal Path**) and his appearance undergoes many cosmetic changes.



Level	Weight Increase	Swim Penalty	Appearance
1st	+10 lb.	-1	Features sharpen
2nd	+20 lb.	-2	Crystal-like calluses form on hands
3rd	+35 lb.	-3	Features become angular, skin color begins to fade
4th	+50 lb.	-4	Angular features become actual facets
5th	+70 lb.	-5	No body hair, skin color fades further
6th	+90 lb.	-6	Knuckles become crystal spikes
7th	+115 lb.	-7	Skin takes on smooth planes
8th	+140 lb.	-8	Hands lose all color and become clear, flawless crystal
9th	+170 lb.	-9	Skin color fades completely
10th	+200 lb.	-10	Complete crystalline appearance

MONK ABILITIES

The acolyte of the Crystal Path's class levels stack with his monk levels (if any) for determining his unarmed damage and AC bonus.

EMERALD FISTS (SU)

Starting at 2nd level, the acolyte of the Crystal Path's fists gradually become encrusted with crystal-like calluses. The increasingly resilient material has the rich green color of the purest emerald, embodying the acolyte's study of the strength and durability of crystal and making his unarmed attacks even more powerful. The acolyte's unarmed strikes are treated as magic, lawful-aligned, or adamantine weapons for the purpose of overcoming damage reduction, as follows.

Level	Unarmed Strikes Treated As
2nd	Magic
5th	Magic, lawful-aligned
8th	Magic, lawful-aligned, adamantine

If the acolyte already has the monk's ki strike ability, he may forgo this ability in order to gain a bonus feat of his choice for which he meets the prerequisites.

FLAWLESS STANCE (SU)

Acolytes of the Crystal Path espouse the theory that the strength of crystal holds the key to a perfect defense. As members of this prestige class advance in level, their features grow more angular, taking on a crystalline hardness and appearance, and they practice using the newly developed facets of their bodies to absorb and turn blows. On reaching 3rd level, the acolyte becomes so adept at this technique that he gains damage reduction equal to his Constitution modifier (minimum 1). This damage reduction gets increasingly difficult to overcome, as follows.

Level

DR Overcome By

3rd	Magic, chaotic-aligned, or adamantine weapons
6th	Chaotic-aligned or adamantine weapons
9th	Adamantine weapons

RIGID BODY (SU)

As the acolyte continues down the Crystal Path, his body becomes more and more dense, taking on the rigidity and resilience of the magically enhanced crystal that is the focus of his meditation. Starting at 4th level, this rigidity hinders constricting and nonlethal attacks. The character gains a special damage reduction of 10/— that applies only to nonlethal damage or damage dealt by constriction. This does not stack with any other source of damage reduction, nor does it defend against secondary effects of a constriction attack (such as the fire damage dealt by a salamander's tail).

EARTH MASTERY (EX)

At 7th level, the acolyte of the Crystal Path perfects a connection with the earth. He gains a +1 circumstance bonus on attack and damage rolls if both he and his foe touch the ground.

CRITICAL RESISTANCE (SU)

At 10th level, the acolyte of the Crystal Path reaches the end of his training, and his body transforms almost entirely into crystal. This transformation makes it much more difficult for others to score critical hits against him, and any time the acolyte would be subject to a critical hit, he has a 50% chance of negating it (though he still takes damage as normal from the successful attack).

CRYSTAL BODY (EX)

At 10th level, the acolyte of the Crystal Path gains the earth subtype.

TABLE 2-2: THE ACOLYTE OF THE CRYSTAL PATH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Natural Armor Bonus
1st	+0	+2	+0	+2	Crystal path, monk abilities	+1
2nd	+1	+3	+0	+3	Emerald fists (magic)	+1
3rd	+2	+3	+1	+3	Flawless stance (magic)	+2
4th	+3	+4	+1	+4	Rigid body	+2
5th	+3	+4	+1	+4	Emerald fists (lawful)	+3
6th	+4	+5	+2	+5	Flawless stance (chaotic)	+3
7th	+5	+5	+2	+5	Earth mastery	+4
8th	+6	+6	+2	+6	Emerald fists (adamantine)	+4
9th	+6	+6	+3	+6	Flawless stance (adamantine)	+5
10th	+7	+7	+3	+7	Critical resistance, crystal body	+5

MULTICLASS NOTE

A monk who becomes an acolyte of the Crystal Path may continue to advance as a monk.

THE EPIC ACOLYTE OF THE CRYSTAL PATH

The epic acolyte of the Crystal Path is barely recognizable as a dwarf, appearing more like some creature from the Elemental Plane of Earth than the humanoid he once was. A deadly combatant resistant to most weaponry, the epic shardbrother is committed to achieving the perfect balance between life and stone.

Hit Die: d10.

Skill Points at Each Level: 4 + Int modifier.

Crystal Path: The epic shardbrother does not physically change any further beyond 10th level, but his natural armor bonus continues to improve by +1 every two levels beyond 9th (+6 at 11th, +7 at 13th, and so on).

Monk Abilities: The epic acolyte of the Crystal Path's class levels continue to stack with his monk levels for determining his unarmed damage and AC bonus.

Bonus Feats: The epic shardbrother gains a bonus feat every five levels beyond 10th (15th, 20th, and so on). These feats may be any feats for which the character qualifies.

IRONBOUND

The ironbound devote themselves to mastering the protective qualities of the armor they wear, embodying the philosophy that if you cannot be overcome, you must eventually prevail. Living proof that dwarven armor can stop virtually any blow, the ironbound shrug off attacks others might never recover from. Members of this prestige class often serve as last-ditch defensive forces in large dwarven cities.

Tales of heroism fill the annals of the ironbound, and they carry these like a standard. For every dwarf hero who completed a desperate quest, the ironbound can cite a stalwart who saved innocents by refusing to yield passage. In the tight confines of a dwarven stronghold, one determined ironbound defender sheathed in sturdy dwarven armor can hold off a tremendous number of attackers.

Fighters, paladins, and clerics become ironbound much more often than members of other classes.

Hit Die: d10.



REQUIREMENTS

To qualify to become an ironbound, a character must fulfill all the following criteria.

Race: Dwarf

Base Attack Bonus: +5.

Skill: Craft (armorsmithing) 5 ranks.

Feats: Armor Proficiency (heavy), Exotic Armor Proficiency (any).

CLASS SKILLS

The ironbound's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Wis), and Swim (Str). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the ironbound prestige class.

WEAPON AND ARMOR PROFICIENCY

Ironbound gain no proficiency with weapons, but are proficient with all armor and all shields (including tower shields).

EXOTIC ARMOR PROFICIENCY

Starting at 1st level and every two levels thereafter, an ironbound gains the Exotic Armor Proficiency feat for a new type of exotic armor. See page 8 for details on the feat and page 30 for types of exotic armor.

READY SHIELD (Ex)

At 1st level, the ironbound can deploy a stowed shield as a swift action.

MAXIMIZE ARMOR (Ex)

The ironbound knows how to layer and wear armor to achieve maximum defense. Whenever he wears armor, his armor bonus increases by +2 at 2nd level, by +3 at 5th level, and by +4 at 8th level. This maximized bonus cannot exceed twice the armor's existing bonus. For an example, padded armor (armor bonus +1) could only be increased to a maximum +2.

ARMORED HOME (Ex)

At 3rd level, the ironbound can sleep in armor of any weight without becoming fatigued.

FORTRESS OF ONE (EX)

At 4th level, the ironbound becomes especially skilled in defensive fighting. Whenever he takes the total defense action, he gains a +6 dodge bonus to AC instead of the normal +4 bonus. If he also has 5 ranks or more in the Tumble skill, the bonus increases to +8. The ironbound gains this bonus only if he is wearing medium or heavy armor.

SHIELD OF FAITH (SP)

Starting at 4th level, an ironbound with a Wisdom score of 13 or higher can cast *shield of faith* (as the spell). Caster level equals the ironbound's class level.

DUAL SHIELD (EX)

At 6th level, the ironbound may use two shields at once, with the shield bonuses stacking. He gains the benefits of any enhancement bonuses from both shields, as well as other special properties of both. This prohibits the ironbound from making attacks other than shield bash attacks (even if he has more than two limbs). However, he can use two bucklers and still make attacks, although with difficulty. One buckler normally imposes a -1 penalty on an attack roll, but two combined greatly hinder movement, increasing the penalty to -4.

MAGIC VESTMENT (SP)

Starting at 8th level, an ironbound with a Wisdom score of 13 or higher can cast *magic vestment* (as the spell) once per day. Caster level equals the ironbound's class level.

UNHINDERED (EX)

By 8th level, the ironbound is so accustomed to wearing armor that he can reduce his armor check penalty by 2 (minimum 0). This benefit also applies to shields the ironbound wields, so that an ironbound using full plate (armor check penalty -6) and heavy shield (armor check penalty -2) reduces the armor check penalties to -4 and 0, for a total of -4.

ARMORED WILL (SU)

Once per day upon attaining 9th level, the ironbound may apply the armor bonus from the armor he wears as a resistance bonus on one Will save. He must decide to apply the bonus before rolling the saving throw. This resistance bonus takes into account only the ironbound's armor and any accompanying enhancement bonus (magical or otherwise), but not from the character's shield, an AC bonus from any class ability (including maximize armor), or purely magical sources such as the *mage armor* spell or *bracers of armor*.

UNTOUCHABLE (EX)

At 10th level, the ironbound may apply half his total armor bonus to his touch AC. This includes bonuses from his armor and shield (plus appropriate enhancement bonuses), as well as an AC bonus from a class ability (including maximize armor). It does not include armor bonuses from purely magical sources such as the *mage armor* spell or *bracers of armor* (although such bonuses still add to the ironbound's touch AC if applicable). This bonus applies even if the ironbound is flat-footed.

THE EPIC IRONBOUND

Contained in nearly impenetrable steel, the epic ironbound is a walking fortress, able to shrug off attacks from lesser warriors with ease. Often the paragon of his clanhold, the epic ironbound is a figure of legend, myth, and wonder, with exploits and abilities recounted for generations.

Hit Die: d10.

Skill Points at Each Level: 2 + Int modifier.

Maximize Armor: The ironbound continues to improve the bonus of his armor by +1 every three levels beyond 8th (+5 at 11th, +6 at 14th, and so on).

Bonus Feats: The ironbound gains a bonus feat every three levels beyond 9th (12th, 15th, and so on). These feats may be any feats for which the character qualifies.

TABLE 2-3: THE IRONBOUND

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Exotic Armor Proficiency, ready shield
2nd	+1	+3	+0	+0	Maximize armor +2
3rd	+2	+3	+1	+1	Armored home, Exotic Armor Proficiency
4th	+3	+4	+1	+1	Fortress of one, <i>shield of faith</i>
5th	+3	+4	+1	+1	Exotic Armor Proficiency, maximize armor +3
6th	+4	+5	+2	+2	Dual shield
7th	+5	+5	+2	+2	Exotic Armor Proficiency
8th	+6	+6	+2	+2	<i>Magic vestment</i> , maximize armor +4, unhindered
9th	+6	+6	+3	+3	Armored will, Exotic Armor Proficiency
10th	+7	+7	+3	+3	Untouchable

MAGESMITH

No people love the sound of hammer striking anvil as much as do dwarves, bending to their work with an almost reverent appreciation for the pure edge of a newly crafted blade and the glyphs and sigils that adorn their masterworks. Most dwarf spellcasters acquire at least one item creation feat, focusing their talent for craft and their magical power in the service of their clans. Some dwarves, and a few spellcasters of other races, devote themselves fully to creating powerful works, becoming magesmiths.

Although almost every civilized race has at least a few magesmiths, most are dwarves. Crafting magic items is an art form reserved for the elite, and dedicated dwarves, with their passion for craft and long life spans, are some of the best artisans in existence.

Elves, fabulous crafters in their own way, also produce more magesmiths than other races. One of the many rivalries that exists between the two races turns around the origin of magesmiths and their art. The elves claim they taught the dwarves the powerful spells necessary to imbue their smithies with magical might, while the dwarves contend they brought that power out of the earth itself, teaching other races that magic and craft spring from the same inspired drive.

More than most other master artisans, magesmiths are known for undertaking dangerous journeys to discover powerful raw materials or to recover mighty magic to study. Although primarily spellcasters and crafters, magesmiths' advanced knowledge of weaponcraft makes them more able fighters than wizards and sorcerers.

Hit Die: d6.

REQUIREMENTS

To qualify to become a magesmith, a character must fulfill all the following criteria.

Skills: Craft (blacksmithing) 5 ranks, Craft (weaponsmithing) 5 ranks, Knowledge (arcana) 5 ranks.

Feats: Craft Magic Arms and Armor, Master Artisan* (Craft [weaponsmithing] or Craft [blacksmithing]); nondwarves must learn an additional item creation feat.

* New feat described in this chapter.



Spells: Ability to cast 2nd-level arcane or divine spells.

Special: Must have made a magic weapon or suit of magic armor with a market price of more than 10,000 gp. This item must have been created entirely by the aspiring magesmith, including using the appropriate Craft skill to fashion the item from raw materials and spending the requisite gold and experience points to imbue it with magic.

CLASS SKILLS

The magesmith's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the magesmith prestige class.

WEAPON AND ARMOR PROFICIENCY

Magesmiths gain no proficiency with any weapons, armor, or shields.

SPELLS PER DAY/SPELLS KNOWN

At the levels indicated on **Table 2-4: The Magesmith**, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a magesmith, he must decide to which class he adds the new level for the purpose of determining spells per day and spells known.

BONUS FEAT

At 1st level, the magesmith gains a bonus feat from the following list: any item creation feat, Artisan*, Master Artisan*, and Skill Focus (Craft). The magesmith gains an additional feat every three levels beyond 1st (4th, 7th, and 10th). A magesmith must meet all prerequisites for a bonus feat.

* New feats described in this chapter.

TABLE 2-2: THE MAGESMITH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/ Spells Known
1st	+0	+0	+0	+2	Bonus feat, ignore prerequisite (1st level)	—
2nd	+1	+0	+0	+3	Reduced XP cost (–5%)	+1 level of existing spellcasting class
3rd	+2	+1	+1	+3	<i>Arcane mark</i> , fast crafting (1,500 gp)	+1 level of existing spellcasting class
4th	+3	+1	+1	+4	Bonus feat, reduced XP cost (–10%)	—
5th	+3	+1	+1	+4	Ignore prerequisite (2nd level)	+1 level of existing spellcasting class
6th	+4	+2	+2	+5	Reduced XP cost (–15%)	+1 level of existing spellcasting class
7th	+5	+2	+2	+5	Bonus feat, signature rune	—
8th	+6	+2	+2	+6	Ignore prerequisite (3rd level), reduced XP cost (–20%)	+1 level of existing spellcasting class
9th	+6	+3	+3	+6	Fast crafting (3,000 gp)	+1 level of existing spellcasting class
10th	+7	+3	+3	+7	Bonus feat, reduced XP cost (–25%)	—

IGNORE PREREQUISITES (Su)

Beginning at 1st level, the magesmith gains the ability to ignore some prerequisites when creating magic armor, weapons, and wondrous items. A 1st-level magesmith can create items as if able to cast any 1st-level spell. He does not gain the ability to actually cast the spell, only to create items requiring the spell as a prerequisite. The magesmith must still meet all other prerequisites to craft the item, including higher-level spell prerequisites.

At 5th level, the magesmith can ignore 2nd-level spell requirements. At 8th level, he can ignore 3rd-level spell requirements.

REDUCED XP COST (Ex)

As a magesmith advances in level and perfects the art of making magic items, he becomes adept at making powerful items at less of a personal cost. At 2nd level, the magesmith pays 5% less experience point when making a magic item. This ability does not stack with feats or other abilities that reduce the gold piece or experience point cost of creating an item; the magesmith uses the most favorable reduction.

The magesmith can further reduce the experience point cost for manufacturing a magic item by an additional –5% every two levels beyond 1st.

ARCANE MARK (Sp)

Starting at 3rd level, whenever the magesmith successfully crafts a magic item, he may automatically incorporate an *arcane mark* (as the spell) into the object without having to actually cast the spell. The *arcane mark* does not affect the cost of the item.

FAST CRAFTING (Ex)

Starting at 3rd level, the magesmith can get more value from a single day of effort than other crafters. Magic armor, magic weapons, and wondrous items take one day to create for every 1,500 gp of the item's base price, rather than every 1,000 gp. At 9th level, this rate of production rises to one day for every 3,000 gp of the item's base price.

SIGNATURE RUNE (Su)

At 7th level, the magesmith develops a signature rune (basically a greater version of *arcane mark*) that he may inscribe on any item he makes. Inscribing the rune does not affect the cost of the item. Any item that bears a magesmith's signature rune becomes 10 pounds lighter when carried by a creature that also bears the magesmith's *arcane mark*. The item returns to its normal weight when not carried by the marked creature or if the *arcane mark* is removed. Items cannot have an effective weight of less than 0 pounds.

THE EPIC MAGESMITH

The epic magesmith is a master of his craft, capable of creating the very best magic armor, weapons, and wondrous items. With legendary skill, epic magesmiths are highly sought across all nations, and the products of their labor are as renowned as they are.

Hit Die: d6.

Skill Points at Each Level: 4 + Int modifier.

Ignore Prerequisite (Su): As the epic magesmith advances in power, he can ignore spell prerequisites of even higher levels. For every three levels beyond 8th, the

magesmith can ignore spell prerequisites of one level higher (so 4th-level spell prerequisites at 11th level, 5th-level prerequisites at 14th level, and so on, up to the ability to ignore 9th-level spell prerequisites at 27th level). Regardless of his levels in this class, an epic magesmith can never ignore spells of a level higher than 9th (such as metamagic modified spells) or epic spells created from spell seeds.

Spells per Day/Spells Known:

The epic magesmith's caster level continues to increase by +1 at every second and third level beyond 9th (so 11th, 12th, 14th, 15th, 17th, 18th, and so on). The epic magesmith continues to gain new spells per day (and spells known, if applicable) at the indicated levels, up to the maximum spells per day and spells known of the spellcasting class to which he belonged before adding the prestige class.

Reduced XP Cost (Ex): The epic magesmith may continue to reduce the experience point cost for creating magic items. Every two levels beyond 10th, he can further reduce the experience point cost by -2% (to -27% at 12th, -29% at 14th, -31% at 16th, and so on).

Bonus Feats: The epic magesmith gains a bonus feat every four levels beyond 10th level (14th, 18th, and so on). These feats may be any feats for which the character qualifies.

MOUNTAIN'S FURY DEVOTEES

Many legends exist of berserk dwarf warriors. From the axe-wielding slayers of trolls and giants, to battleragers donning heavy spiked armor and grappling their foes, a few members of every dwarven culture devote themselves to the fury of the fight. These separate traditions stem from one source—the



slumbering ire of the earth itself. At home above or below the mountains, the mountain's fury devotees are the pinnacle of those who face battle from within a near-mindless rage. Clans often have other names for these disciples of berserk frenzy, most derived from their preferred weapon.

Although other dwarves respect the power of those dedicated to the mountain's fury, they have learned to be cautious around such volatile combatants.

This uncertainty on the part of others often pushes mountain's fury devotees to the adventuring life, where they are welcomed by those who can see past their chaotic approach to battle.

Most members of the mountain's fury devotee prestige class are barbarians, but many take multiclass levels in fighter as they become more familiar with mainstream dwarven society.

Hit Die: d10.

REQUIREMENTS

To qualify to become a mountain's fury devotee, a character must fulfill all the following criteria.

Alignment: Any chaotic.

Base Attack Bonus: +6.

Skills: Craft (any) 7 ranks, Survival 7 ranks.

Feats: Boar's Charge*.

Special: The character must have the stonecunning ability and the ability to rage (or a similar ability).

* New feat described in this chapter.

CLASS SKILLS

The mountain's fury devotee's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Survival (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

TABLE 2-5: THE MOUNTAIN'S FURY DEVOTEES

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Fury of stone
2nd	+2	+3	+0	+0	Rage +1/day
3rd	+3	+3	+1	+1	Stoic fury
4th	+4	+4	+1	+1	Rage +2/day
5th	+5	+4	+1	+1	Avalanche charge

CLASS FEATURES

All of the following are class features of the mountain's fury devotee prestige class.

WEAPON AND ARMOR PROFICIENCY

Mountain's fury devotees gain no proficiency with any weapons, armor, or shields.

FURY OF STONE (Su)

At 1st level, a mountain's fury devotee gains increased toughness when using his rage ability. In addition to the normal benefits and penalties of raging, the devotee's natural armor bonus increases by +2 for as long as he rages. A creature without natural armor has an effective natural armor bonus of +0.

RAGE (Ex)

At 2nd level, a mountain's fury devotee can rage one additional time per day. At 4th level, the devotee can rage two additional times per day.

STOIC FURY (Ex)

At 3rd level, the mountain's fury devotee becomes adept at focusing his rage. While raging, mind-affecting spells and effects no longer affect him (though such spells may still affect him if they outlast his rage's duration). If the devotee is affected by a mind-affecting spell before his rage begins, the effect is suppressed for the duration of the rage.

AVALANCHE CHARGE (Ex)

At 5th level, the mountain's fury devotee can crush a fallen opponent underfoot. Anytime the devotee knocks a foe prone during an overrun attempt, he may immediately make one melee attack against that foe at his highest attack bonus. The devotee continues to act normally for the round once the attack is resolved, finishing his movement as usual.

STORMHAMMER

The greatest crusaders of the Forge God, the stormhammers wield spells along with their signature weapon, the dwarven battlehammer (see page 32). Their blending of magic and martial skills makes them formidable foes. Acknowledged as champions by clan and faith, they are aggressive in their fight against evil, seeking out the darkness where it lurks and crushing it with mighty hammer blows.

By their very nature, stormhammers rarely take part in clan politics or assume a leadership role, as they are often away

from their clan strongholds, seeking foes and thwarting injustice.

Stormhammers are almost always paladins and clerics, although multiclass fighter/clerics sometimes enter this prestige class.

Hit Die: d8.

REQUIREMENTS

To qualify to become a stormhammer, a character must fulfill all the following criteria.

Alignment: Any good.

Base Attack Bonus: +6.

Skills: Knowledge (religion) 7 ranks.

Feats: Exotic Weapon Proficiency (dwarven battlehammer), Weapon Focus (dwarven battlehammer).

Spells: Able to cast 2nd-level divine spells.

Special: Ability to turn undead.

CLASS SKILLS

The stormhammer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the stormhammer prestige class.

WEAPON AND ARMOR PROFICIENCY

Stormhammers gain no proficiency with any weapons, armor, or shields.

SPELLS PER DAY

At each level, the stormhammer gains new spells per day (and spells known, if applicable) as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a stormhammer, he must decide to which class he adds the new level for the purpose of determining spells per day and spells known.

THROW BATTLEHAMMER (Ex)

At 1st level, a stormhammer may throw his dwarven battlehammer with a range increment of 10 feet. A dwarven battlehammer cannot normally be thrown.



TABLE 2-6: THE STORMHAMMER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/ Spells Known
1st	+1	+2	+0	+2	Throw battlehammer	+1 level of existing divine spellcasting class
2nd	+2	+3	+0	+3	Smite	+1 level of existing divine spellcasting class
3rd	+3	+3	+1	+3	Mighty blow	+1 level of existing divine spellcasting class
4th	+4	+4	+1	+4	Turning attack	+1 level of existing divine spellcasting class
5th	+5	+4	+1	+4	Call battlehammer	+1 level of existing divine spellcasting class

SMITE (Su)

At 2nd level, the stormhammer gains the power to smite when using his battlehammer, making a single melee or ranged attack with a +4 bonus on the attack roll and a bonus on the damage roll equal to his stormhammer level. The character must declare the smite attempt before making the attack. This ability is usable once per day.

As well, if the stormhammer has a smite ability from another class, he can use that ability one additional time per day. The bonus on attack rolls for such attacks do not increase, but the bonus on damage rolls is based on the levels from all classes that grant the smite ability. With his dwarven battlehammer, the stormhammer can use his smite ability with a melee or ranged attack.

MIGHTY BLOW (Ex)

At 3rd level, the stormhammer gains the Power Attack feat (even if does not meet the prerequisites). In addition, the stormhammer may use Power Attack when making a ranged attack with a dwarven battlehammer. If the stormhammer already has Power Attack, he may instead

select any feat listed as a fighter bonus feat for which he meets the prerequisites.

TURNING ATTACK (Ex)

At 4th level, when fighting an undead creature, the stormhammer may combine a turn attempt and a melee attack with a dwarven battlehammer as a full-round action. Resolve the attack and the turn attempt as normal. The stormhammer need not successfully hit the undead creature in order to turn it.

CALL BATTLEHAMMER (Su)

At 5th level, the stormhammer may call his dwarven battlehammer from up to a mile away. It appears in his hands at the beginning of his next turn. Calling a battlehammer is a swift action that can be performed a number of times per day equal to the stormhammer's Charisma modifier (minimum once per day).

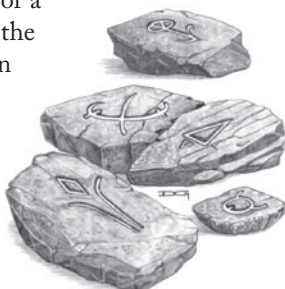
MULTICLASS NOTE

A paladin who becomes a stormhammer may continue to advance as a paladin.

PART V: SPELLS AND MAGIC

The dwarven appreciation of magic has long been overlooked, but many of those born of stone have more than just martial prowess and careful craft to distinguish them. The dwarves wield mighty spells inspired by the depths in which they dwell, forging potent bonds with earth and fire, and binding powerful magic into the weapons of their forges. Dwarven spellcasters are a secretive lot, and they rarely share unique spells with nondwarves. The bonds of friendship must run deep indeed for a dwarf to entrust such an ally with the magic of his people, but it has been known to happen.

An M appearing at the end of a spell's name in the spell lists denotes a spell with a material component that is not normally included in a spell component pouch.



NEW SPELLS

NEW CLERIC SPELLS

2ND-LEVEL CLERIC SPELL

Hammer Chant: Speeds production of a single forge for 1 week.

3RD-LEVEL CLERIC SPELLS

Brightvision: Doubles natural darkvision and allows sight in color.

Earthskin: Gain DR 5/magic for 1 min./level or until discharged.

4TH-LEVEL CLERIC SPELL

Armor of Force: Target armor's bonus applies to touch attacks.

5TH-LEVEL CLERIC SPELL

Will of the Body: Target can make a Fortitude save in place of another required save.

6TH-LEVEL CLERIC SPELL

Armored Skin: Transforms one suit of armor into natural armor.

NEW DRUID SPELLS

1ST-LEVEL DRUID SPELL

Tunnel: You gain a burrow speed through dirt.

2ND-LEVEL DRUID SPELLS

Mire: Stone and earth entangle foes.

Stone Sanctuary: You create a temporary hollow stone shelter.

3RD-LEVEL DRUID SPELL

Boulder: Boulder moves through battlefield to knock creatures prone, deal 1d6+5 bludgeoning damage.

4TH-LEVEL DRUID SPELLS

Acid Burst: 1d6 damage/level in a 20-ft.-radius burst.

Acid FormM: Gain immunity to acid, deal 1d6 acid damage with a touch attack.

Tremorsense: Discern location of anything within 60 ft. by vibration, 10 min./level.

NEW PALADIN SPELLS

1ST-LEVEL PALADIN SPELL

Earth Charger: Mount gains +4 Str and trample ability when in contact with ground.

2ND-LEVEL PALADIN SPELL

Steadfast Blow: Add Con modifier to melee damage rolls.

3RD-LEVEL PALADIN SPELL

Body and Mind: Add Con modifier plus Wis modifier to Will saves, add Wis modifier to melee damage rolls.

4TH-LEVEL PALADIN SPELLS

Armor of the Heart: Add Con bonus to AC.

Resist Damage: Gain damage reduction equal to Con modifier.

NEW RANGER SPELLS

1ST-LEVEL RANGER SPELLS

Stone Scent: Mask your scent while in contact with the ground.

Stonebrow: Gain +10 bonus on Hide checks against a stone background.

Tunnel: You gain a burrow speed through dirt.

2ND-LEVEL RANGER SPELL

Cavernlore: +5 bonus on Survival checks underground, enhanced ability to notice unusual stonework.

4TH-LEVEL RANGER SPELLS

Deepsight: Extend darkvision by 60 ft.

Tremorsense: Discern location of anything within 60 ft. by vibration, 10 min./level.

NEW SORCERER/WIZARD SPELLS

0-LEVEL SORCERER/WIZARD SPELL

Div **Stonesense:** Gain stonecunning ability as a dwarf.

2ND-LEVEL SORCERER/WIZARD SPELLS

Abjur **Earthskin:** Gain DR 5/magic for 1 min./level or until discharged.

Ice Armor: Gain deflection bonus and fire resistance.

Conj **Boulder:** Boulder moves through battlefield to knock creatures prone, deal 1d6+5 bludgeoning damage.

Trans **Brightvision:** Doubles natural darkvision and allows sight in color.

Detonation Bolts: Exploding bolts deal 1d6 fire damage with touch attack.

Mire: Stone and earth entangle foes.

3RD-LEVEL SORCERER/WIZARD SPELLS

Div **Combat Awareness:** +2 insight bonus to AC and on Reflex saves.

Evoc **Acid Burst:** 1d6 damage/level in a 20-ft.-radius burst.

Trans **Deepsight:** Extend darkvision by 60 ft.

4TH-LEVEL SORCERER/WIZARD SPELLS

Conj **Stone Sanctuary:** You create a temporary hollow stone shelter.

Div **Stonesight:** You see through stone and dirt.

Evoc **Bornhaln's Shockwave:** Deals 1d6 damage/2 levels and bull rushes all in a 10-ft.-radius burst.

Trans **Acid FormM:** Gain immunity to acid, deal 1d6 acid damage with a touch attack.

5TH-LEVEL SORCERER/WIZARD SPELL

Conj **Shredding SpheresM:** Two flying spheres of spinning blades attack foes.

6TH-LEVEL SORCERER/WIZARD SPELL

Evoc **Shard RainM:** Rain of razor-sharp crystals deals 1d6 damage/level in area.

8TH-LEVEL SORCERER/WIZARD SPELL

Trans **Timeslip:** Change outcome of one action by rerolling any one die.

NEW SPELL DESCRIPTIONS

Spells are presented in alphabetical order except for those whose names begin with “greater”, “lesser”, or “mass.”

ACID BURST

Evocation [Acid]
Level: Druid 4, sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: 20 ft.
Area: 20-ft.-radius burst centered on you
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Acid sprays outward from your body, showering all creatures in the area and dealing 1d6 points of acid damage per caster level (maximum 10d6).

The acid burst also deals damage to objects in the area. It scars the surfaces of walls and can mar or ruin unattended items (at the GM’s discretion). If the damage caused to an interposing barrier destroys the barrier, the burst might continue beyond the barrier if the spell’s area permits.

Material Component: A small citrus fruit.

ACID FORM

Transmutation [Acid]
Level: Druid 4, sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)

Your flesh transforms into a thick and acidic gel. You retain your basic body shape and mobility, but the malleable nature of your new form grants you a +10 circumstance bonus on Escape Artist checks and to checks made to escape a grapple. Weapons affect you normally, but creatures take an additional 1d6 points of acid damage each round that they grapple you, or 1d3 points of acid damage each time they hit you with a melee attack. You are immune to acid damage while transformed.

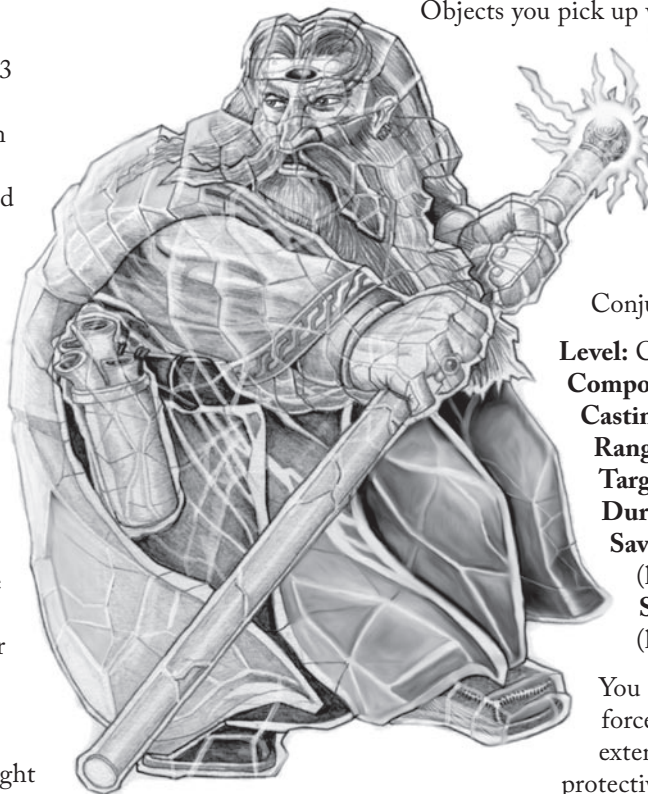
While under the spell’s effects, you can make melee touch attacks dealing 1d6 points of acid damage, or you can make unarmed melee attacks that deal 1d6 points of acid damage in addition to your normal unarmed damage. Your unarmed melee attacks do not provoke attacks of opportunity while

you are under the spell’s effects. Alternatively, you can shoot a stream of acid as a ranged touch attack with a maximum range of 20 feet, dealing 2d6 points of acid damage on a successful hit.

Your equipment is subsumed into your new form for the duration of the spell and provides no benefits to you.

Objects you pick up while transformed take 1d6 points of acid damage each round. You may not cast spells while in *acid form*.

Material Component: A flask of acid costing 10 gp.



ARMOR OF FORCE

Conjuration (Creation) [Force]

Level: Cleric 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: One suit of armor touched
Duration: 1 hour/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You conjure bands of invisible force around a suit of armor, extending the armor’s natural protective qualities to touch attacks.

While this spell is in effect, you may apply the armor’s total AC bonus, including enhancement bonuses, to your touch AC.

ARMOR OF THE HEART

Abjuration

Level: Paladin 4
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: Armor worn
Duration: 1 min./level (D)

Armor of the heart imbues your armor with your own innate toughness and heartiness. While the spell is in effect, your armor gains a bonus to AC equal to your Constitution modifier (minimum +1).

This spell only affects armor. It has no effect on shields or normal clothing.

ARMORED SKIN

Transmutation

Level: Cleric 6
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal

Target: Armor worn
Duration: 10 min./level (D)

This spell melds the armor you wear into your skin, transforming its armor bonus to a natural armor bonus of equal value. This natural armor bonus stacks with any natural armor you already have. The transformed armor has no effective weight, does not inhibit movement, has no maximum Dexterity limit, and does not impose an armor check penalty.

Any attempt to wear another suit of armor while under the effect of *armored skin* causes the spell to fail. *Armored skin* does not affect shields.

BODY AND MIND

Transmutation

Level: Paladin 3
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)

You fuse body and mind into a perfect fighting whole. While this spell is in effect, you add your Constitution bonus in addition to your Wisdom modifier as a bonus on all Will saves, and add your Wisdom bonus on all melee damage rolls.

BORNHALM'S SHOCKWAVE

Evocation [Force]

Level: Sorcerer/wizard 4
Components: V, S
Casting Time: 1 standard action
Range: 10 ft.
Area: 10-ft.-radius burst centered on you
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A powerful shockwave radiates outward from you, blasting all creatures in the area for 1d6 points of damage per two caster levels (maximum 10d6). In addition, all creatures in the area are subject to a bull rush attack from the spell. The spell acts as a Large creature and makes its Strength check with a +2 bonus per caster level (maximum +20). For every five points by which the bull rush attack exceeds an opponent's Strength check, it is moved back an additional 5 feet.

BOULDER

Conjuration (Creation) [Earth]

Level: Druid 3, sorcerer/wizard 2
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 5-ft.-diameter sphere

Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

A spherical boulder of elemental earth rolls around the battlefield under your control. It moves up to 20 feet in a straight line every round (less if it strikes an immovable object) in a direction of your choice, bowling over creatures in its path. The boulder makes a melee touch attack against any creature it contacts, using your base attack bonus with an effective Strength bonus of +5. Creatures struck by the boulder must win an opposed Strength check or be knocked prone, taking 1d6+5 points of bludgeoning damage as the boulder rolls over them. If a creature wins the opposed Strength check, the boulder travels no farther that round.

The boulder has a hardness of 8 and 180 hit points.

Arcane Material Component: A smooth spherical pebble.

BRIGHTVISION

Transmutation

Level: Cleric 3, sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Brightvision improves a creature's natural darkvision so that it doubles its range and allows the subject to see in color. This spell has no effect on creatures under the effect of a *darkvision* spell.

CAVERNLORE

Transmutation

Level: Ranger 2
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level

Cavernlore grants a +5 enhancement bonus on Survival checks made while underground. As well, if you are using Survival to track a creature through natural caverns, you may move at your normal speed with no penalty.

If you also have the stonemasonry ability, you gain an enhanced ability to notice unusual stonework. While under the effect of *cavernlore*, you can make Spot checks to notice unusual stonework within 20 feet, and can make Spot checks to notice worked materials made to look like natural stone (such as secret or concealed doors or traps). The Spot check uses the same DC as a Search check to locate the same materials.

Material Component: A dire badger's whisker.

COMBAT AWARENESS

Divination

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

Combat awareness sharpens your battle senses, granting a +2 insight bonus to your AC and on Reflex saves.

Material Component: A cat's-eye marble.

DEEPSIGHT

Transmutation

Level: Ranger 4, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 min./level

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

Deepsight extends a subject's darkvision (whether natural or from the *darkvision* spell), by an additional 60 feet.

Material Component: A small fragment of obsidian.

DETONATION BOLTS

Transmutation [Fire]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

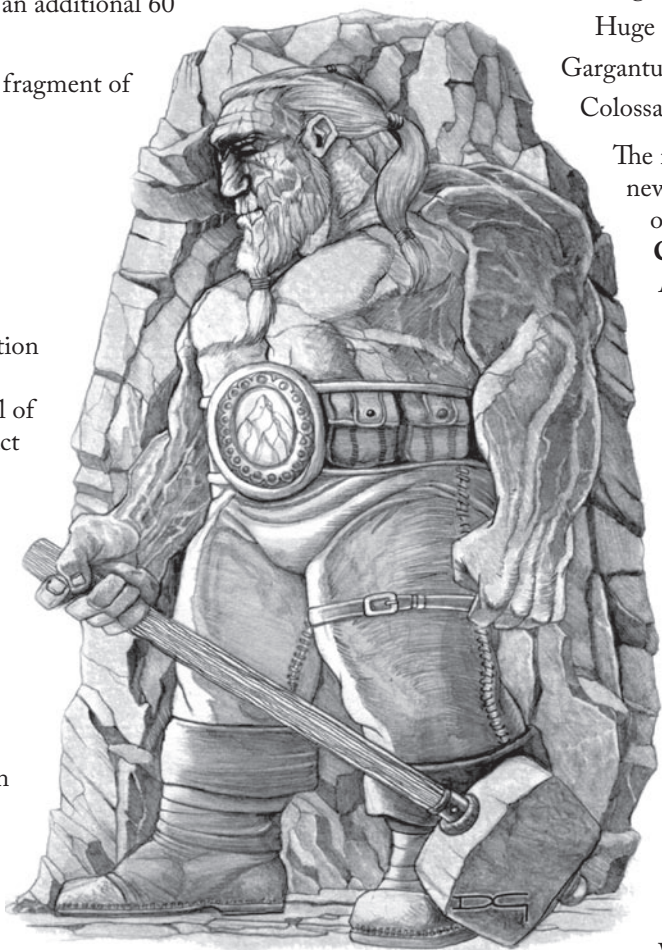
Target: Twenty projectiles, all of which must be in contact with each other at the time of casting

Duration: 10 min./level

Saving Throw: Will negates (harmless, object); Reflex half; see text

Spell Resistance: Yes (harmless, object)

This spell imbues ammunition (such as bolts, arrows, shuriken, and stones) with explosive power. Affected ammunition is fired as a ranged touch attack. If you hit, you forgo the normal damage from your ranged



attack, instead dealing 1d6 points of fire damage to the target and to all creatures within a 5-foot radius burst (Reflex half).

Material Component: A single red pebble.

EARTH CHARGER

Transmutation

Level: Paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Earth charger fills your mount with the power of earth. As long as it remains in contact with the ground, it gains a +4 enhancement bonus to Strength and gains the trample ability (if it doesn't already have it). Creatures deal trample damage based on their size as follows.

Size	Trample Damage
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d8

The mount adds 1-1/2 times its newly enhanced Strength bonus on its trample damage roll. See **Chapter Seven: Glossary** of the *MM* for more information on the trample ability.

EARTHSKIN

Abjuration

Level: Cleric 3, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level or until discharged

Your skin's appearance changes, taking on a rocky tone and texture that grants you damage reduction 5/magic. (This spell doesn't grant you the ability to overcome the damage reduction of other creatures.) Once the spell has prevented a

total of 5 points of damage per caster level (maximum 50 points), it is discharged.

HAMMER CHANT

Transmutation

Level: Cleric 2

Components: V, S, DF

Casting Time: 1 hour

Range: Touch

Area: One forge area up to 30 ft. by 30 ft.

Duration: 1 week

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

This spell increases the accuracy of hammer blows, makes metal easier to shape, and otherwise simplifies the crafting of any items in the area of one particular forge. While *hammer chant* is in effect, characters manufacturing goods using the Craft (weaponsmithing) or Craft (blacksmithing) skill produce 25% more value per week worked than normal. This increase is applied after other effects that increase the value of goods completed.

ICE ARMOR

Abjuration

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level; see text (D)

This spell sheathes you in thin armor made entirely of ice. The armor radiates no cold and does not harm you, even as it grants a +3 deflection bonus and fire resistance 30. Every 10 points of fire damage prevented by the spell reduces the spell's deflection bonus by 1. When the deflection bonus drops to 0, the spell ends.

The *ice armor* has no effective weight, does not inhibit movement, has no maximum Dexterity limit, and does not impose an armor check penalty or a chance of arcane spell failure. You may cast this spell while wearing armor, but multiple *ice armor* spells do not stack.

MIRE

Transmutation

Level: Druid 2, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One 10-ft. square/4 levels

Duration: 1 round/level

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

You make the very earth twist and writhe, causing all creatures within or moving through the area to make a

successful Reflex save or become entangled. A creature can break free and move half its normal speed by using a full-round action to make a DC 20 Strength check or a DC 20 Escape Artist check. A creature that succeeds on a Reflex save is not entangled but can still move at only half speed through the area. Each round on your turn, the earth once again attempts to entangle all creatures that have avoided or escaped entanglement.

Creatures with burrow speeds are immune to the effects of *mire*.

Material Component: A small lump of clay.

RESIST DAMAGE

Transmutation

Level: Paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You gain minor damage reduction of an amount equal to your Constitution modifier (minimum 1), and that can be overcome only by adamantine weapons. For example, if your Constitution score is 17, you gain damage reduction 3/adamantine. This damage reduction does not stack with any damage reduction from other sources, and it does not allow you to overcome the damage reduction of other creatures).

SHARD RAIN

Evocation [Earth]

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: One 5-ft. square/2 levels

Duration: Instantaneous

Saving Throw: Reflex half; see text

Spell Resistance: Yes

You cause razor-sharp shards of crystal to fall on an area, tearing through flesh and armor alike to deal 1d6 points of piercing damage per caster level (maximum 15d6). Tiny fragments of the shards remain scattered over the area of the spell's effect, but they are fragile and worthless.

Material Component: A tiny shard of quartz worth 1 gp.

SHREDDING SPHERES

Conjuration (Creation)

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 2 flying metal spheres

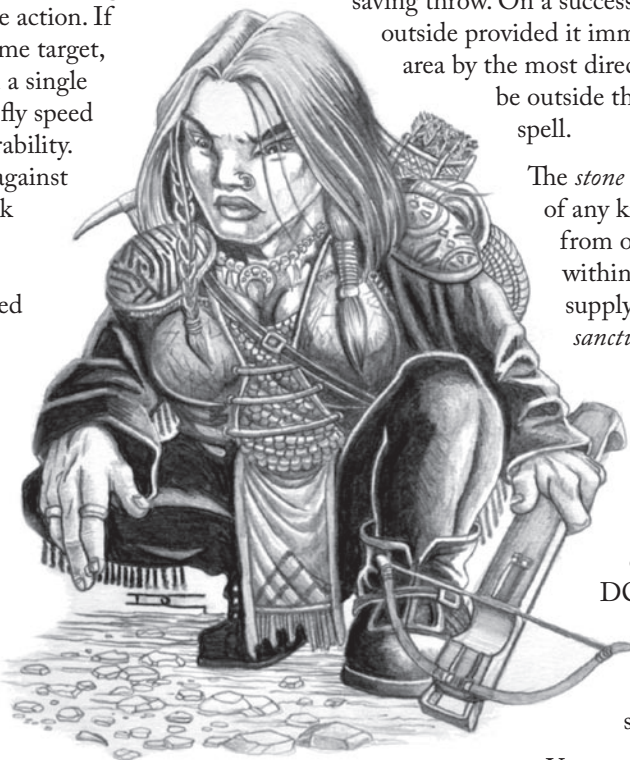
Duration: 1 round/level (D)

Saving Throw: None
Spell Resistance: Yes

When this spell is cast, two hovering spheres made entirely of spinning blades come into being in a space you occupy. Each sphere can be directed to attack a target within the spell's range as a move action. If you direct both spheres at the same target, you may control them both with a single move action. The spheres have a fly speed of 30 feet with perfect maneuverability. You make a melee touch attack against each target using your base attack bonus, dealing 2d6 points of slashing damage on a successful hit. The spheres' attacks are treated as magic for the purpose of overcoming damage reduction.

Whenever a sphere moves outside of the spell's range, it flies back toward you at 30 feet per round until it is once more within range, where it can be controlled normally. Each sphere is AC 15 and has a hardness of 10 and 30 hit points.

Material Component: A small cold iron sphere worth 500 gp.



spaces equal to one-half your caster level. For example, a 7th-level spellcaster encircles himself plus 3 adjacent spaces. A Large caster of the same level would encircle himself (4 spaces), plus 3 adjacent spaces. Creatures in the area who do not wish to be enclosed in the shelter may attempt a Reflex saving throw. On a successful save, a creature remains outside provided it immediately moves out of the spell's area by the most direct route. You cannot choose to be outside the shelter when you cast the spell.

The *stone sanctuary* has no openings of any kind, and so offers total cover from outside creatures. Creatures within can breathe normally but must supply any light sources. The *stone sanctuary* resembles a peaked boulder approximately 10 feet in height (larger for larger casters), and can easily be used to block narrow passages and caverns. The stone is 3 inches thick, with a hardness of 8, 90 hit points, and a break DC of 50. Creatures inside the shelter, including you, may use *teleport* or similar spells to enter or leave the stone sanctuary after it is formed.

You must be standing on the ground or on stone flooring to cast *stone sanctuary*.

Material Component: A small piece of pumice.

STEADFAST BLOW

Transmutation

Level: Paladin 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level (D)

By casting *steadfast blow*, you channel your toughness and resilience into any melee weapon you wield. For the duration of this spell, you add your Constitution bonus on all melee damage rolls.

STONE SANCTUARY

Conjuration (Creation) [Earth]

Level: Druid 2, sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Special; see text
Effect: Hollow stone boulder whose area occupies 3 adjacent 5-ft. squares surrounding you
Duration: 1 min./level (D)
Saving Throw: Reflex negates; see text
Spell Resistance: No

You create an immobile shelter of thick stone that completely surrounds your space plus a number of adjacent

STONE SCENT

Transmutation

Level: Ranger 1
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level

You mask your scent by blending it with that of the surrounding stone. As long as you touch the ground (or stone flooring in direct contact with the ground), you cannot be detected by the scent ability. In addition, creatures cannot use scent to track you for the duration of the spell.

Material Component: A small lump of clay.

STONEBROW

Abjuration

Level: Ranger 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level (D)

Your skin, clothing, and armor you wear assume the appearance of natural stone. While against a stone or earthen background (a pillar, wall, landslide, and so on), you gain a +10 bonus on Hide checks.

STONESENSE

Divination

Level: Sorcerer/wizard 0

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/2 levels

When you cast this spell, you gain the stonecunning ability, as a dwarf (see page 1). If you already have the stonecunning ability, this spell adds a +2 bonus on any Search checks to notice unusual stonework.

Arcane Focus: A small rock hammer.

STONESIGHT

Divination

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

Stonesight allows you to see through stone, dirt, rock, and other mineral substances, which become pale and translucent to your eyes. You can see into open spaces within your range of vision, but *stonesight* does not give you the ability to see without light. Unless you have darkvision or there is light in the area you are looking into, you see only darkness.

You can also see creatures using spells or abilities (like *meld into stone*) to hide within stone or earth, but not ethereal creatures sharing the same space as the stone (unless you normally have the ability to see ethereal creatures).

TIMESLIP

Transmutation

Level: Sorcerer/wizard 8

Components: V, S

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Timeslip pushes you back a fraction of a second in time, potentially changing the outcome of one action. You can immediately reroll any single die roll you just made, taking the better result. Because this spell is cast as an immediate action (see the Introduction, page C), it can be cast even when it isn't your turn.

TREMORSENSE

Divination

Level: Druid 4, ranger 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level

You gain uncanny sensitivity to vibrations, and can automatically discern the location of anything within 60 feet that is in contact with the ground.

TUNNEL

Transmutation

Level: Druid 1, ranger 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Tunnel causes your hands and forearms to thicken and be covered with a heavy layer of leathery skin. You gain a burrow speed of 10 feet, but you may only burrow through dirt (not rock), and you may not take a run action while burrowing. The change to your arms has no effect on your combat abilities.

Material Component: A small piece of a burrowing animal's claw.

WILL OF THE BODY

Transmutation

Level: Cleric 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Any time the subject of the spell is required to make a Reflex or Will save, it can make a Fortitude save instead, applying all the usual modifiers. It can substitute saves in this way throughout the duration of the spell. Abilities that depend on the result of a particular kind of saving throw (such as evasion requiring a Reflex save) cannot be used if the subject opts to make a Fortitude saving throw instead.

The subject must choose whether to substitute the saving throw before rolling the save, but may freely substitute saving throws or not during the spell's duration—opting not to do so does not end the effect.

PART VI: DWARVEN EQUIPMENT

Famed for their talent in mining and craft, dwarves have long labored to produce the finest goods known. Although their love of beauty and pride in their handiwork shows in everything they make, nowhere are these traits more evident than in the dwarven armor and weapons. Whether from the need to stand against dangerous creatures encountered in the depths, or from the grim drive instilled by their mountain strongholds, dwarves display an innovation and passion unmatched by other races in creating the apparatus of war.

Although they enjoy the challenge of working with chainmail, dwarf smiths devote most of their attention and effort to heavier armor, and many dwarves regard even breastplate as “light”.

EXOTIC ARMOR AND SHIELDS

Just as there are some weapons that require special training to wield effectively, so too are there forms of armor that have specialized effectiveness—usable only by a wearer with the necessary skill. To use exotic armor and shields effectively, a character must have the Exotic Armor Proficiency or Exotic Shield Proficiency feats (see page 9) for the specific type of exotic armor or shield worn.

A character who wears exotic armor or uses an exotic shield with which he is not proficient applies the indicated armor check penalty on attack rolls and to all skill checks that involve moving, including Ride.

ARTICULATED HALF-PLATE

Although as restrictive as normal half-plate for most types of movement, articulated half-plate allows a greater freedom to run, allowing the wearer to run at quadruple speed (as normal). Wearing articulated half-plate requires special training because it allows much freer movement when taking simple steps forward than it does when attempting other kinds of movement, such as jumping or climbing.

DWARVEN PLATE

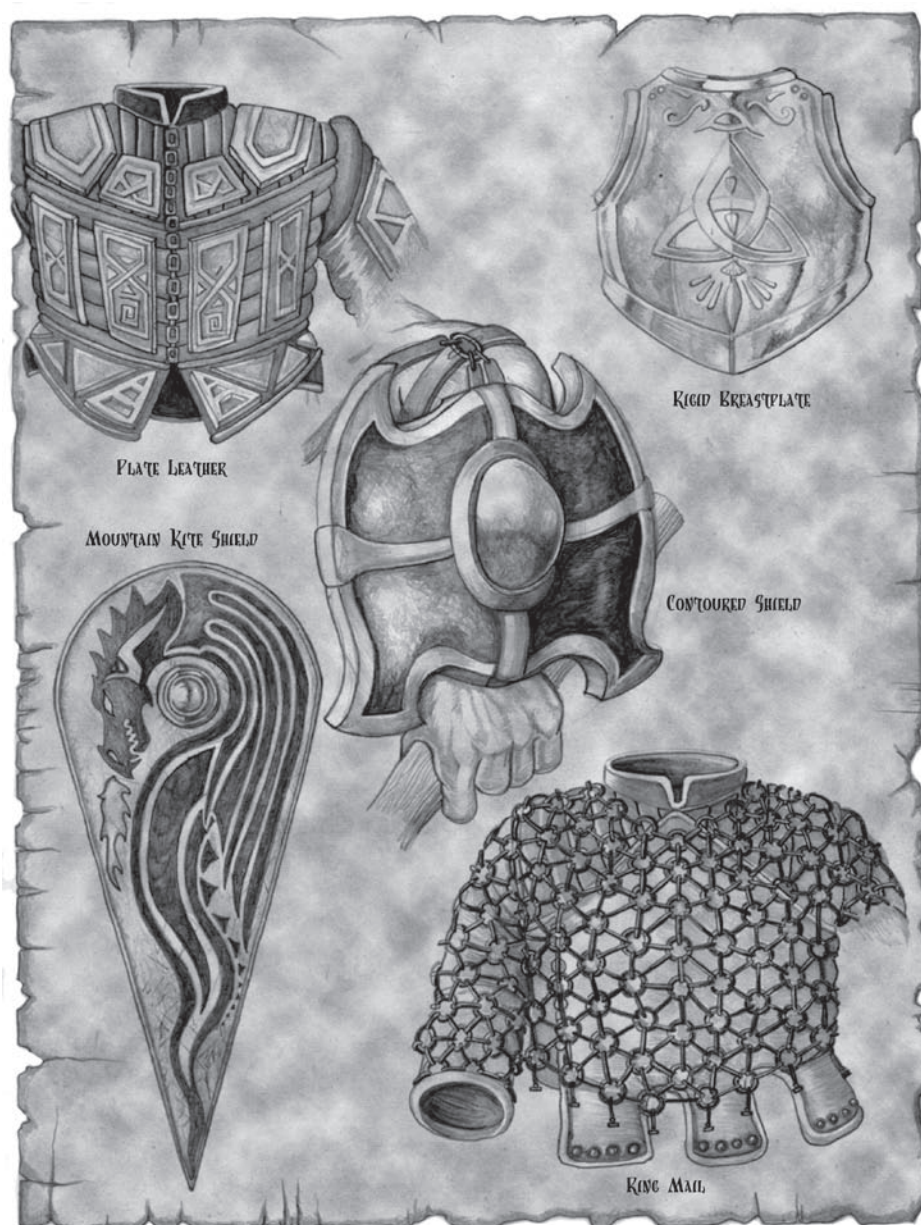
The pinnacle of dwarven armorsmithing, this is the preferred armor of many dwarf paladins and knights. Without special training, it is difficult to do anything other than walk while wearing dwarven plate.

FINE LEATHER

This armor is very flexible compared even to regular leather armor. Proficiency with fine leather doesn't involve learning how to move in it so much as how to use such thin armor as effective protection.

LANCER'S HALF-PLATE

This finely crafted half-plate offers substantial benefits to mounted wearers. If used in conjunction with a military



saddle (see **Chapter Seven: Equipment** of the *PHB*), lancer's half-plate adds a +2 circumstance bonus on Ride checks related to staying in the saddle. This bonus stacks with the bonus provided by the military saddle. If you're knocked unconscious while wearing lancer's half-plate and using a military saddle, you have a 85% chance of staying in the saddle (compared to a 75% chance for a military saddle alone).

PLATED LEATHER

This thick leather armor is reinforced with metal plates over large areas of the body. Plated leather has enough metal components to be vulnerable to a rust monster's rust ability and similar attacks. Characters not proficient with plated leather find the plates awkward and confining.

RIGID BREASTPLATE

This specially constructed breastplate offers more protection than a normal breastplate, but unless its wearer undergoes

specific training, it is a great deal more confining. Even with the proper training, the armor is slightly more restrictive than normal breastplate.

RING MAIL

Large metal rings cover a thick suit of leather armor, providing good flexibility and protection for those used to the armor's strange fit.

SCULPTED SCALE MAIL

This carefully smoothed scale mail is painstakingly crafted so that its scales flex without noticeably separating, with the joints protected by larger pieces of smooth metal. This makes it very hard for other creatures to hold onto the wearer. While wearing sculpted scale mail, you gain a +4 bonus on all opposed grapple checks, including rolls to avoid taking damage or being pinned (though not to initiate a grapple). Unless given specific training, wearers find the joint plates of sculpted scale mail very confining.

TABLE 2-7: ARMOR AND SHIELDS

Armor	Cost	Armor/ Shield Bonus	Max. Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	—Speed—		Weight ¹
						(30 ft.)	(20 ft.)	
Light armor								
Fine leather	100 gp	+2	+8	0	10%	30 ft.	20 ft.	5 lb.
Plated leather	200 gp	+4	+5	-1	15%	30 ft.	20 ft.	25 lb.
Medium armor								
Sculpted scale mail ²	150 gp	+4	+3	-3	25%	20 ft.	15 ft.	30 lb.
Ring mail	100 gp	+5	+4	-3	25%	20 ft.	15 ft.	30 lb.
Traveler's plate	350 gp	+5	+3	-4	25%	20 ft.	15 ft.	25 lb.
Rigid breastplate	350 gp	+6	+3	-5	25%	20 ft.	15 ft.	35 lb.
Heavy armor								
Articulated half-plate ²	800 gp	+7	+0	-7	40%	20 ft.	15 ft.	45 lb.
Lancer's half-plate ²	2,000 gp	+7	+1	-6	35%	20 ft. ³	15 ft. ³	50 lb.
Woven plate ²	1,750 gp	+8	+1	-7	35%	20 ft. ³	15 ft. ³	50 lb.
Dwarven plate	5,000 gp	+10	+2	-8	35%	20 ft. ³	15 ft. ³	55 lb.
Shields								
Contoured shield ²	75 gp	+2	—	-2	15%	—	—	15 lb.
Mountain kite shield	100 gp	+3	+3	-6	25%	—	—	20 lb.
Crossbow shield ²	85 gp	+2	—	-1	15%	—	—	6 lb.
Last throw shield ²	95 gp	+1	—	-1	15%	—	—	4 lb.

¹ Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, while armor sized for Large characters weigh twice as much.

² See the description of this armor or shield for special rules.

³ When running in heavy armor, you move only triple your speed, not quadruple.

SHIELD, CONTOURED

Essentially a large shield rigged to work like a buckler, a contoured shield is strapped to the shoulder and forearm, leaving the hand free. Shaped to fit most humanoids, it allows the use of an item in the shield hand just as a buckler does. However, the contoured shield is much more unwieldy than a buckler, and imposes a -1 penalty on all attacks made with bows, crossbows, two-handed melee weapons, and off-hand melee weapons. This penalty stacks with those for fighting with your off hand and for fighting with two weapons. In any case, if you use a weapon in your off hand, you don't get the contoured shield's AC bonus for the rest of the round.

SHIELD, CROSSBOW

This is a rectangular wooden shield mounted on the front of a crossbow. It provides protection only on rounds when you hold the crossbow at the ready (such as when making an attack with it or readying an action to do so). The shield does not interfere with the normal function of the crossbow.

SHIELD, LAST THROW

In addition to benefiting from its protection, if you have Exotic Shield Proficiency with a last throw shield you can throw it as a ranged weapon. The thrown shield has a range increment of 10 feet and deals 1d6 points of slashing damage with its sharpened rim. Without the velocity imparted by a throw, it deals little damage and is therefore unsuited for use as a melee weapon. (You can still make a shield bash attack, but this does not deal the additional slashing damage.)

Magic last throw shields are handled much as armor spikes—an enhancement to the shield's armor bonus does not affect its attack or damage rolls, nor does it allow the shield to penetrate damage reduction. Likewise, a combat enhancement affects only attack and damage rolls, not the shield's defensive qualities.

SHIELD, MOUNTAIN KITE

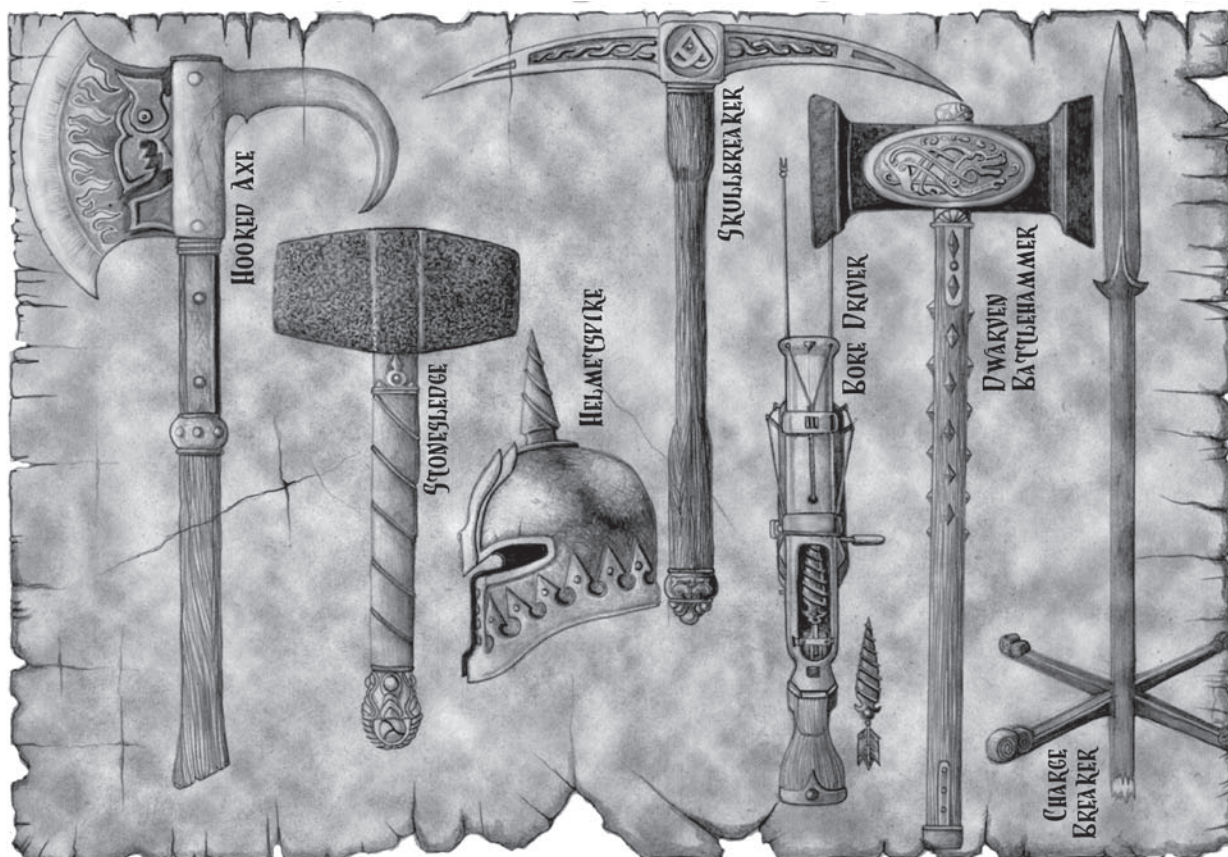
Bigger than any shield other than a tower shield, this slab of metal offers great protection but is simply too heavy to wield properly without special training.

TRAVELER'S PLATE

This light plate armor restricts movement over short distances as normal for medium armor. However, its relatively light weight mitigates the armor's effects on movement for proficient wearers when traveling long distances. Your combat movement rate and run speed are reduced as shown on the table, but for overland movement of 1 hour or more, the armor has no effect on your speed.

WOVEN PLATE

Made of large, overlapping plates, this armor affords great protection in normal combat conditions. However, if you do nothing but concentrate on covering your vital areas and avoiding enemy blows, the plates fit together so cunningly that they leave few, if any, avenues of attack. If you are proficient with woven plate and take the total defense action while wearing it, you gain a +5 bonus to



your AC (instead of the normal +4 for the total defense action). This bonus stacks with the normal armor bonus provided by the woven plate.

WEAPONS

Dwarves favor heavy, two-handed melee weapons and crossbows built with a single purpose in mind—quickly smashing the enemy. They are capable of building more cunning or subtle weaponry, but most favor a heavy blow over a finesse attack.

In addition to the dwarven waraxe and urgrosh, the dwarves have perfected several other exotic weapons. Unlike the urgrosh and the waraxe, dwarves are not automatically familiar with these weapons.

AXE, HOOKED

This single-bladed axe has a curved metal hook on the opposite side, allowing you to make trip attacks with the weapon. If you are tripped during your own trip attempt, you can drop the hooked axe to avoid being tripped yourself.

BATTLEHAMMER, DWARVEN

A dwarven battlehammer is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a dwarven battlehammer two-handed as a martial weapon.

BORE DRIVER

The bore driver is a complex mechanical weapon that depends on ammunition to deal damage and must be reloaded after each successful attack. Although it is used as a melee weapon, it shares many of a crossbow's properties.

The main shaft of a bore driver is a hollow metal tube that holds and fires bore darts. To use the weapon, you must first load a bore dart into it as a standard action. Metal wires protrude from the firing end and are connected to a powerful but compact mechanism of springs and wires. Once the wires touch a foe, the bore driver fires its bore dart into the target. An unsuccessful attack means the wires do not make contact, the bore dart is not fired, and the weapon remains armed.

A loaded bore driver makes melee touch attacks, and you do not apply your Strength bonus on damage rolls made with the weapon. You threaten the spaces around you normally and can make attacks of opportunity with the bore driver as long as it remains loaded. An empty bore driver is not an effective melee weapon, and you do not threaten any spaces while holding one if you have no other weapon.

Although it is not a light weapon, you may use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to melee attacks made with a loaded bore driver.

Reloading a bore driver is a standard action. You may take the Rapid Reload feat for the bore driver.

TABLE 2-8: WEAPONS

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type
<i>Light Melee Weapons</i>							
Helmet spike	50 gp	1d4	1d6	×2	—	5 lb.	Piercing
<i>One-Handed Melee Weapons</i>							
Axe, hooked	35 gp	1d6	1d8	×3	—	15 lb.	Slashing
Battlehammer, dwarven	40 gp	1d8	1d10	×3	—	20 lb.	Bludgeoning
Pick, forked	45 gp	1d4	1d6	×4	—	15 lb.	Piercing
Pick, skullbreaker	50 gp	1d6	1d8	×4	—	20 lb.	Piercing
<i>Two-Handed Melee Weapons</i>							
Bore driver ²	300 gp	1d10	1d12	×3	—	15 lb.	Piercing
Bore darts (20)	10 gp	—	—	—	—	5 lb.	—
Dwarven charge breaker ²	70 gp	1d6	2d4	×3	—	18 lb.	Piercing
Hammer, double ³	150 gp	1d6/1d6	1d8/1d8	×3	—	35 lb.	Bludgeoning
Stone sledge	90 gp	1d10	1d12	×3	—	32 lb.	Bludgeoning

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

² See the description of this weapon for special rules.

³ Double weapon.

DWARVEN CHARGE BREAKER

This long-hafted pike features a stout but unwieldy crosspiece 3 feet below the weapon's tip. If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging opponent. In addition, a successful hit prevents that opponent from making an attack with a reach weapon or using natural reach, and it must win an opposed grapple check to continue charging.

HAMMER, DOUBLE

As with other double weapons, the double hammer allows you to fight with it as if fighting with two weapons. If you do, you incur all the normal attack penalties associated with fighting with two weapons, as if you were using a one-handed weapon and a light weapon.

You can also choose to use a double weapon two handed, attacking with only one end of it. If you wield a double weapon in one hand, you can't use it as a double weapon—only one end of the weapon can be used in any given round.

HELMET SPIKE

A helmet spike, favored by dwarf barbarians, allows for powerful charges. If you make a successful overrun attempt while wearing a helmet spike, you deal the spike's melee damage to the target creature. The normal rules for overrunning apply, and you deal damage only if you knock the opponent prone.

PICK, FORKED

This two-pronged pick grants a +2 bonus on your opposed attack roll when attempting to disarm an opponent. In addition, you can make trip attempts with the forked pick. If you are tripped during your own trip attempt, you can drop the forked pick to avoid being tripped.

PICK, SKULLBREAKER

A skullbreaker pick is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a skullbreaker pick two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

STONE SLEDGE

This heavy stone hammer was first put to use in ancient times against skeletal foes. It has since proven a useful, if weighty, weapon.

SPECIAL ITEMS AND SUBSTANCES

In addition to purely martial items, dwarf artisans create many special alchemical materials for use in both war and peace. All of the following items list the Craft (alchemy) DC to create them.

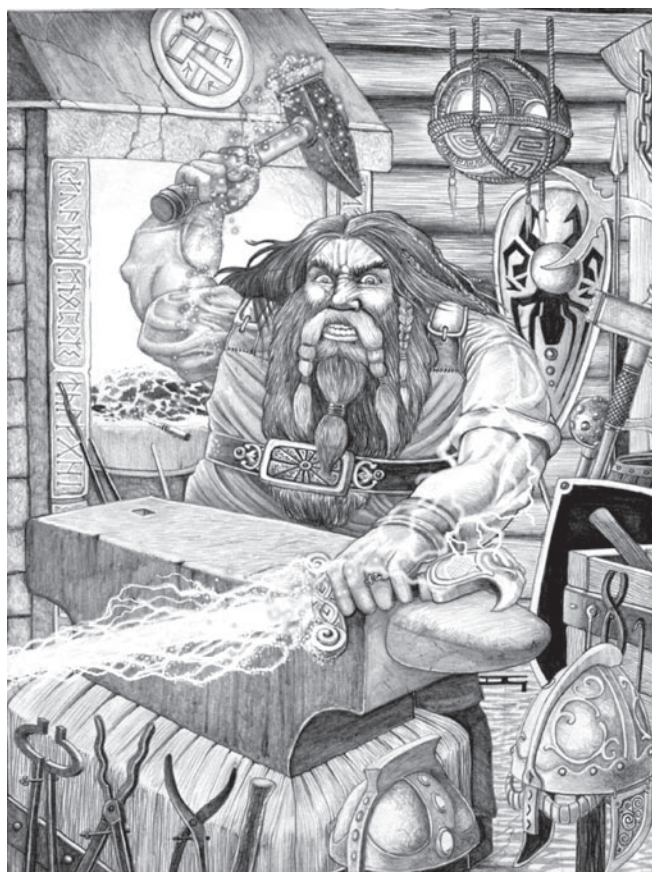
TABLE 2-9:
SPECIAL ITEMS AND SUBSTANCES

Item	Cost	Weight
Crafter's salve	150 gp	1 lb.
Fire draught	50 gp	—
Gelform acid	15 gp	1 lb.
Light elixir	50 gp	—
Mind safe	50 gp	—

CRAFTER'S SALVE

Crafter's salve makes almost any material easier to work, shape, or carve. Although the salve does not make a task easier, it allows a skilled crafter to complete it much more quickly. Since crafter's salve makes items more expensive to produce, dwarf smiths and artisans reserve it for wealthy clients who can afford the premium for faster service. In areas where spellcasters are plentiful, it is often cheaper to pay for a *fabricate* spell or similar magic.

You apply crafter's salve to the raw materials when using the Craft skill to make an item. One dose of the salve is required for every 10 pounds of the item's finished weight. It does not affect the skill check; however, when you make a successful Craft check using the treated materials, you complete double



the normal amount of work for any given period (twice the value in silver pieces of finished goods produced in one week, or twice the value in copper pieces of finished goods per day). If you fail a Craft check by 5 or more when using treated raw materials, you lose all subsequent benefits of the salve unless you obtain replacement materials and treat them with another application.

If crafter's salve is used in conjunction with another ability that increases the value of goods (such as the Master Artisan feat; see page 10), both abilities apply separately. For example, a smith with Master Artisan (weaponsmithing) works with crafter's salve. He makes a Craft (weaponsmithing) check that would normally produce 345 sp worth of finished goods. The Master Artisan feat adds 100% of that value, making the result 690 sp; then crafter's salve adds another 100% of the base value, making the final result 1,035 sp.

Craft (alchemy) DC 25.

FIRE DRAUGHT

A thick concoction of herbs and potent whiskey, fire draught can keep the imbiber awake through nearly anything. For 1 hour after it is consumed, fire draught grants a +5 alchemical bonus on Will saves made to resist sleep and paralysis effects.

Craft (alchemy) DC 25.

GELFORM ACID

You can throw a flask of this thick, gelled acid as a ranged touch attack with a range increment of 10 feet. If it hits, the concoction deals 1d6 points of acid damage on the first round, then 1d3 points of damage on the second round, after which it neutralizes. Because gelform acid is sticky, it cannot be used as a splash weapon.

Craft (alchemy) DC 20.

LIGHT ELIXIR

This sweet-tasting liquid has a pale golden color. For 1 hour after it is consumed, light elixir grants a +1 alchemical bonus on Fortitude and Will saves against necromancy spells and effects.

Craft (alchemy) DC 25.

MIND SAFE

This acrid liquid is pale green and tastes faintly of citrus. For 1 hour after it is consumed, mind safe grants a +1 alchemical bonus on Will saves against enchantment spells and effects.

Craft (alchemy) DC 25.

SPECIAL MATERIALS

Dwarves have access to many special materials that can be worked to create unusual effects.

BLENDING EARTH

Blending earth is stone infused with the magical essence of elemental earth, and is greatly sought after by stonemasons seeking to build concealed stonework. Traps, doors, and other concealed stonework objects are harder to notice if created with this substance, and add +5 to the Search DC to locate them. Stonework made with blending earth costs 25% more than normal.

SPIRIT STONE

Formed only in the heart of their strongholds, spirit stone is one of the most venerated substances in dwarven culture. When a member of a clan dies, a small portion of his essence is caught and held in the spirit stone, enriching the clan's history and the dwarves' reverence for their home. Spirit stone is available only in very small amounts, and those dwarves willing to sell it are branded as traitors by the rest of their kin. As such, its cost far outweighs its relatively modest powers when compared with other special materials.

Spirit stone can be worked as stone or metal can, but only by dwarven hands. Spirit stone weapons are treated as magic for the purpose of overcoming damage reduction, and a weapon made of spirit stone deals 1 extra point of damage when wielded by a dwarf. Armor made of spirit stone provides an additional +1 armor bonus to AC when worn by a dwarf.

Type of Spirit Stone Item	Market Price Modifier
Light armor	+5,000 gp
Medium armor	+10,000 gp
Heavy armor	+40,000 gp
Weapons	+10,000 gp/lb.
Other items	+2,000 gp/lb.

STEELSTONE

A favored material of dwarf armorsmiths, steelstone combines the strength and sturdiness of metal with stone's resistance to rust and other corrosive effects. Although it is stone, steelstone can be worked and shaped like metal, allowing it to be used to craft any item that would normally be made of metal. Steelstone doesn't rust or corrode as metal does, but the *stone shape* spell and similar effects work against it normally. Casting *stone shape* or *transmute rock to mud* on an item made of steelstone destroys it. Items made from steelstone weigh as much as their metal equivalents.

Steelstone has a hardness of 10 and 30 hit points per inch of thickness.

Type of Steelstone Item	Market Price Modifier
Light armor	+500 gp
Medium armor	+1,000 gp
Heavy armor	+4,000 gp
Weapons	+1,000 gp/lb.
Other items	+100 gp/lb.

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