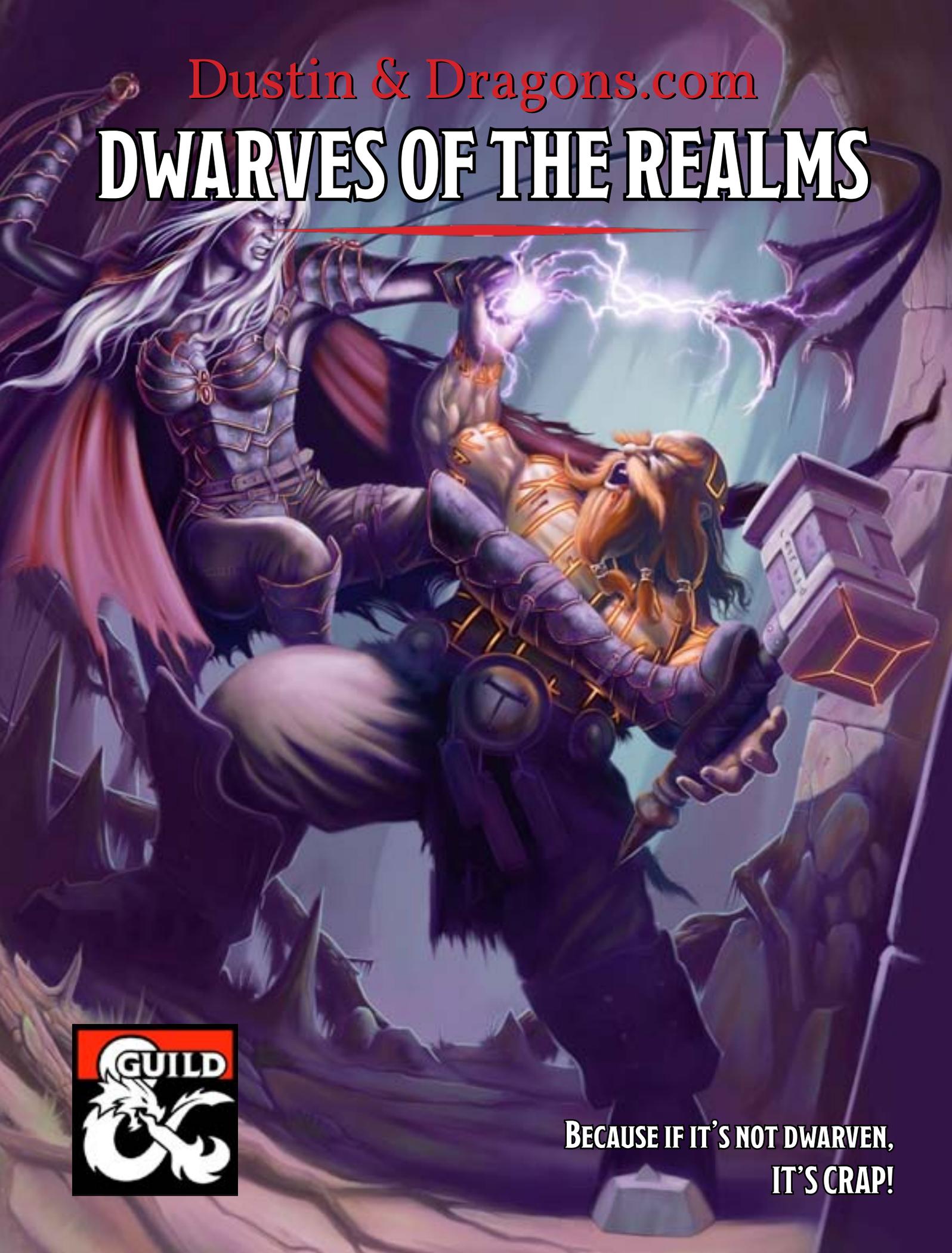


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# DWARVES OF THE REALMS



BECAUSE IF IT'S NOT DWARVEN,  
IT'S CRAP!

## CHAPTER 2: CLASS OPTIONS

Detailed in following are a set of additional subclasses for each of the classes provided by the Player's Handbook, along with a brief description of how each reflect different facets of dwarven identity.

### BARBARIAN: PATH OF THE RUNESCARRED

The ferocity of the Stout Folk is renowned, but seldom do they abandon martial discipline for savagery. Those that do have lost that tradition either have done so because they were raised in the wilderness or embrace these barbaric practices among their more regimented kinfolk. Many have heard of the famed 'battleragers' that form elite squads among the latter, but few are familiar with the practice of carving runes into their own living flesh. Regardless of their methods, dwarven barbarians not only their foes but sometimes their allies as well.

#### PATH OF THE RUNESCARRED FEATURES

Barbarian	
Level	Feature
3rd	Spellcasting, Scribe Runescar
6th	Ritual Scarring
10th	Ferocious Magic
14th	Scarring Spell

#### SPELLCASTING

When you reach 3rd level, you augment your savage might with the ability to cast spells, which are drawn from the cleric spell list.

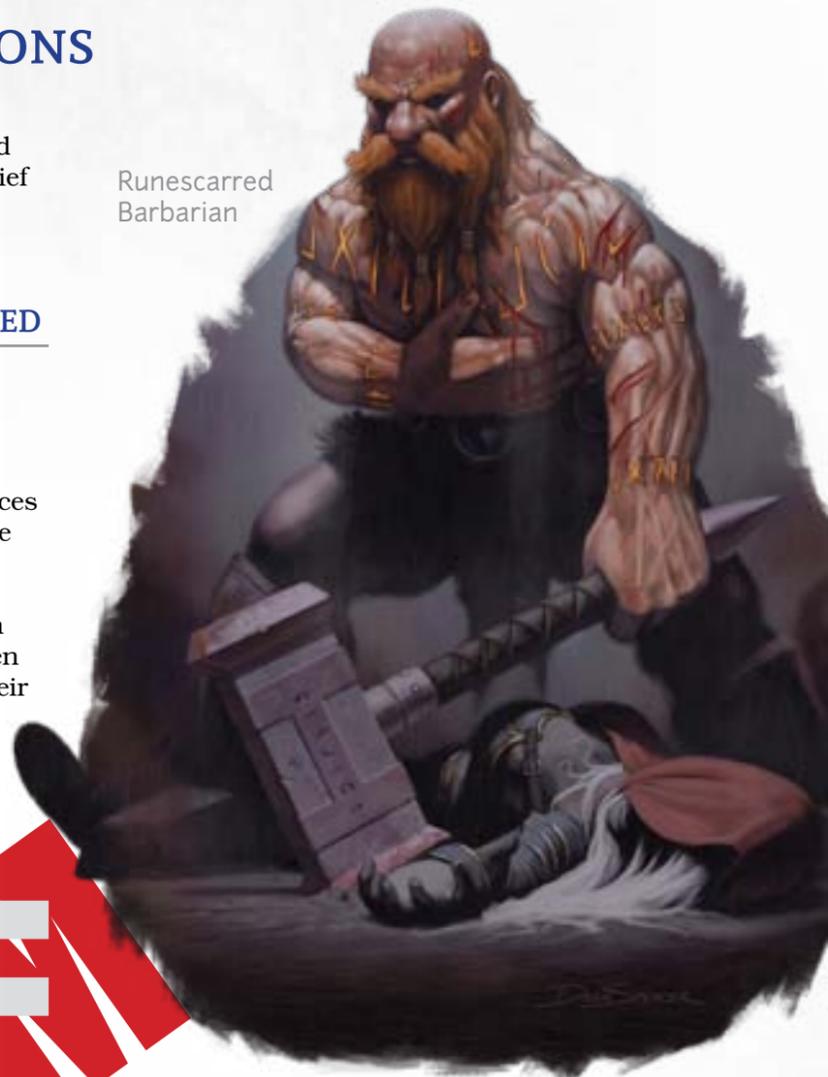
**Cantrips.** You learn two cantrips of your choice from the cleric spell list. You learn an additional cleric cantrip of your choice at 10th level.

**Spell Slots.** The Runescarred Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell cure wounds and have a 1st-level and a 2nd-level spell slot available, you can cast cure wounds using either slot.

**Spells Known of 1st-Level and Higher.** You know three 1st-level cleric spells of your choice. The Spells Known column of the Runescarred Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this

Runescarred  
Barbarian



class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots.

**Spellcasting Ability.** Wisdom is your spellcasting ability for your cleric spells, since you learn your spells through insight and spiritual guidance. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Spell attack modifier** = your proficiency bonus + your Wisdom modifier

#### SCRIBE RUNESCAR

At 3rd level, you learn how to carve spell-imbued runes into your flesh. While not wearing armor,

you cast a spell by spending one Hit Die for every level spell slot being expended. The spell scribed into the runescar does not require concentration to maintain, but you may only have one such runescar active at any given time. This also allows ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

#### RUNESCARRED SPELLCASTING

Barbarian Level	Cantrips Known	Spells Known	–Spell Slots per Spell Level–			
			1st	2nd	3rd	4th
3rd	3	3	2	–	–	–
4th	3	4	3	–	–	–
5th	3	4	3	–	–	–
6th	3	4	3	–	–	–
7th	3	5	4	2	–	–
8th	3	6	4	2	–	–
9th	3	6	4	2	–	–
10th	3	7	4	3	–	–
11th	3	8	4	3	–	–
12th	3	8	4	3	–	–
13th	3	9	4	3	2	–
14th	3	10	4	3	2	–
15th	3	10	4	3	2	–
16th	3	11	4	3	3	–
17th	3	11	4	3	3	–
18th	3	11	4	3	3	–
19th	3	12	4	3	3	–
20th	3	13	4	3	3	1

#### RITUAL SCARRING

At 6th level, you can cast a cleric spell as a ritual if that spell has the ritual tag. In addition, your Armor Class equals 13 + your Dexterity modifier + your Constitution modifier while you are not wearing any armor. You can use a shield and still gain this benefit.

#### FEROCIOUS MAGIC

At 10th level, you have advantage on spell attack rolls and add your rage damage bonus to all spells you cast while raging.

#### SCARRING SPELL

At 14th level, you can cast spells as if using a higher level spell slot by instead spending the equal amount of Hit Dice (maximum of four Hit Dice).

## BARD: COLLEGE OF LABOR

The clank of pick against stone, the ring of hammer against anvil, these are the songs of the dwarves. Although not known for its minstrels, music plays an important role in dwarven society. From marching songs, to work chants, to round songs that are sung over flagons after the toil of the day is done. As such, these performers tend favor percussion instruments and focus on setting the tempo and coordinating labor. Their magic likewise influences the quality of materials, as dwarves know that success often depends on quality of your tools.

### College of Labor

Barbarian	
Level	Feature
3rd	Bonus Proficiencies, Artifice Spells
6th	Rally
14th	Rhythm Strike

#### BONUS PROFICIENCY

When you join the College of Labor at 3rd level, you gain proficiency with medium armor and shields. You also gain proficiency with two artisan tools of your choice.

#### ARTIFICE SPELLS

At 3rd, 5th, 7th, and 9th level you gain access to artifice spells you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the bard spell list, the spell is nonetheless a bard spell for you.

#### Artifice SPELLS

Bard	
Level	Spell
3rd	heat metal, magic weapon
5th	glyph of warding, magic circle
7th	fabricate, stone shape
9th	animate objects, creation

#### RALLY

At 6th level, when an ally fails a Constitution saving throw within 60 feet of you and can see and hear you, you can attempt to rally their resolve to push forward. You use a reaction and expend one Bardic Inspiration, and the ally can make another Constitution saving throw with advantage against the effect.

## RHYTHM STRIKE

At 14th level, you can direct an ally to follow-up a successful strike with one of their own. When an ally within 60 feet makes a successful hit against a creature with a weapon attack, you can use your reaction and expend one Bardic Inspiration, and another ally within 60 feet of you can use their reaction to make a weapon attack. Both allies must be able to see and hear you.

## CLERIC: STONE DOMAIN

Faith has always played an important role within dwarven culture. From when Moradin first formed the dwarves out of earth and precious stones, dwarves have always felt that the divine was never far away, both from within themselves and in the world around them. The stone that surrounds them is a constant reminder of their origins. They espouse the same resilience and constancy of mountains and their clerics draw their wisdom from timeless rock and stone.

### STONE DOMAIN FEATURES

Cleric Level	Feature
1st	Bonus Proficiency, Stone Mantle
2nd	Stone Sight
6th	Weight of Stone
8th	Earth Glide
17th	Blessing of Stone

### DOMAIN SPELLS

You gain domain spells at the cleric level listed in the Stone Domain Spells Table. See the Divine Domain class feature on how domain spells work.

### STONE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>sanctuary, stonefist*</i>
3rd	<i>protection from poison, shatter</i>
5th	<i>meld into stone, stone shape</i>
7th	<i>conjure minor elemental (earth), stoneskin</i>
9th	<i>commune with nature, wall of stone</i>

\*new spell, description on the next page

### BONUS PROFICIENCY

At 1st level, you gain proficiency with heavy armor.

### STONE MANTLE

Also at 1st level, you can make yourself as hard as

stone. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to have resistance to bludgeoning, piercing, and slashing damage.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

### CHANNEL DIVINITY: STONE SIGHT

Starting at 2nd level, you can use your Channel Divinity to see through the earth as clear as crystal. As an action, you press your hand against a wall, floor, or object and you can see through 30 feet of earth, stone, and sand. Any illumination or darkness in the area beyond affects your sight normally.



Cleric of Stone

## WEIGHT OF STONE

Starting at 6th level, your strikes carry with it the weight of the earth. Once on each of your turns when you hit a Large or smaller creature with a melee weapon attack, you can also push it up to 10 feet away from you.

### CHANNEL DIVINITY: EARTH GLIDE

At 8th level, you can pass through stone as easily as water. As an action, can move through 30 feet of earth, stone, and sand. You are blinded and deafened while doing so, but have an inherent sense of direction and are where the closest open spaces are within 30 feet.

### BLESSING OF STONE

At 17th level, creatures you heal become especially resilient. Whenever you cast a healing spell, the targets gain +4 AC until the start of their next turn.

### SPELL: STONE FIST

*1st-level transmutation*

**Casting time:** 1 action

**Range:** Self

**Duration:** Concentration, up to 1 minute

Your clenched fist becomes encased in stone. You can use your action to make a melee spell attack with the fist. On a hit, the target takes 1d8 bludgeoning damage and must succeed a Strength saving throw or be pushed back 5 feet. If the target can't move back, it is knocked prone on a failed saving throw instead. The fingers of the effected hand are completely immovable until the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for every four slot levels above 1st.

## DRUID: CIRCLE OF CULTIVATION

Not all dwarves spend their days bending metal or breaking stone, just as important are those that till the earth and put food on the table. Although most dwarves never have the name of Moradin far from their lips, close to hearth and heart is Berronar Truesilver or even a non-dwarven deity like Chantea the Earthmother. To these devotees, the earth is a shifting, changing, living thing. They celebrate all creation that stems from the earth, be it ore or seed. These druids are honored for the role they play in helping to maintain the health and prosperity of the community, especially farmers, and they teach that nature's bounty is not only something to be cherished, but preserved and protected.

## CIRCLE OF CULTIVATION FEATURES

Cleric Level	Feature
2nd	Avatar of Renewal, Creation Magic
6th	Life Ward
10th	Nature's Radiance
14th	Verdant Resurgence

### AVATAR OF RENEWAL

Starting at 2nd level, you can channel your power to change your shape to instead become a living tempest. As an action, you can expend a use of your Wild Shape feature to gain the following benefits:

- You gain 4 temporary hit points for each level you have in this class.
- Your melee weapon attacks deal an extra 1d6 radiant damage to any target they hit.
- When a friendly creature you can see moves into a space within 10 feet of you or starts its turn there, you can use your reaction and the creature gains 1d4 temporary hit points. These temporary hit points increase to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.
- Your touch, even your footsteps if you are barefoot, cause flowers to bloom and seeds to sprout.

These benefits last for 10 minutes, until you lose all these temporary hit points, or until you use your Wild Shape again.

### CREATION MAGIC

At 2nd level you learn the *mending* cantrip. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the creation, fertility, and renewal.

### CREATION MAGIC SPELLS

Druid Level	Spells
3rd	<i>spiritual weapon, warding bond</i>
5th	<i>beacon of hope, create food and water</i>
7th	<i>fabricate, guardian of faith</i>
9th	<i>hallow, mass cure wounds</i>

### LIFE WARD

Starting at 6th level, you become shielded by the forces of life and creation. When are reduced to 0 hit points or your Avatar of Growth feature is active, any creature who targets you with an attack or a harmful spell must first make a Wisdom saving throw against your druid spell DC. On a failed save, the creature loses the attack or spell. This feature doesn't protect you from area effects, such as the explosion of a fireball.

If you creature attack or casts a spell that affects an enemy creature, or revert to your normal form, this effect ends.

### NATURE'S RADIANCE

At 10th level, your connection to life protects you from harm. You gain resistance to necrotic and radiant damage. You also can't be blinded or deafened. As part of a short rest, you can grant another creature these benefits for 24 hours but you lose this feature.

### VERDANT RESURGENCE

At 14th level, when you are reduced to 0 hit points and are not killed outright, you can choose to regain half your maximum hit points and each creature of your choice within 30 feet regains hit points equal to 2d8 + your Wisdom modifier.

## FIGHTER: BRAWLER ARCHETYPE

Dwarves are nothing if not practical. The same picks, hammers, and axes used to dig their mines and build their halls are often the same weapons they bring to war. When they finally lay down their burden, dwarves are renowned for playing as hard as they fight. It is no surprise then that when revelry turns into a rumble, dwarves have a similar approach and are just as fearsome. Although some may deride them "brawlers," anything is considered a weapon in the hands of these warriors.

### ADDITIONAL FIGHTING STYLE: WRESTLING

If you take the Attack action, you can use a bonus action to make an attack with your unarmed strike.

### BRAWLER ARCHETYPE FEATURES

Cleric	
Level	Feature
3rd	Brawling
7th	Heavy Hitter
10th	The Bigger They Are
15th	Knockout Blow
18th	Tougher Than You

### BRAWLING

When you choose this archetype at 3rd level, you learn techniques that focus on grappling and using a limited range of weapons. Brawler weapons are clubs, daggers, handaxes, unarmed strikes, and all improvised weapons. You gain the following benefits while you are unarmed or wielding only brawler weapons and you aren't wearing heavy armor or wielding a shield:

- You can roll a d4 in place of the normal damage of brawler weapons. This damage dice increases to d6 at 5th level, d8 at 11th level and d10 at 17th level.
- When you succeed on a grapple check against a creature, you can deal damage to the target as if you hit with a melee attack. If you rolled a 20 on your grapple check, this damage is treated as a critical hit.
- When you score a critical hit with an improvised weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit. However, improvised weapon is also destroyed. barefoot, cause flowers to bloom and seeds to sprout.

### HEAVY HITTER

At 7th level, your unarmed strikes and improvised weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

### THE BIGGER THEY ARE

At 10th level, you are treated as one size category larger for the purposes of grappling and shoving creatures. If you roll a 20 on your Strength (Athletics) check to grapple or shove a creature, that creature is also knocked prone.

### KNOCKOUT BLOW

At 15th level, when you score a critical hit or hit a creature during a surprise round that hasn't had a turn, the creature must succeed a Constitution saving throw or be incapacitated until the end of your next turn. The saving throw DC is calculated as follows:

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Strength modifier}$$

Creatures without discernable anatomy, such as oozes and swarms, are immune to this effect. If a creature succeeds on this saving throw, this feature can't be used again against that same creature until you finish a long rest.

### TOUGHER THAN YOU

At 18th level, you treat critical hits against you as normal hits.

## MONK: WAY OF THE IRON MIND

Dwarves have a long and storied martial history, but monastic orders and asceticism of warrior monks are all but unheard of among the Stout Folk. For a secretive few, especially within the ranks of the duergar, there lies path between the mind and might. Through focus and mental discipline, these disciples seek to overcome the constraints material world. This allows them to perform astounding feats of acrobatics, resilience, and strength.

### WAY OF THE IRON MIND FEATURES

Monk	
Level	Feature
3rd	Hammerfist
6th	Momentum of Thought
11th	Mental Fortress
17th	Mind Over Matter

### HAMMERFIST

At 3rd level, your blows can overcome any substance. Whenever you make an unarmed attack, you may spend 1 ki point to ignore any damage resistance the target possesses. In addition, you can spend 2 ki points to cast *shape metal* (see page 6).

### MOMENTUM OF THOUGHT

At 6th level, your ki provides you with uncanny mobility. You gain a climb speed equal to your Unarmed Speed. In addition, you can spend 2 ki points to cling to vertical surfaces with your hands free for 1 minute.

### MENTAL FORTRESS

At 11th level, your mind becomes guarded against intrusion. You have resistance to psychic damage and whenever psychic damage is dealt to you or a creature attempts to read your thoughts unwilling, you deal 1d6 force damage for every 2 ki points you spend.

### MIND OVER MATTER

At 17th level, you can steel yourself to endure harm. You can spend 5 ki points as a reaction just before you take damage to gain resistance to all damage.



Way of the Iron Mind Monk

## PALADIN: OATH OF ANCESTORS

Fidelity to family and clan are of paramount importance among the dwarves. A dwarf not only stands on his or her own, but does so on the shoulders of countless generations of dwarves that came before. These knights are driven by their legacy. Doing so not only gains them the favor of their ancestors but also allows them to call upon their strength. By serving as an exemplar to others, these knights one day earn their place among their hallowed dead and gain eternal glory.

### TENETS OF ANCESTORS

The tenets of the Oath of Ancestors hold that paladins should embody the highest standards of their people.

**Devoted to Family and Clan.** Bring honor to your family and clan through your actions.

**Steadfast Stoicism.** It can be tempting to compromise morals for the sake of ease or expediency, but these are often the moments where it is most important to remain resolute.

**Preserve Tradition.** Uphold the customs of your

people, for in them are ancient truths that connect you to all those who came before.

**Lasting Legacy.** Personal glory is fleeting, but leaving behind a legacy inspires all those who come after.

### ANCESTOR OATH FEATURES

Monk	
Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Refuge
15th	Back From the Brink
20th	Ancestral Call

### OATH SPELLS

You gain the following Oath Spells

### ANCESTOR OATH SPELLS

Paladin	
Level	Spells
3rd	<i>divine favor, heroism</i>
5th	<i>spiritual weapon, warding bond</i>
9th	<i>glyph of warding, speak with dead</i>
13th	<i>aura of vitality, deathward</i>
17th	<i>dispel good or evil, legend lore</i>

### CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity Options.

**Aegis of Ancestors** You can use your Channel Divinity to call upon your ancestors to protect others from harm. Immediately before a creature within 30 feet of you takes damage, you can use your reaction for the creature to gain temporary hit points equal to 5 + your level in this class. These temporary hit points last for 1 minute.

**Eldritch Binding.** As an action, you present your holy symbol and speak a prayer adjourning aberrations and undead, using your Channel Divinity. Each aberration or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is restrained and loses resistance to damage from nonmagical weapons for 1 minute or until it takes damage. If the creature is incorporeal, such as a ghost, it has disadvantage on its saving throw and also becomes tangible as long as it remains restrained. For its action, the creature can only attempt another saving throw.

### AURA OF REFUGE

Beginning at 7th level, the bonds of family and friendship protect you and those around you. You and friendly creatures within 10 feet of you negate advantage on melee attacks from unfriendly creatures.

At 18th level, the range of this aura increases to 30 feet.

### BACK FROM THE BRINK

Starting at 15th level, you ferociously resist the pull of death. You have advantage on death saving throws. Whenever you are brought back from 0 hit

points, you also can choose to immediately stand up and take an action.

### ANCESTRAL CALL

At 20th level, your plea for aid is answered across death's divide. As an action, your visage becomes ghostly and you gain the following benefits for 1 minute:

- 1d4+1 ghosts appear in an unoccupied space within 30 feet of you. They act on your initiative and immediately attack the nearest hostile creature. Once reduced to 0 hit points, another ghost appears at the start of your next turn.
- Your melee weapon attacks deal an extra 1d6 necrotic damage to any target they hit.
- You float over the ground rather than walk, allowing you to ignore difficult terrain.
- You can see 60 feet into the Ethereal Plane.

Once you use this feature, you can't use it again until you finish a long rest.

### RANGER: WARDEN ARCHETYPE

As goblins, orcs, and worse lair near their mines and halls, dwarves are never far from danger. Early detection by scouts and patrols are often times the only thing that stands between victory and tragedy. These "tunnel wardens" are the stout, watchful shields that defend these dwarfholds from the savage hordes below. It is often said that a dwarf with a trusty shield in a narrow passage is more formidable than a wall, and none lend this more credence than a warden.

### WARDEN ARCHETYPE FEATURES

Ranger	
Level	Feature
3rd	Shield Bash, Vigilance
7th	Shield Charge
11th	Warden's Wrath
15th	Hold the Breach

### SHIELD BASH

Starting at 3rd level, your shield becomes a deadly weapon. After you Attack, you can use a bonus action to make a melee attack with your shield. Your shield is a light melee weapon that deals 1d6 bludgeoning damage. If your shield is magical or made from a special material, your damage is also treated as magic or special material for the purposes of overcoming resistance to damage.

### VIGILANCE

Starting at 3rd level, your constant watchfulness provides protection to you and your allies. You and allies within 5 feet gain a +1 bonus to AC and you add double proficiency bonus on your passive perception to notice hidden creatures. This does not help you detect hidden objects or traps. You lose these benefits when wearing heavy armor.

### SHIELD CHARGE

At 7th level, you can use your shield to bullrush enemies. Immediately after you use the Dash action on your turn, you can make one melee attack with your shield as a bonus action. If a Large or smaller creature with following a Shield Charge, you can also push it up to 10 feet away from you.

### WARDEN'S WRATH

At 11th level, your fearsome defense punishes those under your protection. When an enemy within 5 feet hits an ally, you can make a weapon attack as a reaction and add your level to damage. Once you use this feature, you can't use it again until you finish a long or short rest.



Warden Rangers

"Bring out your dead!"