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HEROES OF HIGH FAVOR

DWARVES



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BADAXE

GAMES



Heroes of High Favor: DWARVES

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Master your role by embracing (or opposing) the seven dwarven virtues: temperance, industry, tenacity, honor, valor, loyalty, and justice.

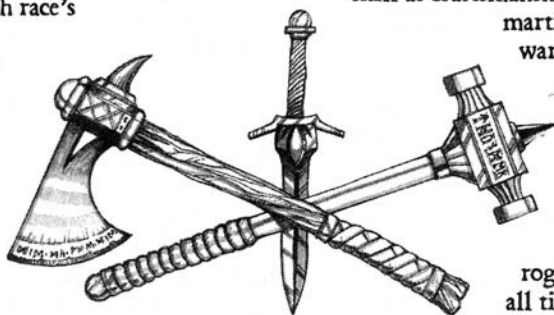
Introduction

Heroes of High Favor

This book is designed primarily for players, though like all such supplements, you will need to seek the approval of your GM before using any of the options presented here in your own gaming group.

Each book in this series explores one of the core races-- dwarves, elves, gnomes, half-elves, halflings, half-orcs, and even humans. The focus of each book is on multiclass roleplaying options, especially with regard to each race's favored class, and includes a unique prestige class to breathe life into every iconic multiclass combination.

Heroes of High Favor: Dwarves is the first such book in the series. Whether you are a grizzled roleplaying veteran of many dwarves, or you are seeking the inspiration to give dwarves a try for the first time, you are sure to find many interesting character concepts to spark your imagination.



The Call to Duty

Dwarves are renowned for their consummate skill at craftsmanship. Be it metal or stone, simple or complex, deadly or beautiful, dwarves are unmatched master craftsmen, and their goods are highly valued throughout the land. Dwarven lords grow

rich, building great mountain kingdoms on the wealth generated by their clans, carving out vast vaults to store their treasures.

But such skill and wealth is not without its own price. Dwarves are constantly beset from without, by others looking to steal their riches by force-- or treachery.

Thus it is that for every dwarven craftsman, for every gold coin that flows into their halls, there are dozens of dwarven warriors to protect it all. Hand-in-hand with their skill at craftsmanship, the dwarves value martial prowess, the warrior's tradition.

All manner of other adventurous professions are present in the dwarven kingdoms-- wizards, clerics,

rogues, and others-- but at all times, such pursuits are bolstered by the path of the simple fighter. Every dwarf

knows and accepts the responsibility that, at any time, he may be called upon to take up arms and protect his family, clan, and home.

A dwarf with no martial training risks the ire of his kinsmen, for selfishly pursuing other interests while leaving the fighting to others. As such, most dwarves find time early in their lives to study under the weapon masters-- learning the proper use of weapons and armor, perhaps even mastering a chosen weapon-- before dedicating themselves to other useful studies.

Favored Class: Fighter

The concept of favored classes is intended to encourage characters to gravitate towards traditional roles for their race. Multiclass characters do not consider their favored class when calculating experience point penalties; in other words, advancing your favored class is always "free."

Notwithstanding the fact that fighters are some of the most enjoyable characters to play, as few as one or two fighter levels are vital for any character who ever hopes to swing a weapon-- or dodge one. Fighters receive bonus fighter feats at 1st and 2nd level, they receive all weapon and armor proficiencies, and they boast a generous d10 hit die as well.

Fighter levels pay off most directly at low levels, when hit points and base attack bonus mean the most. For spellcasters, it is often difficult to sacrifice spellcasting ability for melee prowess-- until you consider that it is most often melee prowess that allows the spellcaster to advance to higher levels. As any dwarf can tell you, there comes a time when spells fail, and you live or die by the strength of muscle, bone, and steel.

Prestige Classes

The prestige classes in this book are designed to reward characters who enjoy fighter multiclassing and who focus their skills and abilities into iconic roles. You will find a prestige class to further define every fighter multiclass option available. Don't stop at being a mere fighter-bard, for example-- become a *dwarven skald*.

The prestige classes presented here are so tightly bound to dwarven culture that they

are only recommended for dwarves.

However, with your GM's permission (and a little creativity to explain your choice), you may waive the racial prerequisites so that all of the prestige classes are available.

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Feats and Skills

Feats

This section lists a number of new feats, each with one or more designators to serve as suggestions for the kinds of characters who may take each feat.

General: Normally available to all classes.

Dwarf: Recommended for Dwarf characters only.

Fighter: Recommended for inclusion in the list of bonus feats for fighters.

Axe Mastery

[General, Fighter]

Your continued studies in the mastery of your chosen weapon extends to the use of other, similar weapons.

Prerequisites: Weapon Focus (any axe), Weapon Specialization (any axe)

Benefit: You receive a +1 bonus to attack with all axes with which you are proficient. This bonus stacks with any bonus you may already have from Weapon Focus with your primary weapon. For example, a fighter with all Martial Weapon proficiencies would include the hand axe, throwing axe, battle axe, great-axe, and even the dwarven war-axe (when used two-handed-- but not when used one-handed, unless you have taken Exotic Weapon Proficiency: dwarven waraxe).

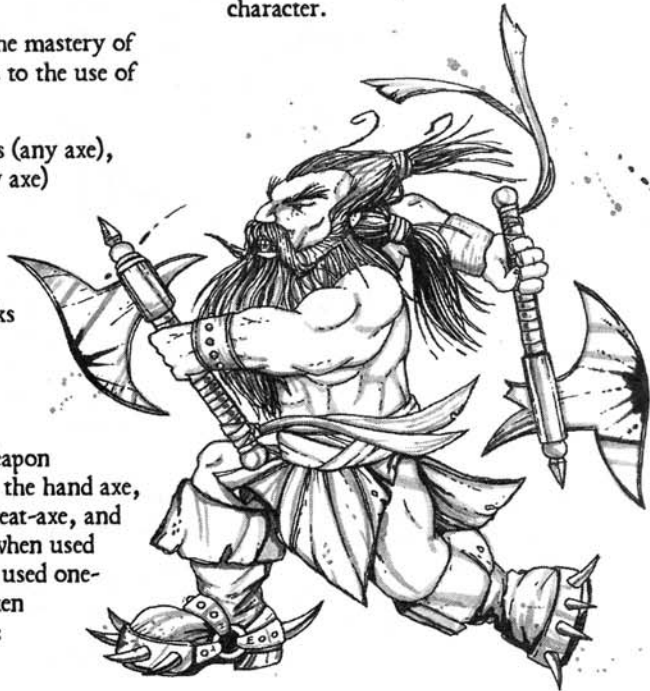
Blood of Kings

[General, Dwarf]

You can legitimately claim direct descentance from the great dwarven kings of old.

Benefit: When dealing directly with other dwarves, you gain a +2 bonus to all Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks.

Special: This feat can normally only be chosen at 1st level; however, with your GM's permission, the unfolding of events in your campaign may allow you to take it for an established character.



Cleave Asunder*[General, Fighter]*

You can cleave through metal as easily as flesh and bone.

Prerequisites: Cleave, Sunder

Benefit: If you use your Sunder feat to deal a weapon or object enough damage to destroy it, you get an immediate, extra attack against another creature, weapon, or object within reach.

Essentially, you may freely substitute “creature, weapon, or object” for the term “creature” as it appears in the description of the Cleave feat. If you also have the Great Cleave feat, you may make additional Cleave attempts for each creature, weapon, or object you drop.

**Crossbow Mastery***[General, Fighter]*

Your continued studies in the mastery of your chosen weapon extends to the use of other, similar weapons.

Prerequisites: Weapon Focus (any crossbow), Weapon Specialization (any crossbow)

Benefit: You receive a +1 bonus to attack with all crossbows with which you are proficient. This bonus stacks with any bonus you may already have from Weapon Focus with your primary weapon.

Giant Killer*[General, Fighter]*

You have mastered the techniques of fighting large creatures and slipping through their defenses.

Prerequisite: Combat Reflexes

Benefit: When fighting opponents at least two size categories larger than you, you negate the effects of any additional reach they may have. Against your character only, such creatures threaten only the squares adjacent to them.

Hammer Mastery*[General, Fighter]*

Your continued studies in the mastery of your chosen weapon extends to the use of other, similar weapons.

Prerequisites: Weapon Focus (any hammer), Weapon Specialization (any hammer)

Benefit: You receive a +1 bonus to attack with all hammers with which you are proficient. This bonus stacks with any bonus you may already have from Weapon Focus with your primary weapon.

Improved Charge*[General, Fighter]*

Your charge strikes your enemy like a blow from the hammer of the gods.

Prerequisite: base attack +1 or higher

Benefit: When you perform a charge action, you receive a +2 bonus to damage in addition to the +2 bonus to hit.

Improved Darkvision

[General, Dwarf]

For whatever reason-- a purer bloodline, deep dwarf ancestry, or simply too many years underground-- you have better darkvision than most dwarves.

Benefit: The range of your Darkvision is increased by 30 feet. You may take this feat multiple times to increase the range of your darkvision even further.

Improved Rear Rank Fighting

[General, Fighter]

You have mastered fighting as part of a phalanx or spear hedge.

Prerequisites: Rear Rank Fighting

Benefit: When fighting in melee combat with a reach weapon, interposing creatures (friendly or otherwise) do not provide cover to enemies behind them.

Rear Rank Fighting

[General, Fighter]

You are accustomed to fighting as part of a phalanx or spear hedge.

Prerequisites: base attack bonus +1 or higher

Benefit: When fighting in melee combat with a reach weapon, friendly interposing creatures do not provide cover to enemies behind them. Enemies continue to provide cover as normal.

Refined Skill Focus

[General]

You have a natural aptitude with one or more related skills.

Benefit: Choose one of the following benefits when this feat is chosen:

- +2 bonus to any two skills;
- +3 bonus to any one skill;
- +2 ranks with any one skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you choose this feat, you must apply it to a different skill or skills.

Shield Bash

[General, Fighter]

You are able to use your shield to smash your opponents.

Prerequisites: Shield proficiency, base attack +1 or higher

Benefit: When using the full attack action, you may make one additional attack with your shield (including a buckler, small, or large shield, but excluding a tower shield). This attack and all your regular attacks suffer a -2 penalty. After your attack, you lose the benefit of your shield until your next action.

Shield Parry

[General, Fighter]

You are skilled at using your shield to intercept and deflect incoming attacks.

Prerequisites: Shield proficiency, base attack +1 or higher

Benefit: Once per round, you may choose to parry a melee attack using your shield (including a buckler, small, or large shield, but excluding a tower shield). You must declare that you will parry before the attack roll is made. To parry, make an opposed melee attack roll against your opponent, adding your shield's AC bonus (including its magical bonus, if any) to your roll. If you succeed, the attack fails. You lose the benefit of your shield until your next action.

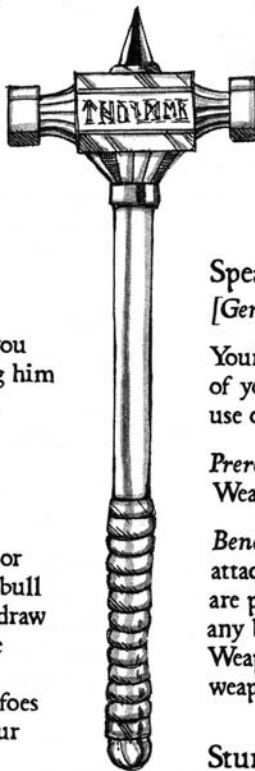
Shield Rush

[General, Fighter]

Holding your shield before you, you rush into your opponent, pushing him back.

Prerequisites: Shield proficiency, Power Attack

Benefit: You may use your shield (small or large, but not a buckler or tower shield) when you perform a bull rush action. This action does not draw an attack of opportunity from the defender, though it may draw an attack of opportunity from other foes nearby, and you do not receive your shield's AC bonus against these attacks. You may add your shield's AC bonus (including its magical bonus, if any) to your opposed Strength check. Regardless of the success of your bull rush, you lose the benefit of your shield until your next action.



Short Stature

[General, Dwarf]

Even by dwarven standards, you are shorter and slighter of build than most.

Benefit: Your character is size category Small. Small characters receive a +1 bonus to hit and a +1 bonus to AC due to size, and are limited in weapon and armor selection.

Special: This feat may only be chosen at 1st level.

Spear Mastery

[General, Fighter]

Your continued studies in the mastery of your chosen weapon extends to the use of other, similar weapons.

Prerequisites: Weapon Focus (any spear), Weapon Specialization (any spear)

Benefit: You receive a +1 bonus to attack with all spears with which you are proficient. This bonus stacks with any bonus you may already have from Weapon Focus with your primary weapon.

Sturdy Back

[General]

You are accustomed to carrying heavy loads over long distances.

Benefit: When calculating your *encumbrance by weight*, you count Heavy loads as Medium, and Medium loads as Light. This has no effect on reduction of movement due to *encumbrance by armor*, which will reduce your speed as normal.

Fighting Styles

Characters who concentrate on certain fighting styles gain additional mastery over their style. This added perk is similar to a synergy bonus and is designed to reward characters who concentrate on a single path of fighting. The basic styles are freely available to all characters who meet the prerequisites, without the need to spend another feat. As soon as the prerequisites are met, the character gains the benefit of his style.

A character with four or more class levels of fighter who already qualifies for the basic style may spend a feat to acquire the additional benefits of a Style Specialization. All Style Specializations should be included in the list of bonus fighter feats.

Single Weapon Style

The single weapon master weaves a net of steel to ward off opponents. This style emphasizes agility, concentration, and the mastery of your chosen weapon.

Prerequisites: Expertise, Lightning Reflexes, Weapon Finesse (chosen weapon), Weapon Focus (chosen weapon), 4 or more ranks in Balance, 4 or more ranks in Concentration

Benefit: When wielding your chosen weapon in one hand, you receive a +1 dodge bonus to AC against all melee opponents. Your off-hand may not hold a weapon or anything larger than a Tiny object. Like all dodge bonuses, a condition that makes you lose your DEX bonus to AC also makes you lose the AC bonus from this fighting style.

Specialization: As above, but your bonus to AC when using this style rises to +2.

Weapon and Shield Style

The practitioners of this style fight with a shield in one hand and their chosen weapon in the other. They are adept at reading their opponent's body language to determine the optimum placement of their shield-- whether it be held ready to intercept a blow, or used as a weapon to smash the opponent aside.

Prerequisites: Combat Reflexes, Power Attack, Shield Bash, Shield Parry, Shield Rush, 4 or more ranks in Sense Motive

Benefit: When you perform a Shield Bash, Shield Parry, or Shield Rush, you do not lose the benefit of your shield until your next action. You may perform these actions and retain the full AC bonus of your shield.

Specialization: In addition to the above benefit, you receive a +1 bonus to attack and opposed rolls when using your shield to perform a Shield Bash, Shield Parry, or Shield Rush.

Two-Handed Style

You wield a weapon in two hands with the same grace and ease as you would a lighter weapon, enabling you to strike quickly when your opponent suspects a clumsy and cumbersome attack.

Prerequisites: Cleave, Endurance, Great Cleave, Power Attack, 4 or more ranks in Bluff

Benefit: When using a weapon in two hands against a melee opponent who receives a dodge or DEX bonus to AC, you receive up to a +2 bonus to your attack roll. The total of your bonus cannot exceed your opponent's bonus due to dodge or DEX modifiers.

Specialization: As above, but you receive up to a +4 bonus to your attack roll. The total of your bonus cannot exceed your opponent's combined bonus due to dodge or DEX modifiers.

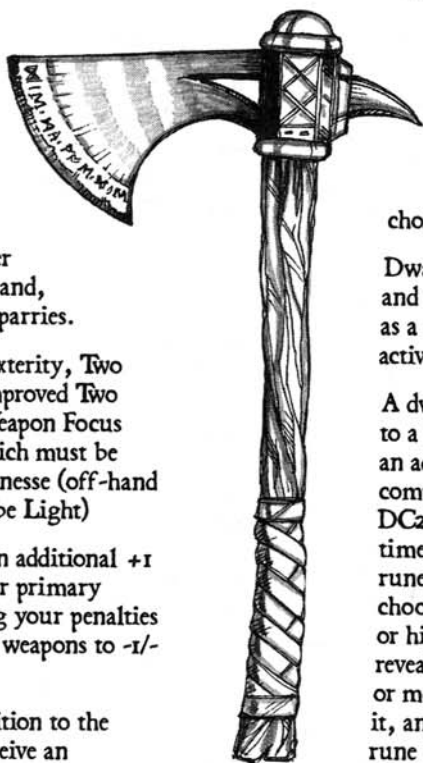
Two-Weapon Style

You have mastered the style of fighting with two weapons at the same time. This style requires that you fight with a longer weapon in your primary hand, for keeping your opponent at a distance, and a smaller weapon in your off-hand, for quick strikes and parries.

Prerequisites: Ambidexterity, Two Weapon Fighting, Improved Two Weapon Fighting, Weapon Focus (primary weapon, which must be Medium), Weapon Finesse (off-hand weapon, which must be Light)

Benefit: You receive an additional +1 bonus to hit with your primary weapon, thus reducing your penalties for fighting with two weapons to -1/-2.

Specialization: In addition to the above benefit, you receive an additional +1 bonus to hit with your primary weapon, reducing your penalties for fighting with two weapons to -0/-2.



Dwarven Runes

Dwarven masterworks are greatly prized throughout the world, bringing great prestige to the craftsman. It is common for most artisans to seal their workmanship with a maker's mark, a single rune denoting the craftsman's name or family.

Some dwarven craftsmen take this a step beyond, adding runes of mystical power to their creations. Generally, only dwarven rune-priests spend any time studying such runes, but other powerful and charismatic dwarves may know a few choice runes.

Dwarven runes are not magical in and of themselves; rather, they act as a conduit for divine power. An active rune is a *supernatural* effect.

A dwarven rune may only be added to a masterwork item, and counts as an additional masterwork component (market value=300, DC20) for the purposes of creation times and costs. At the time the rune is created, the craftsman may choose whether the rune is visible or hidden-- detect magic will not reveal the rune, though *true seeing* or more powerful magic will reveal it, and a trained dwarf can spot any rune he knows with a Spot or Search (DC15) check.

Each rune may be activated once per day and lasts for 1 round per point of Charisma bonus (minimum of 1 round). A dwarf capable of divine channeling may

expend one of his daily turning attempts to activate a rune a second or subsequent time.

Activating a rune is a move-equivalent action that may be combined with a move. It does not provoke attacks of opportunity. Unless otherwise specified, the rune affects only the dwarf who activates it, and the benefit cannot be transferred in any way.

A character without the corresponding Rune feat cannot identify, activate, or craft the rune. Each of the following feats allows a dwarf to identify, activate, and craft a given rune-- although crafting runes requires the requisite Craft skill to create a masterwork item on which to place the rune. Placing a rune upon a weapon requires Craft: Weaponsmithing, a shield would require Craft: Armorsmithing, etc.

Rune of Beauty

[General, Dwarf]

The item is of stunning beauty, drawing the gaze of all who look upon it. Dwarves typically activate this rune to influence the selling price of the item.

Prerequisites: inscribe on any item

Benefit: While this rune is in effect, you receive a +2 circumstance bonus to all Bluff and Diplomacy checks.

Rune of Cleaving

[General, Dwarf]

An axe marked with this rune can cleave through armor, flesh, and bone with amazing ease.

Prerequisites: inscribe on any slashing weapon

Benefit: While this rune is in effect, the wielder receives access to the Cleave feat with this weapon.

Rune of Courage

[General, Dwarf]

Divine power runs through this rune, granting the wielder the courage to face any foe.

Prerequisites: Wis 11+, inscribe on any item

Benefit: While this rune is in effect, the bearer is immune to fear effects.

Rune of Energy

[General, Dwarf]

Weapons marked with this rune also bear the dwarven symbol for fire, electricity, or ice, and can bestow an energy effect onto a weapon.

Prerequisites: Wis 13+, inscribe on any weapon, energy form must be chosen when inscribed

Benefit: While this rune is in effect, the weapon gains the benefit of the flaming, shock, or frost magical enhancement (see *Core Rulebook II* pp. 186-187).

Rune of Fortification

[General, Dwarf]

This item is forged with the mastery of the gods themselves, and both bearer and item become as hard as the finest dwarven steel.

Prerequisites: Wis 11+, inscribe on armor or shield

Benefit: While this rune is in effect, you are immune to critical hits, and the armor

or shield marked with the rune cannot be damaged or destroyed.

Rune of Power

[General, Dwarf]

The power of the gods speaks through you and your weapon, enabling you to strike more powerful blows.

Prerequisites: Wis 11+, inscribe on weapon

Benefit: While this rune is in effect, the weapon deals additional damage equal to the bearer's Charisma bonus (minimum +1).

Rune of Protection

[General, Dwarf]

You can call upon the gods to protect you and your allies from harm.

Prerequisites: Wis 15+, inscribe on armor or shield

Benefit: While this rune is in effect, you and all friendly allies within 30' gain a +2 luck bonus to AC.

Rune of Sharpness

[General, Dwarf]

These runes are used on weapons with an unusually keen edge.

Prerequisites: inscribe on slashing weapon

Benefit: While this rune is in effect, the wielder receives access to the Improved Critical feat for this weapon.

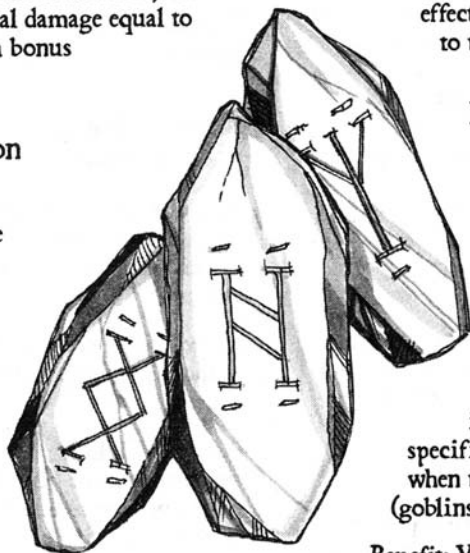
Rune of Sundering

[General, Dwarf]

The hammer of the All-Father is a reminder that what can be made, can be as easily unmade.

Prerequisites: inscribe on hammer

Benefit: While this rune is in effect, the wielder receives access to the Sunder feat.



Rune of Vengeance

[General, Dwarf]

These runes signify the terrible vengeance of the dwarven gods, and enemies come to know and fear any weapon so inscribed.

Prerequisites: Wis 17+, inscribe on weapon, specific enemy must be chosen when the rune is inscribed (goblins, trolls, giants, etc.)

Benefit: While this rune is in effect, any chosen enemy within 30' when the weapon drops a foe must make a Will save (DC 10 + wielder's Cha bonus) or become *panicked*. If the saving throw is successful, that individual is immune to the rune for 1 day. Creatures whose hit dice exceed the hit dice or character level of the wielder are unaffected.

Skills

Appraise/Diplomacy

A character can use an opposed Diplomacy check to bargain for a better price on goods. In general, due to their low Charisma, dwarves do not enjoy haggling; they are straightforward to a fault. They prefer to enter negotiations with the value of their own goods clearly set, and they appreciate the same treatment from others. However, some dwarves take great pride in their haggling skills, especially those who deal regularly with other races.

A character with 5 or more ranks in Appraise receives a +2 synergy bonus to Diplomacy when haggling over the price of goods. This bonus stacks with the synergy bonuses from Bluff and Sense Motive. Dwarves receive a further +2 racial bonus to Diplomacy when haggling over items crafted from metal or stone.

Forgery

A dwarf can use this skill to create maps or runes that are invisible to the untrained eye. Some such runes remain hidden forever, though often they become visible under certain conditions-- when viewed by starlight, for example, or only when seen under a certain phase of the moon during a certain season. The creator can decide such factors when the map or writing is created, and though mysterious and fantastic, such writings are not magical in any way. The map's creator sets the DC of discovering the hidden writing when he makes his initial Forgery check. Although the map's original creator can easily see his own writing, others must discover the runes with an

opposed Decipher Script check or through the use of *true seeing* or more powerful magic.

Knowledge (Dwarves)

This catch-all skill involves history, arcana, religion, heraldry, and other such knowledge as it pertains to dwarves. Bards, wizards, and all dwarves may take this as a class skill.

Dwarven Craftsmanship

The key dwarven disciplines of the Craft skill are Armorsmithing, Blacksmithing, Stonemasonry, and Weaponsmithing. Listed below you will find new ways to take advantage of your character's wise investment into Craft skill ranks by adding *masterwork components* to the items you create.

Each of the masterwork components listed below can be added to any item you wish to craft. Note that each component has its own Craft DC and market value (and thus, a corresponding raw material cost). Each component-- including the item itself-- must be crafted individually, using the normal rules for the Craft skill summarized here:

1. Find the DC below.
2. Pay the raw material cost (one-third the item's market value)
3. Make a skill check representing one week's work.

If the check succeeds, multiply the check result by the DC. If the result times the DC equals or exceeds the price of the item multiplied by 10, then you have completed the item. (If the result times the DC equals

double or triple that amount, then you have completed the task in one-half or one-third the time, and so on.)

If the result times the DC doesn't equal or exceed the price multiplied by 10, then it represents progress you have made for the week. Record the result and make a check for the next week. Each week you make more progress until the total reaches the price of the item multiplied by 10.

If you fail the check, you make no progress that week. If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

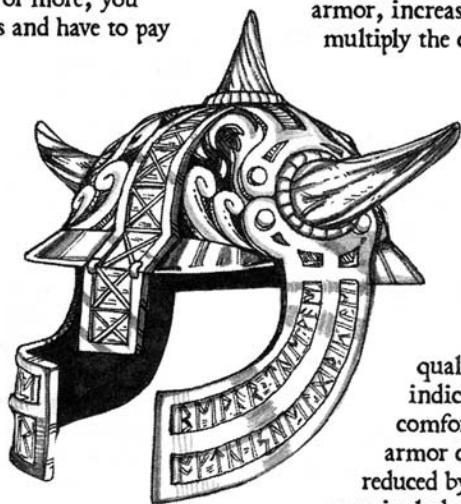
Armorsmithing and Weaponsmithing

Dwarves have passed down the secrets of superior metalworking since they were first handed to them by the All-Father himself. While the surface races have had some success with what they term "masterwork" arms and armor, dwarven craftsmen are able to produce armors with far superior qualities. These quality components can be added to armor, shields, and weapons, and qualify the item as a "masterwork" regardless of any final effect.

Masterwork components may not be added to existing armor or weapons. When the craftsman begins the creation process, he must decide all components before the job is begun.

With sufficient skill, these components allow dwarven craftsmen to nearly duplicate the effects of mithral and adamantite armor. Make sure that your GM allows the use of these "magical" alloys before using these rules.

Note: Progressively heavier armors use more material and require greater skill to work. Unless otherwise specified, all DCs and market values given are for light armor. For medium armors, increase the DC by +5 and multiply the cost by x2. For heavy armor, increase the DC by +10 and multiply the cost by x4.



CUSTOM FIT (DC20)

Market value +150; armor or shield

Generally considered the standard "masterwork"

quality of armor, this indicates a custom fit for comfort while moving. The armor check penalty is reduced by 1. Armor or shields may include up to three Custom Fit components (reducing the overall armor check penalty by up to 3 points).

DURABILITY (DC = ORIGINAL ITEM CRAFT DC)

Market value = 100; armor, shield, or weapon

Sages have long wondered why it is that dwarven items are more durable than standard fare, but if it is anything other than superior craftsmanship, the dwarves aren't talking. Each Durability component

adds +2 HP to an item. You may add up to five Durability components for a final HP adjustment of +10.

ENHANCED ALLOY (DC VARIABLE)

Market value = special; armor, shield, or weapon

Dwarves occasionally use rare meteoric metals to form enhanced alloys of incredible strength and toughness. These alloys are harder than normal iron and offer a natural enhancement bonus. This bonus is nonmagical and thus is effective even in areas where magic does not function.

Special rules apply when adding this component to armor and weapons. Light armor and shields can receive up to +1 enhancement (DC20, market value 2000). Medium armors can include more of the material and may include a second enhanced alloy component (DC25, market value +3000). Heavy armors such as plate can withstand a third enhanced alloy component (DC30, market value +5000). Thus, crafting a suit of full plate, a heavy armor with a +3 enhancement, will require three separate checks at DC20, DC25, and DC30, and has a final market value of +10,000.

Because the enhanced alloy is strong, heavy, and generally inflexible, armor with this component may not include any of the following components: Custom Fit, Mobility, Superb Balance.

Weapons may also be made with enhanced alloy. A weapon with a single Enhanced Alloy component has a DC20, a market value of 3000, and an enhancement bonus of +1. A second Enhanced Alloy component has an additional market value of +6000, requires a second check at DC25, and imparts a total enhancement bonus of +2.

HARDENED (DC20)

Market value = 150; armor, shield, or weapon

Dwarves use a special tempering process to impart an amazing resilience to their metal, increasing its effective hardness by +5. An item may include up to two Hardened components, for a final hardness of +10.

MAKER'S MARK (DC = VARIABLE)

Market value = variable; any item

Craftsmen often add their own special maker's mark to distinguish their goods from that of other craftsmen. The DC for this check is 10+ maker's Craft skill ranks--the higher the craftsman's skill, the more intricate his maker's mark will be. The craftsman freely sets the value of raw materials he wishes to include--runework, gems and jewels, intricate hilts, and so forth. The final market price is equal to three times the amount invested in raw materials.

When the item is crafted, make a note of your Craft ranks at the time. Add this number to the Appraise check of any viewer trying to recognize your work and appraise its value. This number also equals the DC required for unscrupulous forgers to imitate your mark and make a living off your good name (only using their own shoddy materials and craftsmanship). The better the craftsman, the harder it is to duplicate his work.

MOBILITY (DC25)

Market value= 1000; armor only

By using a lighter, more flexible alloy, dwarves are able to craft armor of surprising mobility. This component may only be

included once; however, armor with Mobility is counted as one category lighter for the purposes of movement and other limitations: medium armor becomes light, heavy armor becomes medium. There is no benefit to adding the Mobility component to light armor (although you may include the component simply to increase the market value).

REDUCED WEIGHT (DC20)

Market value = variable; any weapon

Weapons and other non-armor, non-shield items can benefit from a lighter alloy. This component may be included once, and reduces the item's weight by half. The final cost depends on the amount of material used; multiply the item's HP by 10 to determine market value. If the masterwork component Durability is also included on this item, make certain to calculate the Reduced Weight market value from the item's final HP.

SUPERB BALANCE (DC25)

Market value = 200; armor only

This armor is jointed and balanced to afford greater range of motion. The maximum Dex bonus of the armor is increased by +1. A suit of armor may include this component twice, for a maximum bonus of +2.

TEMPERED EDGE (DC20)

Market value = 300; weapon only

Generally considered the standard "masterwork" component for weapons, a tempered edge offers a +1 bonus to

attack. This is not a magical bonus, nor does it stack with any enhancement bonus.

Blacksmithing

In addition to weapons and armor, there are many mundane items that benefit from dwarven skill. Dwarven blacksmiths may add the Durability, Hardened, and Reduced Weight components to any metal item they craft (locks, chains, spikes, etc.). Any item may include a Maker's Mark to add value.

Blacksmiths may also include the following masterwork component:

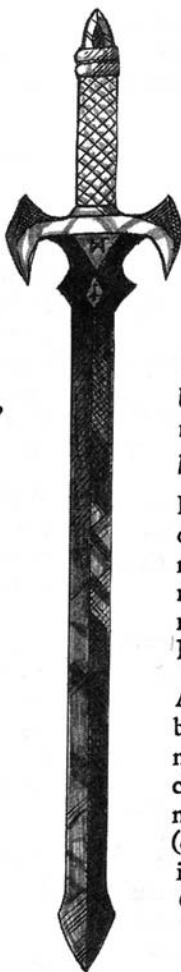
CUSTOM TOOLSET (DC20)

Market value = 100; tools only

Unless otherwise specified, custom tools are considered masterwork and provide a +2 circumstance bonus.

For items with a normal market value of less than 50 gold, a single masterwork component (of any kind) raises the total value of the item to 100 gold, and requires a single Craft: Blacksmithing check.

Additional masterwork components beyond the first use their normal market values and require additional checks. Costs are calculated on the most expensive components included (only the least expensive component is included in the combined cost and Craft check mentioned above).



SIMPLE ITEMS (DC10)*Caltrop* (market value = 1)

Caltraps may be improved with the Tempered Edge component for a +1 bonus to hit.

Crowbar (market value = 2)

A crowbar may include the Custom Toolset component. When used to jimmy a door, break a chain, or topple a particularly confounding statue, a masterwork crowbar adds a +2 circumstance bonus to the task.

Hammer/Sledge (market value = 1)

With the Custom Toolset component, a hammer adds a +2 circumstance bonus to tasks such as smashing open a chest or shattering a lock. This can be combined with a masterwork crowbar, in which case the bonuses stack.

Horseshoes (market value = 1)

Dwarven horseshoes are made to give their mules and other beasts of burden safer footing in rugged landscapes. Horseshoes with the Custom Toolset component add a +2 circumstance bonus to the animal's Balance and Climb checks.

QUALITY ITEMS (DC15)*Chain* (market value = 30/ten feet)

Dwarves abhor the concept of slavery yet they do not underestimate the value of a good length of chain for securing prisoners and the like. Chains typically have a hardness of 10 and 5 HP, and can be burst with a Strength check (DC26). Chains that have been Hardened

increase their hardness to 15 and require a DC28 to burst. A second Hardened component grants a 20 Hardness and DC30 to burst.

Flask (market value = .03)

Metal flasks are generally Hardened to protect the contents.

Mirror (market value = 10)

A polished steel mirror is invaluable for keeping the beard neat and trim-- and for the occasional run-in with a medusa or basilisk. Mirrors can be Hardened to prevent breakage, although most dwarves simply add a Maker's Mark to create fine polished mirrors suitable for any nobleman.

Spiderwire (market value = 30)

This wire is extremely fine, light, and sturdy. It can be strung low across a corridor as a tripwire, or used as a garrote. Creatures moving over half-speed have little chance to notice spiderwire (Spot DC25), though any creature moving slower will spot it automatically as it moves through it without harm. Spiderwire can be broken with a Strength check (DC15) though it will cause 1d4 damage to unarmored flesh for each burst attempt. Spiderwire can support 20 lbs before breaking. Cost listed is for a 10-foot spindle of wire; weight is negligible. Masterwork spiderwire is Hardened and requires DC17 to burst.

SUPERIOR ITEMS (DC20)

Dwarves can create several kinds of masterwork artisan's tools (Blacksmith's, Locksmith's and Thieves' Tools). The

Custom Toolset component grants a +2 circumstance bonus. There is little need for any other masterwork component although some dwarves enjoy the prestige of a Maker's Mark on their personal smithing tools.

SPECIALTY ITEMS (DC VARIABLE)

Locks (market value = 20)

A standard lock has a market value of 20 and requires a DC20 to pick with the Open Locks skill. Dwarves can craft more intricate locks, but the DC to craft a lock is equal to the DC required to pick the lock:

Quality	Open Locks	Value
Very simple	DC20	20
Average	DC25	40
Good	DC30	80
Very good	DC35	120
Amazing	DC40	150

Crafting high-quality locks generally requires precision tools in addition to a high level of skill.

Locks have a hardness of 10 and require a Strength check (DC26) to burst. Dwarves have been known to make Hardened locks (DC28) for outsiders, though they personally consider it foolish to lock a flimsy wooden door or chest with a masterwork lock-- it becomes simpler to smash the door down than to break the lock!

Manacles (market value = 15)

Standard manacles require a DC26 to burst, but they can be Hardened to require a DC28 Strength check.

Ornamental Ironwork (market value = varies)

The value of ornamental ironwork varies. Typically such work is improved with a Maker's Mark, adding fine iron-sculpting, gems, gold or silver inlays.

Stoneworking

Perhaps moreso than their skill at smithing, dwarves are known for their amazing stonecraft. Lucky indeed is the lord who can afford to hire a dwarven foreman and dwarven workers to manage the construction of his fortress.

Like all dwarven craftsmanship, stonework may include a Maker's Mark in addition to the masterwork components listed below.

Dwarven work is typically priced out by volume, and their standard is the 5-foot cube-- whether it includes sections of wall, floor, ceiling, steps, doorways, or solid stone. For example, a typical 10 foot by 20 foot outbuilding, 10 feet high, with no basement, contains sixteen 5-foot cubes. Some balk at the concept of paying for all that "empty space" but one need only look at the high vaulted ceilings of a dwarven great hall to realize the amount of work required to keep all that empty space from collapsing into itself.

Costs given below are for hewn stone. Hewn stone has a hardness of 8 and 15 HP per inch of thickness. Dwarves prefer to work in hewn stone, though for surface dwellers they will use masonry walls (stone and mortar) to save cost. Masonry walls have a hardness of 8 but only half the HP of hewn stone (7.5 HP/inch). However, masonry costs only half as much as the prices listed below.

STANDARD STONEMWORK (DC15)

Market value = 75; standard 5 x 5 x 5

Dwarves simply view a standard section of stonework as either stone or empty space, and they charge equally for the cost of the stone or the labor involved in chiseling it away. A fully-worked 5x5x5 section of stone may include any normal fixtures: open doorways, windows, stairs, and some simple runework or other decoration.

HARDENED (DC20)

Market value = 150

Dwarves maintain quarries of smooth, hard rock, much of it from volcanic or meteoric origins. A section of stone may be Hardened, increasing its hardness by +2. Stonework may include up to two Hardened components, for a final hardness of +4.

REINFORCED (DC20)

Market value = 30

By lacing metal alloys throughout their work, dwarves can increase the hit points of a given section of stonework. Each Reinforced component adds +10% HP to a section of stone. You may add up to five Reinforced components for a final HP adjustment of +50%.

Using Apprentices

Without the benefit of cooperation, a lone dwarf could toil away years of his life on a single masterwork item. With apprentices to share the workload, however, the time can be drastically reduced.

A typical forge has many areas where apprentices can be useful-- keeping the forge stoked with fuel, working the bellows,

procuring materials, carrying them back and forth, and so on. However, at some point there is a practical limit to how many apprentices can help with a given item.

For weapons, allow a single apprentice for a Tiny item, two for a Small item, three for a Medium item, and four for a Large item.

For armor, regardless of size, allow a single apprentice per point of AC bonus. For example, a suit of chainmail grants a +5 AC bonus, so you could reasonably add five apprentices to the task.

For blacksmithing tasks, you may use a single apprentice for simple items, two apprentices for superior items, and up to four apprentices for specialty items.

Stoneworking allows for many apprentices, as there is much work to be done and plenty of room for extra hands. Your GM may allow up to four apprentices for every 5-foot cube of work. Even with many dwarves working together, it takes years to complete the construction of any significant stone edifice.

The GM may even allow your character to take ranks in Profession: Overseer, in which case it is recommended that for any given task, you be allowed one additional apprentice per skill rank, due to your ability to delegate responsibilities and motivate apprentices.

Per the Cooperation rules in *Core Rulebook I*, for each helper who makes a DC20 check, the leader adds +2 to his skill check. Note that those helping you cannot take 10 on a Cooperation check-- every helper must make a d20 skill check as normal. If the check is failed, the leader does not receive the bonus.

Masterwork Crafting Example

Hrothgar wishes to craft a fine breastplate for his family's clanpriest. The breastplate is medium armor, so all masterwork component costs will be doubled and all DCs increase by +5. Hrothgar decides to include the following:

Item	Cost	DC
Breastplate	200	15
Custom Fit	300	25
Custom Fit	300	25
Custom Fit	300	25
Hardened	300	25
Mobility	2000	30
Superb Balance	400	30
Superb Balance	400	30

The final item will be AC +5, has a Hardness of 15, Dex check penalties are reduced by 3 (for a final result of -1), maximum Dex bonus is increased by +2 (for a final result of +5), and for purposes of mobility, the armor is considered Light (normally a breastplate is Medium). Essentially, he's attempting to craft a mithral breastplate.

Hrothgar is 10th level and his Craft: Armorsmithing bonus is +15 (including his +2 racial bonus). Because he is not particularly rushed, he begins the process by Taking 10— he is unlikely to be particularly inspired, but neither is he likely to make any mistakes. (Remember that if you fail your Craft check by 5 or more, you make no

progress for the week, and you must pay half the raw material cost again.)

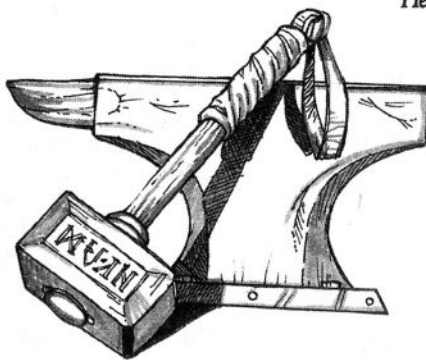
Hrothgar begins with the breastplate itself. The item has a market value of 200; he pays one-third of this cost in raw materials.

He makes a Craft check for the first week's work, and because he takes 10, the result is a 25 (10 + Craft 15). He multiplies the check result by the DC (25 x 15 = 375) and compares this to the item's price.

In order to complete the item in one week, you must exceed the item's price x 10— in this case, (200 x 10), or 2000. At this rate, if he continues to take 10 each time, Hrothgar will complete another 375 each week. He'll finish the breastplate component in roughly six weeks (6 x 375 = 2250, and the item is complete!)

Hrothgar moves on to the other components. Using the same process, it will take him five weeks to complete each Custom Fit component— fifteen weeks total. He'll spend five weeks on the Hardened component, six weeks on each Superb Balance component, and six months on the Mobility component.

Hrothgar rapidly begins to see that he may have bitten off more than he can chew. However, with masterwork artisan's tools, a handful of skilled apprentices to assist him (each providing a stacking +2 circumstance bonus), and perhaps taking a chance with his d20 Craft check (instead of taking 10) he'll be able to complete the item in much less time.



Prestige Classes

This chapter presents ten class concepts. Each class presents an iconic multiclass combination with the dwarves' favored class: fighter. Thus, you will find here fighter-barbarians, fighter-bards, fighter-clerics, and so on.

You should use these prestige classes not only to develop your role going forward, but to give further insight into your character's background. Each prestige class fills a very defined niche in dwarven society.

Information is first presented to define the iconic multiclass in question, along with background material to help define the role of the class in dwarven society. Next you will find information to describe the role of the multiclass in an adventuring party. By combining the information presented in these two sections, you can develop a backstory for your character as well as a rationale for your decision to join the other characters in your adventuring party.

Keep in mind that the information is only a guideline to jumpstart your creativity. Instead of playing the character exactly as listed, you could completely reverse some of his traits to make a character that is equally interesting for the contrast he brings to the table. For example, the background information may indicate that your chosen class is normally a respected member of dwarven society, but this may instead serve as justification for playing a loner, an outsider, or even an outcast.

You will also find information on the best ways to maximize your

character to enjoy each multiclass combination-- where to place skills, feats, and ability scores. Although all of these prestige classes are designed to take advantage of the dwarves' favored class of fighter, you will find that Strength is not always your most important attribute.

Finally, should you desire to explore the iconic multiclass in greater depth, you will find a complete prestige class to allow you to do so. Rather than take ten levels of fighter and ten levels of cleric, for example, you could work towards quickly qualifying for the *rune-priest* prestige class and put your experience into those levels.

Prestige classes are balanced against the two component multiclass. You will generally find that a level in a prestige class offers you an advancement in abilities that falls somewhere between an additional level of the two qualifying multiclass. However, while the prestige classes presented here are designed not to outstrip the qualifying multiclass, they do offer new abilities that are otherwise unavailable.



Battle-Rager

Though tales do tell of the occasional “lost tribe” of primitive, barbaric dwarves, by and large when one thinks of dwarven “barbarians,” the image that leaps immediately to mind is that of the fearsome *battle-rager*.

Although widely known and easily recognized, battle-ragers are nevertheless a

rare occurrence. These wild fighter-barbarians are known for their unstoppable fury in battle and an unsettling disregard for their own safety. They wade into battle without armor, their bare arms and chests covered in countless scars and graven tattoos, frothing at the mouth and hewing mercilessly into the enemy with huge, rune-covered axes.



Role in Dwarven Society

What turns a dwarf into a battle-rager? It could be the sudden, burning passion caused by the death of a close relative, or the rage could simply come upon an aged, battle-weary dwarf like a pot coming to a slow boil.

In any case, battle-ragers are valued and respected among dwarves, who universally agree that the battle-rager's path is a divine calling. That the calling is rare, and that they tend to go out quickly in a blaze of glory, only serves to make battle-ragers more unique and precious among dwarven society.

Those few battle-ragers who survive to become great heroes are a resource treasured more than gold or mithral. Such heroes move from battle to battle, lending their expertise where the fighting is thickest. Although there are other dwarven heroes, such as the slayers, who are more suited to vanquishing a single mighty foe, the battle-rager is unparalleled at shattering the lines of lesser foes such as goblins. Against a battle-rager, even the hardiest legions of goblins will falter and break.

Role within the Adventuring Party

Although ill-suited to polite company, a battle-rager is a boon to any fledgling adventuring party. Combining dwarven resilience, barbaric fury, and a hatred of all things goblinoid, the battle-rager serves as the hard-hitting core of many adventuring groups. Despite their coarse nature, they can yet be of use in civilized areas, where they can often protect the party by reputation (and intimidation) alone.

Fighter-Barbarian

You may play a battle-rager by simply multiclassing a few levels of fighter with barbarian. Most prefer starting as a barbarian for the increased hit die and skill points, adding a level of fighter as soon as possible for the bonus feat. Better still, if you are using the optional apprentice-level multiclassing rules, a fighter-barbarian begins play with a bonus feat, fast movement, and the rage ability. Remember that although a single classed barbarian cannot read, a multiclassed barbarian automatically gains the ability as soon as a literate class is attained.

Of all the attributes, it is worth considering Dexterity as perhaps the most important. The fighter-barbarian can increase his Strength and Constitution through raging, but his limitation to medium or light armor means that his AC suffers at higher levels. A decent Dexterity bonus to AC, coupled with lighter armor for maximum mobility, can help offset this vulnerability. The barbarian's access to *uncanny dodge* guarantees that the character will be able to make the most of his Dexterity bonus.

Bonus fighter feats are best spent perfecting the "two hander" path: Power Attack, Cleave, and Great Cleave. Because of their high movement rate, fighter-barbarians tend to be first into the fray, separated from their allies, and unable to take advantage of a full attack action. By concentrating on weapons and feats that maximize the damage potential of a single strike, such as with an Improved Charge + Power Attack, the character can drop lesser foes and still enjoy the luxury of multiple attacks through the Cleave feats.

Battle-Rager

More than merely fighter-barbarians, the path of the true dwarven battle-rager is even more brutal. Few receive the divine calling, and fewer still possess the determination to heed that call.

Hit Die: drz

Requirements

Base Attack Bonus: +5

Alignment: any non-Lawful

Feats: Cleave, Iron Will, Power Attack, Toughness

Special: rage, frenzy, or similar class ability

Class Skills

The battle-rager's class skills (and the key attribute for each skill) are: Climb (Str), Craft (Int), Intimidate (Chr), Jump (Str), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The battle-rager is proficient with all simple and martial weapons. Although they retain any proficiency with armor and shields that they receive from prior classes, they gain no new proficiency. Battle-ragers who wear armor or use a shield lose the favor of the dwarven gods. All special battle-rager class abilities are lost until the character receives an *atonement* from a dwarven cleric.

AGAINST THE ODDS (Ex)

The battle-rager is at his best when the odds are against him. For every melee opponent who threatens the space occupied by the battle-rager, the battle-rager receives a +1 morale bonus to AC (see below).



Figure 1: Against the Odds

BONUS FEAT

At 2nd level and every four levels thereafter, the battle-rager can choose a bonus feat from the list of Fighter bonus feats.

FEARSOME VISAGE

Battle-ragers have many scars and tattoos, and this obvious testament to their battle prowess is awe-inspiring indeed. Beginning at 2nd level, the battle-rager adds his class level to all Bluff, Diplomacy, and Intimidate checks. This bonus only applies if the battle-rager's scars are visible-- if invisible, disguised, etc. he loses this bonus.

Table 1: Battle-Rager

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+1	+2	+0	+2	Against the odds
2	+2	+3	+0	+3	Bonus feat, fearsome visage
3	+3	+3	+1	+3	Frenzied charge, additional rage
4	+4	+4	+1	+4	Damage reduction 1/-
5	+5	+4	+1	+4	Indomitable will
6	+6	+5	+2	+5	Bonus feat, additional rage
7	+7	+5	+2	+5	Improved rage
8	+8	+6	+2	+6	Damage reduction 2/-
9	+9	+6	+3	+6	Additional rage
10	+10	+7	+3	+7	Bonus feat, improved rage

FRENZIED CHARGE

So fierce is the onslaught of the battle-rager, it is almost impossible to strike back. The battle-rager does not apply a -2 penalty to his AC when he performs a charge.

ADDITIONAL RAGE

The battle-rager may enter into a rage an additional time each day. Add any additional rage from the battle-rager class to any other class rage ability.

DAMAGE REDUCTION

The battle-rager is able ignore some of the damage from every attack. Beginning at 4th level he gains damage reduction of DR1. Subtract 1 from the damage the battle-rager takes each time he is dealt damage. At 8th level this damage reduction rises to DR2. This stacks with any damage reduction the battle-rager may receive from barbarian or other class levels.

INDOMITABLE WILL

Slowly but surely, the battle-rager's mind is given over to the single-minded destruction of his enemies. For the most part his mind knows only rage, while other desires are sheltered deep within his psyche. If the battle-rager successfully saves against a spell that normally allows a Will: half or Will: partial saving throw, he suffers no effect.

IMPROVED RAGE

Beginning at 7th level, the battle-rager's ability to rage is significantly improved. His bonus to Str and Con rise to +6 each, his Will save increases to +3, and his AC penalty remains constant at -2.

At 10th level, the battle-rager no longer suffers any ill-effects from fatigue at the end of his rage. (Normally a character receives -2 to Strength, -2 to Dexterity, and cannot run or charge.)

Dwarven Skald

One does not normally associate dwarves with the profession of bards, but such characters do exist. Although dancing, music, and light-hearted performances are not typically to dwarven liking, they have long lives and long memories, and they make excellent poets and story-tellers, for their history is filled with tales of great

heroes, great sacrifice, and great sadness. Their deep, rich voices, while not particularly suited to song, are capable of mesmerizing chants and dirges, and on those rare occasions when dwarves are moved to song, it is an experience that stays with the listener forever.



Role in Dwarven Society

Tradition is of incredible importance to dwarves, and it is the *dwarven skalds* who accept the responsibility for cataloguing and continuing their history. Of course, the warrior tradition is of equal importance to the beleaguered dwarves, and while single-classed bards are rare, there are many fighter-bards to be found among their people.

Even so, it is rare for dwarves to pursue this career for long, as the wandering, chaotic lifestyle of the bard is not well-suited to the responsibilities of clanship. The warrior path calls more strongly, and in some cases, with more urgency. Many dwarves learn the necessary skills of the *dwarven skald* in their youth, only to abandon their studies later when duty calls.

Role within the Adventuring Party

The *dwarven skald* has much to offer an adventuring party. Their martial skills are on par with the frontline fighters, and their bard abilities give them a sampling of wizard, rogue, and clerical skills.

The fighter-bard makes an excellent leader. The bard has many social skills that he can use to improve the party's fortunes when dealing with important authority figures.

The skald also takes an interest in chronicling the group's adventures, so he can be counted on to keep important notes in his journal. He has an eye and ear for the seemingly insignificant details that not only make a good story-- they can mean the difference between life and death.

Finally, the fighter-bard's companions, even those of other races, cannot help but be inspired by epic tales of dwarven courage, and while he may not be the fighting center of the party, the skald is the core of the party's morale, exemplifying dwarven bravery through his stories and by his own example.

Fighter-Bard

You may play a *dwarven skald* by multiclassing as a fighter-bard. Because dwarves suffer a Charisma penalty, you will find it difficult to master the higher level spells available to bards, and continued advancement as a bard is of questionable utility.

Of all six ability scores, only Wisdom is of limited use to the fighter-bard. Rather than spread out your ability scores in an attempt to excel at both classes through higher levels, you will find it more practical to take only one or two levels of bard before advancing solely as a fighter.

If you do not find yourself enticed by the *die hit die* of the fighter, begin play as a bard for the extra skill points, and focus them into cross-class skills that are particularly useful or otherwise inaccessible to fighters. If possible, check with the other players in your group in advance and focus on filling the gaps in their expertise. Reserve at least 3 ranks for Perform, as this will open up many of the bardic abilities-- most importantly, Inspire Courage. Bards can use this ability as a move-equivalent action, even while fighting, allowing the fighter-bard to inspire courage directly through his fighting example.

Dwarven Skald

Unlike the flighty and fanciful bards of other races, the dwarven skald is steeped in tradition, and focuses his studies solely on his people and their epic struggles.

Hit Die: d6

Requirements

Base Attack Bonus: +5

Decipher Script: 4 ranks

Gather Information: 4 ranks

Knowledge (Dwarves): 6 ranks

Perform: 3 ranks (chant, epic, storytelling)

Class Skills

The dwarven skald's class skills (and the key attribute for each skill) are: Appraise (Int), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Chr), Intuit Direction (Wis), Jump (Str), Knowledge (all skills, taken individually)(Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The dwarven skald is proficient with all simple and martial weapons, and with light armor, medium armor, and shields. Note that armor check penalties apply to certain skills when wearing armor heavier than leather.

BARDIC STUDY

A dwarven skald adds his dwarven skald levels to any bard levels for all level-dependent abilities, including bardic performances and bardic knowledge.

Dwarven skalds are content to master a few select forms of performance art. Although the dwarven skald does not gain Perform as a class skill, he adds his class level to all Perform skill checks to signify his mastery over his chosen performances.

At 1st level, the dwarven skald gains access to the bard abilities *inspire courage*, *countersong*, and *fascinate* (if he did not already have them). At 4th level he gains access to *inspire competence*; at 7th level he gains access to *suggestion*; and at 10th level he gains access to *inspire greatness*.

Dwarven skalds do not continue to advance in spellcasting ability, and dwarven skald class levels do not count towards caster level.

INVOKE CURSE (SU)

Dwarves have long memories, and their wrath is not easily diminished. When you curse an opponent, the gods take note, and will aid you in your quest for vengeance-- no matter how long it takes.

Invoking a curse is a standard action that does not provoke an attack of opportunity. The target of your curse need not be present, but it must be an individual known to you by name or deed. (For example, you could invoke a curse against "Eldrath, Lord of House Morien," or "The Orc chieftain who ambushed uncle Thrynn.")

Table 2: Dwarven Skald

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+1	+0	+2	+2	Bardic study
2	+2	+0	+3	+3	Invoke curse
3	+3	+1	+3	+3	
4	+4	+1	+4	+4	Inspire competence
5	+5	+1	+4	+4	Captivate
6	+6	+2	+5	+5	
7	+7	+2	+5	+5	Suggestion
8	+8	+2	+6	+6	Instill fear
9	+9	+3	+6	+6	
10	+10	+3	+7	+7	Inspire greatness

Until that enemy is slain, you receive a +2 bonus to all attacks and damage against that opponent; the DC of your bardic abilities, spells, and spell-like abilities increases by 2 against that enemy.

You may not curse more than one enemy at a time, and you may not invoke another curse for one week after your enemy is slain.

CAPTIVATE (SU)

At 5th level the skald may use his *fascinate* abilities to weave a tale that can affect an entire audience. *Captivate* counts as a single bardic performance, but the *fascinate* check applies to all creatures within 90 feet who witness the performance.

INSTILL FEAR (SU)

By recounting ancient tales of dwarven victories, you inspire fear in your enemies. *Instill fear* is a standard action that does not provoke an attack of

opportunity. It counts against your limit of daily bardic performances.

Any creature within 10 feet who can hear and see the dwarven skald must succeed at a Will saving throw with a DC equal to the dwarven skald's Perform check. It is not necessary that the creatures understand the language spoken by the dwarven skald as his meaning is made clear through his bearing and tone of voice. Unlike other bardic abilities, creatures in combat do not receive any bonus to their saving throw, as the dwarven skald deliberately plays upon the threat of violence.

If the saving throw succeeds, that creature is unaffected and is immune to the dwarven skald's fear effect for 1 day. If the saving throw fails, the creature is *panicked* for 1 round per level of the dwarven skald.

Creatures whose levels or hit dice exceed the dwarven skald's character level are immune to his *instill fear* ability.

Rune-Priest

Dwarves have a conflicting dual nature, approaching both creation and destruction with an almost religious fervor.

This dual nature is nowhere more apparent than in the creation of the beautiful instruments of war with which the dwarves

gird themselves. Their craftsmen toil for weeks, months, years to produce the most awe-inspiring weapons and suits of armor, laced with intricate dwarven runes-- only to take these masterpieces to the battleground, where they are soon beaten, bloodied, and besmirched with gore.



But dwarves are ever practical, and the intricate runework serves as more than mere decoration: dwarven runes secure the attention of their gods, and a dwarf with the knowledge, wisdom, and force of will to invoke these runes can call upon divine power. Scattered throughout their battle lines, dwarves rely on highly trained warrior-priests to call upon this divine power and bring victory to their people. Clad in baroque armor and wielding rune-covered weapons, the *rune-priest* becomes a nexus of faith, inspiration, and divine might.

Role in Dwarven Society

Dwarves are very religious, with each dwarf feeling an almost familial attachment to the various dwarven deities. Every dwarf claims, and rightly so, to be descended from the All-Father, the Soul-Forged himself. As such, the rune-priests are highly valued members of the community, as their connection to the gods is even more evident by nature of the miracles they can perform.

The rune-priests are encouraged by the clan to pursue a career in either the military or the clergy; the two choices are equally pragmatic and honorable. Dwarves who follow the priesthood to the exclusion of all else tend to stay behind for the protection of the stronghold, while warrior-priests are more likely to be found on their borders and battlegrounds, where the need is greatest.

Role within the Adventuring Party

Every adventuring company welcomes a fighter-cleric to their ranks. Their fighting skills carry them through the fight, and

their clerical skills patch them up and carry them on to the next one.

In addition to healing, the fighter-cleric has access to many spells, such as *endurance* and *bull's strength*, that enhance the fighting prowess and survivability of the entire group.

Fighter-Cleric

You may play a rune-priest by multiclassing as a fighter-cleric and making use of the dwarven Rune feats presented in Chapter Two. Certain Rune feats are best represented by simply taking the appropriate bonus fighter feat.

Fighter-clerics benefit from nearly every ability score, but there is room to reduce certain attributes. Wisdom will remain important, but as you are unlikely to advance into the highest levels of spellcasting, you can easily get by in the 14-16 range.

After Wisdom, Strength and Charisma should be your focus. Strength can begin at 13 (in order to qualify for certain fighter feats, such as those along the Power Attack feat path) and can be increased later when you gain attribute advances. Charisma can remain fairly low, as it is often more expedient for a fighter-cleric to simply hack apart low-level undead than it is to turn them. However, if you wish to make use of the Rune feats presented earlier in this book, a high Charisma can super-charge their effect.

Dexterity is probably the most easily sacrificed, as clerics can wear heavy armor without sacrificing spellcasting ability.

Rune-Priest

The rune-priest battles his way to victory, not by his own strength alone, but with divine guidance. By adorning his weapons and armor with powerful runes, he commands the favor of the gods.

Hit Die: d8

Requirements

Base Attack Bonus: +4

Craft: 4 ranks each in any two of armorsmithing, weaponsmithing, blacksmithing, or stonemasonry

Knowledge (Dwarves): 6 ranks

Feats: Martial Weapon Proficiency (all), dwarven Rune feat (any one), Weapon Focus (favored weapon of patron deity)

Special: must receive granted powers from any two dwarven domains

Class Skills

The rune-priest's class skills (and the key attribute for each skill) are: Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Heal (Wis), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Scry (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The rune-priest is proficient with all simple and martial weapons, with all armor, and shields. Note that armor check penalties apply to certain skills when wearing armor heavier than leather.

SPELLS PER DAY

A rune-priest has the ability to cast a small number of divine spells, chosen from the Rune-priest spell list below or from his list of dwarven domain spells. This spellcasting ability is separate from any spellcasting ability he may receive from any other class. Rune-priests cast divine spells as a cleric, and receive bonus spells for high Wisdom. When the rune-priest gains 0 spells of a given level, such as 0 2nd-level spells at 2nd level, he gains only bonus spells.

ADDITIONAL DOMAIN

The rune-priest gains access to an additional domain chosen from his deity's list of domains. The rune-priest gains the granted power of the additional domain and may add the spells from the new domain to the Rune-priest spell list (see below).

BONUS RUNE FEAT

Rune-priests rapidly gain knowledge with a variety of dwarven runes, and their armor and weapons soon become covered in powerful runes. At 2nd level and every other level thereafter, the rune-priest may choose a bonus Rune feat (found in Chapter 2 of this book). The character must otherwise meet all of the prerequisites of the chosen feat.

RUNECRAFT

Beginning at 3rd level, a Rune-priest may add his class level to his Craft check when attempting to add a Rune to an item. The bonus applies only to the Rune itself, not to any other masterwork component.

Table 3: Rune-Priest

Level	BAB	Fort	Ref	Will	Abilities Gained	Spellcasting				
						1	2	3	4	5
1	+1	+2	+0	+2	Additional domain	1	-	-	-	-
2	+2	+3	+0	+3	Bonus Rune feat	2	0	-	-	-
3	+3	+3	+1	+3	Rune-craft	2	1	-	-	-
4	+4	+4	+1	+4	Bonus Rune feat	3	2	0	-	-
5	+5	+4	+1	+4		3	2	1	-	-
6	+6	+5	+2	+5	Bonus Rune feat	3	3	2	0	-
7	+7	+5	+2	+5	Divine inspiration	3	3	2	1	-
8	+8	+6	+2	+6	Bonus Rune feat	3	3	3	2	0
9	+9	+6	+3	+6		3	3	3	2	1
10	+10	+7	+3	+7	Bonus Rune feat	3	3	3	3	2

DIVINE INSPIRATION

The Rune-priest may call upon the favor of the gods to enhance his spellcasting. As a free action, the rune-priest can expend one of his daily turning attempts (if any) to increase his divine spellcasting ability for the current round.

For all level-dependent effects of the next divine spell he casts, the rune-priest may add his rune-priest caster level to any other divine caster levels he may have from other classes, and determine the effect of the spell based on the improved caster level. This increase in caster level only affects level-dependent effects of the spell being cast. It does not grant access to new spell levels.

Rune-priest Spell List

Rune-priests' spells signify their mastery of runes and practical battlefield magic.

- 1st Bless, Command, Cure Light Wounds, Deathwatch, Divine Favor, Doom, Entropic Shield, Erase, Magic Weapon, Remove Fear, Shield of Faith
- 2nd Aid, Augury, Bull's Strength, Cure Moderate Wounds, Endurance, Gentle Repose, Remove Paralysis, Shield Other, Spiritual Weapon
- 3rd Cure Serious Wounds, Dispel Magic, Greater Magic Weapon, Glyph of Warding, Magic Vestment, Prayer
- 4th Cure Critical Wounds, Death Ward, Divination, Divine Power, Explosive Runes, Neutralize Poison, Sending, Status, Tongues
- 5th Atonement, Commune, Flame Strike, Greater Command, Hallow, Healing Circle, Mark of Justice, Raise Dead, Righteous Might, Scrying, Spell Resistance, True Seeing

Rock-Warden

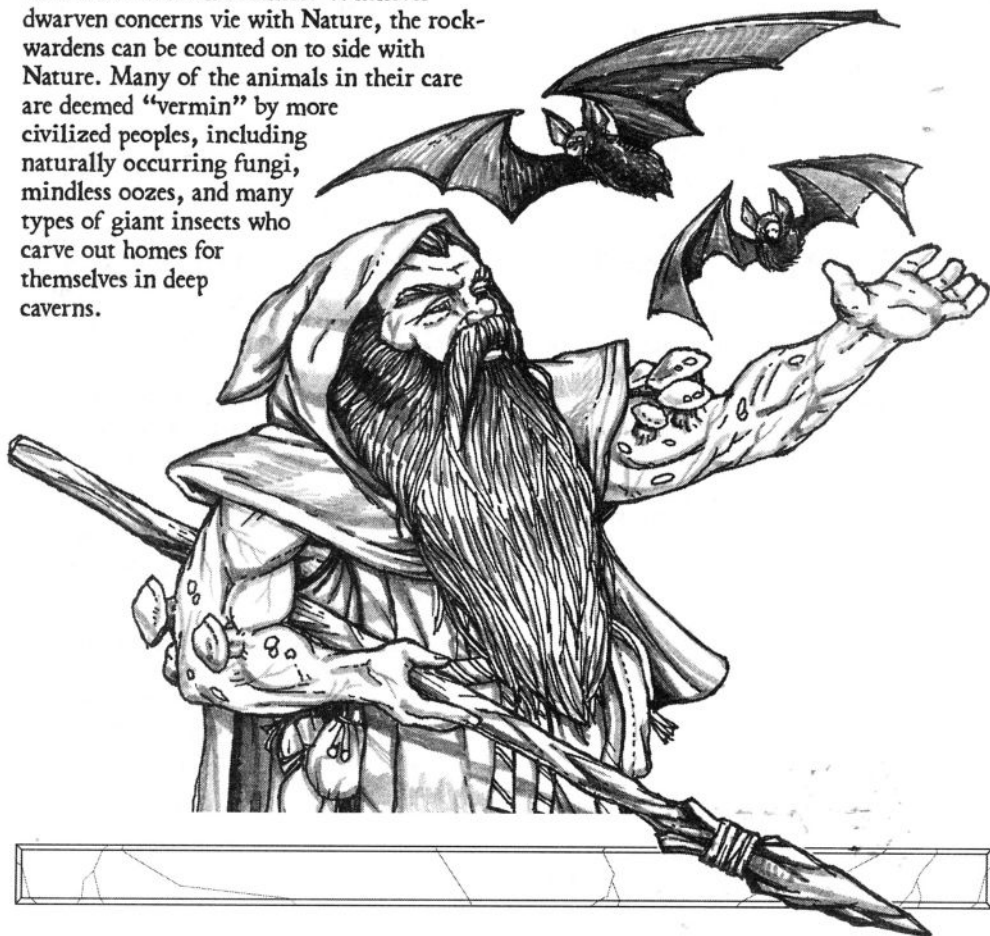
Quite naturally, the subterranean depths give rise to the dwarves' own counterpart to the druid, the *rock-warden*. Like the surface dwelling woodsmen of other races, the rock-warden concerns himself with the protection of his environment and the tender husbandry of the creatures with whom he shares the rocky deeps.

Role in Dwarven Society

Rock-wardens often find themselves at odds with their dwarven brothers. Whenever dwarven concerns vie with Nature, the rock-wardens can be counted on to side with Nature. Many of the animals in their care are deemed "vermin" by more civilized peoples, including naturally occurring fungi, mindless oozes, and many types of giant insects who carve out homes for themselves in deep caverns.

Moreover, the rock-wardens are not generally pleased with the dwarven tendency to lay claim to vast veins of metals, precious or otherwise, or their tendency to plunder such resources wholesale.

However, just like their surface-dwelling cousins, the rock-wardens recognize that dwarves are a part of Nature like anything else. As long as their dwarven brothers don't attempt to carve out an existence for themselves apart from Nature-- or worse yet, in opposition to it-- there is little conflict.



Unfortunately, when conflict does arise, the rock-wardens make terrifying enemies. They share the martial prowess of their brethren, as well as the dwarven sense of justice and determination. A slight against dwarvenkind is one thing; a slight against Nature is quite another, and the vengeance of the rock-wardens, while it may be slow in coming, is sweeping and terrible.

Role within the Adventuring Party

Many adventuring companies would sooner have a rock-warden along than a more traditional druid. To begin with, adventurers spend a great deal of time underground, where the rock-warden's survival skills are most useful.

In addition, a typical group is less likely to run afoul of a rock-warden's beliefs, as the damage that they can do to a subterranean ecology is generally much less than they could do to a forest or countryside. While a woodland druid may look askance at a party who hunts game and fells trees for firewood, the rock-warden is unlikely to find issue with his companions-- neither firewood nor game are particularly plentiful in the deep, and such resources are generally not plundered from the local flora and fauna. Unless his companions engage in the slaughter of entire nests of giant ants, for example, the rock-warden is likely to be content.

In fact, a rock-warden generally finds himself in complete agreement with his colleagues, for such adventuring companies are frequently formed to deal with goblins, orcs, or other such plagues on the underground ecology.

Fighter-Druid

You may play a rock-warden by multiclassing as a fighter-druid. For the most part you can concentrate on advancing your druid levels, but your dwarven temperament is likely to require fighter levels to enforce your druidic beliefs.

There are several fighter feats that can be of great use underground, and to a fighter-druid in particular. Chief among these is Blind-Fight, as many evil denizens of the deep make frequent use of magical darkness. Combat Reflexes is very useful when wielding a long spear in narrow tunnels. The dagger, dart, and sling all take good advantage of Point Blank Shot in the shorter encounter distances underground. Finally, Improved Critical becomes nothing short of deadly when applied to a druid's scimitar.

Wisdom is your most important attribute, as your spellcasting ability is directly tied to this ability. High Wisdom translates directly to more spells per day and a higher maximum spell level you can cast.

Strength and Charisma share equal importance-- Strength for your fighting prowess, Charisma for your most important class skills. Dexterity can be important for protection, as your druid restrictions will probably rule out most heavy armors. In addition, although druids enjoy rapid advancement in both Fortitude and Willpower saving throws, their Reflex saving throws could use some additional pep in the form of a decent Dexterity bonus.

Druids already enjoy a great number of skill points, so you will find it easiest to sacrifice Intelligence in favor of your other attributes.

Rock-Warden

The rock-warden protects the ecology of the deep earth, discouraging friend and foe alike from pillaging the resources of his home.

Hit Die: d8

Requirements

Base Fortitude Save: +6

Animal Empathy: 8 ranks

Scry: 8 ranks

Speak Language: Terran

Wilderness Lore: 8 ranks

Feats: Blind-Fight

Special: ability to cast 2nd level divine spells

Class Skills

The rock-warden's class skills (and the key attribute for each skill) are: Animal Empathy (Cha), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature)(Int), Scry (Int), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The rock-warden is proficient with the club, dagger, dart, halfspear, light pick, greatclub, heavy pick, longspear, quarterstaff, scimitar, shortspear, sickle, and sling. They are proficient with light and medium armor, and shields. They may only use weapons, armor, and shields made of wood, bone, hide, rock, mithral, or adamantite-- all other metals are

prohibited. A rock-warden who uses a prohibited weapon or armor loses all class abilities immediately and for 24 hours thereafter.

SPELLCASTING

A rock-warden casts spells as a druid. Add the rock-warden's class levels to any druid levels and determine spellcasting ability according to *Core Rulebook I*, Table 3-8. He has access to all Druid and Earth spells.

ANIMAL COMPANION

Like druids, the rock-warden can keep one or more animal companions. Include the rock-warden's class level when determining the maximum HD of his animal companions, including those gained from any previous class.

WILD SHAPE

At 2nd level the rock-warden gains a limited form of the druid ability *wild shape*. The ability is identical to the druid's ability except that the form assumed must be one of the following natural underground animals/vermin: bat, badger, rat, snake (viper, Small or Medium), and all vermin (Small or Medium).

At 4th level he can also assume the form of a Tiny creature including: snake (viper, Tiny), and all vermin (Tiny).

At 6th level the rock-warden can assume the Large-sized form of any of the above animals or vermin, if applicable. He may also assume the form of any fungus (Small to Large size).

At 8th level the rock-warden can assume the dire form of any of the following

Table 4: Rock-Warden

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+0	+2	+0	+2	Spellcasting, animal companion
2	+1	+3	+0	+3	Wild shape 1/day
3	+2	+3	+1	+3	Stony stride
4	+3	+4	+1	+4	Wild shape 2/day (tiny)
5	+3	+4	+1	+4	Blindsight
6	+4	+5	+2	+5	Wild shape 3/day (large / fungus)
7	+5	+5	+2	+5	Subterranean empathy
8	+6	+6	+2	+6	Wild shape 4/day (dire / ooze)
9	+6	+6	+3	+6	Poison immunity
10	+7	+7	+3	+7	Wild shape 5/day (elemental)

animals: bat, badger, bear, rat. He may now also assume the form of any ooze (Small to Large size).

At 10th level the rock-warden can assume the form of an earth elemental (Small to Large size). He gains all special abilities of the elemental form.

STONY STRIDE (Ex)

Beginning at 3rd level the rock-warden can cross natural areas of dangerous rock at his normal speed without suffering injury or other impediments. This includes areas of "razor-rock," wet or slippery rock, etc. This ability does not include areas of rock made dangerous by magical means (spike stones, grease, etc.)

BLINDSIGHT (Ex)

At 5th level the rock-warden can "see" in the dark, similar to the ability possessed by bats. He gains Blindsight within a range of 60 feet. Like a bat, any form of magical *silence* negates this

ability, although the rock-warden may always rely on normal vision.

SUBTERRANEAN EMPATHY

Beginning at 7th level, the rock-warden can use his animal empathy skill to calm earth elementals, fungi, vermin, and oozes, and can even use animal friendship to bond them as companions. The subterranean creature counts towards the rock-warden's HD limit as normal. Note that while some creatures such as fungi cannot move, and make poor travelling companions, they make excellent guardians for the rock-warden's home turf.

POISON IMMUNITY

At 9th level the rock-warden becomes immune to all organic poisons, including monster poison, mineral poisons, fungal spores, and poison gas.

Stoneheart Ascetic

The existence of monastic Orders among the dwarves is not exactly secret, but neither is it widely known. It is far more common to find a dwarf living and studying among the surface races than it is to find a true adherent of a purely dwarven tradition, and some sages still dispute that such monasteries

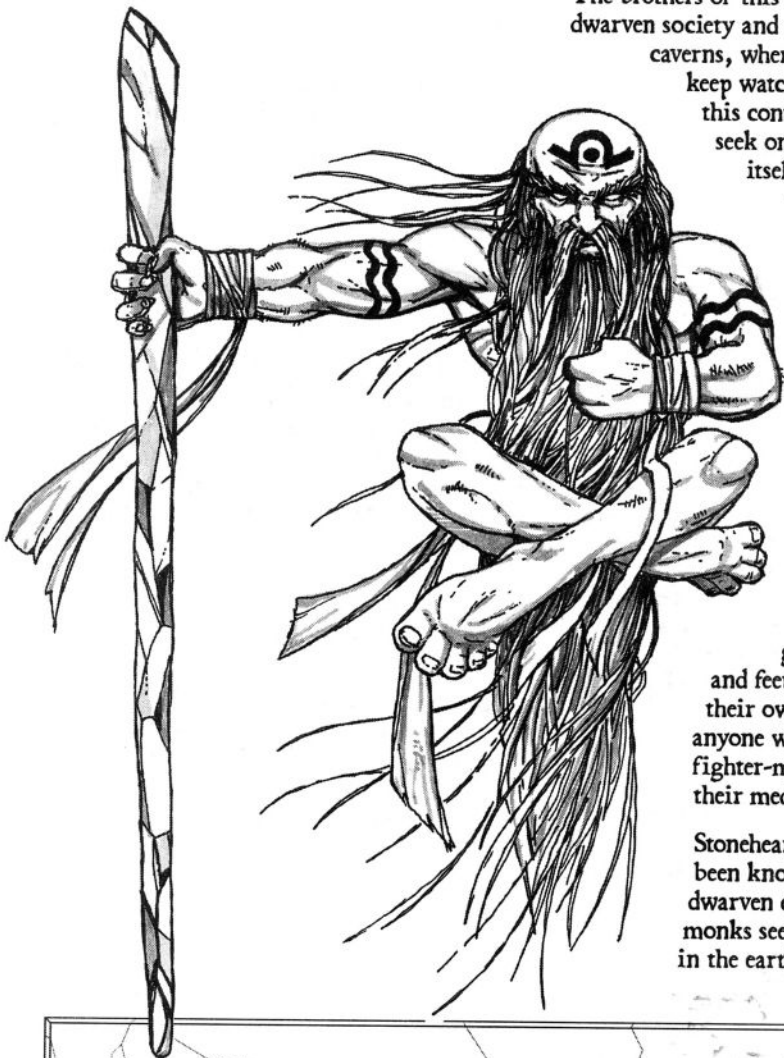
exist. Nevertheless, among the dwarves themselves, the *stoneheart ascetics* are a well-known (if occasionally troublesome) Order.

Role in Dwarven Society

The brothers of this Order have retired from dwarven society and retreated to the deeper caverns, where they meditate and keep watch over sacred places. In this contemplative state, they seek oneness with the earth itself, undergoing a slow process in which they become more and more stone-like as the years pass.

The stoneheart ascetics are normally peaceful, preferring to be left alone, but they are not without martial prowess. Although most have given up the axe and spear years ago, their gnarled, stony hands and feet are deadly weapons in their own right. Woe to anyone who crosses these fighter-monks and disturbs their meditation.

Stoneheart ascetics have even been known to clash with the dwarven community. The monks seek out the sacred places in the earth—places which often



bear valuable deposits of metal and gems. Diplomacy is of little use to the dwarves at such times, as attempting to converse with a stoneheart ascetic is often as useful as talking to the stones themselves. However, the monks have been known to relinquish a site suddenly and inexplicably. Many dwarves believe that the stoneheart ascetics can speak with the earth itself, and if the need is great, the earth will volunteer her riches for the dwarves' sake.

Role within the Adventuring Party

Stoneheart ascetics join adventuring companies for their own reasons, but it is most commonly for vengeance, to protect a sacred site, or to seek out a new site for their meditations. Many parties have trouble understanding the fighter-monk and his goals. Despite the fighter-monks' unswerving ethical code, their aloofness can lead to serious questions of trust.

Nevertheless the fighter-monk is a valuable asset to the party, lending a hand when the fighting is thickest. They tend to make fast allies with other fighters in the group, as they care little for weapons, armor, or even riches-- leaving a greater share for others. Because of this perceived generosity, the fighter-monk can usually count on the fighters' support in return when an item appears that finally catches the attention of the monk.

Fighter-Monk

You may play a stoneheart ascetic by multiclassing as a fighter-monk. You will need to begin your career as a fighter, as monks are not normally free to multiclass.

A single level of fighter grants a bonus feat, and **Weapon Focus: Unarmed** is a good first choice. A second bonus feat at second level, such as **Weapon Finesse: Unarmed**, is useful if your fighter-monk is long on Dexterity and short on Strength. Expertise is another good choice, as you can then channel some of your fighter's Base Attack Bonus into defense rather than offense. If you can stick with fighter through 4th level, **Weapon Specialization: Unarmed** gives you a +2 bonus to damage with all of your unarmed strikes.

Wisdom is probably your most important attribute, as your monastic training grants you an AC bonus based on your Wisdom modifier. Many of the monk's special abilities are also keyed to Wisdom, especially your *stunning attack*.

Strength and Dexterity are useful as always for any front-line fighter, but in the case of a fighter-monk, Dexterity slightly edges out Strength in order of importance. Monks need every scrap of AC they can get, as they cannot wear armor. In addition, Dexterity modifies your Reflex save, which coupled with the monk's *evasion* ability means that you can often avoid damaging spells and effects entirely.

Intelligence and Charisma are your two least important attributes. Intelligence is slightly more important simply on account of extra skill points, and monks have a wide range of skills where they can be put to good use. Although Charisma modifies some skills and feats, your dwarven racial penalty makes it difficult to obtain a high Charisma modifier without seriously sacrificing more important attributes. Your dwarven demeanor, coupled with the quiet and aloof lifestyle of the monk, is unlikely to win you many friends in any case!

Stoneheart Ascetic

The stoneheart ascetic seeks the deep, dark places to seek oneness with the heart of the earth. Their meditations bring them ever nearer to the perfection of stone.

Hit Die: d8

Requirements

Base Unarmed Damage: 1d8 or better

Base Fortitude Save: +6 or better

Concentration: 6 ranks

Sense Motive: 4 ranks

Feats: Endurance, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed)

Class Skills

The stoneheart ascetic's class skills (and the key attribute for each skill) are:

Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (arcana)(Int), Knowledge (religion)(Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis)

Skill Points at Each Level: 4 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The stoneheart ascetic does not gain any new proficiency with weapons or armor. In fact, he must avoid the use of any kind of armor and most clothing, preferring to keep his hands and feet free to touch the living stone around him. He cannot wear any kind of armor, gauntlets, gloves, or footwear, and if he breaks this stricture, he loses

access to all class abilities until he receives an *atonement*.

ASCETIC LIFESTYLE

The stoneheart ascetic eschews most personal belongings, owning only what he can carry on his own person. All other wealth and possessions are donated to the Order.

MONK ABILITIES

From 1st level onward, the stoneheart ascetic continues to advance in unarmed fighting techniques as a monk. When determining his unarmed damage, improved rate of unarmed attacks, and AC bonus, add his class levels to any monk levels and determine his ability according to table 3-10 in *Core Rulebook I*. He also gains a Wisdom bonus to AC.

At 2nd level the stoneheart ascetic gains access to the monk abilities *still mind* and *purity of body*. At 3rd level he gains access to *wholeness of body*. These abilities are identical to the monk abilities of the same name.

Furthermore, for all level-dependent abilities that replicate a monk ability (*still mind*, *purity of body*, *wholeness of body*), the stoneheart ascetic may add any monk levels to his stoneheart ascetic class levels and determine his ability on that basis.

BONUS FEAT

At 1st level and every three levels thereafter, the stoneheart ascetic chooses a bonus feat from the list below: Deflect Arrows, Dodge, Improved Grab, Improved Bull Rush, Improved

Table 5: Stoneheart Ascetic

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+0	+2	+2	+2	Monk abilities, bonus feat
2	+1	+3	+3	+3	Still mind, purity of body
3	+2	+3	+3	+3	Stone step, wholeness of body
4	+3	+4	+4	+4	Tremorsense, bonus feat
5	+3	+4	+4	+4	Stone slumber
6	+4	+5	+5	+5	Stone heart
7	+5	+5	+5	+5	Bonus feat
8	+6	+6	+6	+6	Stone soul
9	+6	+6	+6	+6	Timeless body
10	+7	+7	+7	+7	Stone body, bonus feat

Disarm, Improved Trip, Power Attack, Toughness. The character gains access to this feat as a result of his training, and is not required to meet any prerequisites for the feat.

he must specify a duration for his slumber, after which time he will awaken naturally. During this time he is aware of his surroundings but is otherwise powerless to act.

STONE STEP (SU)

While the stoneheart ascetic is in contact with stone or earth, he is affected as if by a *spider climb* spell (caster level equal to his stoneheart ascetic class level).

STONE HEART (SU)

At 6th level the stoneheart ascetic is immune to poison of all kinds.

TREMORSENSE (EX)

As long as he is in contact with a stone surface, the stoneheart ascetic gains *tremorsense* with a range of 5 feet per class level.

STONE SOUL

The character gains spell resistance equal to his class level +10.

TIMELESS BODY

The stoneheart ascetic gains the monk ability of the same name.

STONE SLUMBER (SU)

The character can enter a state of suspended animation, assuming a look and feel indistinguishable from solid stone. While in this state he does not require food, drink, air, nor sleep, nor does he age. Before entering this state

STONE BODY (SU)

Once per day the stoneheart ascetic can transform his body into living stone, an effect in all ways otherwise similar to the spell *iron body*, with a caster level equal to his stoneheart ascetic class level.

Paragon

The fighter-paladins known as *paragons* best exemplify the dwarven ideal: Seemingly cast from a mold of the All-Father himself,

they are the embodiment of loyalty, piety, skill at arms, and master-craftsmanship.

Most fighter-paladins are dedicated to the All-Father. They are easily identified by the wisdom and charisma they exude, to say nothing of the massive warhammers they carry in his honor. However, just as there is a breadth to the dwarven pantheon, there is a breadth to the fighter-paladins who follow in their footsteps. Far less common but no less impressive are the paragons of other deities, striding the battlefields

with the chosen weapon of their patron deity-- from daggers to greatswords to battleaxes.

Role in Dwarven Society

Regardless of their patron deity, fighter-paladins spend a good deal of their apprenticeship behind the forges, perfecting their crafting skills. As such, they are highly valuable members of dwarven society. When duty does not call them elsewhere, they are most happy working to produce arms and armor to supply the entire community. With the exception of expert smiths, they have no equal behind the anvil.



Duty often calls them to the battlefield, however, where they can be relied upon to keep the weapons and armor of the entire army in top repair. The battlefield is no place for an expert smith who has merely quenched his blades in the forge, but never in blood, and the paragon gladly steps up to the role of battle-smith. Visitors to a dwarven encampment cannot help but notice the reverential and ritualistic way that the fighter-paladins toil over their portable forges. At morning, noon, and night-- whenever the fighting has died down-- laboring at the forge is their most devout form of prayer.

Role within the Adventuring Party

The fighter-paladin is a natural choice for leadership within the party. While they lack the bonus feats to fill the same niche as a pure fighter, and the extensive healing and spellcasting ability of a pure cleric, their other abilities compensate. Their high hit points and AC, dwarven resilience, and divinely-inspired saving throws often mean that they are the last among their comrades to fall prey to the enemy-- and their sense of duty and honor generally ensure that they will fight to the last to protect their fallen comrades.

In short, the adventuring party gains in a dwarven fighter-paladin a comrade that they can unquestionably trust until the bitter end.

Like all paladins, however, their benefits do not come without a certain cost. Paladins are already dogmatic individuals, whose rigid code of conduct makes them prone to conflict within their own party; naturally, a strict dwarven upbringing isn't going to

help the situation any! This is not to say that paladins seek conflict, simply that their goals (and their methods of achieving them) can often be at odds with less lawful, less good parties. Whereas a human or elfen paladin may be more diplomatic and able to seek compromise or consensus within the group, dwarves by their nature are more direct, and tend to have little patience for the niceties of diplomacy.

Fighter-Paladin

You may play a paragon by multiclassing as a fighter-paladin, though you must be careful how you go about it. Unless your GM allows paladins to multiclass freely, you will probably want to begin play as a fighter. Paladins cannot normally multiclass, and once you advance any other class, you cannot advance any further as a paladin. (If you decide to use the paragon prestige class, you may still choose to advance your paladin levels later.)

A single level of fighter is good for a bonus feat, though optimally you should continue towards second level to gain another bonus feat. If you are not in a hurry, you may even want to advance all the way to 4th level, since you will then qualify for the Weapon Specialization and Style Specialization feats.

All ability scores are valuable for the fighter-paladin though Dexterity is the least useful, as you will want the heaviest armor as soon as possible. Wisdom can be sacrificed for Strength-- but remember that to cast spells you need a Wisdom score of at least 10 + spell level. Finally, don't shortchange your Charisma, as your *divine grace* saving throw bonus is directly tied to this statistic.

Paragon

The paragon exemplifies the dwarven spirit, masters of the battlefield and the forge. They are favored by the deities to advance the dwarven cause.

Hit Die: d10

Requirements

Base Attack Bonus: +5

Alignment: as patron deity

Craft: 8 ranks in armorsmithing or weaponsmithing

Knowledge (Dwarves): 8 ranks

Feats: Sunder, Weapon Specialization (favored weapon of patron deity)

Special: must have *lay on hands* class ability

Class Skills

The paragon's class skills (and the key attribute for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana)(Int), and Knowledge (religion)(Int).

Skill Points at Each Level: 2 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The paragon is proficient with all simple and martial weapons, with all armor, and shields.

LAY ON HANDS

Paragons can heal wounds by touch, exactly as a paladin. If the paragon has this ability from a previous class, add his paragon levels to his previous class

levels and determine his *lay on hands* ability on that basis.

SMITE

The paragon can call upon his patron deity to smite his enemies. The paragon adds his Charisma modifier (if positive) to his attack roll, and deals 1 extra point of damage per class level. If the paragon has the *smite* or *smite evil* ability from another class, he may combine those levels with his paragon levels to determine the effect of his paragon smite ability.

DIVINE SPELLCASTING

A paragon continues to advance in divine spellcasting abilities, though at a slower rate. The character adds half his paragon level (rounding down) to any previous divine spellcasting class level to determine spells per day and spellcaster level. He does not gain any other benefit a character of his previous class would have gained.

FORGE MASTERY

The secrets of making and unmaking are passed down to the paragon through the dwarven deities. The paragon may add his class level to all Craft: Weaponsmithing or Craft: Armorsmithing rolls when forging weapons or armor made of metal.

The paragon may use his *lay on hands* ability to repair any metal weapon or armor. This ability cannot be used if the weapon or armor is completely destroyed, only to "heal" damage done.

Finally, the paragon subtracts half his class level from the hardness of any

Table 6: Paragon

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+1	+2	+0	+0	Lay on hands, smite, spellcasting
2	+2	+3	+0	+0	Forge mastery
3	+3	+3	+1	+1	Ancestral weapon (I)
4	+4	+4	+1	+1	Smite 2/day
5	+5	+4	+1	+1	
6	+6	+5	+2	+2	Ancestral weapon (II)
7	+7	+5	+2	+2	Smite 3/day
8	+8	+6	+2	+2	
9	+9	+6	+3	+3	Ancestral weapon (III)
10	+10	+7	+3	+3	Smite 4/day

forged weapon when he attacks using his Sunder ability. He may add half his class level to the hardness of any weapon he wields or armor he wears.

ANCESTRAL WEAPON

Beginning at 3rd level or anytime thereafter, a dwarven paragon may undertake a special quest to locate an ancestral weapon (instead of calling for a special mount, if applicable). The weapon is bound with an intelligent spirit, usually a dwarven ancestor or a powerful agent of his deity, which will reveal ever greater powers to the paragon as he is deemed worthy.

The ancestral weapon has mental ability scores as detailed in *Core Rulebook II* (pp 228-230): one at 3d6, and two at 2d6 + paragon's level. Once set, these scores do not increase. The highest attribute should be assigned to Wis, the next highest to Int, and the lowest to Cha. Primary abilities may be chosen, rolled randomly, or determined by the GM to fit the campaign.

At 3rd level, the ancestral weapon has 1 primary ability and can communicate with the paragon through empathy.

At 6th level, the ancestral weapon adds a second primary ability and can now communicate by speech. The number of languages spoken will depend on the item's intelligence, and will generally include dwarven, celestial, common, or perhaps the language of a particularly hated enemy.

At 9th level, the ancestral weapon gains its third primary ability. In addition, it can now communicate directly with the wielder through telepathy.

An ancestral weapon, if lost, cannot be replaced. If it is damaged, the paragon may use his *forge mastery* to repair it. If the weapon is completely destroyed, the paragon may still be able to repair it at his forge, provided he can recover all the pieces.

If the paragon has chosen to call a special mount, he may not also acquire an ancestral weapon.

Slayer

Ask anyone to define the usual characteristics of a dwarf, and near the top of the list you'll find their pragmatism and their thirst for vengeance. Exemplifying these characteristics in the extreme is a caste

of dwarven warriors whose sole duty is to seek out and slay the chief enemies of their people. These *slayers* spend their youth mastering a chosen weapon, then spend the rest of their lives learning how to use that weapon most effectively against specific foes.

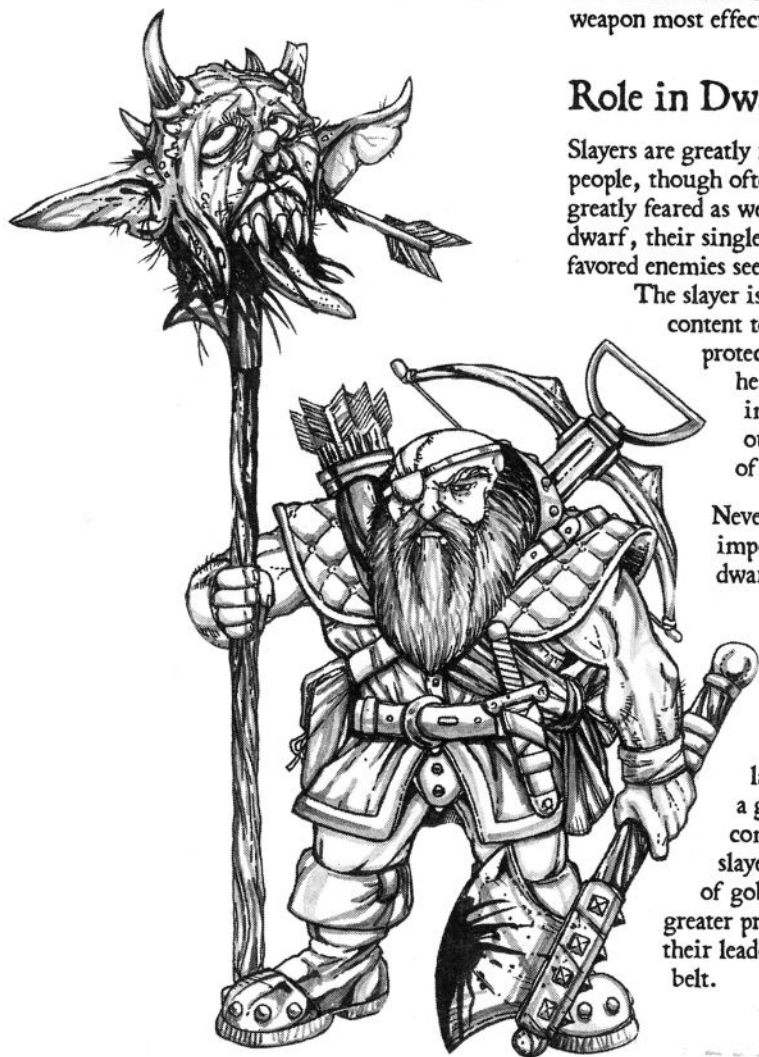
Role in Dwarven Society

Slayers are greatly respected among their people, though often misunderstood and greatly feared as well. Even to a fellow dwarf, their single-minded pursuit of favored enemies seems, at times, extreme.

The slayer is not a battlefield warrior, content to follow orders and protect the homeland. Instead, he tends to be a loner, impatient, and apt to set out on his own in pursuit of foes to slay.

Nevertheless, the slayer is an important part of any dwarven fighting force.

Whereas the battle-rager may excel at fighting many enemies at the same time, the slayer is more apt to seek out the largest and toughest foe in a group to engage in single combat. Of course, the slayer takes pride in a string of goblin scalps-- but he takes greater pride in having the head of their leader swinging from his belt.



Slayers typically preface their title with the name of their favored enemies-- goblin-slayer, giant-slayer, dragon-slayer, etc.

Role within the Adventuring Party

Provided the adventuring group knows the type of enemy they will face, the fighter-ranger is a handy ally indeed. Many dwarven fighter-rangers choose goblins and orcs as their favored enemy-- indeed, this is a "favored enemy" of many fledgling adventuring groups. At low levels, the dwarven slayer's bonuses against these creatures really make a difference. In fact, a dwarven slayer who chooses goblins or orcs as his favored enemy receives bonuses that completely offset the -2 penalty for fighting with two weapons, and they can quickly wipe out sickening amounts of their foes.

It is important not to overlook the presence of the slayer for his ability to Track. This skill sees frequent use, picking up vital clues that the adventuring group can use to move on to the next phase of an adventure. To the fighter-ranger his tracking ability is second nature, but to a group without any other means of tracking, it is a godsend.

Fighter-Ranger

You may play a slayer by multiclassing as a fighter-ranger. Once you have chosen your first favored enemy, concentrate on gaining fighter levels and mastering your chosen weapon. Weapon Focus, Weapon Specialization, and Improved Critical will enable you to quickly (and impressively) drop your chosen foes. Against numerous weaker foes such as goblins and orcs, Power

Attack and Cleave are good for a fearsome display of slaying prowess.

Due to your racial bonus, goblins and orcs make excellent favored enemies-- moreso orcs, as this will also include half-orcs, many of whom you will find among the leadership of evil humanoids.

A dwarven fighter-ranger presents two problems that set him apart from the more "typical" elven ranger. First, dwarves suffer a Charisma penalty, which may cause difficulty with many of the ranger's animal interaction skills. In addition, a fighter-multiclass will mean that the ranger advances even slower than usual in his spellcasting capacity. Thus, a dwarven fighter-ranger is encouraged to concentrate on the tracking and favored enemy aspects of the role, leaving the "divine woodsman" role to the elves.

The two chief attributes for the fighter-ranger are Strength and Dexterity. Intelligence is also a good choice, opening up feats along the Expertise path, as well as giving you more skill points to spend on the vast array of ranger class skills.

Pay attention to your Wisdom score, investing only enough to cast the highest level spell you hope to achieve. You'll need to be at least an 11th level ranger before you can cast 3rd level spells, so anything over a 12 Wisdom is unlikely to be of much use.

For the reasons stated previously, your least important attribute is Charisma.

Concentrate on playing your dwarven fighter-ranger as a grim harbinger of death to his favored enemies, rather than as a wise protector of nature, and you won't go wrong!

Slayer

The slayer is the bane of his enemies, having studied their strengths and weaknesses in order to hone his fighting skills to a razor's edge.

Hit Die: d10

Requirements

Base Attack Bonus: +5

Knowledge (Dwarves): 8 ranks

Spot: 8 ranks

Wilderness Lore: 8 ranks

Feats: Track, Weapon Focus (any), Weapon Specialization (any)

Special: must have at least one favored enemy

Class Skills

The slayer's class skills (and the key attribute for each skill) are: Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The slayer is proficient with all simple and martial weapons, with light and medium armor, and shields.

FAVORED ENEMY

The slayer is skilled at seeking out and destroying favored enemies. Add the slayer's class level to any ranger levels he

may have and determine his favored enemy abilities on that basis. (Refer to *Core Rulebook I*, Table 3-13.)

BONUS FEAT

Beginning at 1st level, the slayer's intense study of his chosen enemies allows him to gain bonus feats at a rapid rate, but he may apply them only when fighting against his favored enemies.

Each level, the slayer gains an additional "virtual" feat from the list below. He does not need to meet the prerequisites for these feats, nor can he use these feats to meet the prerequisite of any other feat. The slayer continues to gain feats normally at every 3rd character level; if he chooses a duplicate feat, it supercedes the virtual feat. Such feats never "stack."

Cleave

The slayer must drop a favored enemy, and the additional attack must likewise be applied against a favored enemy.

Dodge

The slayer must apply the +1 AC bonus against a favored enemy.

Expertise

The slayer may use Expertise to increase his AC against favored enemies.

Great Cleave

As with the Cleave virtual feat, additional attacks must be applied against favored enemies. The slayer must have chosen the Cleave virtual feat before he can choose Great Cleave.

Table 7: Slayer

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+1	+2	+0	+0	Favored enemies, bonus feat
2	+2	+3	+0	+0	Skill mastery, bonus feat
3	+3	+3	+1	+1	Bonus feat
4	+4	+4	+1	+1	Bonus feat
5	+5	+4	+1	+1	Bonus feat
6	+6	+5	+2	+2	Skill mastery, bonus feat
7	+7	+5	+2	+2	Bonus feat
8	+8	+6	+2	+2	Bonus feat
9	+9	+6	+3	+3	Bonus feat
10	+10	+7	+3	+3	Skill mastery, bonus feat

Great Fortitude, Lightning Reflexes, Iron Will (choose one)

The slayer receives a +2 bonus to applicable saving throws against all attacks, spells, and spell-like effects originating from his favored enemy.

Improved Charge

When performing the charge action against a favored enemy, the slayer receives a +2 bonus to damage (see Chapter Two).

Improved Critical

The slayer's threat range when striking favored enemies is doubled. This feat may only be taken once, but it applies regardless of the weapon he is using.

Mobility

When moving out of or through threatened squares, the slayer receives a +4 dodge bonus to AC against favored enemies. Other enemies strike as normal.

Point Blank Shot

The slayer must apply the bonus to hit and damage against a favored enemy.

Power Attack

The additional damage from Power Attack applies only against a favored enemy.

Precise Shot

The slayer can easily pick out his chosen enemy in a melee. He does not suffer the normal -4 penalty when making a ranged attack against a favored enemy in melee.

SKILL MASTERY

Choose a class skill. When making this skill check, you may take 10 even if stress or distractions would normally prevent you from doing so. The slayer may choose another skill at 6th level and a third skill at 10th level.

Tunnel-Fighter

Most surface-dwellers are familiar only with the most forthright of dwarven warriors, but in their deepest delvings, on the fringes of dwarven territory, the evil enemies of dwarvenkind whisper warnings of a different kind of dwarven protector, the dreaded fighter-rogues who call themselves *tunnel-fighters*.

Role in Dwarven Society

While honor, honesty, and integrity are the ideals the dwarves prefer to present to civilized races-- aye, even in times of war-- their enemies in the dark places must face the

grim reality of the equally important dwarven ideals of vengeance, tenacity, and grim determination. Where goblins, orcs, and dark elves are concerned, dwarves grant no quarter. As the dwarves see it, the back doorstep of your home territory is no place to try to reform your enemies-- especially those who show no honor themselves.

Tunnel-fighters operate outside the bounds of dwarven society. They are not exactly shunned, but neither are their brethren eager to announce their existence to polite company.



The tunnel-fighters are masters of ambush, able to move quickly from target to target, striking with deadly precision before melting back into the shadowy tunnels. More than simple protectors of dwarven lands, they will even strike into enemy territory to lay traps and sow discord. They have been known to use disguises, forgery, bribery, intimidation, and other subterfuge to weaken the enemy. Though their brothers fight the larger, nobler battles, most tunnel-fighters feel their own small skirmishes do more to protect dwarven kin. An orc has no fear of open battle; but the unseen enemy in the dark-- that's a true terror.

Role within the Adventuring Party

The dwarven fighter-rogue is among the most useful additions to any adventuring party. Fighting skills and *sneak attacks* go a long way on their own towards proving your usefulness to the group. In addition, they have a wide array of skills to take on a number of other roles-- diplomat, scout, or trap-finder. Some even focus on Use Magic Device, and in a pinch they can use wands and scrolls to replace a fallen mage or priest.

Fighter-Rogue

You may play a tunnel-fighter by multiclassing as a fighter-rogue, giving equal attention to both classes. Fighter feats should be spent learning Ambidexterity and Two-Weapon Fighting, to make better use of *sneak attack* damage. In fact, by using identical weapons in either hand, you can get a "two-for-one" bonus out of Weapon Focus, Weapon Specialization, and Improved Critical. A pair of light weapons

is best, to minimize the penalties for two-weapon fighting. Short swords are among the most optimized of all fighter-rogue choices.

Your most important attribute will remain Strength, as the fighter-rogue really shines in melee combat. This will likely be followed by Dexterity, particularly if you invest in many stealth-related skills. As such you'll likely want to restrict yourself to light armor, such as a chain shirt, which does not carry a large Armor Check Penalty. Invest skill points in the Tumble skill and you can move past or even through your opponents to set up devastating flanking attacks. You'll also want to choose light armor to take advantage of the rogue's *evasion* ability.

Intelligence is important for additional skill points, though Constitution is probably more important. You'll be expected to bear your share of fighting, and in light armor, you'll need those extra hit points.

Unless you invest heavily in Charisma-based skills, Wisdom is slightly more important. You'll already enjoy good saving throws to Fortitude (from your fighter class) and Reflex (from your rogue class) leaving Will saves as your achilles heel. A Wisdom modifier goes a long way towards bolstering your natural dwarven resistance to magic.

Of course, you could go another route entirely: If you're not needed to fill the scouting role, focus your skill points on social skills such as Bluff and Diplomacy, or on observational skills like Spot and Listen. These skills carry no armor check penalty and leave you free to suit up in whatever armor you please. Few opponents will expect a deadly *sneak attack* from the dwarf in full plate!

Tunnel-Fighter

The tunnel-fighter is loathed and feared by the denizens of the deep, dark places that encroach upon dwarven territory. Tunnel-fighters protect the dwarven borders with ruthless stealth and cunning.

Hit Die: d6

Requirements

Base Attack Bonus: +5

Craft (Trapmaking): 6 ranks

Hide: 6 ranks

Intuit Direction: 6 ranks

Move Silently: 6 ranks

Spot: 6 ranks

Tumble: 6 ranks

Feats: Alertness, Improved Initiative, Point Blank Shot

Race: Dwarf, gnome, or any small-sized "underground" humanoid (kobold, goblin, etc.)

Class Skills

The tunnel-fighter's class skills (and the key attribute for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Innuendo (Cha), Intimidate (Chr), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Read Lips (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The tunnel-fighter is proficient with all simple and martial weapons, and with light armor.

AMBUSH EXPERT

A tunnel-fighter who is set up in ambush of a foe receives an additional +4 initiative bonus. To gain this bonus the tunnel-fighter must prepare the ambush at least 10 minutes in advance of the foe's arrival, scouting out a suitable observation point, hiding his presence, and so on.

QUICK AND QUIET

Tunnel-fighters, whether alone or in groups, must be able to quickly and quietly relocate after an ambush. They receive a +5 bonus to Move Silently when moving over half speed (offsetting the normal -5 penalty for full movement and reducing the normal -20 penalty for running or charging). This ability may only be used when wearing light or no armor.

SNEAK ATTACK

A tunnel-fighter gains the sneak attack ability. If he already has this ability, the damage bonuses stack.

UNCANNY DODGE (Ex)

A tunnel-fighter gains the uncanny dodge ability. If the tunnel-fighter has another class that grants the uncanny dodge ability, add together all the applicable class levels and determine the ability on that basis.

Table 8: Tunnel-Fighter

Class	BAB	Fort	Ref	Will	Abilities Gained
1	+0	+0	+2	+0	Ambush expert, quick and quiet
2	+1	+0	+3	+0	Sneak attack +1d6, uncanny dodge
3	+2	+1	+3	+1	Tunnel fighting (3 walls)
4	+3	+1	+4	+1	Sneak attack +2d6
5	+3	+1	+4	+1	Uncanny dodge (can't be flanked)
6	+4	+2	+5	+2	Sneak attack +3d6
7	+5	+2	+5	+2	Tunnel fighting (2 walls)
8	+6	+2	+6	+2	Sneak attack +4d6
9	+6	+3	+6	+3	
10	+7	+3	+7	+3	Tunnel fighting (1 wall),

TUNNEL FIGHTING

The tunnel-fighter is adept at fighting in cramped spaces where they can confine and trap their opponents.

At 3rd level a tunnel-fighter is considered *flanking* against a melee opponent who is completely bounded by walls on three facings (for example, at the end of a narrow dead-end tunnel), and may use his sneak attack ability, if otherwise applicable.

At 7th level the tunnel-fighter is considered *flanking* against a melee opponent who is completely bounded by walls on at least two facings (for example, when backed into a corner).

At 10th level the tunnel-fighter is considered *flanking* against an opponent who is completely bounded by a wall on even one facing (for example, when backed up against a wall).

The tunnel-fighter may only use this ability when wearing light or no armor.



Figure 2: Tunnel Fighting at 3rd Level

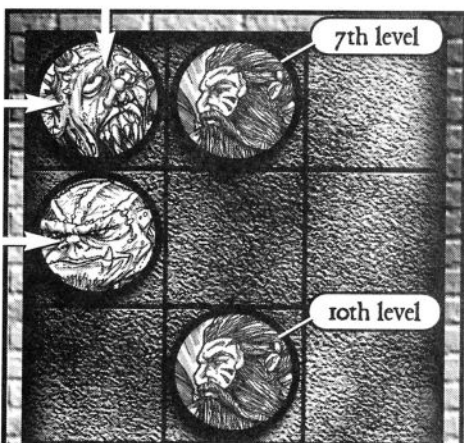


Figure 3: Tunnel Fighting at 7th and 10th Levels

Aceldamist

It is rare in the extreme to find a sorcerer among dwarvenkind. Although sages still disagree as to what gives rise to a sorcerer—be it dragon blood or sheer charisma—dwarves are particularly lacking in either case.

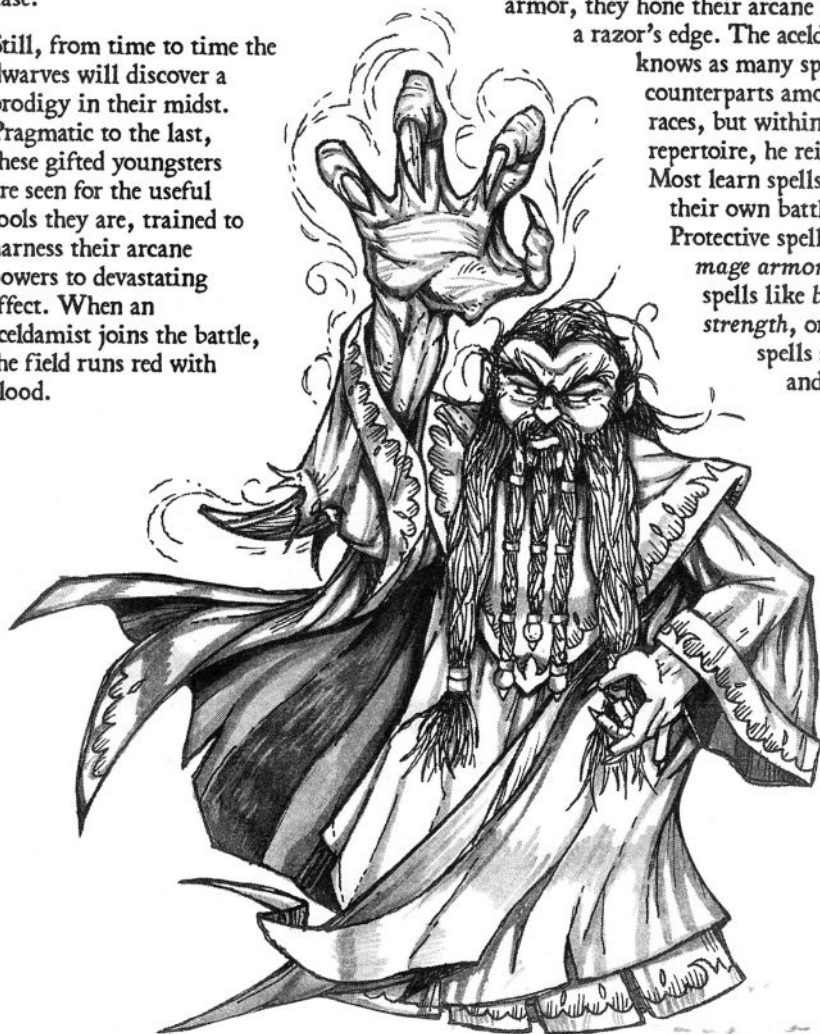
Still, from time to time the dwarves will discover a prodigy in their midst. Pragmatic to the last, these gifted youngsters are seen for the useful tools they are, trained to harness their arcane powers to devastating effect. When an aceldamist joins the battle, the field runs red with blood.

Role in Dwarven Society

Aceldamists are trained from a young age to inflict maximum damage in battle. In addition to training with weapons and armor, they hone their arcane knowledge to a razor's edge. The aceldamist rarely

knows as many spells as his counterparts among other races, but within his limited repertoire, he reigns supreme. Most learn spells to enhance their own battle prowess.

Protective spells such as *mage armor*, preparatory spells like *bull's strength*, or combat spells such as *haste* and *true strike*



are common. Many aceldamists learn to channel arcane power directly into their weapons.

Aceldamists are respected among the dwarven community, though greatly feared—not only for their destructive potential, but simply for the sheer force of will they exude. With an already dominant ego, further swelled with the power at their command, it is extraordinarily difficult for the aceldamist to accept the discipline required of the dwarven lifestyle.

Role within the Adventuring Party

The fighter-sorcerer is a boon to any party. They combine the resilience of the fighter with the sheer destructive firepower of the sorcerer. Of course, this assumes that the adventuring company can wrap themselves around the concept of a highly charismatic dwarf. The fighter-sorcerer may boast an impressive charisma, but he lacks the social skills to give it direction. Dwarves are difficult to get along with even on the best of days, and the fighter-sorcerer is even moreso.

Fighter-Sorcerer

You may play an aceldamist by multiclassing as a fighter-sorcerer. Focus your fighter feats into a single weapon with which you wish to excel, then carefully choose spells from the sorcerer's list to complement your battle prowess. Use your bonus fighter feats only for weapons, and use your normal feats at 1st, 3rd, 6th, and further levels for metamagic. Pay particular attention to *Extend Spell*, as the extended duration is extremely useful for spells whose duration

runs in hours. If you choose such spells wisely, and *Extend* their duration, you may even be able to cast all your spells in the morning, then suit up in full fighter gear, including heavy armor, and forget about further spellcasting for the rest of the day!

If you go the “fighter primary” route, you’ll want to choose Strength as your most important attribute. On the other hand, if you only plan to use your fighting skills for the extra hit points and as a last resort to your spellcasting, you’ll want Charisma as your highest attribute. In this case you’ll also need plenty of Dexterity to boost your AC.

Unlike wizards, Intelligence is of little use to a sorcerer, whose spellcasting is based on Charisma and whose skill choices hardly call for more skill points. Wisdom is of more importance, if you can spare enough points on it for a bonus modifier to your Will save.

Sorcerers have a tough task ahead of them when planning out their character advancement, and it is doubly so for a multiclass sorcerer. In addition to the advice above, make sure that you choose spells that “scale” well with additional levels. Rather than choose spells with a fixed effect (for example, *sleep*) choose spells whose power increases as your spellcasting level increases (for example, *magic missile*). Choose spells that can grow with you.

Most importantly, keep an eye on your caster level and the extent of magic that you hope to achieve. If you ever hope to cast 9th level spells, for example, you’ll need to be at least an 18th level sorcerer. Be careful as you level up not to add too many levels of fighter, or you may put high level spells permanently out of reach.

Aceldamist

The aceldamist appears but rarely on the dwarven battlefields, but such instances haunt the nightmares of friend and foe alike.

Hit Die: d6

Requirements

Base Fortitude Save: +4

Concentration: 6 ranks

Knowledge (Arcana): 6 ranks

Spellcraft: 6 ranks

Feats: Armor Proficiency (all), Combat Casting, Dodge, Improved Initiative

Special: ability to cast 3rd level arcane spells without preparation

Class Skills

The aceldamist's class skills (and the key attribute for each skill) are: Alchemy (Int), Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana)(Int), Sery (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The aceldamist does not gain any new proficiency with armor or weapons.

SPELLCASTING

The aceldamist continues to advance in arcane spellcasting ability, albeit at a slower rate. The character adds half his aceldamist level (rounding down) to his previous arcane spellcaster level to determine spells per day, spells known,

and spellcaster level. He does not gain any other benefit a character of his previous class would have gained.

ARCANE MYSTERIES

At 1st level and every level thereafter, the aceldamist learns a new arcane mystery chosen from the list below.

Ancestral Lore

The aceldamist may add a new spell to his list of spells known. The spell must be of a level he can cast.

Armored Casting

The aceldamist learns to overcome the interference of armor with arcane casting. Choose light, medium, or heavy armor. When wearing armor of that type, your arcane spell failure chance is reduced by 5%. You may take this arcane mystery multiple times; each time, you may either choose a new category of armor, or you may apply an additional 5% reduction to a previously chosen armor category.

Blood Magic

The aceldamist can use his own lifeforce to fuel the casting of metamagicked spells. Instead of casting a spell from a higher level slot, you may lose 1 point of Constitution for each level increase normally associated with the metamagic feat. For example, you could cast a Maximized spell at its normal level, losing 3 points of Constitution instead of increasing the spell level. The aceldamist may not sacrifice more Constitution with a single spell than his class level. This ability loss cannot be healed by normal or magical means, but all ability points lost in this way return

Table 9: Aceldamist

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+0	+2	+0	+2	Arcane mystery
2	+1	+3	+0	+3	Arcane mystery
3	+2	+3	+1	+3	Arcane mystery
4	+3	+4	+1	+4	Arcane mystery
5	+3	+4	+1	+4	Arcane mystery
6	+4	+5	+2	+5	Arcane mystery
7	+5	+5	+2	+5	Arcane mystery
8	+6	+6	+2	+6	Arcane mystery
9	+6	+6	+3	+6	Arcane mystery
10	+7	+7	+3	+7	Arcane mystery

when the aceldamist prepares his mind for a new day of spellcasting (8 hours rest, etc.)

Fellblade Magic

Choose a spell from your list of spells known with a range of Touch. You may combine the casting of this spell with a melee attack, and the spell is delivered upon a successful attack. You may choose to make a normal melee attack (in which case the weapon's damage will be added to any effect of the spell) or a touch attack as normal.

Signature Metaspell

The aceldamist can use metamagic feats with his select spells. Each time you choose this arcane mystery, choose a spell from your list of spells known and any single metamagic feat.

Whenever you cast the chosen spell, you may elect to use the chosen metamagic feat. Unless you have mastered the arcane mystery Blood Magic, your metamagicked spell must take up a higher level slot, as normal.

The aceldamist is so practiced with this spell that the use of metamagic does not increase the casting time, as is normally the case with metamagic spells cast without preparation.

Signature Spell Focus

Choose a spell from your list of spells known. You may cast this spell as if you had the benefit of the Spell Focus feat, adding +2 to the DC of all saving throws against this spell.

Signature Spell Immunity

Choose a spell from your list of spells known to which spell resistance normally applies. When you cast this spell, you are immune to its effects, as if by spell resistance. For example, you could center a fireball on yourself without harm.

Signature Spell Penetration

Choose a spell from your list of spells known. With this spell, you get a +2 bonus to caster level checks to beat spell resistance.

Artificer

For many years it was assumed that there were no true wizards among the dwarven people, but the truth is simply that they are rarely seen, preferring to stay within the safety of their halls, working their craft.

Unlike the adventuring wizards of other races, dwarven thaumaturgists are known not so much for the variety of magic they can wield as for the depth and breadth of

their practical working knowledge. Their miracles are not worked on the battlefield, but deep within the mountain forges. They do not generally have a great deal of spellfire at their command, but they have a deep understanding of the nature of arcane magic, which they use towards the crafting of magic items. They are profoundly uninterested in the ephemeral magic that most wizards employ, yet dwarven *artificers*



eagerly devote their entire lives to the crafting of permanent items of great magical power.

Role in Dwarven Society

So valued are the artificers among their own people that it is rare to find them outside the protection of the deepest forges. Like most dwarves, they spend their youth training as warriors, the better to gain an understanding of the kinds of weapons and armor that their brethren will require to stand against their enemies. However, they are generally kept far from the battlefield, and once they take up the book, rarely will they return to the warrior's path.

Role within the Adventuring Party

Artificers may join an adventuring company for a variety of reasons, but the most common is a simple desire to broaden their knowledge. They may also find it expedient to take up with an adventuring company in the search of rare and unusual material components.

Whatever the reason, a fighter-wizard is generally welcomed with open arms. Not only are they handy in combat with both spell and steel, but they deeply enjoy the crafting of magical items. Lucky indeed is the party with an industrious dwarven artificer who eagerly occupies his "down time" with the crafting of new items for the party's benefit.

Fighter-Wizard

You may play an artificer by multiclassing as a fighter-wizard. The key to this

combination is to divide your responsibilities between the two roles: it is the fighter who must be ready for unexpected danger, while the wizard aids the party by preparing them ahead of time for the threats you are aware of. At low levels particularly, you are often better off suiting up in the heaviest armor you can find and operating solely as a fighter-- then simply removing the armor to assist the party with a useful non-combat spell. As the group gains experience, money, and magic items, you may be able to invest in protective magics like bracers, rings, and cloaks, so that you can more easily recombine your fighter and wizard roles.

You'll need to decide at the beginning whether you wish to focus on your fighting skills or your spellcasting. If you want to be able to cast high level spells, you'll need a correspondingly high Intelligence score; and if you intend to spend a lot of combat time casting spells, don't overlook the importance of Dexterity in bumping up your AC.

On the other hand, if you'll be spending most of your time fighting, and using your spellcasting only in an auxiliary role, put your highest stat in Strength, and settle for a 12-14 range for your Intelligence. Since you'll be wearing the heaviest armors, you can also neglect Dexterity.

The only true "throwaway" stat for the fighter-wizard is Charisma-- just as well, as dwarves suffer a penalty to this ability score. However, if you wish to pursue the path of the artificer prestige class, notice that their vast arcane knowledge includes the skill Use Magical Device, a Charisma-based skill. In this case, although it's not necessary to have a bonus Cha modifier, you should at least attempt to avoid a Cha penalty.

Artificer

The artificer is a master craftsman of all things magical, combining and recombining magical essences to forge the mightiest of works.

Hit Die: d6

Requirements

Alchemy: 9 ranks

Craft (Armorsmithing): 9 ranks

Craft (Weaponsmithing): 9 ranks

Spellcraft: 9 ranks

Feats: all Simple and Martial Weapon Proficiencies; all Armor Proficiencies; Shield Proficiency; Craft Magic Arms and Armor

Class Skills

The artificer's class skills (and the key attribute for each skill) are: Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana)(Int), Profession (Wis), Sery (Int), Spellcraft (Int), Use Magical Device (Cha)

Skill Points at Each Level: 2 + Int modifier

Class Features

WEAPON AND ARMOR PROFICIENCY

The artificer does not gain any new proficiency with armor or weapons.

SPELLCASTING

The artificer continues to advance in spellcasting ability, albeit at a slower rate. The character adds half his artificer level (rounding down) to any previous spellcasting class level to

determine spells per day, spells known, and spellcaster level. He does not gain any other benefit a character of his previous class would have gained.

MAGICAL CRAFTSMAN

For the purposes of item creation only, the artificer adds his class level to his previous spellcasting classes to determine caster level.

In addition, the artificer can create magic items in half the normal time. For scrolls and items with a value of 1000 or less, he can create two per day.

CURSE RESISTANCE

The artificer may choose to re-roll any failed saving throw as a result of handling a cursed item.

BONUS FEAT

The artificer receives a bonus Item Creation feat at 2nd level and every other level thereafter. The artificer must otherwise meet all prerequisites of the chosen feat.

MAGICAL FAMILIARITY

The artificer becomes familiar with a great number of magical devices, and becomes adept at triggering these devices to aid in item creation. He adds his artificer class level to all Use Magic Device skill checks.

MAGICAL DECONSTRUCTION

The artificer is able to reduce magical items to their most basic elements, preserving some of their magical essence for infusion into new items of his own creation.

Table 10: Artificer

Level	BAB	Fort	Ref	Will	Abilities Gained
1	+0	+0	+0	+2	Magical craftsman, spellcasting
2	+1	+0	+0	+3	Curse resistance, bonus feat
3	+2	+1	+1	+3	Magical familiarity
4	+3	+1	+1	+4	Bonus feat
5	+3	+1	+1	+4	Magical deconstruction (25%)
6	+4	+2	+2	+5	Bonus feat
7	+5	+2	+2	+5	Magical deconstruction (50%)
8	+6	+2	+2	+6	Spell resistance, bonus feat
9	+6	+3	+3	+6	Magical deconstruction (75%)
10	+7	+3	+3	+7	Spell absorption, bonus feat

The process must be performed when the artificer is creating a new magic item. In order to successfully deconstruct an item, he must succeed at an Alchemy check. The DC for this check is $20 + \text{caster level of the target item}$. Regardless of the success of this check, the item is drained of magical essence and destroyed.

If the check succeeds, a portion of the item's essence is preserved and transferred to the newly created item. The artificer preserves 25% of the XP cost of the drained item and may apply this against the XP cost to create the new item.

At 7th level the artificer's skill is such that he can preserve 50% of an item's XP cost during the deconstruction. At 9th level he can preserve 75% of the item's XP cost.

The artificer may only deconstruct a single item at a time, and may not deconstruct an item with a greater market value than the item he is creating. In addition, the item must be

of an identical type to the item being created-- drain a wand to create a wand, drain a weapon to create a weapon, and so forth.

SPELL RESISTANCE

The artificer can sense magical essences and act to "ground" them before he is affected. At 8th level the artificer gains spell resistance against any spell or spell-like ability. This SR is equal to $10 + \text{artificer's Intelligence bonus}$.

SPELL ABSORPTION

At 10th level the artificer gains a limited form of spell absorption. Anytime the artificer's spell resistance successfully acts to ground magical energy, the artificer can immediately harness that energy for his own use. The artificer may add a single charge to any item he is holding whose spell effect is equal or less than the incoming spell.

Dwarven Roleplaying

Where other players shine by roleplaying unique (often bizarre) individuals, the best dwarf players will be remembered for their grasp of the dwarven archetype.

This is not to say that there is a “right” way to roleplay dwarves, or that there is a script from which you cannot deviate; it is simply to point out that dwarves benefit most from strong, iconic roleplaying. People instinctively know what to expect from a dwarf, and they will be equally impressed by your perfection of the role, or by the stark contrast you present to what they have come to accept as the “typical” dwarf.

Seven Dwarven Virtues

From an early age, dwarven society works to impress their beliefs upon even the youngest of their clansmen. Their rigid, closed society makes a perfect breeding ground for dwarven dogma.

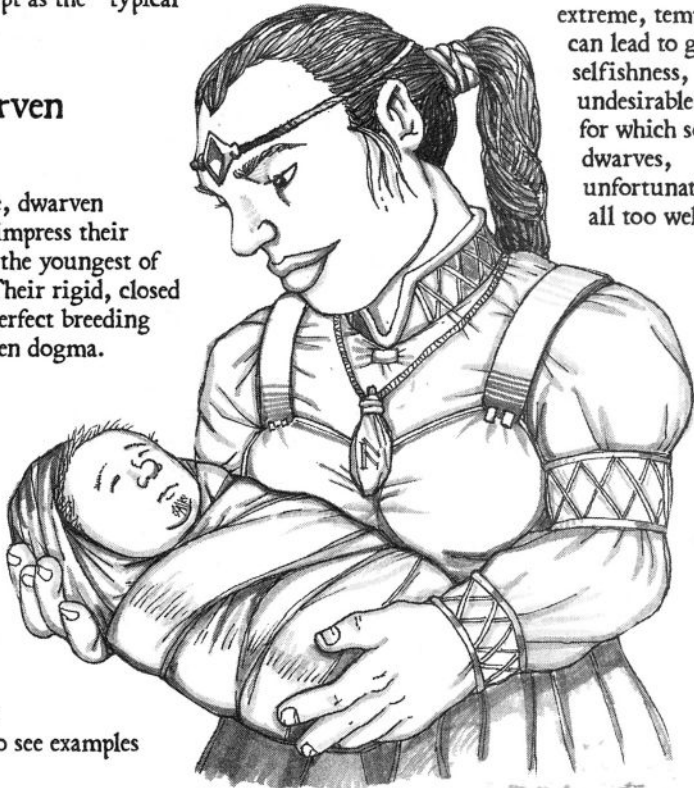
Listed below are seven dwarven “virtues” that can aid you in roleplaying. Your dwarf may follow the virtues to the letter, or you may wish to take a stand in opposition to that virtue. You’ll also see examples

of the “dark side,” illustrating what can happen when these virtues become vices.

Temperance

Dwarves extol temperance-- they are frugal to a fault. They are not wasteful of any resource-- not merely gold or ore, but also their time and energy. They tend to be pragmatic, seeking the most direct solution to any problem. The temperate dwarf spends his time, money, and effort wisely-- not a minute or a penny more. Unfortunately,

when taken to the extreme, temperance can lead to greed and selfishness, undesirable qualities for which some dwarves, unfortunately, are all too well known.



Industry

Dwarves are hard-working. From an early age young dwarves learn the adage, "Idle hands are the tools of evil." Their industrious nature is tied to temperance-- after all, time spent idle is time wasted. It is hard to believe that such industry could possibly have a down-side, but it is evident in dwarves' inability to relax or even to accept the need for relaxation amongst their closest friends and allies. Many an adventuring group has squandered valuable time trying vainly to get the dwarf to "loosen up."

Tenacity

A job worth starting is a job worth finishing. Once a dwarf has made the decision to set his foot upon the path, you can be sure he will see the journey through to the end. The dark side of tenacity is fanaticism and short-sightedness, and dwarves are all too often swept along a dangerous course out of their control.

Honor

Among the surface races many espouse a "Code of Honor" but few carry it to the extremes of the dwarven people. Dwarves value their dignity and demand respect, yet at the same time realize that it takes honor to receive honor in return. Dwarves are loathe to lie or deceive, because to receive deception in return would dishonor them. Honor turned in upon itself becomes pride, a dangerous motivator for any dwarf.

Loyalty

Loyalty is often misconstrued as a simple matter of honor, but for dwarves it goes

much deeper. Once a dwarf gives his word or his bond, he will not break it; as such it is rare for dwarves to give such oaths to those who do not respect the depth of their loyalty. Here indeed it may seem to be a matter of honor, or even stubborn tenacity; nevertheless, though they may begrudge the fact, dwarves will remain loyal even to those who do not repay them in kind. Taken to this extreme, loyalty has been the downfall of many clans who would not turn away from old allegiances though other virtues-- such as honor or justice-- demanded it.

Valor

"Better to die in battle than live a coward," say the dwarves. Valor is often inextricably tied with honor, loyalty, and simple tenacity; indeed these other virtues are often mistaken for valor. But even in the absence of any other driving force, the dwarf can be counted on to stand fast in the face of the enemy. Unfortunately, taken to the extreme, valor suffuses dwarves with a sense of their own doom, whereupon they become heedless of any peril.

Justice

Dwarves work hard in the pursuit of justice. They have a strong sense of right and wrong, black and white, refusing to compromise to a grey world of relative morality. They cannot perceive a wrong without feeling the need to set it right. The pursuit of justice is often mistaken for tenacity or honor; and it is just as often the driving force behind valor. Justice taken to the extreme leads dwarves to terrible, mindless vengeance.

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