### **Duergar**

These so called ‘Deep Dwarves’ experience sensitivity to sunlight, inborn magic, and a culture that celebrates oppressive work and brutal hierarchies for their own sake. Years of life in the underdark scraped what little joy dwarves normally possess leaving the Duergar: gray to black skinned, bald, and notoriously without warmth, mirth or mercy. Since a few hundred emigrated to Salt in Wounds, they have massively gained in power and influence finding the city much to their liking and adopting a nocturnal lifestyle.

Duergar - Dwarf Subrace

Ability Score Increase. Your Strength score increases by 1

Superior Darkvision. Your darkvision has a radius of 120 feet.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Druegar Magic: At third level, you gain the ability to cast enlarge/reduce on yourself. At 5th you gain the ability to cast the invisibility spell on yourself. You can cast each of these spells once, and regain the ability to can these spells after a long rest. Your spellcasting ability for these spells is wisdom.