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HAMMER & HELM

A GUIDEBOOK TO DWARVES

BY JESSE DECKER



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HAMMER & HELM A GUIDEBOOK TO DWARVES

A Races of Renown Sourcebook for the d20 System

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Introduction

Unlike few games before it, the **d20™** system puts the tools to build great roleplaying in the hands of those who play. With this continuing goal in mind, *Hammer & Helm* offers both players and Gamemasters (GMs) tools for building dwarven characters and cultures. This book almost entirely consists of new game elements such as feats, prestige classes, spells, and equipment. These are intended to highlight qualities of the dwarven race and provide ideas for how to enrich, expand, and occasionally change what dwarves can do, all to make them more fun to include in a campaign.

Dwarves love the stone of their mountain homes. That idea, while certainly not new to the fantasy genre or to roleplaying games, shapes many of the ideas within this book. *Hammer & Helm* shows new ways to express that very common stereotype, lends new flavor to a campaign by providing hundreds of new things for dwarves to do or use, and encourages GMs and players to go beyond their own preconceptions, to make dwarven characters unique and dwarven cultures fresh.

Oh, and if you're headed into a dungeon, take a dwarf.

New Game Elements and Existing Characters

Most of the material in this book is usable by characters of any level, within the bounds of class and race. However, there are bound to be elements that players and GMs wish to incorporate into an ongoing campaign that, had a player been aware of them earlier, might have led to different choices for an existing character. New material should never punish a player for choices made at early levels. With that in mind, there is plenty of flexibility in the **d20** system for GMs and players to change the requirements for using new material or even slightly alter existing characters. For example, prerequisites for a prestige class might be adjusted to allow access to the class without starting an entirely new character, or the GM might allow an existing dwarf character past 1st level access to a bloodgift feat. In all such cases, the GM is the final arbiter of the rules in the campaign. Whenever you integrate this material into your campaign in an interesting way, please share your ideas on the message boards at www.greenronin.com.

About the Author

Jesse Decker stumbled into the game industry in 1997 shortly after graduating from college. He began at Wizards of the Coast, Inc., as the editorial assistant for *DRAGON Magazine* and *DUNGEON Adventures*. Jesse is the current editor-in-chief of *DRAGON Magazine* and an occasional freelance writer. Although he's written computer gaming reviews for other companies, *Hammer & Helm* is his first gaming project for a company other than Wizards and his first major solo writing effort.

When not editing or writing d20 material, Jesse's most likely to be found at the gaming table.

Special Thanks

Special thanks to Matthew Sernett and Chris Thomasson, who contributed ideas, helped shape existing concepts, and were always willing to talk about dwarves.





Chapter One: The Way of the Mountain

Hammer & Helm concentrates on the tools with which players and GMs can build characters, encounters, and environments that feel more dwarven, and provides game elements that help lead both to their own ideas about dwarves. This chapter begins the work of character and world design (at least as it pertains to dwarves). For beginners, there are suggestions about what to change and customize within the campaign, while for experienced players, this discussion can reinforce and perhaps even expand the creativity bred by all that roleplaying.

- Playing a Dwarf Character -

The first step in playing any dwarf is deciding what to do about clichés. Dour, axe-wielding warriors and hammer-swinging priests are common enough in roleplaying that no one is surprised when they show up. So much has been written reinforcing these stereotypes that players who design dwarf characters conforming to them can easily get the concept across. But the existence of such common images makes it similarly easy to understand those dwarves who are portrayed as exactly opposite. If a player describes her newly created dwarf as a merchant bedecked in silk and gaudy jewels, the other players know right away that the typical ideas about dwarves are simply reversed for that character. The alternative racial concepts presented later in this chapter can help you find a happy medium.

Dwarf Archetypes

Here are several simple archetypes for dwarf characters. Beginning with something that other players will immediately recognize lets you more quickly and clearly bring out the interesting quirks of your character (a particular speech pattern, catch phrase, routine in battle, or unique viewpoint).

Stoic Soldier

You take more solid hits during one adventure than some of your companions do in their careers, yet you never complain. Encased in fine dwarven steel, born with solid dwarven mettle, it falls upon you to endure-and you choose to do so in silence. Your tactics are direct and efficient, and

should another make a mistake in combat, you step in to bear the brunt. You're no scout, but if battle comes, you'll be at the fore.

Battlerager

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

Forge Priest

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

Locksmith

While you share the dwarven knack for craft, you take greater pleasure in defeating the devices created by others than in devising your own. Few dwarves understand your preference for light armor, your interest in acquiring the possessions of others, or your desire to work alone-but they always seem to need your skills.

Dwarves and the Core Classes

Although at their best as melee combatants, dwarves are adept in many roles. The following notes provide an entry point when choosing a class for a dwarf character, whether as a player or for an NPC. "Option" comments offer some roleplaying and world-building tips.

Barbarian

The combination of a racial bonus to Constitution (which extends a barbarian's rage) and increased speed (which offsets a dwarf's steepest racial penalty) make this a powerful class for dwarves. Because they can endure so much punishment, dwarf barbarians regard most other creatures, including other dwarves, as frail.

GM's Option: Making barbarian the favored class for dwarves provides an easy way to shed their classic fantasy image.

Bard

With their racial penalty to Charisma, dwarves make poor bards. A few levels of bard might help some characters, but rogue levels almost always serve the same purpose better. However, the very fact that dwarves are ill-suited to the role makes the (very) occasional dwarf bard a tremendous roleplaying opportunity.

Cleric

Only slightly less common than fighters, dwarf clerics are some of the most effective and interesting characters around. In combat, they can do just about anything but move quickly.

GM's Option: Changing dwarves' favored class to cleric (perhaps of a specific deity) is an easy way to create a culture of religious zealots.

Druid

Viewed primarily as protectors of the forest, druids might not seem to fit well with the typical dwarven outlook. However, the Underdark is as vast and varied as the surface world, containing plenty of environments that need a dwarven protector steeped in nature's lore.

Player's Option: Your GM might be willing to discuss expanding the druid's weapon and armor list to reflect the dwarven bond with metals and forging.

Fighter

This is the most common dwarven character class. But just because a dwarf is a fighter doesn't mean he has to be a cookie-cutter character: Feat selection, weapon choice, and multiclass options all help to make the "typical" class unique.

Player's Option: Plan your party's tactics ahead of time and fight in preplanned formations using new feats such as Back-to-Back and Shield Wall (see **Chapter 2: Feats**).

Monk

Although slower than humans, dwarf monks are still mobile and deadly in combat. Likely burdened with a low Charisma, they often embody the lone, stoic soldier archetype described above.

Player's Option: Since dwarf monks are relatively rare, you'll likely have a great deal of freedom to create the history of your character's monastery, trappings common to the order, and other traditions associated with the character's discipline.

Paladin

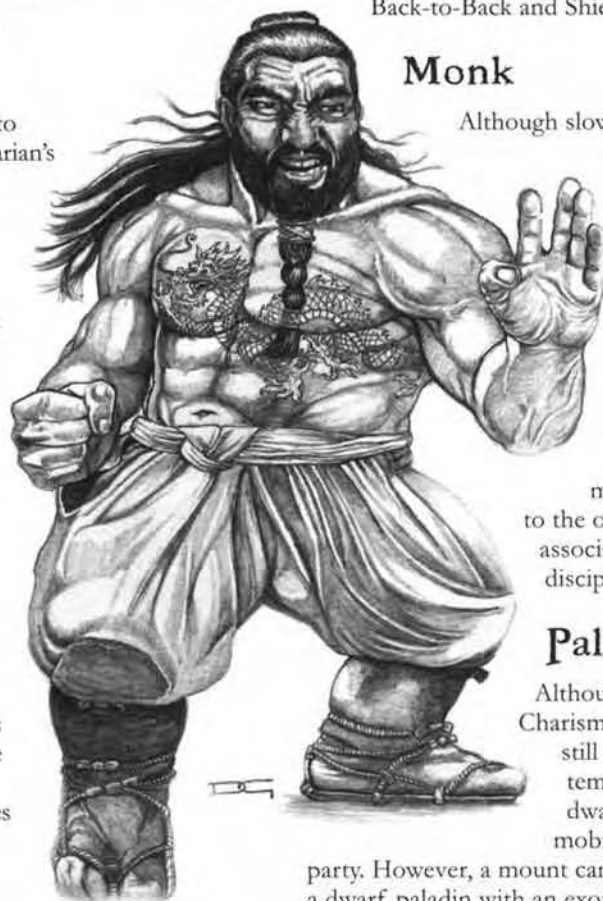
Although the racial penalty to Charisma hinders a paladin, the class is still ideally suited to the dwarven temperament. At lower levels, a dwarf paladin will likely be the least mobile member of an adventuring party. However, a mount can easily solve this problem, and a dwarf paladin with an exotic burrowing mount can readily navigate dungeons and other strange environs.

GM's Option: Changing dwarves' favored class to paladin emphasizes the lawful and orderly side of dwarven culture, creating a society of holy warriors bent on crushing evil beneath their mighty hammers.

Ranger

Few can survive the deep caverns alone, but none stand a better chance than a dwarf ranger. Often in front of the group, this character is careful enough to detect most obstacles and encounters, tough enough to survive an ambush, and skilled enough to take the group over most underground obstacles.

Player's Option: Underground, there are few who can match a dwarf ranger/rogue's skills and abilities. Both classes have access to Hide, Move Silently, Listen, and Spot, and such scouts can almost always turn an encounter into an ambush that favors the party.



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Rogue

Most dwarf rogues take a level or two of fighter to enhance their combat abilities, and they are more often “mechanics” adept at picking locks and disarming traps than “scouts” skilled at sneaking up on foes.

Player’s Option: If there’s a dwarf fighter in the group, coordinate with sophisticated tactics. Between the Back-to-Back feat and your sneak attack, you’ll usually flank foes without being flanked yourself.

Sorcerer

With their racial penalty to Charisma, dwarves are somewhat limited as sorcerers. However, a few levels of sorcerer and careful spell selection can give a dwarf fighter or barbarian some much-needed versatility.

GM’s Option: Feats like Stoneborn Sorcery (see **Chapter 2: Feats**) allow dwarf characters to base their sorcerous abilities

on ability scores other than Charisma. Choosing one such feat as required for all dwarf sorcerers (or those of a given clan) provides a ready-made origin story and a unique flavor to the class.

Wizard

With years upon years to study in the fastness of their strongholds, dwarves make excellent, if not particularly common, wizards. The dwarven racial bonus to Constitution compensates for a wizard’s most severe weakness (lack of hit points), while a wizard has access to spells that overcome a dwarf’s most severe penalty (low speed), making dwarf wizards exceptionally powerful.

Player’s Option: Skilled in magic and gifted with long lives, dwarf wizards are quite likely to be magical inventors. As with other player-driven material, your GM will have to be involved in the process and has final approval, but you should have many opportunities to create new spells or magic items.

- Alternative Dwarven Racial Concepts -

Dwarves have been a part of fantasy roleplaying for as long as the hobby’s been around, and most players readily envision a heavily armored dwarf warrior, axe and shield in hand. But some want a more original take, to lend flavor to a particular campaign world, differentiate dwarven subraces or regional groups, or to represent different organizations. Dwarves need not be artisans, need not be honorable, need not be militant—or they could be all of those things. The following short list of alternative concepts should help you begin thinking about dwarves in new ways.

These descriptions stop short of creating new subraces, but the ideas contained within could easily lead to that. They are not necessarily exclusive; you can easily combine two or more concepts to suit your vision. Alternatively, different subraces or clans might embody different ideas. Each suggestion includes ideas for modifying the race in minor ways to embody a given theme.

The Dying Race

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

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

Encounters

This theme shapes encounters in a few subtle ways, the most obvious of which is that most dwarves the player characters meet will be of middle age or older. Adventures in dwarven communities show the effects of their slow progress toward extinction, but encounters with individuals most often involve them attempting some wildly heroic act.

Alternative Racial Abilities

Replace the dwarven +2 racial bonus on Appraise checks with a +2 racial bonus on Knowledge (arcana) or Knowledge (religion). This emphasizes the idea that those dwarves who have not lost hope concern themselves less with material wealth and more with searching for a mystical answer to their people’s plight.

Isolationist Artisans

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

Although this theme is closer to the default vision of dwarves than many others, it can still offer unique flavor. Political and intrigue-driven campaigns could center on strife among merchants of other races as they compete for the few lucrative trade contracts with the dwarven cities. War-torn

worlds might require convincing dwarven smiths to lend their well-crafted arms and armor to the fight or obtaining special materials such as mithral or adamantite for the cause of good. More typical campaigns might feature an ancient dwarven city as the location of several adventures, in the course of which the characters must deal with dwarves intent on protecting the city's secrets.

Encounters

The Diplomacy skill is of vital importance when dealing with the isolationists. NPC dwarves should begin most encounters as unfriendly or hostile. Wandering dwarves, when they have occasion to leave their fortified cities, travel in large groups and are often equipped for battle. Encounters generally begin as shouted exchanges with guards high atop fortress walls or ringed around fortified wagons.

Alternative Racial Abilities

Isolationist dwarves are more resistant to the social overtures of other races. Nondwarves suffer a -4 circumstance penalty on Diplomacy or Intimidate checks to change the attitude of dwarves. Also, instead of their normal +2 racial bonus on saving throws against poison, the isolationists gain a +2 racial bonus on saving throws against Enchantment magic and charm effects. (This stacks with the normal +2 racial bonus on saves against spells and spell-like effects.) In this campaign, dwarves might well be the only race capable of producing masterwork weapons and armor.

Desert Warriors

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

Encounters

More aggressive than most dwarven archetypes, these desert warriors strike swiftly, mounted on unusual beasts capable of surviving their extreme environment. Most encounters are sudden and unexpected; perhaps a dwarven tribe bursts into a settlement on a lightning raid or arrives in the marketplace with little warning, turning a normal day of trade into a frenzy of bidding for their exotic wares and mounts.

Alternative Racial Abilities

The darkness of the desert night, rather than the caverns under mountains, has shaped this race; replace the usual dwarven darkvision with low-light vision. A well-kept and well-handled mount can easily mean the difference between life and death in the desert, especially for slow-moving humanoid, so desert dwarves gain a +2 racial bonus on Handle Animal and Ride checks. Depending on the other details of the culture you create, you might change dwarves' favored class to ranger or barbarian. These nomadic people could gain a racial bonus on Craft skills more appropriate to their lifestyle than those relating to metal and stone.

Light Haters

These dwarves despise the light and the races that dwell in it. They might trade with surface denizens, all the while plotting deviously to make them dependent on dwarven craftsmanship. On the other hand, they might make open warfare on the sun-lovers, heavily armored phalanxes pounding through aboveground cities under the cloak of night. Although aggressive, the light haters need not be evil. In campaigns that take place primarily underground, this viewpoint is less offensive to most characters. In some settings there might be just cause for their hatred of the surface world; should it be overrun by evil creatures, for example, the light haters might be great champions of good.

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

Encounters

Unless a group of adventurers has had prior contact with the light haters or is extremely careful while traveling, encounters typically begin with crossbow bolts and other projectiles flying out of the darkness. Using careful shoot-and-move tactics, dwarven raiding parties can stay almost entirely out of the visual range of most surface races, even those with darkvision.



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If the light haters are good-aligned or familiar with the characters, they might simply begin by magically snuffing out the group's light sources.

Alternative Racial Abilities

Use the racial traits of deep dwarves for this archetype. If you decide to make them savage, change the race's favored class to barbarian and replace all racial bonuses on Craft and Appraise checks with a +2 racial bonus on Craft (trapmaking), Listen, Spot, and Wilderness Lore when in an underground environment.

Lords of Battle

Wherever there is a war to be fought, legions of dwarf soldiers lead the charge. The greatest generals of the world are dwarves, and they apply themselves to taking the fight to all who oppose them. Despite the dangers inherent in organized warfare from spells and similar area attacks, dwarves are the foremost military race. They might be good and honorable, leading allies against monstrous humanoids and other threats, or they might be tyrants who use organization and superior weaponry to crush the armies of other races.

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

Encounters

This archetype leaves room for immense variation, from specific tactics and signature equipment to special mounts and siege engines. However, some elements typify all encounters with the lords of battle. A dwarf is rarely encountered alone. Instead, organized military units move carefully but swiftly on missions for their leaders. Dwarven cities are much like those of the typical archetype, but even more austere. Although lovers of good crafting like most dwarves, the lords of battle endow only weapons, armor, and other tools of war with much creativity.

Alternative Racial Abilities

Although the standard set of dwarven abilities needs little modification to work with this archetype, consider reducing some skill bonuses in exchange for a bonus feat that makes the dwarves' dedication to organized battle more obvious. For example, remove the racial bonuses to Craft skills and grant dwarves the Back-to-Back feat.

Skyfarers

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

In dangerous worlds, dwarves might have taken flight to save themselves. They developed their powerful skyfaring magic because they had lost a war that few other races even knew of. As the dwarves delved into the mountains, so too did powerful

Encounters With Dwarves

This book provides game elements that exemplify different aspects of dwarves' culture, mindset, and abilities. How those elements shape encounters with dwarves, though, is up to you as the GM. Several themes recur throughout, and whenever you design an encounter (whether or not combat is involved) or an adventure involving dwarves, keeping these in mind helps create a consistent feeling. If there is more than one dwarven clan, nation, or subrace in your campaign, mixing the themes and their representative game elements in different ways for each group of dwarves makes it easy for players to understand what differentiates them.

Formation Fighting: Several feats, spells, magic items, and one prestige class (the Cavernsgaard) give dwarves advantages for fighting in close formations. Since area-effect spells and abilities make sticking close together a tactical disadvantage most of the time, the benefits from these game elements are quite good. Encounters with dwarves who use formations and preplanned tactics exhibit much about dwarven organization and culture.

The Elements: Many game features in this book emphasize the dwarven connection to the elements. Although earth and fire are the obvious elemental choices, you can customize dwarves by encouraging feats and abilities that relate to others. The elements themselves suggest ways to shape dwarven culture and encounters, such as environmental oddities, unusual physical traits, or companion creatures and servants.

Engineering and Constructs: Siege engines, constructs, and great feats of engineering exemplify the dwarven obsession with craft. Mighty feats of engineering set dwarven cultures apart and lend flavor to exploring their abandoned cities or mining sites. These creations might be purely mechanical, such as great lifts, doors, and other dungeon trappings, or magical, including enhanced siege engines and constructs.

deep-dwelling creatures rise up to meet them, and the tunnels were filled with battle. The dwarves fought but could not prevail. Rather than abandon their most powerful cities, they fashioned massive artifacts capable of lifting them bodily from the earth, separating themselves from their attackers. Now those attackers seek new foes and conquests. The dwarves might be trying in vain to warn the other surface-dwelling races, or perhaps they shun alliances in the belief that since they no longer need fear attack, they need not fight.

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

Encounters

The skyfarers usually shape encounters to their liking, relying on mobility and powerful shipboard weapons to discourage meetings they do not want. Depending on the type of flying device that the race uses, many situations are possible. The most obvious encounters are with dwarven skymerchants landing just outside a town or city with goods for sale.

Alternative

Racial Abilities

If the skyfarers are only a small part of a larger dwarven culture, no changes need to be made to their racial abilities. However, if the entire race rides the air, replace the racial bonus on Appraise checks with a +2 bonus on Profession (sailor) checks. Dwarf wizards with access to the Transmutation school may add the *feather fall* spell to their spellbooks for free, provided that they have access to a dwarven community.

Creating Dwarven Clans

It's easier than you might think to create a dwarven clan—just a few details, carefully chosen, can consistently portray a player character, NPC, or even the entire clan. First, you'll have to think of the basic concept. A quick way is to pick one aspect of typical dwarven pursuits that the clan is known for. Once you've made your choice, you can identify a small number of game elements that emphasize this reputation. GMs creating complicated world histories are likely to invent more detailed descriptions, but this technique provides enough detail for a simple character background or a series of short encounters.

Here's a list of game elements that might typify a clan. You need not specify all of them; choose only what you need to represent the clan's traditions and preferences through game mechanics. None of these should be granted to characters for free. Rather, they represent how most of the clan's members spend their allotted skill points, acquire feats, and use other abilities.

- **Favored feat.** This is often a bloodgift feat, but could be a general feat or even a metamagic feat (for a clan of magically inclined dwarves).
- **Favored skill.** In keeping with typical dwarven proclivities, this is most often a Craft or Profession.
- **Favored class**
- **Favored weapon**

Sample Clan

The Kragnevar clan has never been numerous or powerful, and much of its glory has been lost since the fall of the famed dwarven city Mar-Namor. The survivors are still devoted to the summoning magic that allowed the clan to rise to prominence. They have found refuge in the growing city of Freeport, and several of the clan's adepts and wizards hire their spellcasting services out to ship captains. Their efforts are slowly refilling the clan's coffers, but its leaders know that they cannot survive the city's complicated politics for long and maintain their traditions. Many of the young clan members have therefore been tasked with founding a new clanhall.

Favored Feats: Deepblood Spell Focus (Conjuration)

Favored Skill: Spellcraft

New Arrivals

Whether recently open to trade, just arrived from other worlds, or simply emerging from the Underdark for the first time, dwarves are newcomers. The powerful miners and craftsfolk might come into conflict with other races over territory, minerals, or damage to the environment, or they could be allies at a crucial moment, helping the other races fend off terrible foes. This archetype works well in conjunction with the light haters archetype detailed above.

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

Encounters

This archetype demands one type of encounter for the first several sessions—an awkward struggle to sort friend from foe and discern the temper of the new race. Since dwarves are so familiar to players, maintaining the “new arrival” status must involve some tangible reminder that these people are alien. Speaking awkwardly, haltingly, or even misusing words can help convey the difficulties in communication. Use distinctively painted miniatures to emphasize the dwarves' outlandish appearance, or try introducing new, exclusively dwarven spells and abilities.

Alternative Racial Abilities

The standard dwarven abilities need not be changed, although if there has been absolutely no prior contact, dwarves do not know Common as a starting language (requiring magic to make initial conversation possible). Nondwarf characters may take Dwarven as a language only with the GM's permission. In campaigns where previous isolation underground is the reason for the dwarves' arrival, use the statistics for the deep dwarf subrace to heighten this impression.

Minions of Evil

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

Encounters

The typical encounter with this archetype is, of course, confrontation. However, some interesting alternatives exist. For example, the player characters might join small bands of good-aligned dwarves and attempt to deal with them in a nonviolent fashion, hoping to free them from whatever yoke binds their people.

Alternative Racial Abilities

Many variations on the dwarven racial abilities work for this archetype, because many different iterations of the archetype are possible. Dwarves cursed by their god for some failure might have a racial penalty to Intelligence instead of Charisma. Those dominated by fell magic might have lost their resistance to spells and spell-like effects, perhaps having improved darkvision with a longer range (through magical augmentation by their masters). The duergar subrace might be the only kind of dwarves in the campaign, while dwarves who willingly entered a pact with evil might be more likely to have a template such as half-dragon, lycanthrope, or half-fiend.

- Sample Dwarven Pantheon -

Many of the examples in this book cite a generic Forge God as the source of dwarven divine magic. While this makes game elements easily portable and customizable, it doesn't offer GMs a clear view of dwarven deities. The three-member pantheon described below is a starting point if you are pressed for time; it works fine on its own but is also ripe for expansion. Adding new deities, changing the listed domains, or altering names and descriptions are quick ways to build a practical dwarven pantheon.

Deities have more than one possible alignment to choose from (although you are always free to change this completely). This also gives an idea of typical followers' alignments. New domains listed here are indicated with an asterisk and described fully in **Chapter 5: Spells & Magic**.

Granok

The Forge God, The Creator

Almost every dwarf believes that creation began when Granok, also known as the Forge God, struck his mighty hammer to the earth. The Forge God is lord of the dwarven pantheon and ruler of most aspects of their culture and history. As creator of life itself, he takes responsibility for his work, inspiring his priests to protect and educate dwarves whenever possible.

Followers of Granok are by far the most prevalent and powerful dwarven clerics, espousing cooperation, organization, and advancement of the race.

Alignment: LG/LN

Domains: Good, Knowledge, Stonehearth*, Strength

Symbol: A gauntleted hand

Orbane

Strife, The Merchant, The Hammer

Orbane, The Hammer, is both weapon and deity. An extension of the Forge God's power but with will and strength of its own, Orbane is venerated by dwarven warriors both good and evil. Those who seek power for its own sake or profit from their craft seek the blessings of Orbane. Although Orbane and the Forge God have opposing portfolios, they often work together to shape great works for the dwarven race.

Followers of Orbane espouse violent creation, prowess in battle, and begetting wealth from the products of craft.

Alignment: LN/LE

Domains: Armor, Evil, Sword*, War

Symbol: A dwarven battlehammer

Era

The Earth Mother, The Elements, The Anvil

Era, the Earth Mother, is the patron of nature and the source of the elements. She gifts the dwarves with the minerals and gems they shape, imbues their bloodlines with elemental energy, and watches over the natural world.

Followers of Era espouse temperance when mining or consuming natural resources, often seek peace rather than war, and attempt to blend dwarven habitats with the living rock in which they dwell.

Alignment: NG/N

Domains: All four elements, Animal, Plant

Symbol: A blossoming tree

Chapter Two: Feats

Tied to their mountain homes by blood and by craft, dwarves belong to the earth in ways members of other races cannot even guess at. The feats below provide new ways to explore this bond and new methods for dwarf characters to exemplify the history and ideals of their clan. Many feats embody the dwarven talent for cooperating with their allies. Units of elite dwarven foot soldiers, for example, could be built around the Shield Wall feat, and dwarven paladin/cleric teams might use tactics that take advantage of the Back-to-Back and Protected Casting feats.

Most of the feats described in this chapter do not have a racial prerequisite; however, a GM can give each race its own feel by limiting certain feats to its members. Obviously, many of these feats emphasize certain aspects of dwarven culture, and a GM might restrict any or all of them to dwarves. Conversely, a GM is free to allow members of other races to take dwarf-specific feats, such as a certain tree of bloodgift feats, if it is appropriate for that campaign.

- New Feat Types -

Bloodgift Feats

Bloodgift feats represent ancestral ties some dwarves have to the very stone in which they dwell. Each bloodgift feat represents the influence of a powerful otherworldly force in the distant past of the character's family.

Players must first choose a prime bloodgift for their characters, a special feat that is a prerequisite for other bloodgift feats. A prime bloodgift can be chosen only at 1st

level, but feats further down in its "tree" can be taken at any level, provided that the character meets the prerequisites. A character can never have more than one prime bloodgift.

Bonding Feats

Like bloodgift feats, bonding feats represent powerful ties to otherworldly forces but need not be taken at 1st level. Bonding feats represent the culmination of extensive training, devotion, and often personal sacrifice—they are often acquired late in a character's career.

Acquiring Bonding Feats

To take a bonding feat, the character must undergo a bonding ritual in addition to meeting the other prerequisites for the feat. Bonding rituals are intense, week-long ordeals that require the character's complete attention. These are intensely personal and varied affairs, so each player should design his or her character's own bonding ritual in conjunction with the GM.

Regardless of its exact nature, each bonding ritual requires 1,000 gp worth of ceremonial materials, usually in the form of incense, tattooing inks, and other elaborate components. Bonding rituals pull at the very essence of those undergoing them, draining the character of 500 XP. They are often solitary affairs, but occasionally, depending on the nature of the ceremony, the character might be guided by another bonded individual or a spiritual figure. In these cases, the character must compensate the other participants before acquiring the bonding feat; the player and GM should work out the details of this requirement and payment in advance.

A character undergoing a bonding ritual must devote 8 hours a day to the ceremony during the week of its duration. The character is always considered fatigued when not directly engaged in the ritual and suffers all the normal penalties (cannot run or charge, effective -2 to Strength and Dexterity). The character can perform simple tasks such as talking and walking during the week but cannot fight or participate in any other strenuous activity without ruining the ritual. In addition, if the ritual is disturbed or if the character fails to spend at least 8 hours in a 24-hour period participating in it, the process is ruined, and all materials used and XP spent are wasted.

A few bonding feats have other bonding feats as prerequisites. In order to gain them, the character must perform a second bonding ritual, paying gold and XP costs a second time.

Chapter Two: Feats

Table 2-1: Feats

General Feats		Bonding Feats	
Feats	Prerequisites	Feats	Prerequisites
Artisan	At least 1 rank in three different Craft skills	Blood of Magic	Drakeblood, Any two metamagic feats, Ability to cast arcane spells as a bard or sorcerer
Master Artisan	Artisan	Forgeblood (Prime)	Dwarf, Dexterity 11+
Back-to-Back	Base attack bonus +1 or higher	Fires Within	Forgeblood
Tandem Fighting	Back-to-Back	Divine Flame	Forgeblood, Turn or rebuke undead ability, Cha 12+
Protected Archery	Back-to-Back, Point Blank Shot	Stoneblood (Prime)	Dwarf, Con 15+
Protected Casting	Back-to-Back, Combat Casting	Rocklike	Stoneblood
Boar's Charge	Str 13+	Stonebinder	Stoneblood, Cha 12+
Clanheart Magic	Spellcaster	Stonelord	Stoneblood, Cha 12+
Earth Harmonics	Bardic music ability, Stonecunning, Perform 5+ ranks	Earth's Armor	Stoneblood, Rocklike, Base Fortitude save of +6 or higher
Exotic Armor Proficiency	Armor Proficiency in the armor's weight category, base attack bonus +1 or higher	Bonding Feats	
Flameborn Sorcery	Dwarf, Dex 13+	Feats	Prerequisites
Giantfoe	Dwarf, Dodge, Dex 15+	Oath of Dreams	Bonding ritual, Wilderness Lore 10+ ranks, any metamagic feat
Improved Dispelling	Con 13+, spellcaster level 5+	Dreamchild	Bonding ritual, Oath of Dreams
Infuse Casting	Spellcaster level 7+, turn or rebuke undead ability	Oath of Iron	Bonding ritual, Appraise 5+ ranks
Instinctive Siege Engine Use	Profession (siege engineer) 7+ ranks, Wis 13+	Soul of Iron	Bonding ritual, Oath of Iron, Con 15+
Low to the Ground	Str 13+	Pledge Arcane	Bonding ritual, Any metamagic feat, Knowledge (arcana) 10+ ranks, Ability to cast arcane spells
Mountain's Youth	Con 13+, middle age or younger	Pledge of Flame	Bonding ritual, Great Fortitude
Rapid Siege Engine Use	Profession (siege engineer) 5+ ranks, base attack bonus +5 or more	Greater Pledge of Flame	Bonding ritual, Pledge of Flame
Seaborn Sorcery	Dwarf, Str 13+	Pledge of Frost	Bonding ritual, Great Fortitude
Shield Wall	Shield Proficiency	Greater Pledge of Frost	Bonding ritual, Pledge of Frost
Lock Shields	Shield Wall	Pledge of Shadow	Bonding ritual, Deepblood, Shadowblend, Blind-Fight, Hide 10+ ranks
Skyborn Sorcery	Dwarf, Wis 13+	Skybond	Bonding ritual, Lightning Reflexes
Stoic	Wis 13+	Skystride	Bonding ritual, Skybond, Spring Attack, Jump 10+ ranks
Stoneborn Sorcery	Dwarf, Con 13+	Spell Channeling Feats	
Wisdom of Ages	Wis 13+, 200+ years old	Feats	Prerequisites
Metamagic Feats		Mystic Endurance	Toughness, spellcaster level 5+
Feats	Prerequisites	Mystic Force	Str 13+, spellcaster level 5+
Remote Casting	Stonecunning, Intuit Direction 10+ ranks, Spellcraft 10+ ranks	Mystic Presence	Cha 13+, spellcaster level 5+
Bloodgift Feats		Mystic Resistance	Con 13+, spellcaster level 5+
Feats	Prerequisites	Mystic Sight	Wis 13+, spellcaster level 3+
Deepblood (Prime)	Dwarf, Wisdom 11+	Mystic Stealth	Dex 13+, spellcaster level 5+
Deepsight	Deepblood	Mystic Summoning	Spell Focus (Conjuration), spellcaster level 5+
Shadowblend	Deepblood, Hide 5+ ranks	Mystic Turning	Spellcaster level 5+, turn undead ability
Drakeblood (Prime)	Dwarf, Cha 12+		
Aspect of Command	Drakeblood, Cha 14+		
Aspect of Fear	Drakeblood, Aspect of Command, Cha 16+		

Chapter Two: Feats

A character cannot have more than one bonding feat, except in the case of those that have a bonding feat as their prerequisite.

Spell Channeling Feats

Despite a long-standing reputation to the contrary, dwarves are a people of magic. Most know that dwarven smiths imbue their creations with mighty ensorcelments, but few realize how talented dwarves are at letting magic course through their own veins.

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

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

- Feat Descriptions -

Artisan [General]

You have a knack for learning Craft skills.

Prerequisites: At least 1 rank in three different Craft skills.

Benefits: You gain a +2 competence bonus on three different Craft skills of your choice. You must have at least 1 rank in each of the skills to which you choose to apply this bonus.

Aspect of Command [Bloodgift]

Your family's ancient bond with dragons makes you more commanding and makes others more likely to follow your lead.

Prerequisites: Drakeblood, Cha 14+.

Benefits: Add +2 to the DC for all saving throws against Enchantment spells you cast. This bonus stacks with that granted by Spell Focus (Enchantment). You also gain a +2 competence bonus to your Leadership score (if any).

Aspect of Fear [Bloodgift]

You can tap into your draconic heritage to unsettle foes with your mere presence.

Prerequisites: Drakeblood, Aspect of Command, Cha 16+.

Benefits: You gain the ability to emit a sudden burst of supernatural fear in a 15-foot radius. Creatures in the area must succeed at a Will saving throw (DC = your character level + your Charisma modifier) or be shaken for 2d6 rounds. Creatures with more Hit Dice than you are not affected by this ability. You can use this ability a number of times per day equal to your Charisma bonus, and it is an instantaneous effect. Activating this ability is a standard action.

Back-to-Back [General]

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

Prerequisites: Base attack bonus +1 or higher.

Benefits: When you are adjacent to an ally who also has the Back-to-Back feat, you cannot be flanked.

Blood of Magic [Bloodgift, Metamagic]

Your draconic heritage allows you to apply metamagic feats to your spells quickly and instinctively.

Prerequisites: Drakeblood, any two metamagic feats, ability to cast arcane spells as a bard or sorcerer.

Benefits: You can cast a spell enhanced by your own metamagic feats as a standard action. Metamagic feats used in conjunction with this feat affect the level of the spell normally. You can use this ability a number of times per day equal to your Charisma bonus.

This lets you shorten the casting time for only the first metamagic feat applied to a spell; additional metamagic feats lengthen the casting time as normal. For example, the dwarf sorcerer Bornhahn casts an empowered *fireball*, using Blood of Magic to hasten the application of the Empower Spell feat. This allows Bornhahn to cast the empowered

spell as a standard action, and it uses up one of Bornhahn's 5th-level spell slots. However, if Bornhahn casts an empowered, still *fireball*, applying the Still Spell feat lengthens the casting time to a full round as normal. Enhanced by both metamagic feats, the *fireball* uses up one of Bornhahn's 6th-level spell slots.



Normal: A bard or sorcerer using a metamagic feat must cast the enhanced spell as a full-round action.

Boar's Charge [General]

You can bypass foes more readily in combat.

Prerequisites: Str 13+.

Benefits: You do not need to move before making an overrun attempt against an opponent.

Normal: You must normally move at least 10 feet before attempting an overrun.

Clanheart Magic [General]

You have access to clanheart spells, special magic that embodies many elements of dwarven culture.

Prerequisites: Spellcaster.

Benefits: The clanheart spells (see **Chapter 5: Spells & Magic**) are on your spell list, which affects item use and other effects. You gain no special ability to cast these spells; you must acquire and/or prepare them as normal for your class and level.

If you belong to a spellcasting class that has fewer than nine spell levels (such as bard or paladin), you have access to those spells only up to your class's highest spell level. If you have more than one spellcasting class, the clanheart spells are on the spell lists of all of them.

Deepblood [Prime Bloodgift]

Your family has an ancient bond with shadow and deep places.

Prerequisites: Dwarf, Wisdom 11+.

Benefits: You gain a +4 racial bonus on Spot checks when using darkvision. If normal light conditions exist, you do not gain this bonus.

Special: You can take Deepblood only at 1st level. A character can never have more than one prime bloodgift.

Deepsight [Bloodgift]

Your family's ancient bond with the deep places of the earth enhances your darkvision.

Prerequisites: Deepblood.

Benefits: The range of your darkvision increases by 10 feet.

Special: You can take this feat multiple times.

Divine Flame [Bloodgift]

Your ancestral tie with elemental fire allows you to channel positive or negative energy through your weapon, causing extra fire damage.

Prerequisites: Forgeblood, turn or rebuke undead ability, Cha 12+.

Benefits: You gain the ability to expend one of your turn or rebuke undead attempts to add 1d6 points of fire damage to that dealt by a melee weapon that you wield. This bonus lasts for a number of rounds equal to your Charisma bonus. If you let go of the weapon for any reason while the bonus is active, it immediately ends. Using this ability is a standard action.

A character cannot have more than one weapon at a time benefiting from Divine Flame.

Drakeblood [Prime Bloodgift]

Your family has an ancient bond with dragons, and some draconic blood flows through your veins. Many members of your family become sorcerers.

Prerequisites: Dwarf, Cha 12+.

Benefits: You gain a +3 racial bonus on Intimidate checks.

Special: You can take Drakeblood only at 1st level. A character can never have more than one prime bloodgift.

Dreamchild [Bonding]

You further bind your being to the magical essence of the woodlands, gaining more aspects of fey creatures.

Prerequisites: Bonding ritual, Oath of Dreams.

Benefits: You are immune to magical compulsions.

Earth Harmonics [General]

Because of your understanding of how sound moves through the earth, creatures with the Earth subtype find your bardic music hard to resist.

Prerequisites: Bardic music ability (or equivalent), stonemasonry, Perform 5+ ranks.

Benefits: The DC to resist your bardic music is increased by 2 whenever the ability is used against a creature with the Earth subtype. In addition, your bardic music can affect creatures with the Earth subtype even if they are normally immune to mind-influencing effects. This feat governs similar abilities from other classes, such as the stonemason's stonemasonry ability (see **Chapter 3: Prestige Classes**).

Earth's Armor [Bloodgift]

Your ancestral tie with the earth grants you amazing ability to resist weapon attacks.

Prerequisites: Stoneblood, Rocklike, base Fortitude save of +6 or higher.

Benefits: You gain damage reduction 1/+5.

Special: You can take this feat multiple times. Each time your damage reduction increases by 1. The magical bonus needed to deal full damage never changes, regardless of how many times you take the feat. You cannot take the Earth's Armor feat more than five times or more times than you have taken the Rocklike feat, whichever is fewer.

Exotic Armor

Proficiency [General]

Choose a type of exotic armor, such as dwarven plate or plated leather (see **Chapter 6: Equipment** for a list of exotic armor types). You understand how to wear that type of exotic armor without severe penalty.

Prerequisites: Armor Proficiency in the armor's weight category (for example, you must have Armor Proficiency [Heavy] to take Exotic Armor Proficiency [dwarven plate]), base attack bonus +1 or higher.

Benefits: You suffer only the exotic armor's normal armor check penalty, maximum Dexterity restriction, arcane spell failure chance, and movement rate reduction.

Normal: If you are wearing exotic armor with which you are not proficient, you suffer a competence penalty equal to 5 + armor check penalty on attack rolls and on all skill checks that involve moving, including Ride. In addition, the armor imposes an additional 35% arcane spell failure chance (which stacks with the armor's basic arcane spell failure chance) and a -2 competence penalty to AC.

Special: You can take this feat multiple times. Each time you take the feat, you gain proficiency with a new type of exotic armor.

Fires Within [Bloodgift]

The flames within you allow you to shrug off minor fire damage.

Prerequisites: Forgeblood.

Benefits: You gain fire resistance 5.

Flameborn Sorcery [General]

Your sorcerous powers are derived from a hereditary link with elemental flame rather than the blood of dragons.

Prerequisites: Dwarf, Dex 13+.

Benefits: You use your Dexterity modifier instead of your Charisma modifier for all spell-oriented effects that use an ability score modifier. This includes determining bonus spells per day, saving throw DCs, and the maximum level of spells that you can learn. This affects only spells that you cast as a bard or sorcerer.

Special: You can take this feat only at 1st level. You can never learn spells from the Transmutation school.

Forgeblood [Prime Bloodgift]

Your family has an ancient bond with elemental fire, and you can survive exposure to cold much more easily than others.

Prerequisites: Dwarf, Dexterity 11+.

Benefits: The first 5 points of cold damage you take each round is treated as subdual damage. In addition, you gain a +5 racial bonus on Fortitude saving throws to avoid subdual damage from cold and exposure.

Special: You can take Forgeblood only at 1st level. A character can never have more than one prime bloodgift.

Giantfoe [General]

You know the deepest dwarven secrets of giant fighting.

Prerequisites: Dwarf, Dodge, Dex 15+.

Benefits: Your dodge bonus against giants increases to +8.

Special: If the *paragon* spell is cast on you, your dodge bonus increases to +12.

Greater Pledge of Flame [Bonding]

You further bind your being to the magical essence of fire, gaining the ability to cloak your body in flame for short amounts of time.

Prerequisites: Bonding ritual, Pledge of Flame.

Benefits: Once per day as a free action, you can sheathe yourself in flame for a number of rounds equal to your Constitution bonus. The flames do not harm you, but any creature touching you takes 1d6 points of fire damage. You do not deal this extra fire damage with weapon attacks, but your unarmed attacks do deal 1d6 fire damage in addition to their normal damage. Instead of a normal melee attack, you may make a melee touch attack to deal 1d6 points of fire damage; such attacks do not provoke an attack of opportunity.

Greater Pledge of Frost [Bonding]

You further bind your being to the magical essence of cold, gaining the ability to cloak your body in an aura of cold for short amounts of time.

Prerequisites: Bonding ritual, Pledge of Frost.

Benefits: Once per day as a free action, you can sheathe yourself in an icy aura for a number of rounds equal to your Constitution bonus. The cold does not harm you, but any creature touching you takes 1d6 points of cold damage. You do not deal this extra cold damage with weapon attacks, but your unarmed attacks do deal 1d6 cold damage in addition to their normal damage. Instead of a normal melee attack, you may make a melee touch attack to deal 1d6 points of cold damage; such attacks do not provoke an attack of opportunity.

Improved Dispelling [General]

You are better at dispelling magical effects.

Prerequisites: Con 13+, spellcaster level 5+.

Benefits: You gain a +4 competence bonus on caster level checks made to dispel a magical effect. This bonus applies only when you cast a spell such as *dispel magic* or *greater dispelling*. It does not affect dispel checks made with items or means other than your own spells. The bonus does apply to checks made to counter a spell using *dispel magic* or similar spells.

Infuse Casting [General]

You can infuse positive or negative energy into an allied spellcaster's spell, increasing its effectiveness.

Prerequisites: Spellcaster level 7+, turn or rebuke undead ability.

Benefits: If you are adjacent to an allied spellcaster of the same alignment, you may use one of your turn or rebuke undead attempts to infuse their spellcasting with positive or negative energy. To do so, you must ready an action to infuse the ally's casting. When the allied spellcaster casts a spell, you may increase its save DC by 2 or grant your ally a +2 circumstance bonus on caster level checks made to penetrate a foe's spell resistance with that spell.

Instinctive Siege Engine Use [General]

You are practiced enough with siege engines that their use has become instinctive, and you make attacks with siege engines as you do with other weapons.

Prerequisites: Profession (siege engineer) 7+ ranks, Wis 13+.

Benefit: You may use your base attack bonus plus your Wisdom modifier in place of a Profession (siege engineer) check when making attacks with siege engines.

Normal: Attacks with siege engines generally require a Profession (siege engineer) skill check.

Lock Shields [General]

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

Prerequisites: Shield Wall.

Benefits: When you are using a small or larger shield and end your turn adjacent to an ally with the Lock Shields feat who is also using a small or larger shield, you gain one-quarter cover. This grants a +2 cover bonus to AC that stacks with the armor bonus from the Shield Wall feat and with your shield's normal armor bonus, as well as a +1 cover bonus on Reflex saves against area effects. Any round in

which you take the total defense action, this cover increases to one-half (granting a +4 cover bonus to AC and a +2 cover bonus to Reflex saves). If you are separated from your adjacent ally at any time during the round (such as being pushed back by a bull rush attack), you immediately lose the benefits of the Lock Shields feat until the beginning of your next turn.

Low to the Ground [General]

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

Prerequisites: Str 13+.

Benefits: You gain a +4 circumstance bonus on all rolls made to resist being tripped, overrun, or pushed back by a bull rush attack.

Master Artisan [General]

You have a gift for crafting mundane items.

Prerequisites: Artisan.

Benefits: You gain a +1 competence bonus on skill checks to use a specific Craft skill, which you choose when taking this feat. This bonus stacks with the bonus granted by the Skill Focus (Craft) and the Artisan feats. Additionally, whenever you make a successful skill check using the appropriate Craft skill, you complete double the normal value of finished goods.

For example, Ormhurst the smith is making a masterwork longsword. The GM determines that the sword's price will be 350 gp, or 3,500 sp, and sets a Craft DC of 15 (typical of a high-quality item). Ormhurst pays half the item's

value, or 1,750 sp, then his player makes a skill check representing one week's work. The roll is 23, easily succeeding at the skill check. Multiplying the check result (23) by the item's DC (15) gives a result of 345. This is the sp value that Ormhurst would normally finish in one week; however, since he has the Master Artisan (weaponsmithing) feat, this value is doubled to 690 sp.

Normal: You normally produce finished goods equal in value to your skill check result times the item's DC in silver pieces.

Special: You must apply one of the bonuses from the Artisan feat to the skill to which you apply the bonus from the Master Artisan feat.



Mountain's Youth [General]

Your natural hardiness allows you to ignore some of the effects of aging.

Prerequisites: Con 13+, middle age or younger.

Benefits: You neither suffer the penalties nor gain the bonuses for progressing into middle age. You suffer the penalties and gain the bonuses for progressing into other age categories normally.

Normal: A character progressing into middle age normally suffers a -1 penalty to Strength, Constitution, and Dexterity and gains a +1 bonus to Intelligence, Wisdom, and Charisma.

Mystic Endurance [Spell Channeling]

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

Prerequisites: Toughness, spellcaster level 5+.

Benefits: As a standard action, you may channel a Transmutation spell. You gain a +1 enhancement bonus to Constitution for every level of the channeled spell. If you channel a spell of 4th level or higher, you also become temporarily immune to poison. This benefit lasts for 1 minute.

Mystic Force [Spell Channeling]

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

Prerequisites: Str 13+, spellcaster level 5+.

Benefits: As a standard action, you may channel an Evocation spell. You may apply a circumstance bonus equal to the channeled spell's level to the next caster level check you make to penetrate a foe's spell resistance. You must apply the bonus to a spell you cast within the next 1 minute or lose the bonus.

Mystic Presence [Spell Channeling]

You can channel magical energy through your body to imbue your personality with forcefulness.

Prerequisites: Cha 13+, spellcaster level 5+.

Benefits: As a standard action, you may channel an Enchantment spell. You gain a +1 enhancement bonus to Charisma for every level of the channeled spell. If you channel a spell of 4th level or higher, you may also make an Intimidate check as a free action against any foe that you damage in melee combat. This benefit lasts for 1 minute.

Mystic Resistance [Spell Channeling]

You can channel magical energy through your body, imbuing yourself with the ability to resist energy.

Prerequisites: Con 13+, spellcaster level 5+.

Benefits: As a standard action, you may channel an Abjuration spell. Choose an energy type: acid, cold, electricity,

fire, or sonic. For every level of the channeled spell, you ignore 3 points of damage from the chosen energy type per round. If you channel a spell of 4th level or higher, you can resist two types of energy. The benefit granted by Mystic Resistance overlaps (and does not stack with) spells such as *endure elements*. This benefit lasts for 1 minute.

Mystic Sight [Spell Channeling]

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

Prerequisites: Wis 13+, spellcaster level 3+.

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

Mystic Stealth [Spell Channeling]

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

Prerequisites: Dex 13+, spellcaster level 5+.

Benefits: As a standard action, you may channel an Illusion spell. You may use the Hide skill once while directly observed. The level of the channeled spell must be equal to or greater than the number of creatures observing you or the Hide check automatically fails.

Mystic Summoning [Spell Channeling]

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

Prerequisites: Spell Focus (Conjuration), spellcaster level 5+.

Benefits: As a standard action, you may channel a Conjuration spell. The next creature you summon with *summon monster*, *summon nature's ally*, or similar spells is advanced (see the monster advancement rules in the *MM*) by a number of Hit Dice equal to the channeled spell's level.

Mystic Turning [Spell Channeling]

You can channel magical energy through your body, allowing you to affect a greater amount of undead with your turn or rebuke attempts.

Prerequisites: Spellcaster level 5+, turn or rebuke undead ability.

Benefits: As a standard action, you may channel a Necromancy spell. You apply a circumstance bonus equal to the channeled spell's level on turning checks and turning damage rolls made during the next 1 minute.

Oath of Dreams [Bonding]

You bind your being to the magical essence of the woodlands and become a fey.

Prerequisites: Bonding ritual, Wilderness Lore 10+ ranks, any metamagic feat.

Benefits: Your creature type changes to fey, so spells that affect humanoids (like *charm person* and *dominate person*) no longer affect you. Additionally, you gain the *trackless step* ability (see the druid class in the *PH*). Note that “natural surroundings” includes underground caves and the like.

Oath of Iron [Bonding]

You bind your being to the magical essence of metal ores, gaining a supernatural feel for the quality of metal.

Prerequisites: Bonding ritual, Appraise 5+ ranks.

Benefits: You gain a +5 insight bonus on Appraise skill checks to evaluate the worth of metal items. You can also use the Appraise skill to gauge the level of enchantment on metal items, weapons, and armor. The DC is equal to 15 + the caster level. For items with multiple abilities, you must make separate checks to identify the potency of each ability.

Pledge Arcane [Bonding]

You bind your being to the essence of magic, gaining the ability to sense magical auras.

Prerequisites: Bonding ritual, any metamagic feat, Knowledge (arcana) 10+ ranks, ability to cast arcane spells.

Benefits: You can use *detect magic* at will as a spell-like ability. This ability is as the spell cast by a sorcerer of a level equal to your highest arcane spellcasting level.

Pledge of Flame [Bonding]

You bind your being to the magical essence of fire and become a creature of fire.

Prerequisites: Bonding ritual, Great Fortitude.

Benefits: You gain the Fire subtype.

Pledge of Frost [Bonding]

You bind your being to the magical essence of cold and become a creature of cold.

Prerequisites: Bonding ritual, Great Fortitude.

Benefits: You gain the Cold subtype.

Special: A character with the Forgeblood feat cannot take the Pledge of Frost feat.

Pledge of Shadow [Bonding]

You bind your being to the magical essence of shadow. This bond allows you to conceal your melee attacks whenever you are in shadowy conditions, catching opponents off guard.

Prerequisites: Bonding ritual, Deepblood, Shadowblend, Blind-Fight, Hide 10+ ranks.

Benefits: Whenever you have concealment because of shadows, darkness, or poor lighting conditions, the targets of your melee attacks get no Dexterity bonus to AC. Creatures that do not rely on sight are not affected by this feat, nor are creatures that cannot be caught flat-footed (such as with the uncanny dodge ability). If you lose the miss chance from concealment for any reason (for example, if another creature brings a light into the area) you do not gain the benefit of this feat.



Protected Archery [General]

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

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

Benefits: When you are adjacent to an ally with the Back-to-Back feat who is wielding a melee weapon, you do not provoke attacks of opportunity from opponents that your adjacent ally threatens when you make an attack with a ranged weapon.

Protected Casting [General]

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

Prerequisites: Back-to-Back, Combat Casting.

Benefits: When you are adjacent to an ally with the Back-to-Back feat, you gain a +4 circumstance bonus on Concentration checks made to cast spells defensively. This bonus stacks with the bonus granted by the Combat Casting feat.

Rapid Siege Engine Use [General]

You are trained at siege engine use and can often carry on other actions while operating a siege engine.

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Prerequisites: Profession (siege engineer) 5+ ranks, base attack bonus +5 or higher.

Benefit: As long as you remain adjacent to the siege engine you are operating, you only need to spend a move-equivalent action each round to count as an active crewmember.

Normal: You must take a full-round action every round to operate a siege engine when serving as part of its crew.

Remote Casting [Metamagic]

You understand spatial relationships and distance so well that you can cause spells to originate in nearby areas even if you do not have line of effect to the point of origin.

Prerequisites: Stonecunning, Intuit Direction 10+ ranks, Spellcraft 10+ ranks.

Benefits: You can cause burst, emanation, or spread spells to take effect at any point within the normal range of the spell, even if you do not have an unbroken line of effect. Make a Spellcraft check with a DC equal to 25 + the spell's effective level (after adjustment for metamagic feats, including Remote Casting). You must specify both distance and direction before casting the spell. If you fail the Spellcraft check, or the spell's point of origin ends up in a material object, the spell fails. A remotely cast spell uses up a spell slot three levels higher than the spell's actual level.

Normal: A spellcaster must have an unbroken line of effect to cast a spell.

Rocklike [Bloodgift]

Your ancestral tie with the earth hardens your skin.

Prerequisites: Stoneblood.

Benefits: You gain a +1 inherent bonus to natural armor. If you normally have no natural armor, you instead gain a +1 natural armor bonus to AC. This bonus does not stack with those granted by magical effects like *barkskin* or an *amulet of natural armor*.

Special: You can take this feat multiple times.

Seaborn Sorcery [General]

Your sorcerous powers are derived from a hereditary link with elemental water rather than the blood of dragons.

Prerequisites: Dwarf, Str 13+.

Benefits: You use your Strength modifier instead of your Charisma modifier for all spell-oriented effects that use an ability score modifier. This includes determining bonus spells per day, saving throw DCs, and the maximum level of spells that you can learn. This affects only spells that you cast as a bard or sorcerer.

Special: You can take this feat only at 1st level. You can never learn spells from the Illusion school.

Shadowblend [Bloodgift]

Your family's ancient bond with the deep places of the earth grants you greater benefits from concealment in shadows or darkness.

Prerequisites: Deepblood, Hide 5+ ranks.

Benefits: Whenever you have concealment because of shadows, darkness, or poor lighting conditions, your concealment is treated as one "step" better than it normally would be. For example, moderate darkness normally provides one-quarter concealment, imposing a 10% miss chance on attacks. However, if you have the Shadowblend feat, you instead treat moderate darkness as granting one-half concealment, imposing a 20% miss chance. This feat provides no benefit if you have total concealment, and it can never increase the miss chance above 50%.

Shield Wall [General]

You are skilled at fighting next to shield-using allies.

Prerequisites: Shield Proficiency.

Benefits: When you are using a small or larger shield and end your turn adjacent to an ally with the Shield Wall feat who is also using a small or larger shield, you gain a +2 armor bonus to AC. This armor bonus stacks with those provided by your armor and shield. If you are separated from your adjacent ally at any time during the round (such as being pushed back by a bull rush attack), you immediately lose the benefits of the Shield Wall feat until the beginning of your next turn.

Skybond [Bonding]

You bind your being to the magical essence of the sky and become a creature of air.

Prerequisites: Bonding ritual, Lightning Reflexes.

Benefits: You gain the Air subtype.

Skyborn Sorcery [General]

Your sorcerous powers are derived from a hereditary link with elemental air rather than the blood of dragons.

Prerequisites: Dwarf, Wis 13+.

Benefits: You use your Wisdom modifier instead of your Charisma modifier for all spell-oriented effects that use an ability score modifier. This includes determining bonus spells per day, saving throw DCs, and the maximum level of spells that you can learn. This affects only spells that you cast as a bard or sorcerer.

Special: You can take this feat only at 1st level. You can never learn spells from the Abjuration school.

Skystride [Bonding]

You bind your being to the magical essence of the sky, gaining the ability to walk on air.

Prerequisites: Bonding ritual, Skybond, Spring Attack, Jump 10+ ranks.

Benefits: You gain the spell-like ability to cast *air walk* once per day as a cleric of a level equal to your character level.

Soul of Iron [Bonding]

You can bind your very being to the magical essence of metal ores, gaining the iron-souled template for a short time each day.

Prerequisites: Bonding ritual, Oath of Iron, Con 15+.

Benefits: Once per day, you can gain the qualities of an iron-souled creature (see the Iron-Souled template in **Chapter 4: Creatures** for more information). Activating this ability is a free action. This benefit lasts for a number of rounds equal to your Constitution bonus.

Stoic [General]

You seldom reveal what you are thinking or feeling, making it easy to conceal your intent from others and aiding your dealings with those who value emotional distance.

Prerequisites: Wis 13+.

Benefits: You gain a +3 circumstance bonus on Bluff checks when others try to read your reactions or emotions. This bonus applies only when another initiates a Sense Motive check against you. You also get +1 circumstance bonus on Diplomacy checks made to influence the reactions of dwarves and other individuals who dislike emotional exuberance.

Stonebinder [Bloodgift]

Your ancestral tie with the earth allows you to summon more powerful earth creatures than normal.

Prerequisites: Stoneblood, Cha 12+.

Benefits: Whenever you use a Conjunction spell to summon a creature with the Earth subtype, it gains the iron-souled template (see Iron-Souled in **Chapter 4: Creatures** for more information).

Stoneblood [Prime Bloodgift]

Your family has an ancient bond with elemental earth, which enhances your natural instincts.

Prerequisites: Dwarf, Con 15+.

Benefits: The bonuses granted by your stonecunning racial ability all increase by +2.

Special: You can take Stoneblood only at 1st level. A character can never have more than one prime bloodgift.

Stoneborn Sorcery [General]

Your sorcerous powers are derived from a hereditary link with elemental earth rather than the blood of dragons.

Prerequisites: Dwarf, Con 13+.

Benefits: You use your Constitution modifier instead of your Charisma modifier for all spell-oriented effects that use an ability score modifier. This includes determining bonus spells per day, saving throw DCs, and the maximum level of spells that you can learn. This affects only spells that you cast as a bard or sorcerer.

Special: You can take this feat only at 1st level. You can never learn spells from the Enchantment school.

Stonelord [Bloodgift]

Your ancestral tie with the earth allows you to compel creatures of the earth more easily. Other dwarves and earth creatures find your words more appealing and are generally more inclined to be civil to you.

Prerequisites: Stoneblood, Cha 12+.

Benefits: You gain a +4 bonus on Diplomacy skill checks made to influence the reactions of dwarves and creatures with the Earth subtype. In addition, you add a +4 racial bonus to the save DCs of Enchantment spells you cast against creatures with the Earth subtype.



Tandem Fighting [General]

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

Prerequisites: Back-to-Back.

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

Wisdom of Ages [General]

You have seen many things in your long life, and those experiences give you a great store of knowledge to draw upon.

Prerequisites: Wis 13+, 200+ years old.

Benefits: You gain a +1 competence bonus on all Knowledge checks. You also pick two Knowledge skills that you may use untrained.

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A drive greater than the love of beauty compels the master smith to create the perfect blade. A need deeper than appreciating music's power pushes the maestro to write the perfect song. An urge more pressing than the defense of his people moves the general to hone the ultimate fighting force. Aside from the differences in circumstance and profession, those recognized as the masters of their field share a common bond: the need to truly perfect their art. This drive fires the heart of the dwarven race. It urges dwarven miners deeper and deeper, searching for the purest vein; it keeps the smith at the forge day after day for a hundred years on end; it sends the mail-clad warrior against the most dangerous foes of the Underdark.

This instinct propels dwarves on personal quests for excellence in their chosen field; quests that might seem out of character in the eyes of those who know them less well. The need for mastery accentuates the dwarven clan structure—dwarves recognize not only individual experts but also clans as supreme in a specific trade. Although present in all races, this drive has encouraged dwarves in particular to specialize. It is easier to become the finest weaponsmith than the finest smith, much easier to become the finest swordsmith than the finest weaponsmith, and easier still to become the finest crafter of greatswords than the finest swordsmith.

Like others of their kind, dwarven adventurers feel the need to master their trade (or at least a specialized part of their trade). Those with superior ability gravitate to narrow areas of specialization, striving to become exemplars of their unusual craft. The following sixteen prestige classes represent a few of the most common among dwarves. Individual clans often adopt one prestige class as representative of their abilities, and most of the powerful members of the clan have levels in this class. Individual clans are prone to develop their own versions of a given prestige class, and GMs should feel free to introduce slight changes in the way a class works among different clans.

- Acolyte of the Crystal Path - (Shardbrother/Shardsister)

In stillness, find perfection. In resilience, find absolution

Few nondwarves perceive the sturdy mountain folk as anything other than stoic, ironclad warriors or skilled artisans. On those rare occasions when a nondwarf gives more than a passing thought to dwarven spirituality, only the stereotypical gods of the mountains and the forge come to mind. But despite what outsiders think, dwarves value inner discipline and meditation; indeed, their almost mystical devotion to their craft breeds as focused a mindset as that taught in any surface monastery. Some dwarves hone this dedication into the same kind of mystical combat prowess achieved by better-known monastic orders.

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

Crystal Path monasteries are fascinating places filled with magically strengthened crystals that their members use for

inspiration and practice. Dwarves by nature are a hardy race, and the punishing regimens of many of their professions would leave most members of other races reeling in pain. The Order of the Crystal Path is no exception; its instruction is grueling even by dwarven standards. Acolytes develop a supernatural connection to the crystals they admire, but only after hours and hours of relentless training during which they punch magically hardened quartz spires until their hands begin to develop a rocky toughness.

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

Monks are by far the most common initiates of the Order of the Crystal Path, but fighters seeking a more spiritual martial philosophy sometimes join. Clerics and paladins occasionally

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enter the order, but most find the worship of their deity to be the only philosophy they need. Characters of other classes almost never become shardbrothers or shardsisters.

Abbreviation: Acp
Hit Die: d10.

Requirements

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

Alignment: Any lawful.
Race: Dwarf.
Base Attack Bonus: +5.
Concentration: 5 ranks.
Feats: Improved Unarmed Strike, Toughness.

Class Skills

The acolyte of the Crystal Path's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Intuit Direction (Wis), Knowledge (religion) (Int), Listen (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armor Proficiency

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

Unarmed Attack Progression (Ex)

Levels in the acolyte of the Crystal Path prestige class stack with monk levels for purposes of determining the character's unarmed attack bonus. The prestige class confers no other monk abilities.

Crystal Path (Su)

As a character advances in the acolyte of the Crystal Path prestige class, his body begins to take on many aspects of the crystals that inspire his martial philosophies. As this supernatural connection to crystal grows, he increases in weight as his body becomes increasingly dense, making it almost impossible for him to swim. Weight gained through advancement in the prestige class applies a penalty to the

acolyte's Swim checks as if he were encumbered by the weight gained. In addition, his natural armor increases and his appearance undergoes many cosmetic changes. These effects are summarized in **Table 3-2**.

Emerald Fists (Su)

As the acolyte of the Crystal Path advances in level, his fists gradually become encrusted with crystal-like calluses. The increasingly resilient material has the rich green color of the purest emerald, embodying the shardbrother's study of the strength and durability of crystal. At 2nd level, the acolyte's unarmed attacks can overcome a creature's damage reduction as though using a +1 weapon. As he advances along the Crystal Path, his unarmed attacks become even more powerful. At 4th level, his unarmed attacks overcome damage reduction as +2 weapons, at 6th level as +3 weapons, and at 8th level as +4 weapons.

Note that this ability, like a monk's *ki* strike ability, confers no bonus to hit or to damage—it only allows the attack to overcome damage reduction. This ability does not stack with a monk's *ki* strike ability.



Flawless Stance (Su)

Acolytes of the Crystal Path espouse the theory that a crystal holds the key to a perfect defense. When oriented properly, they say, the facets of a crystal can turn any blow. As members of this prestige class advance in level, their features grow more angular, taking on a crystalline hardness and appearance, and they practice using the newly developed facets of their bodies to absorb and turn blows. On reaching 3rd level, the acolyte becomes so adept at this technique that he gains damage reduction. The amount of damage resisted is equal to his Constitution bonus and can be overcome by weapons of +1 or greater enhancement. (For example, a 3rd-level shardbrother with a Constitution score of 16 would have damage reduction 3/+1.)

As the acolyte advances in the prestige class, this damage reduction becomes more and more effective, requiring +2 weapons to overcome at 6th level and +3 weapons at 9th level. Thus, if the character described above became a 9th-level acolyte of the Crystal Path, his damage reduction would improve to 3/+3.

Rigid Body (Su)

As the acolyte continues down the Crystal Path, his body becomes more and more dense, taking on the rigidity and resilience of the magically enhanced crystal that is the focus of

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Table 3-1: The Acolyte of the Crystal Path

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Unarmed attack progression, Crystal Path
2nd	+1	+3	+0	+3	Emerald fists (+1)
3rd	+2	+3	+1	+3	Flawless stance (+1)
4th	+3	+4	+1	+4	Emerald fists (+2)
5th	+3	+4	+1	+4	Rigid body
6th	+4	+5	+2	+5	Emerald fists (+3), flawless stance (+2)
7th	+5	+5	+2	+5	Earth mastery
8th	+6	+6	+2	+6	Emerald fists (+4)
9th	+6	+6	+3	+6	Flawless stance (+3)
10th	+7	+7	+3	+7	Critical resistance, body of crystal

Table 3-2: Crystal Path Aspects

Class Level	Weight Increase (Swim Penalty)	Natural Armor Boost	Appearance
1st	+10 lbs. (-2)	+1	Features sharpen
2nd	+20 lbs. (-4)		Crystal-like calluses form on hands
3rd	+35 lbs. (-7)	+2	Features become angular, skin color begins to fade
4th	+50 lbs. (-10)		Angular features become actual facets
5th	+70 lbs. (-14)	+3	No body hair, skin color fades further
6th	+90 lbs. (-18)		Knuckles become crystal spikes
7th	+115 lbs. (-23)	+4	Skin takes on smooth planes
8th	+140 lbs. (-28)		Hands lose all color and become clear, flawless crystal
9th	+170 lbs. (-34)	+5	Skin color fades completely
10th	+200 lbs. (-40)		Complete crystalline appearance

his meditation. At 5th level, this rigidity develops far enough to hinder many constricting attacks. The character gains a special damage reduction of 10/- that applies only to damage dealt by constriction. This does not stack with any other source of damage reduction, nor does it defend against secondary effects of a constrict attack (such as the fire damage dealt by a salamander's tail).

Earth Mastery (Ex)

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

Critical Resistance (Su)

At 10th level, the acolyte of the Crystal Path reaches the end of his training, and his body transforms almost entirely into crystal. This transformation makes it much more difficult for others to score critical hits against him. Any time the acolyte would be subject to a critical hit, roll d%. If the result is 50 or lower, treat the attack as a normal hit, not a critical.

Body of Crystal (Ex)

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

- Cavern Strider -

Few members of other races realize that there is as much climbing to be done beneath a mountain as there is on its slopes. As a people, dwarves climb with skill and caution, and their innate sense of stone allows them to detect many faults and dangers that those with less developed instincts would miss. Even among dwarves, though, are those who seek to become one with the stone. Leaving concern for gravity to those who see stone as an obstacle rather than an ally, cavern striders combine instinct and skill to bond with the stone and climb it like no others.

Few clans include many cavern striders in their number; those who follow this path often find the bond with the caverns they explore replaces loyalty to the clan. Whether this is the case, or they simply yield to wanderlust, almost all cavern striders are active adventurers. In battle, they seek higher ground, controlling the field against those unable to follow and filling the air with ranged fire against flying opponents.

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Members of every class have been known to become cavern striders, but martially inclined classes such as fighters, rangers, and barbarians produce most of the prestige class's adherents.

Abbreviation: Cst
Hit Die: d8.

Requirements

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

Climb: 10 ranks.
Craft (Stonecutting): 5 ranks.
Jump: 5 ranks.
Wilderness Lore: 5 ranks.
Special: Stonecunning ability.

Class Skills

The cavern strider's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the cavern strider prestige class.³

Weapon and Armor Proficiency

Cavern striders gain no proficiency with any weapons, armor, or shields.

Climb (Ex)

At 1st level, a cavern strider gains a climb speed of 10 feet.

Anchor Stance (Ex)

At 2nd level, the cavern strider has no chance of falling while climbing as long as he moves 5 feet or less each round. In addition, he need not use his hands to climb, instead anchoring his feet to the surface. Anchored in this way, the cavern strider can fight without penalty while climbing.

Wall

Walk (Su)

At 3rd level, the cavern strider can move on vertical or even overhanging surfaces with a speed of 15 feet, and he need not use his hands to climb. He cannot be dislodged as long as the surface he is climbing on remains intact.

Table 3-3: The Cavern Strider

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Climb
2nd	+2	+3	+0	+0	Anchor stance
3rd	+3	+3	+1	+1	Wall walk (15 ft.)
4th	+4	+4	+1	+1	Downwall charge
5th	+5	+4	+1	+1	Wall walk (full move)

At 5th level, the cavern strider may move at his normal speed on any surface regardless of its angle. He can run and charge normally, even on vertical and overhanging surfaces.

Downwall Charge (Ex)

At 4th level, the cavern strider deals more damage with charge attacks made by moving down a wall or steep slope. Anytime the cavern strider hits with such a charge attack, he adds twice his Strength bonus to damage instead of the usual multiplier.

- Cavernsgaarder -

Most dwarven prestige classes answer the urge to specialize in a narrow aspect of their field, but the Cavernsgaarder is the opposite. Almost any dwarf can qualify for the class, as it represents membership in the Cavernsgaard militia present in most dwarven communities. In defensive military engagements, the 'gaard is the anchor of dwarven strategy. It is almost never used offensively.

The Cavernsgaard is a large military force, and the requirements to join are much lower than for other prestige classes. Typically, Cavernsgaarders serve for ten years and then move on to other things. Most become officers in other dwarven military units or pursue more peaceful professions within their clan's stronghold. A few Cavernsgaarder veterans turn to adventuring, often becoming some of the most accomplished members of their clan—they may even enter another prestige class later in their careers.

Almost all Cavernsgaarders are drawn from the ranks of dwarf warriors, but fighters, barbarians, and rangers often join as well. Dwarf paladins generally feel that they serve their community best in serving their deity, so they seldom join the Cavernsgaard. Rogues and bards seeking more martial training sometimes enlist, but few can tolerate the strict rules. Members of other classes rarely join the 'gaard.

Abbreviation: Cga
Hit Die: d10.

Requirements

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

Alignment: Any nonchaotic.

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Race: Dwarf.

Base Attack Bonus: +1.

Feats: Armor Proficiency (Medium), Martial Weapon Proficiency (any), Shield Proficiency, Shield Wall (see **Chapter 2: Feats**).



Class Skills

The Cavernsgaarder's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points at Each Level:
2 + Int modifier.

Class

Features

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

Weapon and Armor Proficiency

Cavernsgaarders are proficient with all simple and martial weapons, with all armors, and with shields.

Close Fighting (Ex)

At 1st and 3rd levels, a Cavernsgaarder gains a bonus when fighting beside allies. The Cavernsgaarder trains extensively in close-formation fighting, and Cavernsgaarders are at their best when they are close enough to support one another's efforts in combat.

A Cavernsgaarder adjacent to an ally with a close fighting bonus applies his own close fighting bonus to his attack and damage rolls. Cavernsgaarders can apply their close fighting bonus only once per attack, regardless of the number of adjacent allies with a close fighting bonus.

Command Radius (Ex)

At 2nd and 3rd level, the Cavernsgaarder increases his ability to command. Leaders of the Cavernsgaarder are trained to bolster the other members of their unit,

maneuvering carefully to maximize the effect of their presence. Any Cavernsgaarder gains a +2 morale bonus on Fortitude and Will saving throws when inside an ally's command radius. Multiple command radius bonuses do not stack.

Table 3-4: The Cavernsgaarder

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Close fighting +1
2nd	+2	+3	+0	+0	Command radius (10 ft.)
3rd	+3	+3	+1	+1	Close fighting +2, command radius (30 ft.)

Clanheart Disciple

Gifted with the innate power of the clan's ancestry and steeped in its lore, clanheart disciples embody the highest spellcasting traditions of the dwarven people. Many serve as trusted advisors to the heads of powerful families and clans. Where magesmiths craft powerful items, the clanheart disciple promotes and protects the clan as a whole.

Clanheart disciples, even those called to a life of adventure, remain loyal to their clan; no matter the distance, they seek out those threats that might someday approach the clan's stronghold. Adventuring disciples often use magical means to stay abreast of events within the clan and to send back interesting lore or discoveries.

Wizards and sorcerers account for nearly all clanheart disciples. Disciples from the same clan must belong to the

same spellcasting tradition—no clan would have both sorcerers and wizards in the role, for example. Rare clans have bards and other arcane spellcasters as their clanheart disciples.

Abbreviation: Chd
Hit Die: d4.

Requirements

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

- Craft (Any*):** 7 ranks (*At GM's option, must be in clan's favored Craft skill).
- Knowledge (History):** 7 ranks.
- Feats:** Prime Bloodgift (see **Chapter 2: Feats**)* (*At GM's option,

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must be the prime bloodgift associated with the character's clan), Clanheart Magic (see **Chapter 2: Feats**), Iron Will.

Spellcasting: Able to cast 3rd-level arcane spells (must be of appropriate spellcasting tradition for the clan).

Class Skills

The clanheart disciple's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the clanheart disciple prestige class.

Weapon and Armor Proficiency

Clanheart disciples gain no proficiency with any weapons, armor, or shields.

Spellcasting

A clanheart disciple continues training in magic. Thus, when a new clanheart disciple level is gained, the character gains new spells known and spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, and so on). This essentially means that she adds the level of clanheart disciple to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

Gifted Familiar (Su)

At 1st level, a clanheart disciple's familiar gains a special ability that depends on the disciple's prime bloodgift. In addition, levels of clanheart disciple stack with sorcerer or wizard levels (player's choice) to determine the familiar's level-dependent benefits. If the clanheart disciple has no familiar, this ability does nothing.

Deepblood

Familiar gains darkvision with a range of 60 feet. (This does not stack with any existing darkvision ability.)

Drakeblood

Familiar's natural armor increases by +2.

Forgeblood

Familiar gains a +2 inherent bonus to Dexterity.

Stoneblood

Familiar gains a +2 inherent bonus to Constitution.

Blood Power (Su)

At 2nd level, the clanheart disciple chooses one power from the list below, according to her prime bloodgift. She chooses a second power at 4th level. Once chosen, blood powers can never be changed.

Deepblood (AUROMANCY)

Shadow Magic (Su): Add +1 to the save DC for all Illusion spells cast by the clanheart disciple.

Shadowcloak (Ex): The clanheart disciple gains a +2 competence bonus on Disguise checks.

Stealth (Ex): The clanheart disciple gains a +2 competence bonus on Hide and Move Silently checks.

Drakeblood (DRACOMANCY)

Compelling Magic (Su): Add +1 to the save DC for all Enchantment spells cast by the clanheart disciple.

Draconic Immunities (Ex): The clanheart disciple becomes immune to sleep and charm effects.

Natural Armor (Ex): The clanheart disciple gains a +2 natural armor bonus to AC. If she already has natural armor, her natural armor increases by +2. (Purely magical natural armor bonuses, such as from an *amulet of natural armor*, do not increase.)

Forgeblood (PYROMANCY)

Flameheart (Su): Add +1 to the save DC for all spells with the Fire descriptor cast by the clanheart disciple.

Produce Flame (Sp): Once per day, the clanheart disciple can *produce flame* as the spell cast by a sorcerer of a level equal to the disciple's arcane spellcaster level. Levels of clanheart disciple stack with other arcane spellcasting classes to determine the total level.

Resist Fire (Su): Once per day, the clanheart disciple can gain fire resistance equal to her Constitution bonus. Activating this ability is a standard action, and it lasts for a number of rounds equal to the disciple's Constitution score.



Table 3-5: The Clanheart Disciple

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Gifted familiar	+1 level of existing class
2nd	+1	+0	+0	+3	Blood power	+1 level of existing class
3rd	+1	+1	+1	+3	Bonus bloodgift	+1 level of existing class
4th	+2	+1	+1	+4	Blood power	+1 level of existing class
5th	+2	+1	+1	+4	Ability score increase	+1 level of existing class

Stoneblood (GEOMANCY)

Acid Heart (Su): Add +1 to the save DC for all spells with the Acid descriptor cast by the clanheart disciple.

Resist Acid (Su): Once per day, the clanheart disciple can gain acid resistance equal to her Constitution bonus. Activating this ability is a standard action, and it lasts for a number of rounds equal to the disciple's Constitution score.

Stonecrusher (Su): The clanheart disciple's spells deal full damage to inanimate stone and metal objects.

Bonus Bloodgift (Ex)

At 3rd level, the clanheart disciple gains a bonus bloodgift feat, which must be on the feat path determined by her prime bloodgift.

Ability Score Increase (Ex)

At 5th level, the clanheart disciple gains a +2 inherent bonus to one ability score as determined by her prime bloodgift.

Deepblood +2 Wis.	Drakeblood+2 Cha.
Forgeblood +2 Dex.	Stoneblood+2 Con.

- Gemscribe -

Where many find beauty in the facets of a crystal, only a few find power. Dwarven love for the earth goes hand in hand with love of its treasures, and rarely has a dwarf stunted from excavating a mine or mineral vein. Dwarven spellcasters are more knowledgeable than most about the potential inherent in ordered crystalline structures, and a select few have perfected the art of pulling it forth. These spellcasters, called gemscribes, use gemstones to increase their magical ability.

Since their gemcasting can consume raw gemstones of immense value, gemscribes constantly search for new sources of the precious minerals. Many have become famous for adventuring as they seek out crystal riches. Greed alone does not motivate them, however; gemscribes nurture a deep appreciation for the gems that their art demands. A gemscribe is often torn between two loves—the crystals that power his magic and the magic they make possible.

Most gemscribes are wizards, but clerics, sorcerers, and to a lesser extent bards also become gemscribes. The rare druid gemscribe must constantly weigh the power he uses to protect nature against the fact that his magic destroys gems that are themselves part of the natural world.

Abbreviation: Gsc

Hit Die: d4.

Requirements

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

Alignment: Any lawful.

Base Fortitude Save: +5.

Appraise: 7 ranks.

Knowledge (Arcana): 7 ranks.

Feats: Great Fortitude, any two metamagic feats.

Special: Stonecunning ability.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency

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

Spellcasting

A gemscribe continues training in magic. Thus, when a new gemscribe level is gained, the character gains new spells

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Table 3-7: The Gemscribe

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Gemcasting: Heighten Spell	+1 level of existing class
2nd	+1	+0	+0	+3	Gemcasting: Extend Spell	+1 level of existing class
3rd	+1	+1	+1	+3	Gemcasting: Silent Spell	+1 level of existing class
4th	+2	+1	+1	+4	Gemcasting: Empower Spell	+1 level of existing class
5th	+2	+1	+1	+4	Gemcasting: Maximize Spell	+1 level of existing class

known and spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of gemscribe to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

Gemcasting (Su)

When casting a spell, the gemscribe can use valuable gems as an additional material component to overlay various metamagic effects. The gemscribe decides at the time of casting whether or not to enhance a spell with gemcasting. Casting a spell so enhanced consumes gems whose total value depends on the original level of the spell being cast and the specific metamagic effect being added.

Spellcasters who prepare their spells in advance can use the gemcasting ability to affect spells already enhanced with one or more metamagic feats. Spellcasters who cast spontaneously can also affect their spells with normal metamagic feats and gemcasting, but it takes more time. Casting a spell enhanced by gemcasting is a full-round action. Spontaneous spellcasters who use both a metamagic feat and a gemcasting ability must spend one full round casting the spell for every metamagic effect added.

Only one gemcasting enhancement can be added to any one spell. Using the gemcasting ability does not raise its effective spell level.



Heighten Spell

At 1st level, the gemscribe can use the gemcasting ability to increase the effective level of a spell as though using the Heighten Spell feat. Each use of this ability consumes 100 gp worth of gems per level by which the spell is heightened.

Extend Spell

At 2nd level, the gemscribe can use the gemcasting ability to increase a spell's duration as though using the Extend Spell feat. Each use of this ability consumes 100 gp worth of gems per level of the original spell.

Silent Spell

At 3rd level, the gemscribe can use the gemcasting ability to cast a spell quietly as though using the Silent Spell feat. Each use of this ability consumes 100 gp worth of gems per level of the original spell.

Empower Spell

At 4th level, the gemscribe can use the gemcasting ability to increase a spell's effect as though using the Empower Spell feat. Each use of this ability consumes 200 gp worth of gems per level of the original spell.

Maximize Spell

At 5th level, the gemscribe can use the gemcasting ability to maximize a spell's effect as though using the Maximize Spell feat. Each use of this ability consumes 250 gp worth of gems per level of the original spell.

- Immolated -

Fire is consumption. Fire is power. Fire is all. This is the mantra of the immolated.

Fanatics obsessed with and wreathed in fire, the immolated in control of their actions seek to purify the world by burning away their foes. The order of the immolated, however, is not interested in control. Many among them endeavor to bring fire to all things, and these crazed individuals are hunted and feared by good folk. The tell-tale flames and smoke rising from the skin and clothes of an immolated are enough to frighten most common folk.

Members of every class seek the power of immolation, but most of the class's adherents are clerics of a fire deity.

Abbreviation: Imm

Hit Die: d8.

Requirements

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

Base Attack Bonus: +5.

Feats: Great Fortitude, Toughness.

Special: Fire subtype.

Class Skills

The immolated's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency

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

Body of Fire (Su)

The body of an immolated is continually smoldering, smoking, or sometimes outright burning. This grants the immolated a +2 circumstance bonus on Intimidate checks. As the immolated increases in level, the flame and smoke become more prominent but have no further effect.

Fire Shield (Sp)

At 1st level, an immolated can create a *fire shield* once per day as a free action, as the spell cast by a sorcerer of a level equal to twice his immolated class level. The *fire shield* lasts for a number of rounds equal to the immolated's Constitution bonus.

Elemental Form (Su)

Once per day for a number of rounds equal to his class level plus his Constitution bonus, the immolated can transform into a huge fire elemental. This transformation follows all the rules of the *polymorph self* spell, except that the only form the immolated can assume is a huge fire elemental.

Flame Staff (Su)

At 3rd level, the immolated can produce a staff of pure fire as a standard action. This functions as a +1 flaming quarterstaff and illuminates a 30-foot-diameter area. It disappears immediately should it ever leave the immolated's grasp. The flame staff cannot be permanently ensorcelled, but spells

such as *magic weapon* and *bless weapon* affect it normally.

Hurl Flame (Su)

At 4th level, the immolated can hurl flame at will as an attack action. This is a ranged touch

attack that deals 1d6 fire damage. The flame has a range increment of 10 feet and a maximum range of 10 feet times the immolated's Constitution bonus. It can ignite combustible materials as a normal torch.

Mask of Incorporeal Flame (Su)

Once per day on attaining 5th level, the immolated can become incorporeal, composed completely of flame. While incorporeal the immolated interacts with other incorporeal objects and creatures normally. The immolated can remain incorporeal for a number of rounds equal to his Constitution bonus. In addition, as a standard action, the immolated can attempt to ignite all corporeal objects in one 5-foot square that he occupies; they must make a Fortitude save with a DC equal to 10 + the immolated's class level + the immolated's Constitution modifier. Objects that fail catch fire and follow the normal rules for burning. Objects that normally do not burn cannot be ignited with this ability.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Body of fire, fire shield
2nd	+1	+3	+3	+0	Elemental form
3rd	+2	+3	+3	+1	Flame staff
4th	+3	+4	+4	+1	Hurl flame
5th	+3	+4	+4	+1	Mask of incorporeal fire

- Ironbound -

The ironbound devote themselves to mastering the protective qualities of the armor that they wear. Living proof that dwarven armor can stop any blow, the ironbound shrug off attacks that others might never recover from. They embody the philosophy that if you cannot be overcome, you must eventually prevail. To the ironbound, armor is more than just a useful tool—it's ultimate safety in battle, protecting that which is most valuable. Members of this prestige class often serve as last-ditch defensive forces in large dwarven cities.

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

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

Abbreviation: Irb

Hit Die: d10.

Requirements

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

Base Attack Bonus: +5.

Craft (Weaponsmithing): 5 ranks.

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

Class Skills

The ironbound's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency

Ironbound gain no proficiency in any weapons but are proficient with light, medium, and heavy armor and with shields.

Exotic Armor Proficiency (Su)

At 1st level and every other level thereafter, an ironbound gains a bonus Exotic Armor Proficiency.

Ready Shield (Ex)

At 1st level, the ironbound can equip a stowed shield as a free action. He may take one such free action per round.

AC Bonus (Ex)

At 2nd level, the ironbound gains a +2 armor bonus to AC while wearing armor. At 5th level, this bonus increases to +3. This bonus stacks with the normal bonuses provided by the character's armor and shield.

Purely magical armor bonuses, such as from the *mage armor* spell or *bracers of armor* do not trigger this ability. The armor must be a physical suit of armor that the character is proficient with.

Armored Home (Ex)

At 3rd level, the ironbound can sleep in armor with an armor check penalty of up to -7 without suffering the effects of fatigue the next day. At 7th level, the ironbound is never fatigued after sleeping in armor, regardless of its armor check penalty.

Fortress of One (Ex)

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

Shield of Faith (Sp)

At 4th level, the ironbound can cast *shield of faith* once per day as a cleric of a level equal to the ironbound's class level.

Dual Shield (Ex)

At 6th level, the ironbound may use two shields at once and gain armor bonuses from both of them. He gains the benefits of any enhancement bonuses from both shields, as well as other special properties of both. This prohibits the ironbound from making attacks other than shield bash attacks—even if he has more than two limbs. However, he can use two bucklers



Table 3-9: The Ironbound

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Exotic Armor Proficiency, ready shield
2nd	+1	+3	+0	+0	AC bonus (+2)
3rd	+2	+3	+1	+1	Exotic Armor Proficiency, armored home (-7)
4th	+3	+4	+1	+1	Fortress of one, shield of faith
5th	+3	+4	+1	+1	Exotic Armor Proficiency, AC bonus (+3)
6th	+4	+5	+2	+2	Dual shield
7th	+5	+5	+2	+2	Exotic Armor Proficiency, armored home (any)
8th	+6	+6	+2	+2	Unhindered, magic vestment
9th	+6	+6	+3	+3	Exotic Armor Proficiency, armored will
10th	+7	+7	+3	+3	Untouchable

and still make attacks, although with difficulty: One buckler normally imposes a -1 penalty on an attack roll, but two combined greatly hinder movement and raise this penalty to -4.

Unhindered (Ex)

At 8th level, the ironbound treats any suit of armor worn as though its armor check penalty were 1 better.

Magic Vestment (Sp)

At 8th level, the ironbound can cast *magic vestment* once per day as a cleric of a level equal to the ironbound's class level.

Armored Will (Su)

Once per day on attaining 9th level, the ironbound may apply the armor bonus from a suit of armor worn as a

resistance bonus on one Will save. He must decide to apply the bonus before rolling the saving throw. This resistance bonus takes into account only the ironbound's armor and any accompanying enhancement bonus. It does not include armor bonuses from the character's shield, the AC bonus class ability, and purely magical sources such as the *mage armor* spell or *bracers of armor*.

Untouchable (Ex)

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

- Knight of the Black Forge -

On an anvil of unworked iron, the dwarven paladin/priest Durgen Kinroth shattered the phylactery of the arch-lich Malicath. But Malicath had prepared for this doom, working magic to curse whoever destroyed the phylactery with the burden of his own dark soul. The lich's curse was strong, and not even the blessings of the Forge God could free Durgen from it. The priests warned him that the lich's soul would eventually overcome his own, and that death was the only escape. Even resurrection would offer no release, since Malicath's soul would return with Durgen's. Weary from the great struggle with the lich, Durgen nonetheless knew that he could not give in to death while the dwarves still needed the protection of his sword. He left the stronghold, vowing that although darkness might overtake him, its power would never harm the dwarves but only those of evil.

Durgen yet remains, hanging between life and undeath by will alone, struggling to serve his clan and people even as the taint of Malicath decays his body. Deep in the Underdark, he

trains soldiers to turn the blight of necromantic magic against the other evils of the world, using the tools of darkness to keep dwarven cities safe. The anvil too had been tainted by Malicath's curse; Durgen took it and now uses it as a symbol of the order that he leads.

The Knights of the Black Forge are a powerful order of martial spellcasters protecting the fringes of dwarven cities and nations. Alone or in small groups, they battle deep in the Underdark, often taking the fight to powerful evil creatures before they approach too close to dwarven settlements. The order is a mix of paladins, fighters, and members of other martial classes eager to share the burden of the great Durgen, and outcasts from the dwarven nations who retain some loyalty to their people despite their exile. The Black Forge is often the final hope of those who come to serve, offering one last, dark road by which they can help their people.

Abbreviation: Kbf
Hit Die: d10.

Table 3-10: The Knight of the Black Forge

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	---Spells per Day---			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Alignment anathema, life from death	0	-	-	-
2nd	+2	+3	+0	+3	Bond of unlife (ability score increase)	1	-	-	-
3rd	+3	+3	+1	+3		1	0	-	-
4th	+4	+4	+1	+4	Horror of horrors	1	1	-	-
5th	+5	+4	+1	+4		1	1	0	-
6th	+6	+5	+2	+5	Bond of unlife (special attack)	1	1	1	-
7th	+7	+5	+2	+5		2	1	1	0
8th	+8	+6	+2	+6	Undeath before death	2	1	1	1
9th	+9	+6	+3	+6		2	2	1	1
10th	+10	+7	+3	+7	Bond of unlife (escape)	2	2	2	1

Requirements

To qualify to become a knight of the Black Forge, a character must fulfill all the following criteria.

Alignment: Any good.

Base Attack Bonus: +5.

Knowledge (Religion): 5 ranks.

Feats: Great Fortitude, Iron Will.

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

Special: Cannot have the Leadership feat.

Special: The character must seek out and single-handedly slay an undead creature. The negative energy infusing the undead is bound to the character by the power of the black anvil of Durgen. The type of undead creature determines the characteristics of the bond of unlife class ability (see below).

Class Skills

The knight of the Black Forge's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion), Profession (Wis), and Ride (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the knight of the Black Forge prestige class.

Weapon and

Armor Proficiency

Knights of the Black Forge are proficient with all simple and martial weapons, with light, medium, and heavy armor, and with shields.

Spells

Beginning at 1st level, a knight of the Black Forge gains the ability to cast a small number of divine spells. To cast a spell, the knight must have a Wisdom score of at least 10 + the spell's level, so a knight of the Black Forge with a Wisdom of 10 or lower cannot cast these spells. Bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the knight's Wisdom modifier (if any). When the knight gets 0 spells of a given level, such as 0 1st-level spells at 1st level, she gets only bonus spells. A knight of the Black Forge without a bonus spell for that level cannot yet cast a spell of that level. The knight of the Black Forge's spell list appears below. A knight prepares and casts spells just as a cleric does.

Alignment Anathema (Su)

Before attaining 1st level in this class, a character must voluntarily shift her alignment to neutral or she cannot gain levels as a knight of the Black Forge. The knight's code of honor is forever at odds with the undead power bound into her soul, making her at times seem outside of morality. Despite this alignment shift, she does not lose abilities from classes previously held. For example, a paladin who becomes a knight of the Black Forge can still smite evil. For the purposes of acquiring levels in new classes (or even in a previous class), however, the normal rules governing alignment still apply. For example, the paladin described above retains her class abilities even though her alignment is now neutral, but she could not advance further as a paladin.

Life from Death (Su)

Beginning at 1st level, a knight of the Black Forge is affected as an undead creature by *cure wounds* and *inflict wounds* spells, losing hit points from *cure wounds* spells and gaining hit points from *inflict wounds* spells. This ability also applies to the spells *heal*, *barm*, *healing circle*, and similar spells. Damage caused by other negative energy effects affects you normally.

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Bond of Unlife (Su)

By slaying an undead creature, the knight of the Black Forge binds its power forever to her own soul. The type of undead determines the abilities granted by this bond of unlife. The bond cannot be severed, and the type of undead cannot be changed. Each bond grants special abilities: At 2nd level, the knight gains an inherent bonus to an ability score; at 6th level, she gains a special attack; and at 10th level she acquires an escape ability (a new movement mode or a special quality). There are four types of bonds, depending on the undead creature slain.

Ghoul Bond

Ability Score Boost: +2 Constitution.

Special Attack: Once per day, the knight can make a paralyzing attack with her melee weapon. This is treated as a normal attack; if it hits, the target must succeed at a Fortitude saving throw (DC 10 + knight of the Black Forge level + knight's Charisma modifier) or be paralyzed for 1d6+2 minutes in addition to taking normal damage from the attack. Elves are immune to this paralysis.

Escape: Climb 10 ft.

Wight Bond

Ability Score Boost: +2 Strength.

Special Attack: Once per day, the knight can make an enervating attack with her melee weapon. This is treated as a normal attack; if it hits, the target receives one negative level in addition to taking normal damage from the attack. The Fortitude save to remove the negative level has a DC of 10 + knight of the Black Forge level + knight's Charisma modifier. This attack follows all the normal rules for energy drain and heals the knight for 5 hit points of damage. It does not affect creatures immune to energy draining effects.

Escape: Climb 10 ft.

Vampire bond

Ability Score Boost: +4 Charisma.

Special Attack: Once per day, the knight can make a paralyzing gaze attack against any creature within 30 feet. The creature must succeed at a Will saving throw (DC 10 + knight of the Black Forge level + knight's Charisma

modifier) or be held as the *bold monster* spell cast by a cleric of a level equal to the knight's class level.

Escape: The knight can turn gaseous as the *gaseous form* spell. She can shift from corporeal to *gaseous form* (or back again) as a standard action. The knight can remain gaseous for up to 10 minutes each day, but the time need not be consecutive.

Shadow Bond

Ability Score Boost: +2 Dexterity.

Special Attack: Once per day, the knight can make a melee touch attack that deals 1d6 points of temporary Strength damage if it hits. This attack does not draw an attack of opportunity from the target.

Escape: The knight can become incorporeal as a standard action. This ability is usable once per day and lasts for 1 minute.

Horror of Horrors (Su)

Beginning at 4th level, the knight of the Black Forge can drain the negative energy that animates an undead creature, weakening the undead and strengthening herself. Once per day the knight may make a melee touch attack against an undead creature. If the attack hits, she deals 1d4+1 points of permanent Strength drain. The knight gains an enhancement bonus to her own Strength score equal to the amount drained; this bonus lasts for 1 hour.

Undeath before Death (Su): At 8th level, the knight of the Black Forge receives a +4 unholy bonus on all saving throws made to resist necromantic magic, death effects, and damage from negative energy.

Knight of the Black Forge Spell List

1st level — *cause fear, chill touch, darkness, detect undead, inflict light wounds, invisibility to undead, protection from evil, shield of faith.*

2nd level — *death knell, endurance, halt undead, inflict moderate wounds, scare, shield other.*

3rd level — *deeper darkness, fear, negative energy protection, vampiric touch.*

4th level — *animate dead, death ward, inflict serious wounds.*



- Magesmith -

None love the sound of hammer striking anvil so much as the dwarves. None bend to the work with such appreciation of the pure edge of a newly crafted blade, and none care so greatly that their masterworks carry the glyphs and sigils of magical power. Most dwarf spellcasters acquire at least one item creation feat, using their talent for craft and their magical power to make items for themselves and their clans. Some dwarves, and a few spellcasters of other races, devote themselves fully to creating powerful works and become magesmiths.

Although almost every civilized race has at least a few magesmiths, most are dwarves. Crafting magic items is an art form reserved for the elite; dedicated dwarves, with their passion for craft and long lifespans, are some of the best artisans in existence. Elves, fabulous crafters in their own way, also produce more magesmiths than other races. One of the many small rivalries that exists between the two races revolves around the origin of magesmiths and their art. The elves claim that they taught the dwarves the powerful spells necessary to imbue their smithies with magical might, while the dwarves contend that they brought the power out of the earth itself to teach other races that magic and craft spring from the same inspired drive.

More than other master artisans, magesmiths may undertake dangerous journeys to discover powerful raw materials or to recover mighty magics to study. Although primarily spellcasters and craftsfolk, magesmiths know weapons with the eyes of a smith and are more able fighters than wizards and sorcerers.

Dwarf clerics of the Forge God are the most likely individuals to become magesmiths, followed closely by dwarf wizards. Many NPC dwarf magesmiths are multiclassed expert/adepts. Among other races, wizards are by far the most common magesmiths.

Abbreviation: Msm
Hit Die: d6.

Requirements

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

Craft (Blacksmithing): 5 ranks.

Craft (Weaponsmithing): 5 ranks.

Knowledge (Arcana): 5 ranks.

Feats*: Craft Magic Arms and Armor, Master Artisan (Craft [weaponsmithing] or Craft [blacksmithing]) (see **Chapter 2: Feats**). *Nondwarves must learn an additional item creation feat to qualify.

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

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



Class Skills

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

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armor

Proficiency

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

Spellcasting

A magesmith continues training in magic. Thus, on attaining every other new magesmith level, the character gains new spells known and spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds one-half the level of magesmith to the level of some other

Table 3-11: The Magesmith

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Ignore prerequisites (1st-level arcane spells), bonus feat	
2nd	+1	+0	+0	+3	Reduced XP cost (5%)	+1 level of existing class
3rd	+2	+1	+1	+3	Fast crafting (1,500 gp)	
4th	+3	+1	+1	+4		+1 level of existing class
5th	+3	+1	+1	+4	Ignore prerequisites (2nd-level arcane spells), bonus feat	
6th	+4	+2	+2	+5	Reduced XP cost (10%)	+1 level of existing class
7th	+5	+2	+2	+5	Signature rune	
8th	+6	+2	+2	+6	Fast crafting (2,000 gp)	+1 level of existing class
9th	+6	+3	+3	+6	Ignore prerequisites (3rd-level arcane spells), bonus feat	
10th	+7	+3	+3	+7	Reduced XP cost (20%), ignore prerequisites (3rd-level divine spells)	+1 level of existing class

spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

Ignore Prerequisites (Ex)

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

This ability increases as the magesmith advances in level: A 5th-level magesmith can craft magic armor, weapons, and wondrous items as if able to cast any 2nd-level arcane spell, and a 9th-level magesmith can create them as if able to cast any 3rd-level arcane spell.

At 10th level, a magesmith can create magic armor, weapons, and wondrous items as if able to cast any 3rd-level or lower divine spell.

Bonus Feat

At 1st, 5th, and 9th level, the magesmith gains a bonus feat, which must be drawn from the following list: Brew Potion, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Master Artisan, Scribe Scroll, and Skill Focus (Craft [any]).

Reduced XP Cost (Ex)

As a magesmith advances in level and perfects the art of making magic items, she becomes adept at making powerful

items at less cost to her own energies. At 2nd level, the magesmith pays 5% less XP when making a magic item. At 6th level, the reduction becomes 10%, and at 10th level it improves to 20%. This reduction affects only the XP cost associated with the base cost of the item; XP costs for prerequisite spells are not reduced. This ability does not stack with feats or other abilities that reduce the gp or XP cost of creating an item—the magesmith uses the most favorable reduction.

Fast Crafting (Ex)

As a magesmith advances in expertise, she produces more value from a single day of effort. At 3rd level, magic items take 1 day to create for every 1,500 gp of the item's base price, rather than every 1,000 gp. At 8th level, this rate of production rises to 1 day for every 2,000 gp of the item's base price.

Signature Rune (Su)

At 3rd level, the magesmith develops a signature rune, which she may inscribe on any item that she makes. Inscribing the rune does not affect the cost of the item. Any item that bears a magesmith's signature rune becomes 5 pounds lighter when carried by a creature who also bears the magesmith's *arcane mark*. The item returns to its normal weight when not carried by the marked creature or when the *arcane mark* is removed. Items can not have an effective weight of less than 0 pounds.

At 7th level, the magesmith perfects her signature rune. Any item so inscribed becomes 10 pounds lighter when carried by a creature who also bears the magesmith's *arcane mark*.

- Mountain's Fury Devotee -

Many legends exist of berserk dwarf warriors: From fierce troll- and giant-slayers wielding huge axes to battleragers donning heavy spiked armor and grappling their foes, a few members of every dwarven culture devote themselves to the fury of the fight. These separate traditions stem from one source: the slumbering ire of the earth itself. At home above or below the mountains, mountain's fury devotees are the pinnacle of those who face battle from within a near-mindless rage. Clans often have other names for these devotees of berserk frenzy, most derived from their preferred weapon.

Although other dwarves respect the power of those dedicated to the mountain's fury, they must also be cautious around such volatile combatants. Seeing visible nervousness on the faces of others often pushes mountain's fury devotees to the adventuring life. Other adventurers welcome them, though, provided that they can see past the devotees' chaotic approach to battle.

Members of the mountain's fury devotee prestige class all have at least one level of barbarian, but many of them multiclass into fighter as they become more familiar with regular dwarven society.

Abbreviation: Mfd
Hit Die: d10.

Requirements

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

Alignment: Any chaotic.

Base Attack Bonus: +6.

Craft (Any*): 7 ranks (*At the GM's option, must be in clan's favored Craft skill).

Wilderness Lore: 7 ranks.

Feats: Boar's Charge (see **Chapter 2: Feats**), Improved Bull Rush, Power Attack.

Special: Barbarian rage ability.

Special: Stonecunning ability.

Class Skills

The mountain's fury devotee's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armor Proficiency

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

Fury of Stone (Su)

At 1st level, mountain's fury devotees gain increased toughness when using their barbarian rage ability. In addition to the normal benefits and

penalties of raging, the devotee gains a +2 natural armor bonus to AC whenever he rages. If he already has natural armor, his natural armor increases by +2. (Purely magical natural armor bonuses, such as from an *amulet of natural armor*, do not increase.) This benefit ends when the rage ends.

Table 3-12: The Mountain's Fury Devotee

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

Additional Rage (Ex)

At 2nd level, a mountain's fury devotee gains the ability to rage an additional time each day. At 4th level, he gains another daily use of the ability.

Stoic Fury (Ex)

At 3rd level, the mountain's fury devotee becomes so adept at focusing on his rage that he is not affected by Enchantment and other mind-affecting spells cast on him while raging. Such spells may still affect him if they outlast his rage's duration. If the devotee is affected by a mind-affecting spell before his rage begins, the spell continues to affect him while he rages.

Avalanche Charge (Ex)

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

- Spirit Stone Defiler -

Spirit stone is a product of ancient dwarven magic that holds the memories of a clan's ancestors, a tangible connection from earth to ancestor to living dwarf. Spirit stone might shelter within statues or artwork made of baser material, but dwarves true to their heritage never work it. To most dwarves it is a treasure to be guarded and preserved.

To some however, it is a tool to be exploited. Driven by bitterness, dementia, or simply a lust for power too great to resist, a few defile spirit stone. They use the material to strengthen necromantic magic, imbue undead servants with greater power, and bind independent undead to their will. The most powerful trap the memories of living creatures to make their own perverted version of spirit stone.

Spirit stone defilers are drawn exclusively from spellcasting classes with access to necromantic spells. They are forever outcast from dwarven society and under constant threat of discovery and destruction. Tapping and exploiting the power of spirit stone is an obscenity to most dwarves, and such depravity brings dwarven armies charging to battle the defiler.

Spirit stone is described briefly in the Special Materials section of **Chapter 6: Equipment**.

Abbreviation: Ssd
Hit Die: d4.

Requirements

To qualify to become a spirit stone defiler, a character must fulfill all the following criteria.

Alignment: Any evil.

Craft (Stoneworking): 10 ranks.

Knowledge (Arcana): 10 ranks.

Spellcraft: 7 ranks.

Feats: Spell Focus (Necromancy).

Special: The character must obtain 4,000 gp worth of spirit stone, which is consumed in a foul rite that grants power over the material and allows advancement in the prestige class.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the spirit stone defiler prestige class.

Weapon and Armor Proficiency

Spirit stone defilers gain no proficiency with any weapons, armor, or shields.

Spellcasting

A spirit stone defiler continues training in magic.

Thus, when a new spirit stone defiler level is gained, the character gains new spells known and spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of spirit stone defiler to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

Flesh and Stone (Su)

At 1st level, the character binds a large amount of spirit stone to his skin, becoming forever marked as a spirit stone defiler and the target of dwarven ire for his corruption. Using the power of the

bound spirit stone, the defiler can make melee touch attacks that deal 1d10 points of positive energy damage to undead. These attacks do not harm other creatures.

Spirit Stone Servants (Su)

Beginning at 2nd level, the spirit stone defiler can enhance undead he creates with the *animate dead* spell or similar magic by including spirit stone as a power component. Every 20 gp of spirit stone consumed in the casting advances a single created undead by one Hit Die, up to a number of Hit Dice equal to the defiler's class level. Sheathed in fragments of spirit stone, the advanced undead looks alien and warped. Sometimes such creatures bear the visages of the dwarven souls that formerly blessed the spirit stone, now twisted with pain.



Table 3-13: The Spirit Stone Defiler

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Flesh and stone	+1 level of existing class
2nd	+1	+0	+0	+3	Spirit stone servants	+1 level of existing class
3rd	+1	+1	+1	+3	Spirit stone conduit	+1 level of existing class
4th	+2	+1	+1	+4	Spirit stone binding	+1 level of existing class
5th	+2	+1	+1	+4	Memory consumption	+1 level of existing class

Spirit Stone Conduit (Su)

At 3rd level, the defiler can use spirit stone as a power component to cast more efficiently than others. Every 100 gp of spirit stone consumed in the casting allows the spirit stone defiler to heighten (as the feat Heighten Spell) a Necromancy spell by one effective caster level.

Spirit Stone Binding (Su)

At 4th level, the spirit stone defiler can use the precious material to control undead. Each attempt to control an undead creature consumes 100 gp of spirit stone for each of the creature's Hit Dice and allows a Will save to resist (DC 10 + defiler's class level + defiler's Charisma modifier). If successful, this ability grants control as the *dominate monster* spell, except that it affects undead only and lasts for 1 week per defiler class level. If the defiler makes the attempt with insufficient spirit stone, the undead creature is unaffected and the spirit stone is consumed. Attempting a spirit stone binding is a full-round action.

Memory Consumption (Su)

At 5th level, the defiler can trap the thoughts of sentient creatures to produce a foul perversion of spirit stone. Even those who are willing to deal in spirit stone will not touch this substance. Once per day per point of the defiler's Charisma bonus, the defiler may make a melee touch attack that deals 1d6 points of permanent Intelligence drain. By concentrating for 1 hour, the defiler can create 10 gp worth of "spirit stone" per point of Intelligence drained. Only the defiler that created this substance can use it in casting, and it behaves just like normal spirit stone for purposes of his class abilities. The defiler must complete this creation within one day of draining the Intelligence, or it is lost. Likewise the drained Intelligence is lost, and the substance is ruined, if he is interrupted in his concentration.

The spirit stone defiler can keep only a limited amount of this perverted substance around. The total value of false spirit stone in his possession can never exceed 100 gp times the defiler's Charisma bonus.

- Stonehound -

Dwarven miners and even travelers beneath the earth risk savage monsters and other hazards far more dangerous than the normal dangers of working under the earth. Yet despite their skill, typical miners cannot stand up to the dangers that the depths have to offer. That they do not have to face the horrors of the deep is thanks to the work of stonehounds. It is they who root out the powerful monsters on the outskirts of a dwarven

settlement, they who seek out new veins of ore, and they who leave a mine last, collapsing the tunnels and ensuring that no evil creatures find a haven or home where dwarves once delved.

Table 3-14: The Stonehound

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Stonelore
2nd	+1	+3	+3	+0	Sneak attack +1d6
3rd	+2	+3	+3	+1	
4th	+3	+4	+4	+1	Improved tracking
5th	+3	+4	+4	+1	
6th	+4	+5	+5	+2	Sneak attack +2d6
7th	+5	+5	+5	+2	
8th	+6	+6	+6	+2	Find the path
9th	+6	+6	+6	+3	
10th	+7	+7	+7	+3	Sneak attack +3d6

Almost all stonehounds are multiclassed ranger/rogues. Others sometimes enter the class, but few are self-reliant enough to dedicate themselves completely the profession's rigors.

Abbreviation: Sth
Hit Die: d8.

Chapter Three: Prestige Classes

Requirements

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

Intuit Direction: 5 ranks.
Search: 10 ranks.
Wilderness Lore: 10 ranks.
Feats: Track.
Special: Stonecunning ability.

Class Skills

The stonehound's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 6
+ Int modifier.

Class Features

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

Weapon and Armor Proficiency

Stonehounds are proficient with all simple and martial weapons, with light and medium armor, and with shields.

Others rarely regard dwarves as musical, but in fact music is deeply important to them, reinforcing and vitalizing the connection to their history and to their homes. From the weaponsmith singing in time to hammer blows while toiling at the forge to warriors chanting in cadence as they march to battle, music is as much a part of a dwarf's life as that of any other race.

Dwarven society places great value on tradition, and bards who master their clan's traditional verses and songs earn a special place in it. However, a few bards and spellcasters study the way their music interacts with the earth around them, perfecting magical performances that give them great power over stone. Known as stoningers, these performers use their songs and spells to commune with the earth, helping other dwarves understand both its creatures and their homes.

Bards are by far the most likely class to become stoningers. Dwarf wizards and clerics sometimes enter the class, using stoningsong to enhance their magic. Most spellcasters, however,

Stonelore (Ex)

A stonehound is adept at tracking creatures over hard ground and stony floors. At 1st level, she gains a +2 competence bonus on Wilderness Lore checks made to track a creature in a cavern, dungeon, or other underground environment.

Sneak Attack (Ex)

Starting at 2nd level, a stonehound gains the ability to make sneak attacks as a rogue whenever her target is denied a Dexterity bonus to AC or when she flanks her target. At 2nd level, the stonehound deals an extra 1d6 points of damage with her sneak attack. The extra damage increases to 2d6 at 6th level and to 3d6 at 10th level. This ability follows all the normal restrictions of the rogue's sneak attack ability. If the stonehound gets a sneak attack bonus from another source (such as levels of rogue), the bonuses to damage stack.

Improved Tracking (Ex)

At 4th level, the stonehound can move at full speed without penalty when using the Wilderness Lore skill to track a creature.

Find the Path (Sp)

At 8th level, the stonehound may use *find the path* once per day as the spell cast by a cleric of a level equal to the stonehound's class level.

- Stonesinger -

take at least one level of bard to gain the necessary skill in Perform. Members of other classes almost never become stoningers.

Abbreviation: Sts
Hit Die: d8.

Requirements

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

Race: Dwarf.
Craft (Stonemasonry): 5 ranks.
Knowledge (Arcana): 5 ranks.
Perform: 10 ranks.
Feat: Earth Harmonics (see **Chapter 2: Feats**).
Language: Terran.
Special: Bardic music or equivalent ability.



Class Skills

The stonesinger's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (Int), Perform (Cha), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armor Proficiency

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

Stonesong

Stonesong is the stonesinger's ability to commune with the earth and its creatures. It produces a number of different effects and can be used once per stonesinger level per day. (Some effects require multiple daily uses of the stonesong ability.) The stonesinger combines his levels in stonesinger and bard to determine the number of uses of stonesong, as well as bardic music, per day. Like the bardic music ability, the stonesong ability can be used with performances other than song. Whatever the chosen type of performance, however, it must be verbal. For example, recitals, soliloquies, and speeches can all produce the effects described below, but a drum performance could not.

A stonesinger can use the stonesong ability only while he is touching the earth. If he loses contact with the ground for any reason, any stonesong ability that he is using ends immediately. Stonesong can be used inside buildings and in other situations where the character is standing on something other than unworked earth, but the structure or flooring must be anchored to the ground for the ability to work.

Guiding Song (Su)

A 1st-level stonesinger with at least 11 ranks in Perform can increase the speed at which his allies move over the battlefield as long as they remain in contact with the ground. To be affected, an ally must hear the stonesinger sing for a full round. The effect lasts as long as the stonesinger sings and for 5 rounds after the stonesinger stops singing (or for 5 rounds after

the ally can no longer hear the stonesinger). If the ally ever loses contact with the ground, the effects of the stonesong end immediately. While singing, the stonesinger can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate items by command word. Affected allies have their base speed increased by 20 feet. A *guiding song* is a mind-affecting, language-dependent ability.

Stonefist Melody (Su)

A 2nd-level stonesinger with at least 12 ranks in Perform can improve his allies' fighting abilities as long as they remain in contact with the ground. To be affected, an ally must hear the stonesinger sing for a full round. As with guiding song, the stonesinger may sing, play, or recite a stonefist melody while taking mundane actions, but not magical actions.

Affected allies receive a +2 morale bonus on attack and weapon damage rolls. The effect lasts as long as the stonesinger sings and for 5 rounds after the stonesinger stops singing (or 5 rounds after the ally can no longer hear the stonesinger). A *stonefist melody* is a mind-affecting, language-dependent ability.

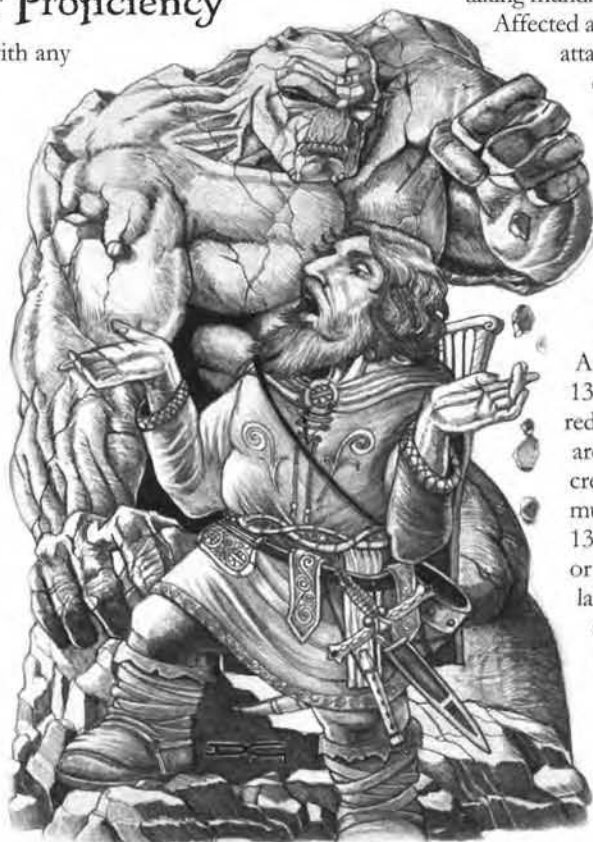
Holdfast Dirge (Sp)

A 3rd-level stonesinger with at least 13 ranks in Perform can greatly reduce the speed of creatures that are in contact with the ground. All creatures that can hear the stonesinger must make a successful Will save (DC 13 + stonesinger's Charisma modifier) or have their base speed halved. Only land-based movement is reduced, and only creatures touching the ground or stone are affected. The effect ends immediately after the stonesinger stops singing (or immediately after the creature can no longer hear the stonesinger).

A *holdfast dirge* is a mind-affecting ability that requires two daily uses of the stonesong ability.

Bolstering Oratory (Su)

A 4th-level stonesinger with at least 14 ranks in Perform can improve his allies' fighting abilities as long as they remain in contact with the ground. To be affected, an ally must hear the stonesinger sing for a full round. As with guiding song, the stonesinger may sing, play, or recite a bolstering oratory while taking mundane actions, but not magical actions. Affected allies receive a +1 natural armor bonus to AC and 1d10 temporary hit points. The effect lasts as long as the stonesinger sings and for 5 rounds after the stonesinger stops singing (or 5 rounds after the ally can no longer hear the stonesinger). A *bolstering oratory* is a mind-affecting, language-dependent ability that requires two daily uses of the stonesong ability.



Chapter Three: Prestige Classes

Table 3-15: The Stonesinger

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Stonesong (guiding song)
2nd	+1	+3	+0	+3	Stonesong (stonefist melody)
3rd	+2	+3	+1	+3	Stonesong (holdfast dirge)
4th	+3	+4	+1	+4	Stonesong (bolstering oratory)
5th	+3	+4	+1	+4	Stonesong (earthbending melody)
6th	+4	+5	+2	+5	Stonesong (shaping song)
7th	+5	+5	+2	+5	Stonesong (song of passage)
8th	+6	+6	+2	+6	Stonesong (child of the earth ballad)
9th	+6	+6	+3	+6	Stonesong (stoneheart chant)
10th	+7	+7	+3	+7	Stone conduit, stonesong (earthmoving oratory)

Earthbending Melody (Sp)

A 5th-level stonesinger with at least 15 ranks in Perform can control creatures of the earth with his music. This ability functions exactly as the *dominate monster* spell cast by a 17th-level sorcerer but affects only creatures with the Earth subtype. The stonesinger can target only one creature at a time with this ability. The target can make a Will save (DC 19 + the stonesinger's Charisma modifier) to negate the effect. If the stonesinger attempts to control a second creature while this ability is in effect, control over the first creature ends immediately. An *earthbending melody* is a mind-affecting, language-dependent ability that requires two daily uses of the stonesong ability.

Shaping Song (Sp)

A 6th-level stonesinger with at least 16 ranks in Perform can cause stone to bend and warp. This functions like the *stone shape* spell cast by a sorcerer of a level equal to the stonesinger's class level. Bard levels, if any, stack with stonesinger levels to determine the effective caster level. A *shaping song* requires three daily uses of the stonesong ability.

Song of Passage (Sp)

A 7th-level stonesinger with at least 17 ranks in Perform can create temporary passages through the hardest earth and stone. This functions like the *passwall* spell cast by a sorcerer of a level equal to the stonesinger's class level, except that the *song of passage* can only create passages through stone, clay, or other earthen materials; it has no effect on wood, plaster, metal, and other nonstone substances. Bard levels, if any, stack with stonesinger levels to determine the effective caster level. A *song of passage* requires three daily uses of the stonesong ability.

Child of the Earth Ballad (Su)

A 8th-level stonesinger with at least 18 ranks in Perform can imbue another dwarf with the magical essence of earth. To be affected, an allied dwarf must hear the stonesinger perform for a full round. The affected dwarf gains the Earth subtype, a +4 natural armor bonus to AC, 2d10 temporary hit points, and

damage reduction 10/+2. The affected ally also gains a 25% chance to avoid critical hits (roll d%: on a result of 25 or less, the critical hit instead deals normal damage). The effect ends immediately after the stonesinger stops singing (or immediately after the ally can no longer hear the stonesinger). The *child of the earth ballad* requires four daily uses of the stonesong ability.

Stoneheart Chant (Sp)

A 9th-level stonesinger with at least 19 ranks in Perform can make one ally incredibly resistant to damage as long as that ally remains in contact with the ground. To be affected, an ally must hear the stonesinger sing for a full round. As with guiding song, the stonesinger may sing, play, or recite a *stoneheart chant* while taking mundane actions, but not magical actions. The affected ally gains damage reduction 15/+3 and 2d10 temporary hit points. The effect ends immediately after the stonesinger stops singing (or immediately after the ally can no longer hear the stonesinger). A *stoneheart chant* is a mind-affecting, language-dependent ability that requires three daily uses of the stonesong ability.

Earthmoving Oratory (Sp)

A 10th-level stonesinger with at least 20 ranks in Perform can stir the earth with his voice, summoning a greater earth elemental. The elemental remains for 1 round for every rank the stonesinger has in the Perform skill. The earthmoving oratory functions in all other respects as *summon monster VIII* cast by a 17th-level sorcerer. While present, the elemental does the bidding of the stonesinger. An *earthmoving oratory* requires four daily uses of the stonesong ability.

Stone Conduit (Su)

At 10th level, the stonesinger becomes so attuned to the earth that he can affect almost any creature in contact with it. Creatures in contact with the ground within 60 feet of the stonesinger are affected normally by his stonesong and bardic music abilities even if they cannot hear or understand him. This ability does not allow the stonesinger to affect creatures that are immune to his stonesong for other reasons.

- Stormhammer -

The greatest crusaders of the Forge God, stormhammers wield spells along with their signature weapon, the dwarven battlehammer. (See **Chapter 6: Equipment** for details on this weapon.) Acknowledged as champions by clan and faith, they are aggressive in their fight against evil, seeking out the darkness where it lurks and crushing it with mighty hammer blows.

Stormhammers, by their very nature, rarely take part in clan politics or assume a leadership role. They are often away from the clan strongholds, seeking foes and thwarting injustice.

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

Multiclassing Note: A paladin who becomes a stormhammer can continue advancing as a paladin, provided that she remains lawful good.

Abbreviation: Sth
Hit Die: d8.

Requirements

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

Alignment: Any good.

Base Attack Bonus: +6.

Knowledge (Religion): 7 ranks.

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

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

Special: Ability to turn undead.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency

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

Spellcasting

A stormhammer continues training in magic. Thus, when a new stormhammer level is gained, the character gains new spells known and spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, metamacic or item creation feats, and so on). This essentially means that she adds the level of stormhammer to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.



Throw Battlehammer (Ex)

A stormhammer may throw her dwarven battlehammer with a range increment of 10 feet. This ability does not allow her to throw weapons other than a dwarven battlehammer.

Smite (Su)

Once per day, a stormhammer of 2nd level or higher may make a single melee or ranged attack with a dwarven battlehammer, gaining a +4 attack bonus and a damage bonus equal to her stormhammer level. The stormhammer must declare the smite before making the attack.

If the stormhammer has the smite evil or smite ability from another source, she can use the ability one extra time per day. The attack bonuses for such attacks do not increase, but the damage bonus is based on the levels from all classes that grant the smite ability. As long as the stormhammer wields her dwarven battlehammer, she can use this ability with a melee or ranged attack.

Mighty Blow (Ex)

At 3rd level, the stormhammer gains the Power Attack feat if she does not already have it. In addition, when making a ranged attack with a dwarven battlehammer, the stormhammer may adjust her attack and damage bonuses as though using Power Attack.

Table 3-6: The Stormhammer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+2	Throw battlehammer	+1 level of existing class
2nd	+2	+3	+0	+3	Smite	+1 level of existing class
3rd	+3	+3	+1	+3	Mighty blow	+1 level of existing class
4th	+4	+4	+1	+4	Turning attack	+1 level of existing class
5th	+5	+4	+1	+4	Call battlehammer	+1 level of existing class

Turning Attack (Ex)

At 4th level, the stormhammer may combine a turn attempt and a melee attack with her dwarven battlehammer into one standard action. The attack must be against an undead creature or the turn attempt automatically fails. Resolve the attack and the turn attempt normally.

Call Battlehammer (Su)

At 5th level, the stormhammer may call her dwarven battlehammer from up to a mile away. It appears in her hands at the beginning of the next round. Calling a battlehammer is a free action that can be performed a number of times per day equal to the stormhammer's Charisma bonus.

Thunderthrower

Most dwarven champions take the lead in battle, wearing heavy armor, carrying huge shields, and anchoring a shield wall for their fellow soldiers. Others become sharpshooters who fire crossbows from a protected position. A few, however, are more mobile in battle. Thunderthrowers specialize in throwing hammers and axes from behind the shield wall and then charging forward to finish off a foe.

Characters without at least a few levels of fighter have a difficult time qualifying for the thunderthrower prestige class. Most thunderthrowers are in fact multiclassed fighter/rangers, although some barbarians also make their way into their ranks. Rogues with some martial training also make excellent thunderthrowers, although it takes them longer to qualify. Spellcasters almost never take this prestige class.

Abbreviation: Tht

Hit Die: d8.

Requirements

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

Base Attack Bonus: +7.

Tumble: 5 ranks.

Feats: Far Shot, Lightning Reflexes, Point Blank Shot, Quick Draw.

Class Skills

The thunderthrower's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Table 3-16: The Thunderthrower

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Power throw
2nd	+2	+0	+3	+0	Distance throw
3rd	+3	+1	+3	+1	Catch thrown weapon
4th	+4	+1	+4	+1	Combat throw
5th	+5	+1	+4	+1	Returning throw
6th	+6	+2	+5	+2	Arcing throw
7th	+7	+2	+5	+2	Tumbling throw
8th	+8	+2	+6	+2	Double throw
9th	+9	+3	+6	+3	Return thrown weapon
10th	+10	+3	+7	+3	Heroic throw

Class Features

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

Weapon and Armor Proficiency

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

Power Throw (Ex)

At 1st level, a thunderthrower can make a throw that relies on power rather than finesse for accuracy. She may elect to add her Strength modifier to her attack roll in place of her Dexterity modifier. Making such an attack is a standard action.

Distance Throw (Ex)

At 2nd level, the thunderthrower can throw ranged weapons with greater accuracy at a distance. When she throws a ranged weapon, the range increment is doubled. This stacks with the increased range granted by the Far Shot feat (a requirement for the class), tripling the range increment for a thunderthrower's thrown weapon attack. This ability does not apply to attacks with projectile weapons such as bows.

Catch Thrown Weapon (Ex)

At 3rd level, the thunderthrower can attempt to catch weapons that are thrown at her. The thunderthrower must have one hand free to use this ability. Whenever she is the target of a thrown weapon, she may make a Reflex saving throw (DC 20). If the save is successful, she catches the weapon and takes no damage from the attack. Attempting to catch a thrown weapon doesn't count as an action. The thunderthrower must be aware of the attack and cannot be flat-footed. She cannot catch weapons that she could not normally wield in one hand.

Combat Throw (Ex)

Beginning at 4th level, the thunderthrower does not provoke an attack of opportunity when making a ranged attack with a thrown weapon while in an enemy's threatened area.

Returning Throw (Su)

At 5th level, the thunderthrower can recall a thrown weapon. Anytime the thunderthrower misses with a thrown weapon attack, the weapon returns through the air to her hand on the

round following the round that it was thrown, just before the thunderthrower's turn. It is therefore ready to use again that turn. A weapon that hits its target does not return unless it has a special property that causes it to do so.

Arcing Throw (Ex)

At 6th level, the thunderthrower learns to throw her weapon in a high arc that can land behind barriers. Targets of a weapon thrown by the thunderthrower gain only half the normal benefit from cover if they are within two range increments. Unavoidable obstacles cannot be bypassed in this way.

Tumbling Throw (Ex)

At 7th level, the thunderthrower can cause a weapon to tumble through the air erratically when thrown, making it likely to knock foes over. If a tumbling throw deals more than 10 points of damage to the target, the target and the thunderthrower make opposed Strength checks, modified for size and stability as for a trip attempt. If the target loses, it is knocked prone. If the thunderthrower loses, she cannot be knocked prone. Making a tumbling throw attack is a standard action.

Double Throw (Ex)

At 8th level, the thunderthrower can throw a weapon from each hand as a standard action. Resolve both attacks using the thunderthrower's highest attack bonus, with a -2 penalty to each attack.

Return Thrown Weapon (Ex)

At 9th level, the thunderthrower improves her ability to react to weapons thrown at her. Anytime the thunderthrower catches a thrown weapon, she can immediately throw the weapon back at her attacker using her highest attack bonus. She can return as many thrown weapons in a round as she can make attacks of opportunity, and each returned throw counts as an attack of opportunity for that round.

Heroic Throw (Su)

Once per day, on reaching 10th level, the thunderthrower may make a single ranged attack with a thrown weapon that ignores all penalties for range, cover, and concealment (although unavoidable obstacles still block it). The maximum range for this attack is six times the weapon's range increment (after adjustment for the Far Shot feat and the distance throw ability).



- Tundrin -

The tundrin are the frozen. When ice covers all, they shall stride across the world untroubled. The tundrin are the antithesis of the immolated. Calm, patient, and powerful, they endure the blows of their opponents, launch devastating cold attacks when given the chance, and poorly suppress their contempt of those who do not dedicate themselves to serving the ice.

Members of every class seek the power of ice, but most of the class's adherents are clerics of a deity of cold or winter.

Abbreviation: Tun
Hit Die: d8.

Requirements

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

Base Attack Bonus: +5.

Feats: Great Fortitude, Toughness.

Special: Cold subtype (most often gained from the Pledge of Frost feat).

Class Skills

The tundrin's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency

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

Body of Ice (Su)

The body of a tundrin is tinged with frost, emits noticeable cold, and affects those around the tundrin. Although the cold aura causes no damage, many creatures find it unsettling. This grants the tundrin a

+2 circumstance bonus on Intimidate checks. As the tundrin increases in level, the frost and cold aura become more prominent but have no further effect.

Ice Armor (Sp)

At 1st level, a tundrin can create *ice armor* as the spell cast by a sorcerer of a level equal to twice her tundrin class level. She can use this ability once per day per tundrin level.

Elemental Form (Su)

Once per day for a number of rounds equal to her class level plus her Constitution modifier, the tundrin can transform into a huge water elemental. This transformation follows all the rules of the *polymorph self* spell, except that the only form the tundrin can assume is a huge water elemental. If you have the *MotP*, you may want to substitute a huge ice elemental instead.

Ice Hammer (Su)

At 3rd level, the tundrin can produce a battlehammer of magical ice as a standard action. This functions as a +1 *icy burst dwarven battlehammer*. The ice hammer disappears immediately should it ever leave the tundrin's grasp. The ice hammer cannot be permanently ensorcelled, but spells such as *magic weapon* and *bless weapon* affect it normally.

Ice Shard (Su)

At 4th level the tundrin can hurl splinters of ice at will as an attack action. This is a ranged touch attack that deals 1d6 cold damage. The shards have a range increment of 10 feet and a maximum range of 10 feet times the tundrin's Constitution bonus.

Paragon of Ice (Su)

Once per day on attaining 5th level, the tundrin can assume a gigantic form of pure ice. The form is equivalent to a greater earth elemental, except that the tundrin retains the Cold subtype, does not gain the Earth subtype or the earth mastery special ability, and deals an extra 1d6 points of cold damage with every melee strike. The change otherwise

follows all of the normal rules for the *polymorph self* spell, except that the tundrin can take only the form of a greater earth elemental. If you have the *MotP*, you may want to substitute a greater ice elemental instead.

Table 3-17: The Tundrin

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Body of ice, ice armor
2nd	+1	+3	+3	+0	Elemental form
3rd	+2	+3	+3	+1	Ice hammer
4th	+3	+4	+4	+1	Ice shard
5th	+3	+4	+4	+1	Paragon of ice

Chapter Four: Creatures

Dwarves have as profound a connection to their mountains as elves to their forests. Less overt in their affection for their environment than other folk, the taciturn folk nevertheless embrace as well as embody the deep places in which they dwell. From their native rock they carefully extract beautiful gems and precious metals, their search for the wealth of the depths driving them but never overshadowing this joyous connection with the earth. Generations of devotion to both forge and mountain have forged many lasting pacts between dwarves and creatures of earth and fire, the most powerful of which change the very nature of the bonded creature. Such beings are described here as templates.

Although their mountains often seem impregnable to surface dwellers, dwarves face fierce and terrible opposition from beneath. Fearsome creatures such as mind flayers, dark elves, kuo-toa, and savage humanoids from goblins to bugbears threaten the safety of dwarven holds. This chapter also exposes new foes, some of which have succeeded in turning the dwarves against themselves.

Defender of Mar-Namor

The defenders of Mar-Namor are undead bound to the Forge God's will and granted heightened powers. Long ago, the great city of Mar-Namor faced attack by a powerful illithid army keen to plunder its wealth and enslave its tireless dwarven workers. The bravery of the city's legions was for naught: The illithids blasted the minds of dwarven warriors sent against them, and soon many of the defenders fought as thralls in the invading army. The automatons and golems of Mar-Namor could not be so overtaken, but they were too few to do much more than delay the illithid host.

Desperate, the city's defenders turned to the arts of necromancy, creating undead dedicated to the Forge God. For a while the ploy worked, and the undead legions marched with impunity against the illithids. Necromancy, however, was not the succor that Mar-Namor needed—the city was betrayed from within by many of the same spellcasters who built the new defenders. As the city fell, the traitors fled, taking the secrets of creating the new undead with them, and some can still be found in remote locations.

A defender of Mar-Namor looks like a normal undead creature wearing heavy armor. The defenders of Mar-Namor fight in ordered ranks, and even mindless undead bound by the rituals act in unison.

Creating a Defender of Mar-Namor

"Defender of Mar-Namor" is a template that can be added to any corporeal undead creature (hereafter referred to as the "base creature"). The base creature's type does not change.

There are three ranks among the defenders: soldier (1-4 HD), knight (5-8 HD), and paragon (9+ HD). Each of the ranks grants slightly different abilities and uses different equipment.

Especially powerful knights and defenders that are made from intelligent undead may use magical armor and weaponry as their normal treasure allotment allows.

Speed: Same as the base creature, adjusted for armor.

AC: Soldier-armor bonus +5 (scale mail, small shield)
Knight-armor bonus +7 (breastplate, large shield)
Paragon-armor bonus +10 (full plate, large shield)

Attacks: Defenders of Mar-Namor usually attack with weapons. Mindless undead always use a martial weapon (usually a battleaxe or warhammer) and deal the weapon's damage. Intelligent undead usually use a magic weapon (determined as part of their treasure allotment) but may turn to their natural attacks, depending on the situation. In addition to its other attacks, higher-ranking defenders of Mar-Namor can make a shield bash attack. This attack is made at the defender's highest attack bonus, but it and the defender's other attacks made in that round suffer a -2 penalty.

Damage: By weapon.

Special Attacks: A defender of Mar-Namor retains all the special attacks of the base creature and gains the following special attacks based on the creature's rank.

Special Attacks

Rank	Hit Dice	Special Attacks
Soldier	1-4	Weapon touch
Knight	5-8	Weapon touch, shield bash
Paragon	9+	Weapon touch, negative energy ray

Weapon Touch (Su): A defender of Mar-Namor can use any natural touch attacks it has in conjunction with its weapon attack. For example, a mummy defender of Mar-Namor can inflict mummy rot through its weapon attack just as if it had made a successful slam attack.

Negative Energy Ray (Su): The specially constructed armor bonded to the defender of Mar-Namor slowly siphons negative energy though the undead creature. This stored energy can be fired in a ray. This is a ranged touch attack that deals 2d6 points of negative energy damage. The defender of Mar-Namor must wait 1d4 rounds before it can fire another negative energy ray.

Special Qualities: A defender of Mar-Namor has all the special qualities of the base creature plus those listed below.

Chain of Command (Ex): Defenders of Mar-Namor obey higher-ranking defenders of Mar-Namor without question. Knights command soldiers; paragons command both knights and soldiers. If a defender of Mar-Namor receives conflicting commands from two or more higher-ranking defenders, it obeys the closest one.

Formation Fighting (Ex): Defenders of Mar-Namor fight well in unison. A defender of Mar-Namor gains the benefits of the Shield Wall and Back-to-Back feats when adjacent to another defender of Mar-Namor. Other allied creatures with these feats do not trigger the benefits for the defender of Mar-Namor, nor does it fulfill the requirements of these feats for allies that are not defenders of Mar-Namor.

Turn Resistance (Ex): Defenders of Mar-Namor have +2 turn resistance. This bonus stacks with the base creature's turn resistance, if any. It does not apply to turn attempts made by dwarven clerics.

Saves: Same as the base creature.

Abilities: Increase as follows: Strength +2.

Skills: Same as the base creature. Note that armor check penalties apply to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Feats: Defenders of Mar-Namor gain proficiency in the suit of armor and the weapon bound to them at the time of their creation.

Climate/Terrain: Dwarven cities and underground

Organization: Solitary or squad (4-10); larger armies possible

Challenge Rating:
Soldier-as base creature
Knight-as base creature +1
Paragon-as base creature +2

Alignment: Always lawful neutral

Treasure: Same as the base creature, plus one suit of armor, one shield, and one weapon

Advancement: Same as the base creature

Character ECL: A defender of Mar-Namor has an ECL 2 higher than the base creature. (Note that mindless undead have no Intelligence score and are inappropriate as player characters.)

Allied Creatures and Mounts

Encounters with dwarves can range from brief run-ins with scouting parties deep in the bowels of the earth to diplomatic treks through huge cities. Such encounters become greatly more interesting if you include strange allied creatures and summoned or constructed mounts, protectors, guides, or even overlords. Imagine dwarven cavalry mounted on Large dire badgers! Just as a GM might enjoy embellishing encounters, players too might seek strange companions or mounts for their dwarf characters.

Creatures that work well with dwarves include those with burrow or climb speeds, elementals, creatures with darkvision, and powerful constructs. Vermin, such as giant ants or giant stag beetles, are possible choices as mounts or beasts of burden, although their low Intelligence scores make them a problem to train or even control. Dwarves tend to be clannish and are unlikely to ally themselves with a wide variety of creatures, so choosing specific allies and mounts can give a group of dwarves a unique feel. Here are a few examples. Many more possibilities exist, such as burrowing mounts for dwarf paladins, and special elemental companions for dwarf druids.

Allied Creatures & Mounts

Creature	CR	Role
Air elemental	Variable	Scout/ally/foe
Earth elemental	Variable	Protector/mount
Fiendish light horse	1	Mount
Wolverine	2	Companion
Hell hound	3	Mount
Large animated object	3	Mount
Large dire badger	3	Mount
Celestial dire wolf	4	Mount
Fiendish displacer beast	5	Mount

Animating a Defender of Mar-Namor

A defender of Mar-Namor can be created by clerics casting *animate dead*, *create undead*, or *create greater undead*. A cleric must have acquired knowledge of the defender of Mar-Namor template and

its application through adventuring (GM's discretion) before he can use it in conjunction with these spells. The ritual also requires a suit of the appropriate armor, along with the weapon the creature will wield and the other components necessary for the spell. Like normal undead, defenders of Mar-Namor are under the command of their creator and hold no special loyalty to dwarves.

The rituals that bind an undead creature with the trappings of the Forge God are long and impossible to complete without some other means of controlling it. Applying the template to existing undead requires that it first be controlled by a turn attempt, then somehow immobilized

without being destroyed. Finally, a dwarf cleric (or a character with access to the proper profane knowledge) must expend a turn attempt powerful enough to destroy the undead and sacrifice XP equal to 20 times the undead's Hit Dice total.

Sample Defender of Mar-Namor

This example uses a ghoul as the base creature.

Ghoul Soldier of Mar-Namor

Medium-Size Undead

Hit Dice: 2d12 (13 hp)

Initiative: +2 (Dex)

Speed: 20 ft. (scale mail), base 30 ft.

AC: 19 (+2 Dex, +2 natural, +4 scale mail, +1 small shield)

Attacks: Bite +3 melee; battleaxe +1 melee (or 2 claws +1 melee)

Damage: Bite 1d6+2 and paralysis; battleaxe 1d8+2 and paralysis; claw 1d3 and paralysis

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Paralysis, weapon touch, create spawn

Special Qualities: Undead, +4 turn resistance, formation fighting, chain of command

Saves: Fort +0, Ref +2, Will +5

Abilities: Str 15, Dex 15, Con-, Int +13, Wis 14, Cha 16

Skills: Climb +4, Escape Artist +3, Hide +3, Intuit Direction +3, Jump +3, Listen +7, Move Silently +3, Search +6, Spot +7

Feats: Armor Proficiency (medium), Multiattack, Shield Proficiency, Weapon Finesse (bite)

Climate/Terrain: Dwarven cities and underground

Organization: Solitary or squad (4-10)

Challenge Rating: 1

Treasure: None (equipped with battleaxe, scale mail, and small shield)

Alignment: Always lawful neutral

Advancement: 3 HD (Medium-size)



Combat

Ghoul soldiers of Mar-Namor fight as a determined, intelligent force. Although their tendency to fight in formation renders them vulnerable to area attacks, their swift decisions, coordinated tactics, and undead immunities make them a deadly force.

Paralysis (Ex): Those hit by a ghoul soldier's bite, claw, or weapon attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Weapon Touch (Su): A ghoul soldier of Mar-Namor can cause paralysis with its weapon attack in addition to its natural bite and claw attacks.

Create Spawn (Su): If a ghoul soldier of Mar-Namor does not devour a humanoid victim, the corpse rises as a ghoul in 1d4 days. Casting *protection from evil* on a body before the end of that time averts the transformation.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Turn Resistance (Ex): Ghoul soldiers of Mar-Namor have only +2 turn resistance against turn attempts made by dwarven clerics.

Formation Fighting (Ex): A ghoul soldier of Mar-Namor gains the benefits of the Shield Wall and Back-to-Back feats when adjacent to another defender of Mar-Namor.

Chain of Command (Ex): Ghoul soldiers of Mar-Namor obey knights and paragons of Mar-Namor without question.

Eldlorn (Arcane Dwarf)

Medium-Size Fey

Hit Dice: 1d6 (3 hp)

Initiative: +0

Speed: 20 ft.

AC: 14 (+3 studded leather, +1 small shield)

Attacks: Warhammer +0 melee

Damage: Warhammer 1d8

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Ancestral memories, darkvision 60 ft., stonecunning

Saves: Fort +0, Ref +2, Will +4

Abilities: Str 10, Dex 10, Con 11, Int 12, Wis 11, Cha 8

Skills: Appraise +5, Craft (blacksmithing) +7, Craft (stonemasonry) +7, Craft (weaponsmithing) +7, Knowledge (arcana) +5, Knowledge (history) +7, Listen +6, Sense Motive +4, Spot +6

Feats: Alertness, Iron Will

Climate/Terrain: Any underground

Organization: Solitary or accompanied by dwarves

Challenge Rating: 1/3

Treasure: Standard

Alignment: Neutral

Advancement: By character class

Character ECL: +0

The eldlorn are an ancient race of fey distantly related to dwarves. While they share many racial preferences, they have a stranger, slower view of the world than most dwarves.

Eldlorn are as serious and determined as their distant relations, but they are much quieter about their resolve. Where a dwarf is stoic and direct, an eldlorn is contemplative and watchful, slow to laugh or show emotion of any kind. Eldlorn prefer to associate with humanoids patient enough to give each topic the slow-paced examination that comes naturally to themselves. Although they appreciate craft and artistry as much as their dwarven kin, it is magic that stirs the imaginations of the fey. Eldlorn are inventive in their spellcasting and have collections of ancient spells greater than those of most other races.

Eldlorn resemble dwarves in build, although they are seldom as stocky as the typical dwarf. Usually about 4 feet tall, an eldlorn weighs around 80% of an adult human's average weight. Their skin color is a mix of tiny gray, black, and white dots—a near perfect match to common granite—and they are slightly cool to the touch. Hair ranges from light gray through charcoal to black, tending to whiten with age. Male eldlorn commonly grow long beards, which they weave into a complicated braid called a *sanarket*.

Even more than dwarves, eldlorn are smiths of great power. Many eldlorn wizards and clerics focus on item creation feats and dedicate their span of years to perfecting their craft. Some of the greatest magesmiths have been eldlorn dwelling within dwarven communities. Eldlorn often become advisors to great dwarf chieftains and kings, but they seldom become leaders themselves. Outside of dwarven society, they are usually governed by groups of their oldest members.

Eldlorn speak Dwarven, Sylvan, and Undercommon.

Combat

Most eldlorn live within or near dwarven communities but are seldom involved in military activities. If forced to fight, eldlorn act carefully and logically, attempting to keep their distance and use whatever spells or magic items they have access to. Since they rarely fight alone, eldlorn warriors have developed sophisticated tactics to use in conjunction with their spellcasters. At its simplest, the eldlorn method of combat consists of low-level soldiers fighting defensively (sometimes employing tower shields) to provide cover for spellcasting leaders.

Ancestral Memories (Su): Once per week, an eldlorn can contact his or her ancestors to seek advice on a specific course of action. This is as the *augury* spell cast by a cleric of a level equal to the eldlorn's Hit Die total. Because this is a supernatu-



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ral ability, it requires no divine focus. It is the eldlorn's ancestors, rather than a deity, who offer a prediction. Eldlorn also receive a +2 racial bonus on Knowledge (history) skill checks, and they can make such skill checks untrained.

Darkvision (Ex): Unlike most fey, eldlorn have darkvision with a range of 60 feet.

Stonecunning (Ex): Eldlorn receive a +4 racial bonus on checks to notice unusual stonework. They can also search for stonework traps and intuit depth as dwarves can.

Skills: Eldlorn gain a +2 racial bonus on Craft checks that are related to stone or metal.

Eldlorn Characters

Although they are fey, not humanoids, eldlorn breed true with dwarves. The child of an eldlorn-dwarf union is always a dwarf; because of this, the eldlorn race dwindles with each generation. Prestige classes with the race requirement "dwarf" are open to eldlorn as long as they meet all of the other prerequisites normally.

An eldlorn's favored class is wizard. Most eldlorn NPCs with class levels are experts competent at two or more Craft skills, and most eldlorn leaders are wizards. Adventuring eldlorn are usually motivated by a desire to search out new or lost arcane lore.

Eldlorn have the same age categories as elves.

Gore Mole

Large Magical Beast (Earth)

Hit Dice: 4d10+16 (38 hp)

Initiative: +0

Speed: 40 ft., burrow 20 ft.

AC: 18 (-1 size, +9 natural)

Attacks: Gore +8 melee, 2 claws +3 melee

Damage: Gore 1d8+5, claw 1d6+2

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Toss

Special Qualities: Darkvision 90 ft., tremorsense, wall of stone

Saves: Fort +8, Ref +4, Will +2

Abilities: Str 20, Dex 10, Con 18, Int 2, Wis 12, Cha 10

Skills: Spot +6, Listen +6

Feats: Alertness

Climate/Terrain: Any underground

Organization: Solitary or pair

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 5-16 HD (Huge)

Character ECL: +6; because of their low Intelligence score, gore moles make poor characters.

Gore moles are burrowing monsters often trained by dwarves as steeds for elite cavalry units. Their brutal horns and keen senses make them powerful underground predators.

A gore mole looks like a giant mole with two deadly horns protruding from its snout and heavy claws that resemble those of a badger. Its tough hide has a stony texture.

Wild gore moles stalk their prey using tremorsense and then ambush them from beneath. They are seldom intimidated by large groups. When used as cavalry, they are even more dangerous. Dwarves seldom stint when it comes to equipping their mounts, and gore mole riders usually enhance the beasts' natural abilities without slowing or encumbering them.

Combat

Although of only animal intelligence, gore moles are well practiced in their hunting technique. Typically one bursts through a thin section of cavern floor to catch a group unaware, tosses a victim back into the ambush tunnel that it burrowed, and then retreats behind a *wall of stone*.



Claw Bracers

Used by dwarven cavalry to enhance the damage dealt by some subterranean mounts, claw bracers fit Large four-legged animals, beasts, and magical beasts. Sturdy leather straps secure sharp, clawlike blades to the mount's forelimbs. A mount so equipped deals 1d8 slashing damage with its claw attack.

Cost: 75 gp; **Weight:** 5 lbs.

Even a small group of gore mole cavalry can easily control large battles, using their mounts to burrow trenches, set ambushes, and lead fearsome charges. Gore moles used as war mounts are often equipped with bladed claw bracers (see the sidebar for more information) and studded leather barding. A gore mole so equipped has AC 21 and deals 1d8+2 damage with each claw.

Toss (Ex): A gore mole that makes a successful charge attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the gore mole wins the opposed Strength check, instead of knocking the opponent prone, it tosses the opponent into the air to fall prone into any space that the gore mole threatens. This deals 1d6 points of falling damage in addition to the damage dealt by the initial charge attack. Characters with Tumble who are not flat-footed can make a Tumble check (DC 15) to avoid this additional damage and land on their feet.

Tremorsense (Ex): Gore moles can automatically sense the location of anything within 60 feet that is in contact with the ground.

Wall of Stone (Sp): Once per day, a gore mole can create a *wall of stone* as the spell cast by a 12th-level sorcerer.

Summoning a Gore Mole

A fiendish or celestial gore mole can be summoned with a *summon monster IV* spell. A GM may allow only dwarven spellcasters to summon gore moles without special training.

Training a Gore Mole

Even though it is a magical beast, it is possible to train a gore mole like an animal or beast. Training a gore mole as a mount requires a successful Handle Animal check (DC 24 for a young creature or DC 29 for an adult). A gore mole can be trained to toss an opponent backward along its length to land behind it, provoking an attack of opportunity against the foe by its rider. This takes one of the gore mole's possible trick slots and requires a special Handle Animal check (DC 25) to teach. Gore mole young are worth 3,000 gp each. Professional trainers charge 1,000 gp to rear or train a gore mole, and riding one requires an exotic saddle unless the gore mole never uses its burrow speed.

Hammerstruck

The hammerstruck are wasted beings who have failed the *test of the Forge God*. (See the *test of the Forge God* spell in **Chapter 5: Spells & Magic** for more information.) Taking the test is usually voluntary, the only exceptions being the condemned whose crimes have harmed an entire city or clan of dwarves. Such wretches usually end up as hammerstruck.

Creating a Hammerstruck Creature

"Hammerstruck" is a template that can be added to any corporeal creature with an Intelligence score greater than 3 that has undergone and failed the *test of the Forge God* (hereafter referred to as the "base creature"). The creature's type does not change.

The test varies with each one who undergoes it, but it always ends with a mighty blast of divine power from the Forge

God's hammer. Those who fail the test suffer a violent blow that leaves them physically and mentally smashed. The hammerstruck creature's limbs become featureless stumps, and other physical features become flattened and muted. The eyes change to globes of a blank gray sheen, without iris or pupil. Hair and fur become patchy and stringy, often sloughing off in large patches. After a few years, a hammerstruck creature is completely hairless and almost featureless.

Speed: Same as the base creature.

AC: Natural armor improves by +2.

Attacks: Hammerstruck creatures pummel foes with their fists. The base creature gains two slam attacks if it did not already have them and loses all other attack forms other than bite attacks. The attack form that deals the greater damage is the hammerstruck's primary attack; in the event of a tie, the slam attacks are the primary attack.

Damage: If the base creature does not normally have a slam attack, use the damage values in the table below. Otherwise, use the values below or the base creature's value, whichever is greater. A hammerstruck creature applies its full Strength modifier only to its primary attack. Secondary attacks add only one-half the creature's Strength bonus.

Hammerstruck Damage

Size	Slam Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A hammerstruck creature loses any special attacks, such as rend, that depend on natural attack forms other than its bite or slam (if any). It also loses any special attack that requires wielding a weapon. Hammerstruck can never prepare spells, and they cast spells and use spell-like abilities only when commanded to by a dwarf.

Special Qualities: A hammerstruck creature retains all the special qualities of the base creature and gains those listed below.

Dwarf Thrall (Su): Hammerstruck obey verbal commands from any dwarf. If a hammerstruck creature receives conflicting

commands from two dwarves, it takes no action in that round.

Dwarfsense (Su): A hammerstruck creature always knows with perfect accuracy whether any creature within 60 feet is a dwarf.

Mindless (Ex): The hammerstruck are immune to mind-influencing effects.

Saves: Same as the base creature.

Abilities: Change from the base creature as follows: Str +4, Con +4, Cha -6. Hammerstruck creatures are mindless and have no Intelligence scores.

Skills: Hammerstruck creatures lose all skills based on Intelligence. They suffer a -4 racial penalty on Climb and Balance checks.

Feats: Same as the base creature, with the following exception. Feats that require active thought (such as Expertise or metamagic feats) are lost to the mindless hammerstruck.

Climate/Terrain: Dwarven cities and underground

Organization: Solitary or accompanying dwarves

Challenge Rating: Same as the base creature +1. However, a hammerstruck creature will not fight or disobey dwarves and presents no challenge to them.

Alignment: Always neutral

Treasure: None

Advancement: -

Character ECL: A hammerstruck creature has no Intelligence score and is not appropriate as a player character.



Sample Hammerstruck Creature

This example uses a 5th-level dwarf ranger as the base creature.

Hammerstruck Dwarf Ranger

Medium-Size Humanoid (Dwarf)

Hit Dice: 5d10+25 (57 hp)

Initiative: +2 (Dex)

Speed: 20 ft.

AC: 14 (+2 Dex, +2 natural)

Attacks: 2 slams +9 melee

Damage: Slam 1d6+4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Dwarf traits, dwarf thrall, dwarfsense, favored enemy (goblins +2, giants +1), mindless

Saves: Fort +9, Ref +3, Will +2

Abilities: Str 18, Dex 14, Con 21, Int-, Wis 12, Cha 2

Skills: Hide +10, Move Silently +10, Spot +7, Wilderness Lore +3

Feats: Point Blank Shot, Power Attack, Track

Climate/Terrain: Dwarven cities and underground

Organization: Solitary or accompanying dwarves

Challenge Rating: 6

Alignment: Neutral

Treasure: None

Advancement: -

Summoning a Hammerstruck Creature

At the GM's option, a character can *summon* a hammerstruck creature instead of a fiendish or celestial creature. Simply replace the fiendish or celestial template with the hammerstruck template. Such summoned creatures still disappear at the end of the spell's duration and are vulnerable to *dismissal* and similar spells.

A GM can add flavor to a campaign or character by limiting special summonings to specific groups or individuals. Clerics of the Forge God or similar groups make good candidates for summoning hammerstruck creatures.

Combat

The hammerstruck dwarf ranger obeys the nearest dwarf in combat. If unattended by dwarves, they stand slack and inattentive. If a nondwarf approaches within 60 feet, they charge and attempt to destroy that creature unless otherwise commanded.

Dwarf Thrall (Su): The hammerstruck dwarf ranger obeys verbal commands from any dwarf. If it receives conflicting commands from two dwarves, it takes no action in that round. The hammerstruck dwarf ranger can never prepare spells.

Dwarfsense (Su): The hammerstruck dwarf ranger always knows with perfect accuracy whether any creature within 60 feet is a dwarf.

Favored Enemy (Ex): The hammerstruck dwarf ranger receives the listed bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks made against the listed creatures. It also gains the listed bonus to attack rolls against the listed creatures.

Mindless (Ex): The hammerstruck dwarf ranger is immune to mind-influencing effects.

Iron-Souled

Dwarves know that the element of earth is far more complex than most believe. From the raw stone of bedrock to the beauty of a faceted crystal to the dark strength of metal ore, there is as much potential within the earth as those shaping it care to discover. Knowing this, the dwarves created powerful bonding rituals to dedicate themselves to special aspects of this element. One of these bonding rituals, known as the Oath of Iron, binds one's spirit to the magical essence of metal ore and opens the way to a deeper bonding, the Soul of Iron. (See **Chapter 2: Feats** for more about these bonding feats.)

In addition to those who actively bind their souls in this way, a few rare creatures of the deep caverns are born with the bond's gifts. These beings need not undergo the powerful ritual others need to achieve the blessings of iron, and their benefits are constant, not limited. This naturally occurring bond breeds true, and descendants of an iron-souled creature also gain these benefits.

reduces the creature's climb or fly speed to 0 feet or lower, the creature loses that movement mode.

AC: Natural armor improves by +4.

Attacks: An iron-souled creature retains all the attacks of the base creature and also gains a slam attack if it did not have one already. This slam attack replaces any claw attacks the base creature had. The attack form that deals the greater damage is the iron-souled creature's primary attack; in the event of a tie, the slam attack is the secondary attack.

Damage: If the base creature does not normally have a slam attack, use the damage values in the table below. Otherwise, use the values below or the base creature's value, whichever is greater. If the creature already had one or more claw attacks, it retains its old claw damage if it is better than the values listed below.

Creating an Iron-Souled Creature

"Iron-souled" is a template that can be added to any animal, beast, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or vermin (hereafter referred to as the "base creature"). The creature's type does not change.

Speed: 10 feet slower than the base creature (10 feet minimum). This reduction does not affect burrow speeds. Iron-souled creatures have their climb speed reduced by 20 feet and their fly speed reduced by 30 feet; if this

Iron-Souled Damage

Size	Slam Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: Same as the base creature.

Special Qualities: An iron-souled creature retains all of the base creature's special qualities and gains the following ability.

Magnetism (Ex): An iron-souled creature gets a free disarm attempt against any creature that strikes it with a metal melee weapon. This includes wooden-hafted weapons with metal tips, such as axes and spears. This disarm attempt does not provoke an attack of opportunity but does count against the iron-souled creature's allotted number of attacks of opportunity for the round. The attempt occurs after the attacker's action has been resolved, so it does not prevent the weapon from dealing damage to the iron-souled creature.

Saves: Same as the base creature.

Abilities: Change from the base creature as follows: Str +4, Dex -4, Con +4.

Skills: An iron-souled creature receives a +10 racial bonus on Appraise checks involving items made of metal and a +10 racial bonus on Craft checks involving working with and shaping metal (the base creature must have a high enough Intelligence score to be able to use such skills). It also receives a -10 racial penalty on Move Silently checks.

Feats: Same as the base creature.

Climate/Terrain: Same as base creature and underground

Organization: Same as the base creature

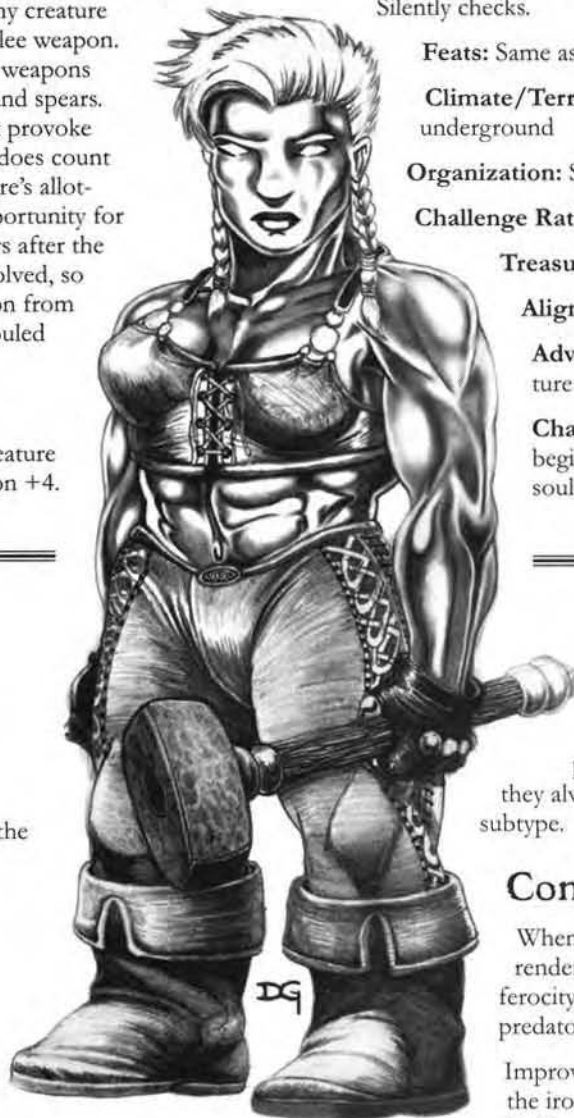
Challenge Rating: Same as the base creature +2

Treasure: Same as the base creature

Alignment: Same as the base creature

Advancement: Same as the base creature

Character ECL: A character that begins play with a permanent iron-souled template has an ECL of +3.



Like normal members of their kind, iron-souled gray renders occasionally bond with and protect another creature. However, they always choose creatures with the Earth subtype.

Sample Iron-Souled Creature

This example uses a gray render as the base creature.

Iron-Souled Gray Render

Large Beast

Hit Dice: 10d10+90 (145 hp)

Initiative: -2 (Dex)

Speed: 20 ft.

AC: 21 (-1 size, -2 Dex, +14 natural)

Attacks: Bite +14 melee, slam +9 melee

Damage: Bite 2d6+8, slam 1d8+4

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Improved grab, rend 3d6+12

Special Qualities: Scent, magnetism

Saves: Fort +16, Ref +5, Will +4

Abilities: Str 27, Dex 6, Con 28, Int 3, Wis 12, Cha 8

Skills: Hide +5, Spot +8

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Usually neutral

Advancement: 11-15 HD (Large); 16-30 HD (Huge)

Combat

When in combat, an iron-souled gray render attacks with the straightforward ferocity common to large, powerful predators.

Improved Grab (Ex): To use this ability, the iron-souled gray render must hit with its bite attack.

Rend (Ex): An iron-souled gray render that gets a hold latches onto the opponent's body and tears the flesh. This attack automatically deals 3d6+12 points of damage.

Magnetism (Ex): An iron-souled gray render gets a free disarm attempt against any creature that strikes it with a metal weapon. It gets only one such disarm attempt per round, and attempting a disarm with this ability uses up its attack or opportunity for the round.

Skills: Iron-souled gray renders receive a +4 racial bonus on Spot checks due to their six keen eyes and a -10 racial penalty on Move Silently checks. They gain no bonus to Craft skills because they lack the necessary intelligence to fashion complex items.

Summoning an Iron-Souled Creature

At the GM's option, a character can summon an iron-souled creature instead of a fiendish or celestial creature. Simply replace the fiendish or celestial template with the iron-souled template. Such summoned creatures still disappear at the end of the spell's duration and are vulnerable to dismissal and similar spells.

A GM can add flavor to a campaign or character by limiting special summonings to specific groups or individuals. Spellcasters with the Earth subtype or similar groups make good candidates for summoning iron-souled creatures.

Isen (Arctic Dwarf)

Medium-Size Humanoid (Cold, Dwarf)

Hit Dice: 1d8+2 (6 hp)

Initiative: -1 (Dex)

Speed: 20 ft.

AC: 13 (-1 Dex, +3 studded leather, +1 small shield)

Attacks: Battleaxe +0 melee

Damage: Battleaxe 1d8

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Cold subtype, darkvision 60 ft., stonecunning

Saves: Fort +6, Ref -1, Will +0

Abilities: Str 10, Dex 8, Con 14, Int 11, Wis 11, Cha 8

Skills: Craft (metalworking) +2, Spot +2, Wilderness Lore +2*

Feats: Great Fortitude

Climate/Terrain: Any cold and underground

Organization: Solitary or accompanied by dwarves

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually neutral good

Advancement: By character class

Character ECL: +0

The isen are a race of dwarves bonded with elemental cold. They inhabit arctic regions, being mostly immune to the environmental hazards. Although far from cruel, the isen are aloof and seldom concerned with the plight of others. When they contact other races, it is usually to exchange their worked goods for raw materials that fare poorly in colder climates.

Isen look like dwarves with pale blue skin, white hair and beards.

Their eyes have small pupils and light irises, usually pale green or gray in color. Isen dress is fashioned to blend in with the environment

rather than provide warmth—members of other races find it slightly disconcerting to see them comfortable in light clothing under frigid conditions. Isen favor light armor because snow often slows their travel, and they already move slower than most humanoid races.

Isen build underground fortresses as do the more common dwarven subraces. Most others find little comfort in these strongholds, however, whose builders use ice as readily as rock. Although as skilled as most other races, isen do not have the dwarven affinity and love for craft.

Druids have a special role in isen society, and groups of them make most important decisions. Unlike the druids of most races, who live away from large settlements, isen druids have a great deal of influence over how and where isen communities are built. As a result, these tend to remain small and hidden, having very little impact on the wilderness around them. Befriended by the



Chapter Four: Creatures

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

Combat

Isen depend on their isolation to protect them from most threats. Most avoid combat if possible. If their community is menaced by particularly dangerous monsters, they typically rely on magic or befriended animals to drive the threat away. Since isen are immune to cold, their settlement defenses typically involve frigid water. Arctic rivers offer ready escape routes while threatening would-be invaders with slow death by freezing.

If they must fight, isen form organized and disciplined groups, usually fighting delaying actions until spellcasters can arrive to turn the environment against the attackers.

Cold Subtype (Ex): Cold immunity, double damage from fire except on a successful save.

Stonecunning (Ex): Isen can notice unusual stonework, search for stonework traps, and intuit depth as dwarves can. Isen can use this ability on ice as well as stone.

Skills: *Isen gain a +4 racial bonus to Wilderness Lore checks made to find food and survive in arctic or underground areas.

Isen Characters

Isen breed true with dwarves. The child of an isen-dwarf union is always a dwarf. Prestige classes with the race requirement "dwarf" are open to isen as long as they meet all of the other prerequisites normally.

An isen's favored class is druid. Most isen NPCs with class levels are experts competent at two or more Craft skills, and most isen leaders are druids. Adventuring isen are usually motivated by a desire to contact other races and cultures, finding their race's isolationism too confining.

Isen have the same age categories as dwarves.

Stonestrider

Large Elemental (Earth)

Hit Dice: 8d8+24 (60 hp)

Initiative: +0

Speed: 20 ft., climb 20 ft.

AC: 19 (-1 size, +10 natural)

Attacks: Slam +12 melee

Damage: Slam 1d8+10 and etherealness

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Ethereal push

Special Qualities: Elemental, darkvision 60 ft., enveloping mount, ethereal stride, meld into stone

Saves: Fort +9, Ref +2, Will +3

Abilities: Str 24, Dex 10, Con 16, Int 2, Wis 12, Cha 10

Skills: Spot +7, Listen +7

Feats: Power Attack

Climate/Terrain: Any underground

Organization: Solitary or pair

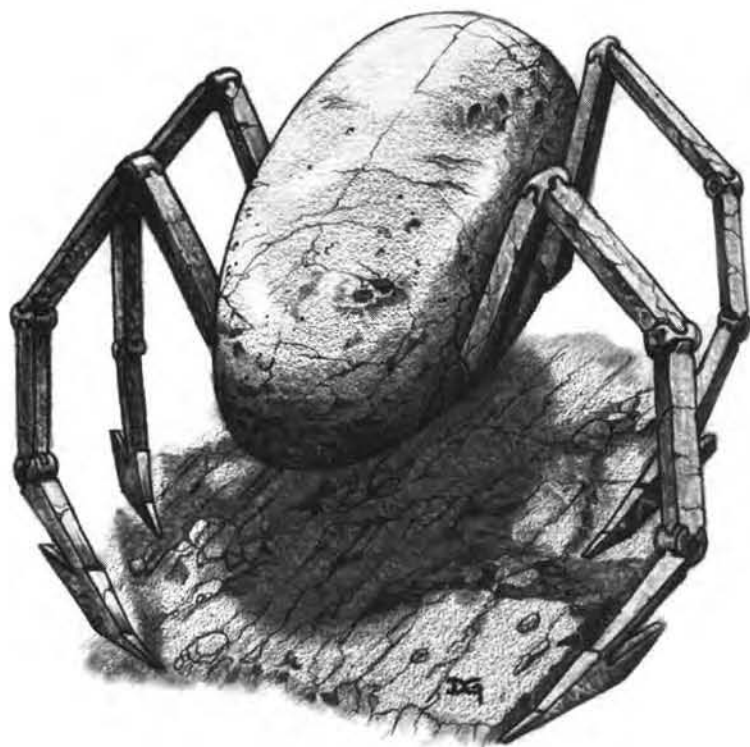
Challenge Rating: 4

Alignment: Always neutral

Treasure: None

Advancement: 9-16 HD (Huge); 17-25 HD (Gargantuan)

Character ECL: +10; because of their low Intelligence, stonestridders make poor characters.



Summoning a Stonestrider

A stonestrider can be summoned with a *summon monster VII* spell. To preserve their unique relationship, only dwarven spellcasters should be able to summon stonestridders without special training.

Stonestridders are elemental creatures often used by elite dwarven cavalry. Their strange connection to the Ethereal Plane also make them excellent mounts for scouts and ambush parties despite their slow speed. Dwarves have long used stonestridders to carry messages or undertake scouting missions through dangerous areas—especially those in danger of collapsing.

A stonestrider looks much like a four-legged stone spider with one featureless, ovoid body section. Although it can navigate in any direction with ease, it generally keeps the long axis of its body oriented “forward.” A stonestrider has no head, mouth, or other appreciable features, although some specimens appear pitted and worn down after long absence from the Elemental Plane of Earth. The top of a stonestrider’s body stands about 5 feet off the ground, but its five-jointed legs arch up an additional foot or so.

The stonestrider’s strange legs allow it to navigate narrow areas as if it were a Medium-size creature (the approximate size of its ovoid body) in the rare instances where it cannot simply *meld into stone* or turn ethereal.

Combat

Stonestridders are almost never encountered without dwarven riders or a band of dwarf scouts. Those few that are found alone seldom attack but fight back if threatened. When in combat, dwarves riding stonestridders try to *meld into stone* and wait for a chance to strike at the leader of their foes. They often set ambushes at strange angles, dropping on foes from above, appearing suddenly out of cliff faces, or reaching up from a featureless cavern floor.

Ethereal Push (Su): An opponent hit by a stonestrider’s slam attack must succeed at a Fortitude save (DC 15) or be forced onto the Ethereal Plane. The opponent remains ethereal for 1d4 rounds, unable to interact with the physical world; follow the restrictions described in the *ethereal jaunt* spell.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Enveloping Mount (Su): Stonestridders are not ridden like normal mounts but flow their semimalleable bodies around a trusted rider. The stonestrider must take a full-round action to initiate or end this ability. While enveloped, the rider gains a +4 cover bonus to AC. An attack that misses the rider within the margin provided by cover instead hits the stonestrider, provided that the attack roll is at least equal to the stonestrider’s AC. The rider must depend on the stonestrider for movement, just as if riding a normal mount, but needs no saddle. The rider follows all other normal rules for mounted combat, including making Concentration checks to cast spells if the stonestrider moves more than its speed, being limited to partial actions if it moves more than 5 feet, and suffering penalties to ranged attacks while moving. A stonestrider can use its *meld into stone* ability only twice per day while enveloping a rider, as the spell cast by a 6th-level cleric. It can make no physical attacks of its own while enveloping a rider.

Ethereal Stride (Su): Once per day a stonestrider can become ethereal as the *ethereal jaunt* spell cast by a 10th-level cleric. A stonestrider may use this ability while carrying a rider with its enveloping mount ability (see above).

Meld into Stone (Sp): Stonestridders can *meld into stone* as the spell as a standard action. A stonestrider can use this ability at will and maintain its melded state indefinitely unless it is using its enveloping mount ability (see above).

Training a Stonestrider

Even though it is an elemental, it is possible to train a stonestrider like an animal or beast. Training a stonestrider as a mount requires a successful Handle Animal check (DC 34 for a young creature or DC 39 for an adult). Dwarves get a +4 racial bonus on Handle Animal and Ride checks made to control or train a stonestrider.

Stonestridders are formed of the magical essence of earth but not necessarily native to the Elemental Plane of Earth. Those native to the Material Plane are trainable but difficult to locate: each is worth 7,000 gp. Professional trainers charge 3,000 gp to rear or train a stonestrider.

Tempered

The tempered are creatures blessed by the Forge God. They are either permanently imbued with this blessing at the moment of their creation, or they are temporarily gifted after passing the *test of the Forge God*. (See the *test of the Forge God* spell in **Chapter 5: Spells & Magic** for more information.)

Creating a Tempered Creature

“Tempered” is a template that can be added to any corporeal creature with an Intelligence score greater than 3 (hereafter referred to as the “base creature”). The creature must undergo and pass the *test of the Forge God* before the template is applied temporarily; at the GM’s discretion, the template can be applied permanently. The creature’s type does not change.

The test varies with each one who undergoes it, but it always ends with a mighty blast of divine power from the Forge God’s hammer. Those who pass the test are struck a violent blow that leaves them purified and strengthened. The tempered creature’s hide thickens, it gains special abilities when wearing metal armor, and its skin takes on a metallic sheen.

Speed: Same as the base creature.

AC: Natural armor improves by +2.

Attacks: Same as the base creature.

Damage: Same as the base creature.

Special Attacks: A tempered creature retains all of the special attacks of the base creature and gains the following attack.

Hammer of the Forge God (Sp): A tempered creature can use this ability once per day as *holy smite* cast by a 10th-level cleric. The DC for the saving throw is 14 + the tempered creature’s Constitution modifier.

Special Qualities: A tempered creature retains all of the special qualities of the base creature and gains the following ability.

Armor Affinity (Su): Tempered creatures treat armor as if it were one category lighter for purposes of determining speed.

Saves: The tempered creature gains a +4 sacred bonus on all saving throws.

Abilities: Change from the base creature as follows: Str +4, Con +4.

Skills: Tempered creatures gain a +10 sacred bonus on Bluff, Diplomacy, and Intimidate checks that affect dwarves.

Feats: Same as the base creature.

Climate/Terrain: Dwarven cities and underground

Organization: Solitary or accompanying dwarves

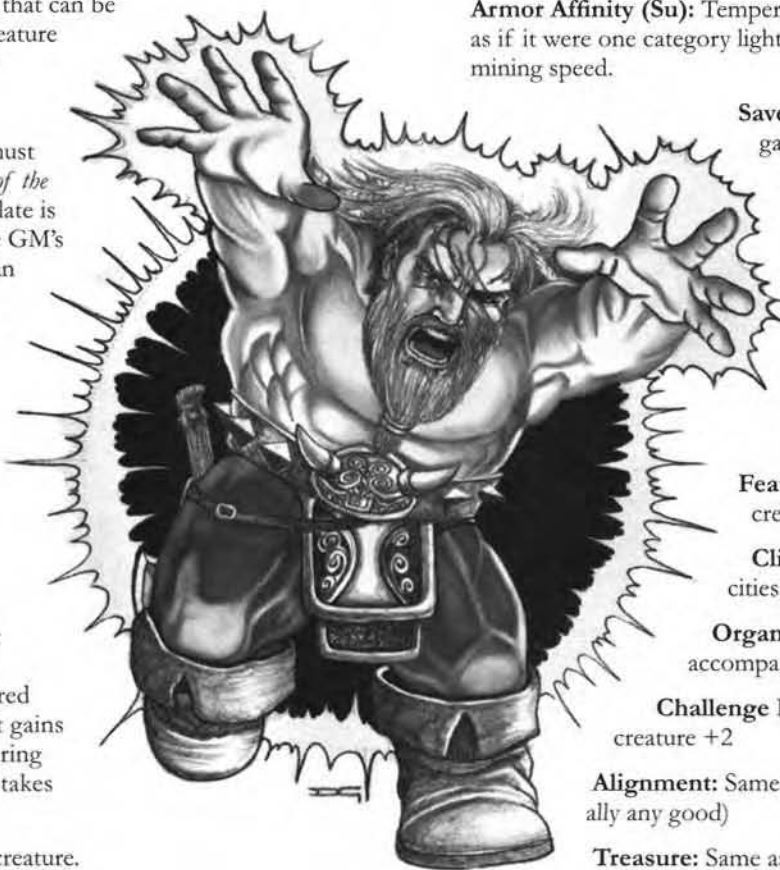
Challenge Rating: Same as the base creature +2

Alignment: Same as the base creature (usually any good)

Treasure: Same as the base creature

Advancement: Same as the base creature

Character ECL: A character that begins play permanently tempered has an ECL of +3.



Summoning a Tempered Creature

At the GM’s option, a character can *summon* a tempered creature instead of a fiendish or celestial creature. Simply replace the fiendish or celestial template with the tempered template. Such summoned creatures still disappear at the end of the spell’s duration and are vulnerable to *dismissal* and similar spells.

A GM can add flavor to a campaign or character by limiting special summonings to specific groups or individuals. Clerics of the Forge God or similar groups make good candidates for summoning tempered creatures.

Sample Tempered Creature

This example uses a large earth elemental as the base creature.

Tempered Large Earth Elemental

Large Elemental (Earth)

Hit Dice: 8d8+48 (84 hp)

Initiative: -1 (Dex)

Speed: 20 ft.

AC: 20 (-1 size, -1 Dex, +12 natural)

Attacks: Slam +14/+9 melee

Damage: Slam 2d8+13

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Earth mastery, hammer of the Forge God, push

Special Qualities: Elemental, armor affinity, damage reduction 10/+1

Saves: Fort +16, Ref +5, Will +6

Abilities: Str 29, Dex 8, Con 23, Int 6, Wis 11, Cha 11

Skills: Listen +11, Spot +11

Feats: Cleave, Power Attack

Climate/Terrain: Dwarven cities and underground

Organization: Solitary or accompanying dwarves

Challenge Rating: 7

Alignment: Usually neutral

Treasure: None

Advancement: 9-15 HD (Large)

Combat

Tempered earth elementals fight intelligently in combat, usually working with dwarves and other allies.

Earth Mastery (Ex): A tempered earth elemental gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or waterborne, the elemental suffers a -4 penalty on attack and damage.

Hammer of the Forge God (Sp): A tempered earth elemental can use this ability once per day as *holy smite* cast by a 10th-level cleric (save DC 20).

Push (Ex): A tempered elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Elemental (Ex): Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Armor Affinity (Su): A tempered earth elemental treats armor as if it were one category lighter for purposes of determining speed.

Thaneguard (Construct Armor)

Large Construct

Hit Dice: 4d10 (22 hp)

Initiative: +0

Speed: 40 ft.

AC: 16 (-1 size, +7 natural)

Attacks: Slam +7 melee

Damage: Slam 1d8+7

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Qualities: Construct, carry rider, damage reduction 5/+1

Saves: Fort +1, Ref +1, Will +1

Abilities: Str 20, Dex 10, Con -, Int -, Wis 11, Cha 1

Climate/Terrain: Any

Organization: Solitary or accompanied by dwarves

Challenge Rating: 3

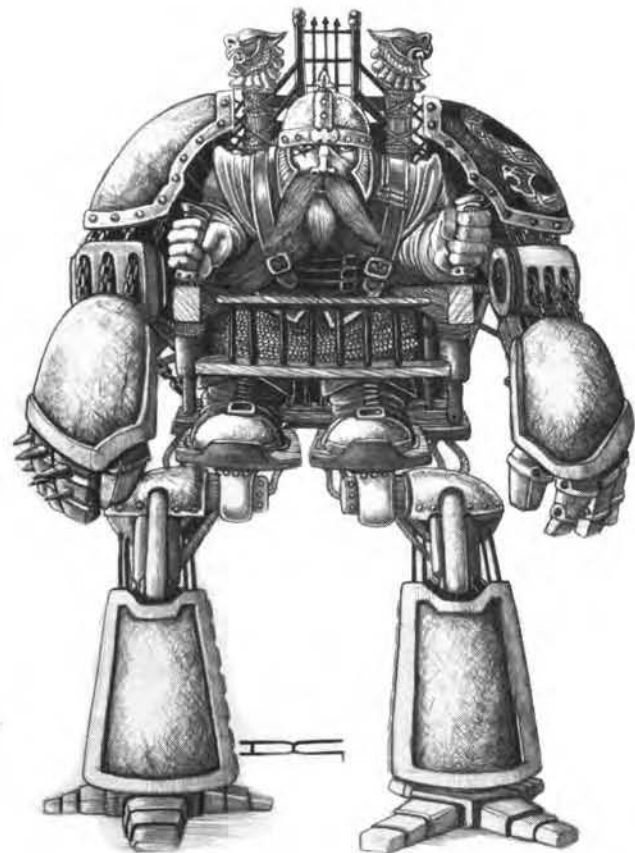
Treasure: -

Alignment: Always neutral

Advancement: -

Character ECL: A thaneguard has no Intelligence score and is not appropriate as a player character.

A thaneguard is a Large humanoid-shaped construct built to hold one Medium-sized humanoid inside (the "rider"). With no Intelligence, thaneguards are little more than animated conveyances.



Chapter Four: Creatures

First built by dwarf wizards long ago, thaneguards serve as transportation and protection for elite dwarf spellcasters. The wealthiest dwarven cities and nations field units of thaneguard-equipped cavalry, but these are rare and never large. Most thaneguards are built by clerics to demonstrate the might of their faith.

Spirits of ancient dwarves provide the animating force for thaneguards. The creation process calls a willing ancestor from the outer realms and binds it to the thaneguard's frame. Although they are not undead, the spirits have a faint connection to the Material Plane, making the constructs more tractable than many golems.

Combat

Thaneguards have the straightforward approach to combat typical of constructs. When threatened, they simply walk up to the enemy and start bashing. What makes them unusual is that they are built to house a rider and are often under the control of a thinking being. The thaneguard obeys simple commands from the rider. Unlike golems, thaneguards obey without question, making them ideal protection in battle. Typically a spellcaster riding a thaneguard moves in relative safety across the battlefield while casting.

Construct (Ex): Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Carry Rider (Ex): A thaneguard can hold one Medium-size creature of roughly dwarf-shaped physiology.

Riding a Thaneguard

Thaneguards offer several advantages in combat. They move faster than most Medium-size humanoids, offer substantial cover to a rider, and allow most characters, especially spellcasters, to do more in a round of combat.

Arcane Spell Failure: A thaneguard confines its rider much like a suit of armor. The rider suffers an arcane spell failure chance of 20%, which stacks with any arcane spell failure chance from armor and shields.

Cover: Thaneguards provide the rider with one-half cover, granting a +4 cover bonus to AC and a +2 cover bonus on Reflex saves. An attack that misses the rider within the margin provided by cover instead hits the thaneguard, provided that the attack roll is at least equal to the thaneguard's AC.

Maneuvering: A rider uses the Ride skill to control a thaneguard as though it were a mount. Riding a thaneguard follows many of the rules for mounted combat. Being mindless, thaneguards are never frightened by combat; the rider need not make a Ride check to control one in battle. A rider can make a Ride check (DC 5) to guide the thaneguard while keeping both arms free, allowing normal spellcasting and attacking. The rider follows all other normal rules for mounted combat, including making Concentration checks to cast spells if the thaneguard moves more than its speed, being limited to partial actions if it moves more than 5 feet, and suffering penalties to ranged attacks while moving. Although the thaneguard can make charge attacks, it cannot run fast enough to allow a rider to deal double damage with a lance, as do horses and other common mounts.

Construction

Building a thaneguard is expensive and time-consuming, but nowhere near as demanding as the creation process for more powerful constructs. The physical body is a wood-and-iron framework that must be built before the magical animation can take place. Constructing the body requires 4,000 gp worth of material, as well as a successful Craft (metalworking) check (DC 15) and a successful Craft (woodworking) check (DC 15).

The creator must have the Craft Wondrous Item feat and be able to cast *animate large object* (or *animate objects* if you are not using the new *animate* spells from **Chapter 5: Spells & Magic**), *bull's strength*, and *mount*. The creation process takes four weeks and drains 160 XP from the creator. Multiple spellcasters can cooperate in the creation process, but the XP cost must be paid by only one.

Chapter Five: Spells & Magic

The dwarven appreciation of magic has long been overlooked, but those born of stone have more than martial prowess and careful craft to recommend them. Inspired by the depths in which they dwell, dwarves wield mighty spells, forging powerful bonds with earth and fire and binding powerful magic into the weapons of dwarven smiths.

Dwarven spellcasters are a secretive lot, and they rarely share unique spells with nondwarves. The bonds of friendship must run deep indeed for a dwarf to entrust such an ally with the spells of his people, but it has been known to happen.

- Clanheart Magic -

As its name implies, clanheart magic embodies many dwarven ideas concerning magic, protecting clanhall and warrior alike.

Clanheart spells do not appear on the spell list of any class. To learn a clanheart spell, a spellcaster must first take the Clanheart Magic feat, representing the character's initiation and devotion to the secrets of dwarven magical lore. Any dwarf spellcaster, whether arcane or divine, can take this feat and add the clanheart spells to her spell list. Members of classes that do not grant spells of all levels, such as bards and rangers, can take the Clanheart Magic feat; however, the character must have attained a level that grants spells and be able to cast them before qualifying.

Because access to them requires a feat, clanheart spells are slightly more powerful than other spells of the same level. This is especially true of classes like rangers and paladins, for whom spellcasting is a secondary, rather than primary, ability.

Taking the Clanheart Magic feat does not automatically grant these spells. The character must prepare a spell as normal. Wizards must still search out the spells and scribe them in their spellbooks, and sorcerers must choose them as known spells. Divine spellcasters must meditate or pray for these spells in the same way as for others.

All clanheart spells have a special clan focus, much as a cleric's holy symbol acts as a divine focus. This focus (designated "CF" in the Components line of each spell description) is typically a clan insignia, symbol, or signature item. Although clanheart magic functions in the same manner for all dwarves, each clan (or other group, if the campaign does not use a clan structure for dwarven culture) usually has a unique symbol that acts as the clan focus.

- Spell Lists -

Clanheart Spells

1st-Level Clanheart Spells

Forefathers' Axe. Imbues one dwarven weapon with magical power.

2nd-Level Clanheart Spells

Paragon. Doubles dwarven racial bonuses.

3rd-Level Clanheart Spells

Hammer Blow. Deals 1d6 bludgeoning damage/level to one creature.

4th-Level Clanheart Spells

Mental Phalanx. Allied dwarves can assist one another when making Will saving throws.

5th-Level Clanheart Spells

Legion. Allies get attacks of opportunity whenever a creature attacks an allied dwarf.

6th-Level Clanheart Spells

Test of the Forge God. Sends one creature on a quest; applies template on success or failure.

7th-Level Clanheart Spells

Elemental. You take the form of a greater earth elemental.

8th-Level Clanheart Spells

Favorable Terrain. Allies in a specially prepared area gain luck bonuses in combat.

9th-Level Clanheart Spells

Clan Champion. Target dwarf gains celestial or fiendish template and grows in size.

Cleric Spells

2nd-Level Cleric Spells

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

3rd-Level Cleric Spells

Contest of Wills. Subject and caster are locked in mental struggle.

4th-Level Cleric Spells

Armor of Force. Bonds magical force to one suit of armor.

5th-Level Cleric Spells

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

6th-Level Cleric Spells

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

7th-Level Cleric Spells

Chains of Mar-Namor.
Chains snake out from your body, entangling foes and dragging them toward you.

Druid Spells

1st-Level Druid Spells

Tunnel. You gain burrow speed.

2nd-Level Druid Spells

Mire. Stone and earth entangle foes.

Stone Sanctuary. You take shelter inside a temporary hollow stone.

3rd-Level Druid Spells

Boulder. Boulder moves through battlefield knocking creatures prone.

4th-Level Druid Spells

Acid Burst. A spray of acid bursts from your body.

Acid Form. Your body turns into a thick, acidic gel.

Tremorsense. You gain the tremorsense ability for 1 hour/level.

Paladin Spells

1st-Level Paladin Spells

Earth Charger. Mount gains +4 Str and trample.

2nd-Level Paladin Spells

Steadfast Blow. Add Con modifier to melee damage.

3rd-Level Paladin Spells

Body and Mind. Add Con modifier to Will saves and add Wis modifier to weapon damage rolls.

4th-Level Paladin Spells

Armor of the Heart. Add Con modifier to AC.

Resist Damage. Gain damage reduction of Con modifier/+2.

Ranger Spells

1st-Level Ranger Spells

Tunnel. You gain burrow speed.

Stone Scent. Mask your scent while touching ground.

Stonebrow. You gain +10 to Hide in stone background.

2nd-Level Ranger Spells

Cavernlore. You gain great ability to navigate caverns.

4th-Level Ranger Spells

Deepsight. Subject gains superior darkvision.

Tremorsense. You gain the tremorsense ability for 1 hour/level.

Sorcerer and Wizard Spells

0-Level Sorcerer and Wizard Spells (Cantrips)

Div Stonesense. You gain the stonecunning ability.

1st-Level Sorcerer and Wizard Spells

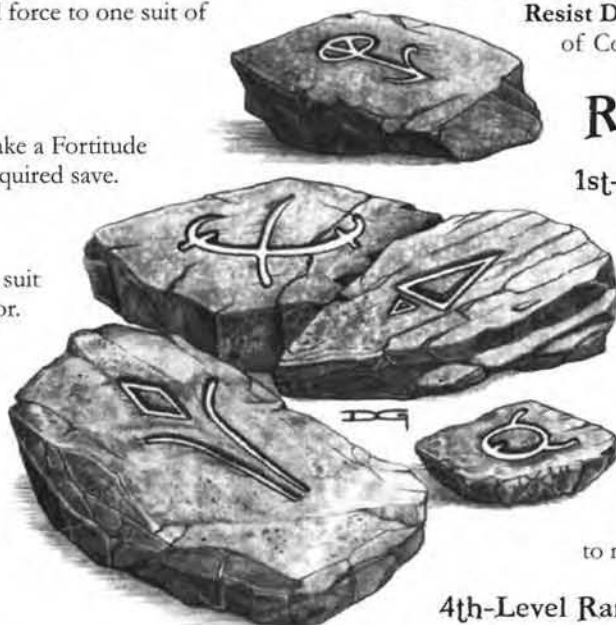
Trans Animate Small Object. Animates one object up to Small size.

2nd-Level Sorcerer and Wizard Spells

Abjur Ice Armor. You gain fire protection and temporary armor.

Conj Boulder. Boulder moves through battlefield knocking creatures prone.

Div Combat Awareness. You gain a +2 insight bonus to AC and Reflex saves.



Chapter Five: Spells & Magic

Trans Animate Medium-Size Object. Animates one object up to Medium-size.

Detonation Bolts. Exploding bolts deal fire damage with touch attack.

Dwarf-Friend. Nondwarf gains stonecunning and bonuses against poison and spells.

Mire. Stone and earth entangle foes.

3rd-Level Sorcerer and Wizard Spells

Div Mystic Tracer. Detect creatures in area, long-term Scry bonus.

Ench Contest of Wills. Subject and caster are locked in mental struggle.

Evoc Acid Burst. A spray of acid bursts from your body.

Trans Animate Large Object. Animates one object up to Large size.

Deepsight. Subject gains superior darkvision.

4th-Level Sorcerer and Wizard Spells

Abjur Stone Sanctuary. You take shelter inside a temporary hollow stone.

Evoc Bornhalm's Shockwave. Deals 1d6 damage/2 levels and pushes creatures back.

Div Construct Rider. Create sensor attached to construct.

Stonesight. You see through stone.

Trans Acid Form. Your body turns into a thick, acidic gel.

5th-Level Sorcerer and Wizard Spells

Conj Shredding Spheres. Two flying spheres of blades attack foes.

Evoc Axes of the Cavernsgaard. Axes of force attack enemies who approach you.

Trans Animate Huge Object. Animates one object up to Huge size.

6th-Level Sorcerer and Wizard Spells

Evoc Shard Rain. Rain of crystals deals 1d6 damage/2 levels in an area.

7th-Level Sorcerer and Wizard Spells

Trans Animate Gargantuan Object. Animates one object up to Gargantuan size.

8th-Level Sorcerer and Wizard Spells

Div Scrying Eye. As greater scrying, but sensor is mobile.

Trans Timeslip. Reroll any one die.

9th-Level Sorcerer and Wizard Spells

Trans Animate Colossal Object. Animates one object up to Colossal size.

- New Cleric Domains -

Armor Domain

Deities: Campaign-specific deities chosen by the GM.

Granted Power: Armor counts as one category lighter for purposes of determining your speed. You move at your normal base speed while wearing medium armor and may run at quadruple speed while wearing heavy armor (although your speed is still reduced as if you were wearing a suit of medium armor). This ability changes only how the armor affects your base speed; for purposes of class abilities such as a barbarian's fast movement or spells such as fly, the armor is still treated as its normal category.

Armor Domain Spells

- 1 **Shield of faith**
- 2 **Armored Travel.*** Reduces armor's check penalty by 1.
- 3 **Magic vestment**
- 4 **Armor of Force.*** Bonds magical force to one suit of armor.
- 5 **Stoneskin**
- 6 **Armored Skin.*** Transforms one suit of armor into natural armor.
- 7 **Repulsion**
- 8 **Holy aura**
- 9 **Prismatic sphere**

*This is a new spell, described in the following section.

Construct Domain

Deities: Campaign-specific deities chosen by the GM.

Granted Power: A cleric of the Construct domain can turn or destroy constructs as a good cleric turns undead. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Construct Domain Spells

- 1 **Animate Small Object.*** Animates one object up to Small size.
- 2 **Animate Medium-Size Object.*** Animates one object up to Medium-size.
- 3 **Animate Large Object.*** Animates one object up to Large size.
- 4 **Construct Rider.*** Create sensor attached to construct.
- 5 **Animate Huge Object.*** Animates one object up to Huge size.
- 6 **Fabricate**
- 7 **Animate Gargantuan Object.*** Animates one object up to Gargantuan size.
- 8 **Construct Body.*** You take on the form of a Medium-size metal construct.
- 9 **Animate Colossal Object.*** Animates one object up to Colossal size.

*This is a new spell, described in the following section.

Fortitude Domain

Deities: Campaign-specific deities chosen by the GM.

Granted Power: You may still act normally whenever your hit points are reduced to 0 or below. You continue to take 1 point of damage each round you are at negative hit points until you stabilize or receive healing. You die as normal when you reach -10 hit points.

Fortitude Domain Spells

- 1 Endure elements
- 2 Endurance
- 3 Negative energy protection
- 4 Resist Damage.*
Gain damage reduction of Con modifier/+2.
- 5 Spell resistance
- 6 Stoneskin
- 7 Weather the Storm.*
Take damage 1 round later.
- 8 Globe of invulnerability
- 9 Iron body

*This is a new spell, described in the following section.

Stonehearth Domain

Deities: Campaign-specific deities chosen by the GM.

Granted Power: You gain the Clanheart Magic feat.

Stonehearth Domain Spells

- 1 Bless
- 2 Augury**
- 3 Ancestral Guidance.* You gain temporary benefits to abilities and skill checks.
- 4 Divination**
- 5 Hallow
- 6 Word of recall**

- 7 Refuge
- 8 Halls of the Clan.* Consecrates an area and improves allies' combat ability.
- 9 Miracle**

*This is a new spell, described in the following section.

**These spells have restrictions and bonuses, as described below, only when they are cast as domain spells by a cleric with the Stonehearth domain.

Augury and Divination: If the question asked pertains to the caster's clan or family, the chance for a correct result is 70% + 2% per caster level. Otherwise the spells function as normal.

Word of Recall: This spell always returns the caster to the center of the clan's stronghold.

Miracle: This spell is granted only if the casting will benefit the clan (GM's discretion).

Sword Domain

Deities: Campaign-specific deities chosen by the GM.

Granted Power: Free Martial Weapon Proficiency (if necessary) with the sword of your choice.

Sword Domain Spells

- 1 Magic weapon
- 2 Bless weapon
- 3 Flame blade
- 4 Greater magic weapon
- 5 Keen edge
- 6 Reforge Weapon.*
Transforms one magic weapon into another equivalent weapon.
- 7 Fabricate (normal weapons only)
- 8 Mordenkainen's sword
- 9 Holy sword

*This is a new spell, described in the following section.

Note: If appropriate deities exist in the campaign, the sword domain can easily be modified to represent other melee weapons. Particularly appropriate choices include axes, spears, and hammers.



- New Spell Descriptions -

Acid Burst

Evocation [Acid]

Level: Drd 4, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Area: 20-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Acid sprays outward from your body, showering creatures in the area. The acid deals 1d6 points of damage per caster level, to a maximum of 10d6. Creatures in the area that make a successful Reflex save take half the damage.

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

Material Component: A small citrus fruit.

Acid Form

Transmutation

Level: Drd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

Your body transforms into a thick, acidic gel. You retain your basic body shape and mobility.

While transformed, you are immune to acid damage. You may make melee touch attacks that deal 1d6 acid damage, or you may make an unarmed melee attack that deals 1d6 points of acid damage in addition to your normal unarmed damage. Your unarmed melee attacks do not provoke attacks of opportunity while you are affected by *acid form*. Any creature grappling you takes 1d6 points of acid damage each round in addition to damage from any other attacks. As a standard action, you may shoot a jet of acid to a distance of 20 feet. This is a ranged touch attack that deals 2d6 points of acid damage to the target struck.

Made of a resilient but malleable gel, you gain a +10 circumstance bonus on Escape Artist checks and to checks

grappling you takes 1d6
in addition to damage from any other attacks. As a stand
action, you may shoot a jet of acid to a distance of 20 f
This is a ranged touch attack that deals 2d6 points of ac
damage to the target struck.

of acid damage each round. You may not cast spells while transformed.

Material Component: A flask of acid costing 10 gp.

Ancestral Guidance

Transmutation

Level: Stonehearth 3

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 min/level (D)

While this spell is in effect, you gain one of the following benefits. The benefit must be chosen at the time of casting and cannot subsequently be changed. You can be the subject of multiple castings of *ancestral guidance*.

Ancestral Constitution: You gain a +4 enhancement bonus to Constitution.

Ancestral Diplomacy: You gain a +5 bonus on Diplomacy checks.

Ancestral Knowledge: You gain a +10 bonus on Knowledge (history) checks.

Ancestral Strength: You gain a +4 enhancement bonus to Strength.

Ancestral Wisdom: You gain a +6 enhancement bonus to Wisdom.

Animate Colossal Object

Transmutation

Level: Construct 9, Sor/Wiz 9

Target: One Colossal or smaller object

As *animate small object*, except you animate one Colossal or smaller object (minimum size Tiny).

Animate Gargantuan Object

Transmutation

Level: Construct 7, Sor/Wiz 7

Target: One Gargantuan or smaller object

As *animate small object*, except you animate one Gargantuan or smaller object (minimum size Tiny).

Animate Huge Object

Animate Large Object

Transmutation

Level: Construct 3, Sor/Wiz 3

Target: One Large or smaller object

As *animate small object*, except you animate one Large or smaller object (minimum size Tiny).

Animate Medium-Size Object

Transmutation

Level: Construct 2, Sor/Wiz 2

Target: One Medium-size or smaller object

As *animate small object*, except you animate one Medium-size or smaller object (minimum size Tiny).

Animate Small Object

Transmutation

Level: Construct 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 full round

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

Target: One Small or Tiny object

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You imbue one Small or Tiny object with mobility and a semblance of life. The object begins its turn in its initial resting place, then moves to attack your enemies. Animated objects act normally on the last round of the spell's duration, and then come to rest as a normal object. Use the statistics for an average animated object of the appropriate size and characteristics. The animated object can be of any nonmagical material; its hardness, mobility, and special qualities depend on its size and composition.

The construct is unintelligent and cannot accept commands, other than to recognize whom you designate as friend or foe. As a move-equivalent action you can beckon the object to your side. During its turn, the object does nothing but move toward you to the best of its ability. Even if it reaches you before the end of its movement, it does not take further actions that round.

Arcane Material Component: A short length of copper wire.

Armor of Force

Transmutation

Level: Armor 4, Clr 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Armor touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You bond magical force to one suit of armor. While this spell is in effect, you may apply the armor's total AC bonus, including enhancement bonuses, to your touch AC.

The armor's arcane spell failure chance, armor check penalty, and move reduction remain the same.

Armor of the Heart

Transmutation

Level: Pal 4

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

This spell imbues your armor with your innate toughness and heartiness as a paladin. While *armor of the heart* is in effect, your armor gains an enhancement bonus equal to your Constitution modifier. This bonus does not stack with any existing enhancement bonus.

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

Armored Skin

Transmutation

Level: Armor 6, Clr 6

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: Armor you wear

Duration: 10 minutes/level

The affected suit of armor melds with your skin, transforming into natural armor. For the duration of the spell, the armor instead provides a natural armor bonus equal to its total armor bonus (up to +1 armor bonus per 3 caster levels). The transformed armor has no effective weight, does not inhibit movement, does not impose a maximum Dexterity limit, and does not impose an armor check penalty.

You may don another suit of armor over one transformed by the *armored skin* spell. You may not remove a suit of armor so transformed until the spell ends. This spell does not transform shields.

Armored Travel

Transmutation

Level: Armor 2

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Armor touched

Duration: 1 day/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Chapter Five: Spells & Magic

You make one suit of armor much less cumbersome, reducing its armor check penalty by 3. If this reduces the armor's armor check penalty to -4 or better, you can sleep in the armor without becoming fatigued.

Axes of the Cavernsgaard

Evocation [Force]

Level: Sor/Wiz 5

Components: V, S, F

Casting Time: 1 action

Range: Personal

Effect: Three magic greataxes of force

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

This spell creates three Huge greataxes made of pure force. The axes hover around you protectively, making it difficult for foes to approach. Each axe has a reach of 10 feet and can attack once per round.

The axes always attempt to trip opponents standing on the ground, making touch attacks using your base attack bonus plus your Intelligence modifier. If the touch attack is successful, resolve the trip attempt normally, treating the axes as Large creatures with a Strength score equal to your Intelligence. If an axe successfully trips an opponent, it gets a free attack against the same target using your base attack bonus plus your Intelligence modifier (as well as the +4 bonus for striking a prone target) that deals 2d8 points of slashing damage. If the trip attempt is unsuccessful, there is no effect.

In addition to making its normal attack, each axe can make one attack of opportunity each round. Resolve these attacks normally, except that the axes attempt to trip foes as described above. Only one axe may make an attack of opportunity against a given foe each round.

Because they are made entirely of force, the axes can hit incorporeal targets. They also make normal melee attacks against flying targets. The axes cannot be attacked or damaged by physical attacks.

If an attacked creature has spell resistance, the resistance is checked the first time an axe strikes it. If the creature successfully resists, the spell is dispelled. If not, the axes have their normal effect on that creature for the duration of the spell.

Arcane Focus: A small cloth bearing the symbol of the Cavernsgaard (see **Chapter 3: Prestige Classes** for more on this organization).

Body and Mind

Transmutation

Level: Pal 3

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

You fuse body and mind into a perfect fighting whole. While the spell is in effect, you add your Constitution bonus to all your Will saving throws and your Wisdom bonus to all damage rolls on attacks you make with a weapon or natural attack. These bonuses stack with any existing bonuses.

Bornhahn's Shockwave

Evocation [Force]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Area: 10-ft.-radius burst centered on you

Duration: Instantaneous

Saving Throw: No (see text)

Spell Resistance: Yes

A powerful shockwave radiates outward from you, blasting all in the area of effect for 1d6 points of damage per 2 caster levels (maximum 10d6). In addition, the spell pushes creatures of Large or smaller size 5 feet back.

Affected creatures may make a Fortitude saving throw to resist being pushed back. This spell damages objects as well as creatures, and unattended objects are likewise pushed away.



Boulder

Conjuration (Creation) [Earth]

Level: Drd 3, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Short (25 ft. + 5 ft./level)

Effect: 3-ft.-radius sphere

Duration: 1 round/level (D)

Saving Throw: None (see text)

Spell Resistance: No

A spherical boulder of elemental earth rolls around the battlefield under your control. The boulder is considered to occupy one 5 ft. by 5 ft. square. It moves up to 20 feet (or less if it strikes an immovable object) in a straight line every round in a direction of your choice, bowling over creatures in its path.



The boulder makes a melee touch attack against any creature it contacts, using your base attack bonus with an effective Strength modifier of +5. Creatures struck by the boulder must win an opposed Strength check or be knocked prone, taking 1d6+5 points of bludgeoning damage as the boulder rolls over them. If a creature wins the opposed Strength check, the boulder travels no farther during that round.

The boulder has a hardness of 8 and 180 hit points. It takes damage as an object.

Arcane Material Component: A smooth spherical pebble.

Cavernlore

Transmutation

Level: Rgr 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level

While this spell is in effect, you gain several benefits that help you thrive in underground environments.

You gain a +5 enhancement bonus on Intuit Direction checks made while underground, and a +5 enhancement bonus on Wilderness Lore checks made to follow creatures over firm or

hard ground and to forage in an underground environment. (In the case of foraging, the GM must rule that there is sufficient edible material to even attempt the check.) If you are using Wilderness Lore to track a creature through natural caverns, you may move at your normal speed with no penalty.

If you also have stonemasonry, you gain an enhanced ability to notice unusual stonework. You can make Spot checks to notice unusual stonework within 20 feet. While *cavernlore* is in effect, you can also make Spot checks to notice worked materials made to look like natural stone, such as secret or concealed doors or traps. The DC of the Spot check is equal to the normal Search DC to locate worked material of stone (providing that it is hidden in the first place).

Material Component: A gore mole's whisker.

Chains of Mar-Namor

Conjuration (Creation)

Level: Clr 7

Components: V, S, M

Casting Time: 1 action

Range: Personal

Area: 10-ft.-radius emanation centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

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Chains snake out from and around you, tripping, grappling, and enwrapping foes, then dragging them towards you.

Whenever a creature enters the area, the chains attempt to trip it. This is a touch attack using your base attack bonus plus your Wisdom modifier. If the trip attempt is successful, the chains make an opposed Strength check against the creature affected. Treat the chains as a Large creature with a Strength score equal to your Wisdom. If the affected creature wins the opposed Strength check, it cannot react to trip you. The chains can make only one trip attempt against an individual creature during any given round.

Whenever there is a prone foe in the spell's area, the chains immediately start a grapple using your base attack bonus plus your Wisdom modifier. This does not provoke attacks of opportunity from opponents. If the touch attack is successful, the chains make an opposed grapple check as a Large creature with a Strength score equal to your Wisdom and a base attack bonus equal to your own. Any foe that remains grappled for 1 round is wrapped by additional chains, granting them a +2 bonus on all subsequent grapple checks. Immediately after this additional grapple, the chains attempt to pin the foe. The chains can grapple one creature for every four caster levels at one time.

Each round, the chains drag pinned creatures 5 feet toward you. You may move away normally, subject to the following movement restrictions. Because the chains remain attached to you, the weight of grappled and pinned creatures can potentially limit your mobility. This counts against your weight limit if you attempt to move more than 10 feet. If you are flying while this spell is in effect, you must stay within 10 feet of the ground whenever the chains are grappling a creature, unless you are able to carry your combined weights and remain aloft.

While you are moving, the chains do not make trip attempts, although they do maintain their hold on grappled and pinned creatures. If you make more than a 5-foot adjustment during a round, the chains affect only those creatures within the area at the beginning and at the end of your movement, not those in the area during the bulk of your movement.

Material Component: A short length of mithral chain costing 100 gp.

Clan Champion

Clanheart

Level: 9

Components: V, S, CF

Casting Time: 1 action

Range: Short (25 ft. + 5 ft./level)

Target: One dwarf

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You imbue the target dwarf with the power of your clan. The subject gains the celestial template for the duration of the spell if you are good, or the fiendish template if you are

evil. If you are neutral, you can choose either template when you first acquire the spell, but you must use only the chosen template each time you cast it.

In addition, the subject grows one size larger, gaining a +8 enlargement bonus to Strength and a +4 enlargement bonus to Constitution. Natural armor improves by +4, and if the new size is Large or greater the subject's reach increases 5 feet. The subject gains an extra partial action for the duration of the spell, as if under the effects of a *haste* spell, but cannot take more than one extra partial action per round.

Combat Awareness

Divination

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

Your battle senses sharpen, granting a +2 insight bonus to your AC and Reflex saves for the duration of the spell.

Material Component: A cat's-eye marble.

Construct Body

Transmutation

Level: Construct 8

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your body transforms into a Medium-size metal construct. Your Strength score changes to 12, your Dexterity to 10, and you have effectively no Constitution score (adjust your hit points, Fortitude save, and other appropriate statistics as though your Constitution were 10). You retain your normal Intelligence, Wisdom, and Charisma scores. You retain your base attack bonus and saves (although your new ability scores may alter the totals).

While in construct form you gain a hardness of 10, and you take damage as an object. While the spell lasts, you are immune to poison, disease, and similar effects. You are not subject to critical hits, ability damage, energy drain, or death from massive damage. However, you are vulnerable to mind-influencing effects. You retain the ability to use equipment and cast spells while in construct form. Existing spell effects are carried over to the new form, with the exception of those physical effects to which constructs are immune, such as poison or disease. If you are affected by a poison before assuming construct form, the time you spend as a construct does not elapse for the purposes of making a saving throw against the poison's secondary effects, just as if you were affected by the *delay poison* spell.

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Your creature type does not change while under the effects of this spell.

Construct Rider

Divination

Level: Construct 4, Sor/Wiz 4
Components: V, S, M/DF
Casting Time: 1 action
Range: Short (25 ft. + 5 ft./level)
Target: One construct
Duration: 1 hour/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

You create a magical sensor on the target construct. The target must be within the spell's range when the spell is cast, but it may move out of range later without disrupting the spell. Although the target remains unaware of it, creatures having an Intelligence score of 12 or higher within 20 feet of the construct can make a Scry or Intelligence check (DC 20) to notice the sensor. *Detect scrying* and similar spells detect it automatically.

At any time during the spell's duration, you can take a standard action to see and hear through the sensor. On rounds that you do not use the sensor you may act normally, including casting other spells, without disrupting it. You see and hear normally through the sensor, and spells that affect your senses such as *true seeing* function through it. *Detect magic* and similar spells do not function through the sensor, though, and unlike the sensor created by the *scrying* spell, you cannot cast other spells through it.

This spell grants no control over the construct. However, if you already control it through other means, you can exercise that control regardless of the distance separating you from the construct while the spell is in effect, as long as you both remain on the same plane.

Arcane Material Component: A small lump of lead bent into a roughly humanoid shape.

Contest of Wills

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Short (25 ft. + 5 ft./level)
Target: One humanoid creature
Duration: 1 round/level
Saving Throw: Will negates (see text)
Spell Resistance: Yes

This spell locks you and the target in an ongoing mental struggle. Each round after the spell comes into effect, both you and the target must make Will saving throws. If you have the higher result, you take control of the target as described in the *dominate person* spell. If the target has the higher result, it may act normally, and you can take no

action, as though affected by the *hold person* spell. In the case of a tie, the caster wins.

Bonuses to resist spells (including racial traits, such as a dwarf's +2 bonus on saving throws against spells or an elf's +2 bonus on saving throws against Enchantment effects) apply to the saving throws made each round during the spell's duration. If you force a controlled creature to take an action that allows it a new save to resist the effect, and that saving throw is successful, *contest of wills* ends.

Deepsight

Transmutation

Level: Rgr 4, Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 minutes/level
Saving Throw: None (harmless)
Spell Resistance: Yes (harmless)

The target creature gains the ability to see an additional 60 feet in total darkness. If the creature does not already possess darkvision, it gains darkvision with a range of 60 feet. The *deepsight* spell stacks with natural darkvision and the *darkvision* spell but does not stack with itself. *Deepsight*, like normal darkvision, does not grant the ability to see in magical darkness.

Material Component: A small fragment of obsidian.

Detonation Bolts

Transmutation

Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: A group of 20 crossbow bolts (all of which must be in contact with each other at the time of casting)
Duration: 10 minutes/level
Saving Throw: Will negates (harmless, object) / Reflex half
Spell Resistance: Yes (harmless, object)

This spell imbues a small number of crossbow bolts with explosive power. The bolts detonate with a successful ranged touch attack. Instead of dealing their normal piercing damage, they deal 1d6 points of fire damage to the struck creature and to all creatures within 5 feet. Creatures not directly struck by a bolt can make a Reflex saving throw to take only half damage from the blast.

Arcane Material Component: A single red pebble.

Dwarf-Friend

Transmutation

Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action

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Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell is cast on nondwarves as a sign that the beneficiary is worthy of great esteem (in the eyes of dwarves), granting them several traits that typify the dwarven race. Most often it prepares members of other races who are about to embark on a dangerous task on behalf of a dwarven community. Dwarven spellcasters never teach this spell to members of other races.

The subject of the spell gains the stonecunning ability, a +2 enhancement bonus on saving throws against poison, and a +2 bonus on saving throws against spells and spell-like effects.

Dwarves gain no benefits from the *dwarf-friend* spell.

Material Component: A single hair from a dwarf's beard.

Earth Charger

Transmutation

Level: Pal 1
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Your touched mount
Duration: 1 round/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

Your mount is filled with the power of the earth. As long as it remains in contact with the ground, it gains a +4 enhancement bonus to Strength and gains the trample ability. Creatures that did not already have the trample ability deal trample damage based on their size as follows.

Earth Charger

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

Add 1 1/2 times the creature's newly enhanced Strength bonus to the base damage.

Elemental

Clanbeart

Level: 7
Components: V, S, CF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level (D)

You are transformed into a greater earth elemental. Your creature type changes to elemental, and you gain the statistics, including the effective Hit Dice (but not hit points), of a typical greater earth elemental (see *MM* for details). Your physical attributes (Strength, Dexterity, and Constitution, as well as size) change to match the new form, but your mental attributes (Intelligence, Wisdom, and Charisma) remain the same, as do your hit points. You retain your base attack bonus and saves (although your new ability scores may alter the totals). You retain the ability to cast spells in the new form, but your equipment is subsumed into your new form and cannot be used for the duration of the spell.

Existing spell effects are carried over to the new form, with the exception of those to which elementals are immune, including sleep, poison, paralysis, and stunning. If you are affected by a poison before assuming elemental form, the time you spend as an elemental does not elapse for the purposes of making a saving throw against the poison's secondary effects, just as if you were affected by the *delay poison* spell.



Favorable Terrain

Clanbeart

Level: 8
Components: V, S, CF
Casting Time: 1 minute
Range: Short (25 ft. + 5 ft./level)
Area: 50-ft.-radius emanation centered on a stationary point in space
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The tide of battle favors you and your allies while fighting in the prepared area. Allied creatures to be affected must be present in the area to be prepared through the entire casting of the spell.

While within the spell's area, affected creatures gain a +1 luck bonus for every five caster levels on saving throws, attack and damage rolls, and AC. While within the spell's area, they are never slowed by terrain factors such as undergrowth, uneven ground, or other obstacles.

In addition, once during the spell's duration, each affected creature may reroll one die. The action dependent on the die's result must take place entirely within the spell's area of effect and must begin and end within the spell's duration. The creature takes the best result of the two die rolls.

You and your allies can freely enter and leave the affected area, but creatures gain the benefits of the spell only while within the spell's area.

Forefathers' Axe

Clanheart

Level: 1

Components: V, S, CF

Casting Time: 1 action

Range: Touch

Target: Dwarven weapon touched

Duration: 1 minute/level

Save: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

An improved version of the *magic weapon* spell, *forefathers' axe* affects only dwarven exotic weapons such as dwarven waraxes, dwarven urgroshes, or the exotic weapons described in **Chapter 6: Equipment**. The affected weapon gains a +2 enhancement bonus on attack and damage rolls. In addition, any dwarf can wield the weapon as though possessing the appropriate Exotic Weapon Proficiency feat.

Halls of the Clan

Transmutation

Level: Stonehearth 8

Components: V, S, DF

Casting Time: 1 hour

Range: Touch

Area: 10-ft./level radius emanating from touched point

Duration: 1 day/level

Saving Throw: None

Spell Resistance: See text

You consecrate an area in the name of deity and clan. This creates a number of beneficial effects for members of your clan.

First, clan members treat the area as if it were affected by the *hallow* spell. They gain the benefits of a *magic circle against evil* effect and a +4 sacred bonus on Charisma checks made to turn undead. Charisma checks by nonclan clerics to command undead suffer a -4 sacred penalty. No dead body of a clan member can become undead within the area. In addition,

you may tie two additional spell effects to the area, chosen from the list available for the *hallow* spell. In addition, all clan members within the area of effect fight as if they had the Back-to-Back feat (see **Chapter 2: Feats**).

If a member of the clan casts the *augury* or *divination* spell while within the area, the chance of receiving a correct answer is 5% higher than normal.

Only one *balls of the clan* spell can be active in one area for a specific clan. Subsequent castings of the spell cause previous castings to fail, even if cast by a different caster.

Hammer Blow

Clanheart

Level: 3

Components: V, S, CF

Casting Time: 1 action

Range: Short (25 ft. + 5 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

You smash one creature with a crushing blow of magical power. The target takes 1d6 points of bludgeoning damage per caster level (maximum 10d6).

Hammer Chant

Transmutation

Level: Clr 2

Components: V, S, DF

Casting Time: 1 hour

Range: Touch

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

Duration: 1 week

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

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

Divine Focus: A small silver hammer worth 25 gp.

Ice Armor

Abjuration

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

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This spell sheathes you in thin armor made entirely of ice. The armor radiates no cold and does not harm you. It provides a +3 armor bonus and prevents the next 30 points of fire damage dealt to you. Every full 10 points of fire damage so prevented reduces the armor bonus provided by the spell by -1; when both fire protection and armor bonus drop to 0, the spell ends.

The *ice armor* does not reduce your movement rate, apply an armor check penalty, or encumber you. It is not true armor, and you may cast this spell while wearing armor (although the armor bonuses do not stack).

A character may only have one *ice armor* spell in effect at a time.

Legion

Clanbeart

Level: 5

Components: V, S, CF

Casting Time: 1 action

Range: 30 ft.

Area: All allied dwarves within a 30-ft.-radius emanation centered on you

Duration: 10 minutes/level

Save: Will negates (harmless)

Spell Resistance: Yes (harmless)

Whenever an allied dwarf in the area of effect is struck in melee combat, affected allies in the area who threaten the dwarf's attacker each get an attack of opportunity against the attacker.

This spell also grants an additional attack of opportunity to each affected dwarf each round.

Mental Phalanx

Clanbeart

Level: 4

Components: V, S, CF

Casting Time: 1 action

Range: 30 ft.

Area: All allied dwarves within a 30-ft.-radius emanation centered on you

Duration: 10 minutes/level

Save: Will negates (harmless)

Spell Resistance: Yes (harmless)

Allied dwarves in the area of effect gain the ability to aid one another when facing mental attack. Whenever an affected ally

is forced to make a Will save, other affected allies in the area can each make a Will saving throw against the same DC. For every ally who is successful, the original ally adds +2 to the Will saving throw.

Area effect spells that require a Will save, such as *confusion*, can cause a tremendous number of rolls if they affect a group of allies under the effects of a *mental phalanx* spell. In this case, have each ally make two saving throws: one to aid companions, and one (adding the total bonus from allies assisting) to make the required saving throw.

Although the effects of this spell resemble the aid another action, this mental aid does not need to

be done during the assisting individual's turn. It only occurs in reaction to one of the affected allies being called upon to make a Will saving throw.



Mire

Transmutation

Level: Drd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Target: 1 10-ft. square

Duration: 1 round/level

Saving Throw: Reflex (see text)

Spell Resistance: Yes

This spell is similar in many ways to the druid spell *entangle*. The earth twists and moves, binding creatures in the area of effect and hindering their movement.

Creatures in or passing through the area must make a successful

Reflex save or become entangled. An entangled creature suffers a -2 penalty on attack rolls, suffers a -4 penalty to effective Dexterity, and can't move. An entangled creature that attempts to cast a spell must make a successful Concentration check (DC 15) or lose the spell. It can break free and move at half normal speed by using a full-round action to make a Strength check or an Escape Artist check (DC 20). A creature that succeeds at a Reflex saving throw immediately moves out of the area of effect by the shortest route possible. If the creature opts not to move in this manner, it suffers the effects of mire as if it had failed the saving throw.

Flying creatures and creatures with burrow speeds are immune to the effects of *mire*.

Material Component: A small lump of clay.

Mystic Tracer

Divination

Level: Sor/Wiz 3
Components: V, S, F
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Area: 10-ft.-radius spread
Duration: 1 round/level + 24 hours (see text)
Saving Throw: Reflex negates
Spell Resistance: Yes

You create magical sensors that attach themselves to creatures within the area of effect, who get a Reflex save to avoid the effects of the spell. For 1 round/level you know the exact direction and distance of each affected creature. In addition, for the next 24 hours you gain a +5 bonus on Scry attempts made on any creature affected by the spell. Although you know the location of concealed or invisible creatures, this spell does not allow you to ignore the effects of concealment (such as the miss chance).

Creatures with an Intelligence score of 12 or higher can notice the sensor by making a Scry check or an Intelligence check (DC 20). Spells such as *detect scrying* also detect the *mystic tracer*.

Arcane Focus: A silver-rimmed monocle worth 50 gp.

Paragon

Clanheart

Level: 2
Components: V, S, CF
Casting Time: 1 action
Range: Short (25 ft. + 5 ft./level)
Target: One dwarf
Duration: 1 minute/level
Save: Will negates (harmless)
Spell Resistance: Yes (harmless)

All of the target's numerical racial bonuses are doubled for the duration of the spell. These include bonuses to skill checks, attribute scores, and saves, as well as bonuses granted for combat against specific creatures and other racial traits. Racial penalties, such as a normal dwarf's penalty to Charisma, are not doubled. Racial traits that are not numerical bonuses, such as base speed and darkvision range, are not affected.

Reforge Weapon

Transmutation

Level: Sword 6
Components: V, S, M, XP
Casting Time: 8 hours
Range: Touch
Target: One touched weapon
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes (object)

This spell permanently transforms one magic weapon into a different magic weapon of the same size. The weapon's magical properties can change, but not the equivalent bonus of the weapon. For example, a +2 *greatsword* could be transformed into a +1 *flaming longsword* but not a +1 *holy greataxe*.

In order to prepare and cast this spell, the caster must have the Craft Magic Arms and Armor feat and must also meet all of the other prerequisites needed to craft the item's new form, including spells, feats, level, and other requirements. *Reforge weapon* works only on magic weapons; other objects, including things that could be used as improvised weapons, cannot be targeted by this spell.

Material Component: The weapon to be reforged.

XP Cost: Equal to half the XP required to create the item's new form.

Resist Damage

Transmutation

Level: Fortitude 4, Pal 4
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

You gain minor damage reduction. The amount of damage resisted is equal to your Constitution bonus and can be overcome by weapons of +2 or greater enhancement. (For example, if your Constitution score is 17, you gain damage reduction 3/+2.) This damage reduction does not stack with any existing damage reduction from other sources, and it does not allow you to overcome the damage reduction of other creatures with your natural attacks.

Scrying Eye

Divination

Level: Sor/Wiz 8
Components: V, S
Casting Time: 1 action
Range: See text
Effect: Magical sensor
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: None

This spell functions like *greater scrying*, with a few exceptions. In addition to the differences noted above, the sensor created by a successful casting of *scrying eye* is mobile. The sensor originates near the target as in the *greater scrying* spell, but from there you can move the sensor at will. The sensor is very similar to that created by the *arcane eye* spell. It can move once per round up to a distance of 30 feet per round. Solid barriers and other objects that would block an *arcane eye* also block a *scrying eye*.

Creatures with an Intelligence score of 12 or higher can notice the sensor by making a Scry check or an Intelligence check (DC 20). Spells such as *detect scrying* also detect the *scrying eye*.

Shard Rain

Evocation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

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

Area: One 5-ft. square per 5 levels

Duration: 1 round/5 levels (D)

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

Razor-sharp shards of crystal fall on a small area, tearing through flesh and armor alike. The shards deal 1d6 points of piercing damage for every two caster levels (maximum 15d6). Creatures caught in a *shard rain* when the spell is cast can make a Reflex save to take only half damage. However, if they stay in the spell's area of effect during subsequent rounds, they take full damage and get no save. Creatures entering or remaining in the area of the *shard rain* get no saving throw, although spell resistance still applies.

You can shape the area of the *shard rain* with great accuracy, positioning the 5-foot squares of the spell's effect anywhere within range, provided that they form one contiguous area. You set the area upon casting the spell and cannot change it thereafter.

Tiny fragments of the shards remain scattered over the area of the spell's effect, but they instantly become fragile and worthless upon striking the ground or interacting with another object to do anything other than deal damage.

Material Component: A tiny shard of quartz.

Shredding Spheres

Conjuration (Creation)

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Short (25 ft. + 5 ft./level)

Effect: 2 3-ft.-radius metal spheres

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

You create two flying spheres made entirely of evershifting blades. As a move-equivalent action, you can direct a sphere to attack targets within the spell's range. If you direct them at the same target, you may control both spheres with one move-equivalent action. The spheres each fly at 30 feet per round. Provided that a sphere can move adjacent to its designated target, it makes a melee touch attack using your base attack bonus that deals 2d6 points of slashing damage. The spheres are treated as +2 weapons for the purposes of penetrating damage reduction. They have AC 15 and take damage as objects, having a hardness of 10 and 30 hit points.

The spheres appear in your square and can move and attack normally from there. Anytime a sphere moves outside of the

spell's range, it flies back toward you at 30 feet per round until within range. Once inside the range of the spell, it can be controlled normally.

Material Component: A small, cold-forged iron sphere.

Steadfast Blow

Transmutation

Level: Pal 2

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You imbue your weapon with your own innate toughness and heartiness as a paladin. While *steadfast blow* is in effect, you add your Constitution modifier to your melee weapon damage rolls. This bonus stacks with any other bonuses to damage.

This spell has no effect on ranged weapon damage.

Stone Sanctuary

Abjuration

Level: Drd 2, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: See text

Effect: Hollow stone boulder whose area occupies 3 adjacent 5-ft. squares surrounding you

Duration: 1 minute/level

Saving Throw: Reflex negates (see text)

Spell Resistance: None

You create an immobile thick stone shelter around yourself and up to two adjacent Medium-size creatures. The sanctuary offers complete cover from outside creatures; there are no openings of any kind. It resembles a peaked boulder approximately 10 feet in height. It is possible to block narrow passages and caverns with a *stone sanctuary*. The stone is 3 inches thick, with hardness of 8, 90 hit points, and break DC 50.

The hollow boulder encloses three 5-foot squares and houses up to three Medium-size creatures, including yourself. Creatures of other sizes are affected by the spell only if they are small enough to fit inside the enclosed area. For example, a Large caster typically fills two of the 5-foot squares, leaving room for only one additional Medium-size creature. Creatures in the area who do not wish to be enclosed in the shelter may make a Reflex saving throw. On a successful save, the creature remains outside-provided that it immediately moves out of the spell's area by the most direct route. You cannot choose to be outside the shelter when you cast the spell. Creatures inside the shelter, including you, may use *teleport* and similar spells to enter or leave the *stone sanctuary* after it is formed.

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

Material Component: A small piece of pumice.

Stone Scent

Transmutation

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

You mask your scent by blending it with the surrounding stone. As long as you are touching the ground or stone flooring connected to the ground, you cannot be detected by creatures' scent ability. In addition, creatures cannot use scent to track you for the duration of the spell.

Material Component: A small lump of clay.

Stonebrow

Abjuration

Level: Rgr 1
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/level (D)

Your skin gains the look and hue of natural stone. You gain a +10 circumstance bonus on Hide checks made while in environments consisting predominantly of stone.

Stonesense

Divination

Level: Sor/Wiz 0
Components: V, S, F
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

Your understanding of stone and stonework is temporarily enhanced, becoming akin to dwarves' stonecunning racial ability. Stonesense grants a +5 enhancement bonus on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction, unsafe stone surfaces, shaky stone ceilings, and the like. While affected by *stonesense*, you can make a check as if actively searching if you merely come within 10 feet of such stonework. You can also use the Search skill to detect stonework traps as a rogue can. Stonesense stacks with stonecunning.

Arcane Focus: A small rock hammer.

Stonesight

Divination

Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level (D)

This spell allows you to see through stone, dirt, rock, and other mineral substances, which become palely translucent to your eyes. You can see into open spaces within your range of vision. You can see creatures using spells or abilities like *meld into stone* to hide within stone or earth, but not ethereal creatures that share the same space as the stone (unless you normally have the ability to see ethereal creatures).

Stonesight does not give you the ability to see in lightless places, so unless you have darkvision or there is light in the area you are looking into, you see only darkness.

Test of the Forge God

Clanheart (Compulsion) [Language-Dependent, Mind-Affecting]

Level: 6
Components: V, S, CF, see text
Casting Time: 1 hour
Range: Touch
Target: Creature touched
Duration: 1 day/level or until discharged
Save: Will negates (see text)
Spell Resistance: Yes

You put the subject through a great trial of the Forge God, the outcome of which has lasting consequences. The *test of the Forge God* differs with each casting, but it is always designed to benefit the dwarven people in some way. Often this involves recovering some lost item of power important to dwarven culture or destroying a mighty creature that threatens dwarves. Although the details are left to the GM and player, the trial should be sufficiently challenging for a character of the subject's level to advance to the next experience level upon its completion. (This may require lengthy adventuring.) The test always ends with a mighty blast of divine power from the Forge God's hammer.



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The subject must attempt to complete the assignment to the best of its ability. If the subject undergoes the trial and fails, it gains the hammerstruck template permanently. If it succeeds, it gains the tempered template for a number of weeks equal to its base Fortitude save. For more details on the hammerstruck and tempered templates, see **Chapter 4: Creatures**.

This spell must be cast in a temple consecrated to the Forge God.

Timeslip

Transmutation

Level: Sor/Wiz 8
Components: V, S
Casting Time: See text
Range: Personal
Target: You
Duration: Instantaneous

This spell lets you step back in time a fraction of a second, potentially changing the outcome of one action. You may immediately reroll a die roll that you just made, choosing the better result. You may cast this spell at any time during the round as a free action, immediately after making a die roll of some kind. This counts toward the normal limit of one quickened spell per round.

Tremorsense

Divination

Level: Drd 4, Rgr 4
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/level

You gain uncanny sensitivity to vibration. For the duration of the spell, you automatically discern the location of anything within 60 feet that is in contact with the ground.

Tunnel

Transmutation

Level: Drd 1, Rgr 1
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 minute/level (D)

This spell allows you to move through the earth easily. While this spell is in effect, you gain a burrow speed of 10 feet and can tunnel through dirt but not through rock. You cannot use the run action while burrowing.

While this spell is in effect, the skin of your hands and forearms thickens to endure the rigors of digging; however, this provides no combat benefit other than the ability to burrow.

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

Weather the Storm

Transmutation

Level: Fortitude 7
Components: V, S, DF
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level

You can control pain to some extent. You suffer the effects of wounds 1 round later than you normally would. Any time you are hit by a weapon, spell, or natural attack that would normally deal damage, you do not take the damage until after your next turn. (Record the damage separately and apply it normally after your next turn.) You take all the damage that was dealt—resistances that apply after the attack roll was made cannot reduce the damage from that attack.

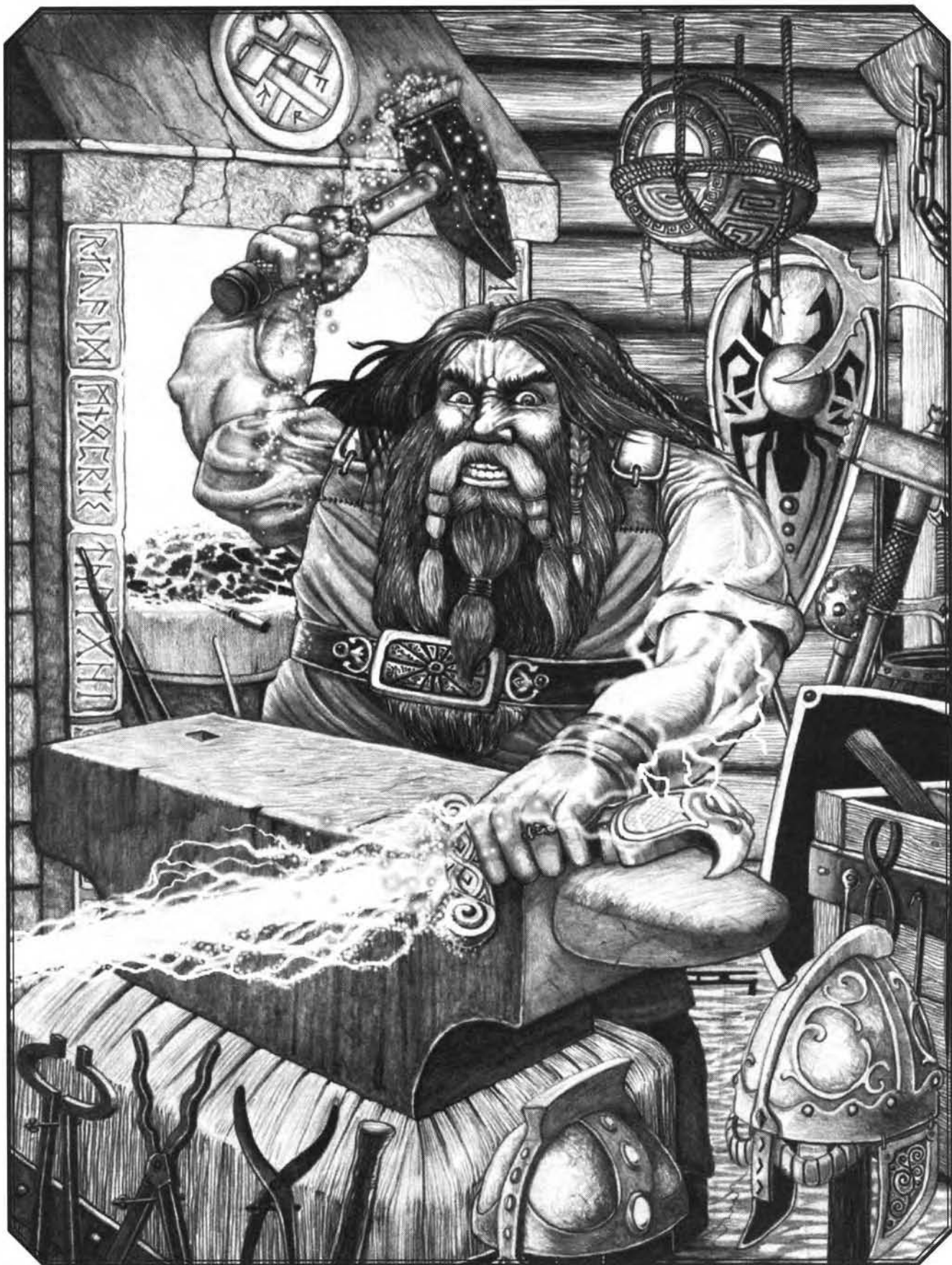
This delay applies only to hit point loss; attribute damage (even Constitution damage that results in hit point loss), energy drain, paralysis, and other harmful effects of the attack are not delayed.

Will of the Body

Transmutation

Level: Clr 5
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Any time the subject of the spell is called upon to make a Reflex or Will saving throw, it can make a Fortitude saving throw, applying all the usual modifiers, and use that result instead. It can substitute saves in this way throughout the duration of the spell. If the subject chooses to make the substitution, it suffers the normal consequences for success or failure. Abilities such as evasion that depend on the result of a particular kind of saving throw (such as Reflex saves in the case of evasion) have no effect if the subject opts to make a Fortitude saving throw instead. The subject may make the choice for any saving throw during the spell's duration—opting not to do so does not end the effect. The subject must choose whether or not to substitute the saving throw before rolling the die; once decided the choice cannot be altered for that roll.



Chapter Six: Equipment

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

- Armor -

Dwarves know they move slower than most other humanoid races; however, they almost never see this as a disadvantage. They recognize the value of mobility in combat but trust in their strength, their toughness, and their solid armor to outlast more mobile foes.

Although they enjoy the challenge of working with chainmail, dwarven smiths devote most of their attention and effort to heavier armor. Many dwarves regard breastplates as “light” armor.

Exotic Armor

Just as there are some weapons that require special training to wield effectively, so too are there forms of armor that have specialized effectiveness-if the wearer has the right training. To use exotic armor effectively, a character must have the Exotic Armor Proficiency for the specific type of armor worn.

A character wearing exotic armor without the necessary proficiency suffers a circumstance penalty on attack rolls and on all skill checks that involve moving, including Ride; this is equal to -5 + the armor check penalty. In addition, the wearer suffers a -2 circumstance penalty to AC. Finally, the armor imposes an additional 35% arcane spell failure chance, which stacks with the armor’s normal arcane spell failure chance.

Exotic Armor Descriptions

The types of armor listed in **Table 6-1: Exotic Armor** are described below in alphabetical order.

Articulated Half-Plate

Although as restrictive as normal half-plate for most types of movement, articulated half-plate allows a greater freedom to run than other heavy armor. Half-plate does not restrict you to running at only triple your normal speed. Wearing articulated plate requires special training because it allows much freer movement when taking simple steps forward than it does when attempting other kinds of movement, such as jumping or climbing.

Dwarven Plate

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

Fine Leather

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

Lancer's Half-Plate

This finely crafted half-plate offers substantial benefits to mounted wearers. If used in conjunction with a military saddle, lancer’s half-plate adds a +2 circumstance bonus on Ride checks related to staying in the saddle. This bonus stacks with the bonus provided by the military saddle. If you’re knocked unconscious while wearing lancer’s half-plate and using a military saddle, you have a 85% chance to stay in the saddle (compared to a 75% chance for a military saddle alone).

Plated Leather

This thick leather armor is reinforced with metal plates. The plates cover only large areas of the body, leaving the joints covered only by leather. Plated leather has enough metal components to be vulnerable to the rust monster’s rust ability and similar attacks. Characters not proficient in plated leather find the plates awkward and confining.

Rigid Breastplate

This specially constructed breastplate offers more protection than a normal breastplate, but unless its wearer undergoes specific training, it is a great deal more confining. Even with the proper training, the armor is slightly more restrictive than a normal breastplate.

Table 6-1: Exotic Armor

Armor	Armor Cost	Maximum Bonus	Armor Dex Bonus	Arcane Check Penalty	Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
Light armor								
Fine leather	100 gp	+2	+8	0	10%	30 ft.	20 ft.	5 lb.
Plated leather	200 gp	+4	+5	-1	15%	30 ft.	20 ft.	25 lb.
Medium Armor								
Sculpted scale mail*	150 gp	+4	+3	-3	25%	20 ft.	15 ft.	30 lb.
Ringmail	100 gp	+5	+4	-3	25%	20 ft.	15 ft.	30 lb.
Rigid breastplate	350 gp	+6	+3	-5	25%	20 ft.	15 ft.	35 lb.
Traveler's plate	350 gp	+5	+3	-4	25%	20 ft.	15 ft.	25 lb.
Heavy Armor								
Articulated half-plate*	800 gp	+7	+0	-7	40%	20 ft.*	15 ft.*	45 lb.
Lancer's half-plate*	2,000 gp	+7	+1	-6	35%	20 ft.**	15 ft.**	50 lb.
Woven plate*	1,750 gp	+8	+1	-7	35%	20 ft.**	15 ft.**	50 lb.
Dwarven plate	2,500 gp	+10	+2	-6	35%	20 ft.**	15 ft.**	55 lb.
Shields								
Contoured shield*	75 gp	+2	-	-2	15%	-	-	15 lb.
Mountain kite shield	100 gp	+3	-	-3	25%	-	-	20 lb.
Crossbow shield*	85 gp	+2	-	-1	15%	-	-	6 lb.
Lastthrow shield*	95 gp	+1	-	-1	15%	-	-	4 lb.

*See the description of this armor for special rules

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

Ringmail

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

Sculpted Scale Mail

This carefully smoothed scale mail is painstakingly crafted so that its scales flex without noticeably separating, and the joints are protected by larger pieces of smooth metal. This makes it very hard for other creatures to hold the wearer. While wearing sculpted scale mail you gain a +4 circumstance bonus on all checks made to resist being grappled, including rolls to avoid taking damage or being pinned. Unless trained in the armor, wearers find the joint plates of sculpted scale very confining.

Shield, Contoured

Essentially a large shield rigged to work like a buckler, a contoured shield is strapped to the shoulder and forearm, leaving the hand free. It is shaped to fit most humanoids and allows the use of an item in the shield hand just as a buckler does. However, the contoured shield is much more unwieldy than a buckler, and it imposes a -1 penalty on all attacks made with bows, crossbows, two-handed melee weapons, and off-hand melee weapons. This penalty stacks with those for fighting with your off hand and, if appropriate, for fighting

with two weapons. In any case, if you use a weapon in your off hand, you don't get the contoured shield's AC bonus for the rest of the round.

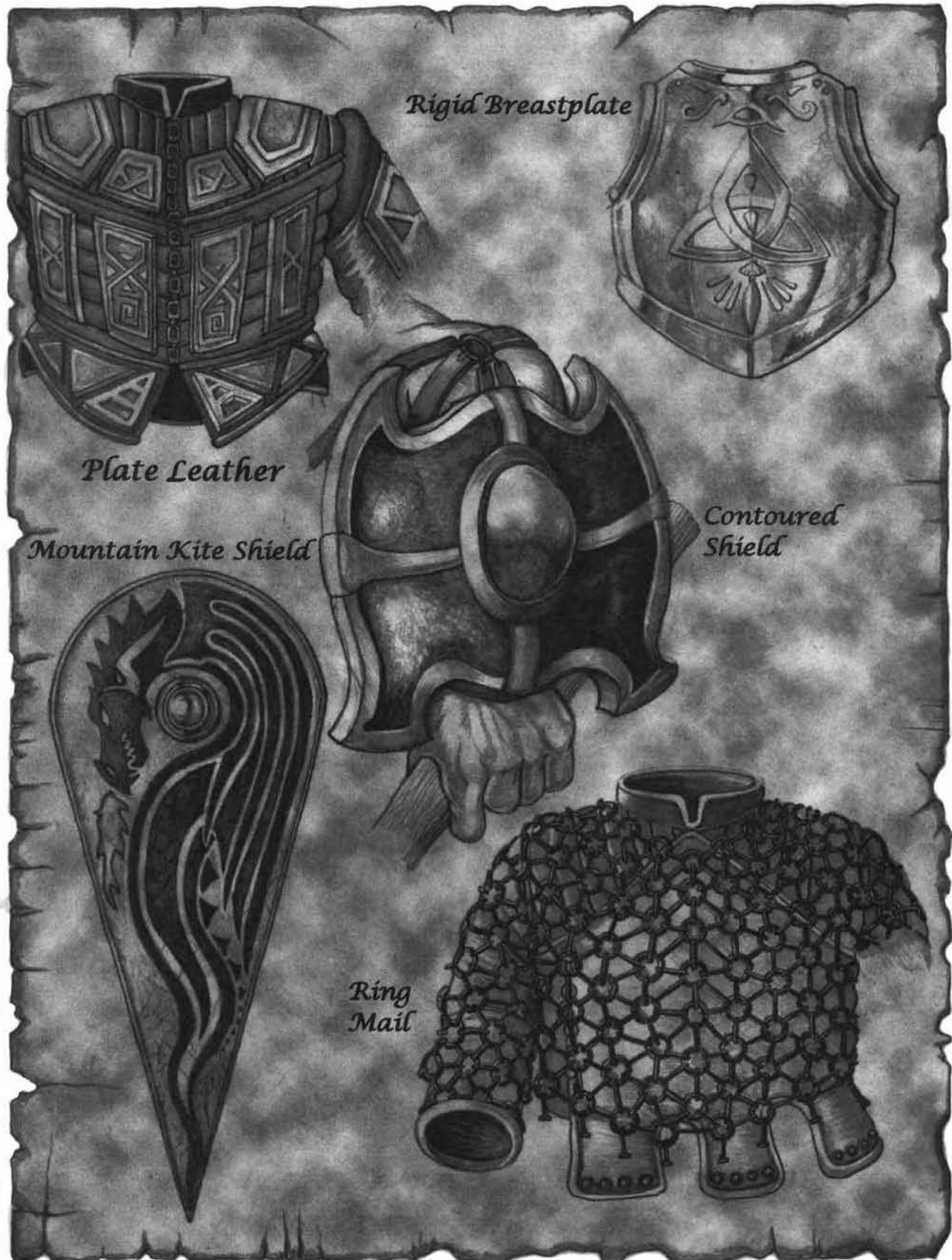
Shield, Crossbow

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

Shield, Lastthrow

In addition to benefiting from its protection, if you are proficient with a lastthrow shield you can throw it as a ranged weapon, provided you can wield Medium-size martial weapons in one hand. The thrown shield has a range increment of 10 feet and deals 1d6 points of slashing damage with its sharpened rims. Without the velocity imparted by a throw, it deals little damage and is therefore unsuited for use as a melee weapon. (You can still make a shield bash attack, but this does not deal the additional slashing damage.) Magic lastthrow shields are handled much as armor spikes—an enhancement to the shield's armor bonus does not affect its attack or damage rolls, nor does it allow the shield to penetrate damage reduction. Likewise, an enhancement to attack affects only attack and damage rolls, not the shield's defensive qualities.

Chapter Six: Equipment



Chapter Six: Equipment

Shield, Mountain Kite

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

Traveler's Plate

This light plate armor restricts movement over short distances as normal for medium armor. However, its relatively light weight mitigates the slowing effects for proficient wearers when traveling long distances. Your combat movement rate and run speed are reduced as shown on the table, but for overland movement of one hour or more, your speed is not reduced by the armor.

Woven Plate

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

- Weapons -

Dwarves favor heavy, two-handed melee weapons and crossbows with just one purpose: quickly smashing the enemy. They are capable of building cunning mechanical weapons, but most favor a heavy blow over a finesse attack.

Exotic Weapons

In addition to the dwarven waraxe and urgrosh, the dwarves have perfected several exotic weapons.

Exotic Weapon Descriptions

The types of weapons listed in **Table 6-2: Exotic Weapons** are described below in alphabetical order.

Axe, Hooked

This single-bladed axe has a curved metal hook on the opposite side, allowing you to make trip attacks with the

weapon. If you are tripped during your own trip attempt, you can drop the hooked axe to avoid being tripped.

Battlehammer, Dwarven

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

Bore Driver

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

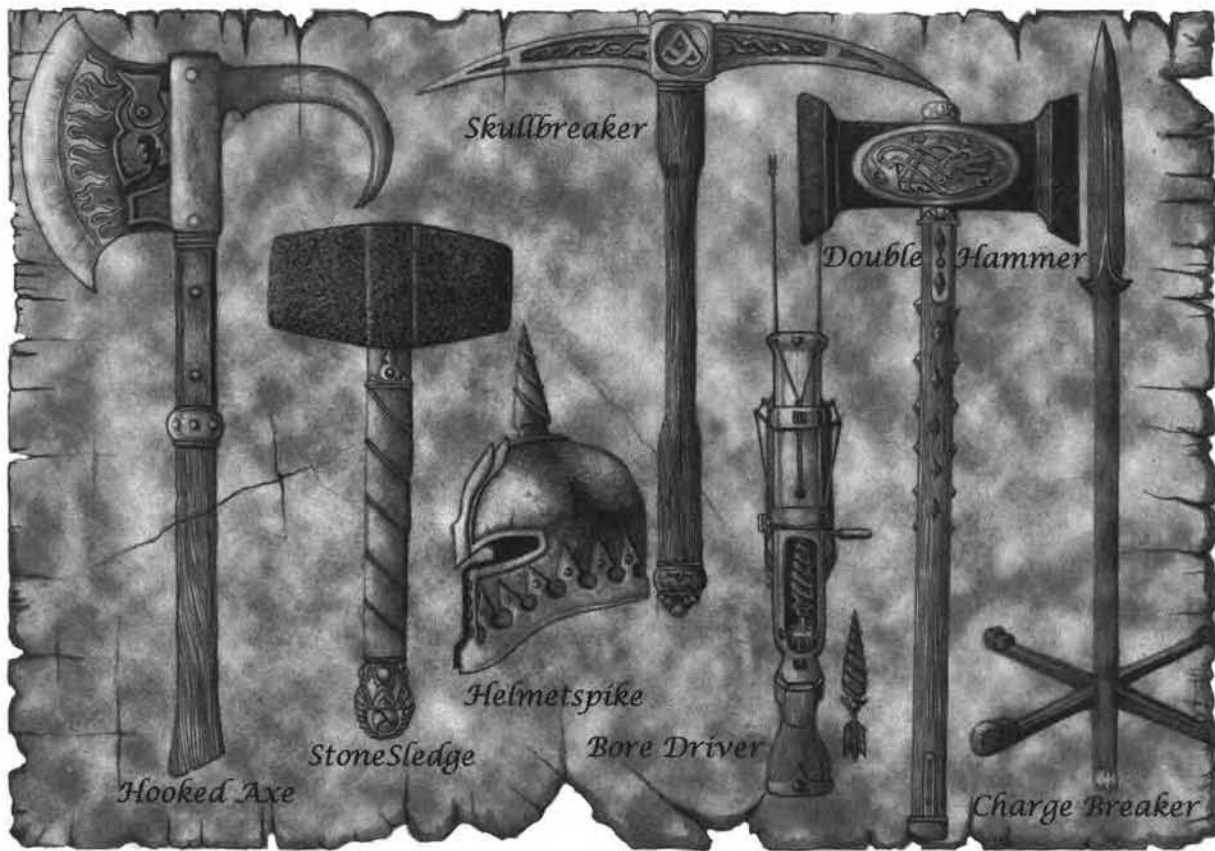
The main shaft of a bore driver is a hollow metal tube that holds and fires bore darts. To use the weapon, you must first load a bore dart into it. This is a standard action. Metal wires

Table 6-2: Exotic Weapons

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Small						
Helmet spike*	50 gp	1d6	x2	-	5 lb.	Piercing
Medium-size						
Axe, hooked*	35 gp	1d8	x3	-	15 lb.	Slashing
Battlehammer, dwarven	40 gp	1d10	x3	-	20 lb.	Bludgeoning
Pick, forked*	45 gp	1d6	x4	-	15 lb.	Piercing
Pick, skullbreaker	50 gp	1d8	x4	-	20 lb.	Piercing
Large						
Bore driver*	300 gp	1d12	x3	-	15 lb.	Piercing
Bore darts (20)	10 gp	-	-	-	5 lb.	-
Dwarven charge breaker*	70 gp	2d4	x3	-	18 lb.	Piercing
Hammer, double*	150 gp	1d8/1d8	x3	-	35 lb.	Bludgeoning
Stone sledge	90 gp	1d12	x3	-	32 lb.	Bludgeoning

*See the description of this weapon for special rules.

Chapter Six: Equipment



protrude from the firing end and are connected to a powerful but compact mechanism of springs and wires. Once the wires touch a foe, the bore driver fires its bore dart into the target. An unsuccessful attack means the wires do not make contact: The bore dart is not fired, and the weapon remains armed. If you can make multiple attacks in a round, you may continue to attack until you hit or have no more attacks.

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

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

Dwarven Charge Breaker

This long-hafted pike features a stout but unwieldy crosspiece three feet below the weapon's tip. If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging opponent. In addition, you can prevent that opponent from reaching you if you hit; it must win an opposed grapple check to continue charging.

Hammer, Double

As with other double weapons, the double hammer allows you to fight with it as if fighting with two weapons. If you do, you incur all the normal attack penalties associated with fighting with two

weapons, as if you were using a one-handed weapon and a light weapon. A creature using a double weapon in one hand, such as an ogre using a double hammer, can't use it as a double weapon.

Helmet Spike

A helmet spike, favored by dwarf barbarians, allows for powerful charges. If you use a helmet spike to make a successful overrun attack combined with a charge, you can deal the spike's melee damage to the creature you overran. The normal rules for charging and overrunning apply, and you deal damage only if the opponent decides to block the charge and then is tripped.

Pick, Forked

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

Pick, Skullbreaker

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

Stone Sledge

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

Behind the Curtain: Exotic Armor and Game Balance

Exotic armor offers wearers some benefits over equivalent standard armor, at the cost of requiring a feat to use properly. This concept parallels exotic weapons, which confer some benefit (like a larger damage die) when compared with a similar martial weapon, in exchange for requiring the Exotic Weapon Proficiency feat. As with exotic weapons, there is tremendous potential for GMs and players to expand on the idea of exotic armor when customizing their campaigns.

However, a game balance concern exists for exotic armor but not exotic weapons. A nonproficient character wielding an exotic weapon gains all of its benefits but suffers the -4 nonproficiency penalty to attack rolls. This penalty directly affects the main use of the weapon, and the character is correspondingly less effective in combat while using it. However, the major penalty for nonproficiency with armor applies to attack rolls, while the AC penalty is relatively light, so characters who do not attack much (primarily arcane spellcasters) might benefit from the armor's good defense, reduced arcane spell failure chance, and so on without exposing themselves to extreme penalties. It's also very tempting to create exotic armor that is similar to an existing armor type but with a lower armor check penalty; however, this too lessens the penalties for nonproficiency and opens the exotic armor up for abuse. The increased penalties for nonproficient characters using exotic armor have been established with these concerns in mind, but GMs customizing the concept to suit their own campaigns should be aware of these issues as well.

- Special and Superior Items -

In addition to purely martial items, dwarven artisans create special alchemical materials for use in both war and peace. The following special items are described in alphabetical order and list the Alchemy check DC to create.

Crafter's Salve

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

You apply crafter's salve to the raw materials when using the Craft skill to make an item. One dose of the salve is required for every 10 pounds of the item's finished weight. It does not affect the skill check; however, when you make a successful Craft check using the treated materials, you complete double the normal amount of work for any given period (twice the value in sp of finished goods produced in one week, or value in cp per day if using the day-by-day variant). If you fail a Craft check by 5 or more when using treated raw materials, you lose all subsequent benefits of the salve unless you obtain replacement materials and treat them with another application.

If crafter's salve is used in conjunction with another ability that increases the value of goods, such as the Master Artisan feat (see **Chapter 2: Feats**), both abilities apply separately. For example, the smith Ormharst has the Master Artisan (weaponsmithing) feat and is working with crafter's salve. He makes a Craft (weaponsmithing) check that would normally produce 345 sp worth of finished goods. The Master Artisan feat adds 100% of that value, making the result 690 sp; then

crafter's salve adds another 100% of the base value, making the final result 1,035 sp.

Weight: 1 lb. **Cost:** 150 gp. **Alchemy DC to Create:** 25.

Fire Draught

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

Weight: -. **Cost:** 50 gp. **Alchemy DC to Create:** 25.

Gelform Acid

This flask of thick, gelled acid can be thrown with a ranged touch attack that has a range increment of 10 feet. It deals 1d6 points of damage on the round it hits and half of the initial damage on the following round. Unlike regular acid, a flask of gelform acid is not a grenadelike weapon and deals no splash damage. Gelform acid does not require a proficiency to use.

Weight: 1 lb. **Cost:** 15 gp. **Alchemy DC to Create:** 20.

Light Elixir

This sweet-tasting liquid has a pale golden color. For 1 hour after it is consumed, light elixir grants a +1 alchemical bonus on Fortitude and Will saving throws made to resist Necromancy effects.

Weight: -. **Cost:** 50 gp. **Alchemy DC to Create:** 25.

Mind Safe

This acrid liquid is pale green and tastes faintly of citrus. For 1 hour after it is consumed, mind safe grants a +1 alchemical bonus on Will saving throws made to resist Enchantment effects.

Weight: -. **Cost:** 50 gp. **Alchemy DC to Create:** 25.

Chapter Six: Equipment

- Magic Items -

Where dwarven craft truly shines is in creating magic items both martial and mystical.

Armor

Dwarves counter their lack of mobility in combat with thick, powerful armor to keep them safe until they can get within reach of more nimble foes. Thus, magic armor is often the most treasured possession of a clan's most powerful warrior, and dwarves will go to great lengths to recover a family suit of armor should it fall into enemy hands. Dwarven smiths often charge more than the listed market price for magic armor that they create.

Armor Special Abilities

For pricing purposes, where noted below, the special abilities described increase the item's effective enhancement bonus. Thus, +2 *divine conduit dwarven plate* would be priced as if it had a +5 enhancement bonus. Armor or shields with a special ability must have at least a +1 enhancement bonus.

Aspected

Aspected armor accommodates not only its wearer's physical form but also incorporates cosmetic enhancements that suit the wearer's tastes. The armor displays your holy symbol, family crest, clan emblem, or the like, as you prefer. While wearing aspected armor, you suffer a -5 circumstance penalty on Disguise checks but receive a +2 circumstance bonus on Diplomacy checks in situations where your identity or affiliation are important (GM's discretion).

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *alter self*; **Market Price:** +250 gp.

Divine Conduit

Forged by dwarven priest-smiths, divine conduit armor allows wearers with the turn/rebuke undead ability to channel energy into the armor, enhancing its protective qualities. As a standard action, you may use a turn/rebuke undead attempt to gain one of the following effects: acid resistance 5, cold resistance 5, electricity resistance 5, or *protection from evil*. The chosen effect lasts for 1 minute. The armor can have only one protective quality active at a time, but you can end an effect as a free action.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *blasphemy* or *holy word*; **Market Price:** +3 bonus.

Fluid

On a command word from its wearer, fluid armor turns into a thick liquid and flows into a small metal container specially made to hold it. Another command word causes the armor to flow out of the container and re-form on its wearer. You can don or remove fluid armor as a move-equivalent action. Only metal armor can have the fluid enhancement. The container

has hardness 10 and 30 hit points; if it is destroyed, the armor loses its fluid property.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *minor creation*; **Market Price:** +1,000 gp (light armor), +2,500 gp (medium armor), +5,000 gp (heavy armor).

Grasping

Wrapped in ensorcelled chains, grasping armor gives its wearer greatly improved ability to grapple opponents. As soon as you are engaged in a grapple, the chains begin to entangle the opponent, granting a +10 circumstance bonus on your checks made to maintain the grapple or to pin the opponent. The armor provides no bonus on checks made to escape a grapple or to damage the opponent. The chains cannot be removed from the armor without destroying it.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *animate rope*; **Market Price:** +2 bonus.

Tempered

Forged and blessed by clerics of the Forge God, these suits of armor were worn by champions of the dwarven race who passed their deity's test. Once per day as a free action, you can call upon the Forge God to imbue the armor with the blessings bestowed upon those champions. You assume the tempered template for 10 rounds. (See **Chapter 4: Creatures** for more details.)

Caster Level: 11th; **Prerequisites:** Craft Magic Arms and Armor, *test of the Forge God*; **Market Price:** +2 bonus.

Specific Armors

The following specific armors have the listed qualities and costs and are presented in alphabetical order.

Armor of the Violet Pathway

Made from the skin of a tremendously old purple worm, this suit of +4 *leather armor* grants its wearer great powers of stealth while underground and the ability to burrow into earth or stone for very short distances. While wearing the armor, you gain a +5 circumstance bonus on Hide and Move Silently checks made while underground. As a standard action, you can *meld into stone* as the spell cast by a 9th-level cleric.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *meld into stone*; **Market Price:** 69,775 gp; **Cost to Create:** 34,888 gp + 2,791 XP.

Berserker's Plate

Equipped with +2 *armor spikes*, this suit of +2 *full plate* sends its wearer into a berserk fury when grappling. Anytime you are involved in a grapple, you must succeed at a Will save (DC 15) to do anything other than attempt to deal damage with the armor's spikes or pin your foe. In addition to its other effects,

Chapter Six: Equipment

the armor grants a +5 circumstance bonus on your grapple checks.

Caster Level: 13th; **Prerequisites:** Craft Magic Arms and Armor, *Bigby's grasping hand*; **Market Price:** 16,150 gp; **Cost to Create:** 8,075 gp + 646 XP.

Crystalleaf Scale

This strangely fashioned +3 *scale mail* is made of layered crystal shards, yet the armor fits well, shaping itself to the wearer's anatomy better than even other magical armors. By concentrating for 10 full minutes, you can cause the armor to fuse with your own skin, becoming natural armor rather than a suit of scale mail. While melded to your skin, the armor grants a +7 natural armor bonus to AC and does not take up your armor slot (meaning you can wear another suit of armor over it), nor does it cause an armor check penalty or any other side effect of wearing armor. You must be proficient with medium armor to use *crystalleaf scale*.

Caster Level: 11th; **Prerequisites:** Craft Magic Arms and Armor, *armored skin*, *polymorph self*; **Market Price:** 196,000 gp; **Cost to Create:** 98,000 gp + 7,840 XP.

Golem Plate

This heavy iron +2 *full plate* weighs twice as much as normal, a full 100 pounds for a Medium-size suit.

The armor's most powerful quality lies in its unusual transformative ability. Once per week, when the wearer utters the proper command word, the armor transforms itself and its wearer into an iron golem. The transformation follows the normal rules for the *polymorph self* spell, with the obvious exception that it allows the transformation into golem form.

The armor also confers the iron golem's poison gas breath weapon. You retain all spell effects currently active as well as your own mind and Intelligence, Wisdom, and Charisma scores. Although you gain most of the abilities of an iron golem, including many construct qualities, you can still be affected by mind-affecting spells and effects. All of your equipment, including armor, is subsumed into the new form. As long you remain transformed, you gain no benefits from equipment or weapons. You can remain in golem form for a number of minutes equal to your Constitution bonus, but you can transform back as a free action at any time, ending the effect for the week. If you don't have a positive Constitution modifier, you can remain in golem form for only 5 rounds.

Caster Level: 15th; **Prerequisites:** Craft Magic Arms and Armor, *cloudkeill*, *geas/quest*, *limited wish*, and *polymorph any object*; **Market Price:** 125,000 gp; **Cost to Create:** 62,500 gp + 5,000 XP.

Half-Plate of Alchemy

This sturdy suit of +2 *half-plate* would look well-designed and well-shaped were it not for the bulky metal tubes, strangely enlarged joints, and valves that adorn it. Although certainly less aesthetically pleasing than trimmer suits of armor, it makes up for its appearance through its unusual effects. The various reservoirs and valves allow the wearer to fill the armor with up to five flasks of alchemical liquids.

As a standard action, you can cause the armor to spray one dose of a stored liquid in a cloud around yourself, affecting all creatures within 5 feet as if they had been hit by the substance. This ability works only with substances that come in flasks; vials and other smaller containers include too little material. Holy water, although not strictly an alchemical substance, can also be dispensed in this way. You are never affected by the sprayed substances, and they dissipate almost instantaneously, lingering just long enough to affect creatures.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor, *major creation*; **Market Price:** 11,000 gp; **Cost to Create:** 5,500 gp + 440 XP.

Shieldsafe Breastplate

A +2 *breastplate* made from carefully tempered steel, the *shieldsafe breastplate* allows its wearer to more readily use a shield and provides a small amount of extra protection when the wearer is not using a shield but still carries one.

You can stow any large steel shield by fusing it to the breastplate. Whenever you stow a shield in this manner, you still gain a +1 armor bonus to AC from it, which stacks with the armor bonus provided by the breastplate. This +1 bonus does not increase due

to the shield's enhancement bonus or through any other means. You cannot use any other shield while a shield is fused to the breastplate, but you may use both hands normally. You do not suffer the armor check penalty or arcane spell failure chance from the shield while it is fused to the breastplate, just as if you had stowed it normally. You can equip a shield that has been fused to the breastplate as a free action, and you can stow it again as a move-equivalent action. You need not fuse the same shield to the breastplate every time.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *Leomund's secret chest*; **Market Price:** 11,500 gp; **Cost to Create:** 5,750 gp + 460 XP.



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Specific Shields

The following specific shields have the listed qualities and costs and are presented in alphabetical order.

Ironwall Shield

A rarity of dwarven craft, an *ironwall shield* is made to be used only once. It functions as a +1 *large steel shield* until its wearer speaks a command word. At that point, the *ironwall shield* turns into a *wall of iron* as cast by a 12th-level sorcerer, excepted that it must be created immediately adjacent to the shield's wearer. The shield itself becomes a permanent part of the wall.

Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor, *wall of iron*; **Market Price:** 3,222 gp; **Cost to Create:** 1,611 gp + 129 XP.

Shockwave

Made to punish foes who stay in melee combat, this is a +2 *large steel shield*. Three times per day, when you are wearing the shield and are missed by a melee attack (including touch attacks), the shield emits a burst of sonic energy. The burst deals 4d6 points of sonic damage to all creatures and objects within 10 feet of you. In addition, Large or smaller creatures must succeed at a Fortitude save (DC 17) or be pushed 5 feet away from you. Activating the burst is a free action that is taken immediately after you are missed in melee. The shield can emit only one burst per round, regardless of how often you are missed.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *Bornhahn's shockwave*; **Market Price:** 58,170 gp; **Cost to Create:** 29,085 gp + 2,327 XP.

Shield of Boulder Deflection

This +2 *large steel shield* is specially designed to magically deflect thrown boulders, a favored weapon of giants. This functions as the Deflect Arrows feat, but the base DC is 15 and it only works against thrown boulders.

Caster Level: 6th; **Prerequisites:** Craft Magic Arms and Armor, *combat awareness*; **Market Price:** 16,170 gp; **Cost to Create:** 8,085 gp + 647 XP.

Tower Shield of Iron Will

The first of these huge iron +3 *tower shields* were made for the Cavernsgaard of a dwarven city desperate for relief from mind flayer raids. Other magical protections were useless—even if one powerful soldier was protected, the mind flayers could dominate the dwarves around him and cause his own allies to pull him down. But bearing three of these mighty shields, the remnants of the Cavernsgaard rallied to halt the final mind flayer attack.

In addition to its normal defensive abilities, a *tower shield of iron will* offers substantial protection against mind-affecting magic. Whenever you get a cover bonus on Reflex saves from a *tower shield of iron will*, you get an equal bonus on Will saves until the beginning of your next action. (Taking total cover behind a *tower shield of iron will* provides a +5 bonus

on Will saves.) In addition, if you have the Shield Wall feat, adjacent allies who also have the Shield Wall feat gain the bonus on Will saves.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *mental phalanx*; **Market Price:** 33,180 gp; **Cost to Create:** 16,590 gp + 1,327 XP.

Weapons

Dwarves create many powerful magic weapons, spending centuries specializing in one area of the craft. It is not unusual for smiths of later generations to add additional powers to weapons made by their ancestors, and such items become treasured marks of the family's dedication to its chosen craft.

Weapon Special Abilities

For pricing purposes, where noted below, the special abilities described increase the item's effective enhancement bonus. Thus, a +2 *cascading dwarven battlehammer* would be priced as if it had a +3 enhancement bonus. Weapons with a special ability must have at least a +1 enhancement bonus.

Bonded

A bonded weapon becomes almost a part of its wielder. As a standard action, anyone holding a bonded weapon may bond with it. Only one creature may be bonded to the weapon at a time, and only the most recent bonding remains active. While bonded to the weapon, you may draw it as a free action. You also receive a +4 circumstance bonus on checks made to avoid being disarmed when wielding the bonded weapon.

Caster Level: 13th; **Prerequisites:** Craft Magic Arms and Armor, *fabricate*; **Market Price:** +1 bonus.

Cascading

More devastating with each successive hit, a cascading weapon can deal out enormous amounts of damage, especially to poorly armored foes. This quality may only be placed on melee weapons. Each time you hit with a cascading weapon, you receive a cumulative +1 morale bonus on subsequent attack and damage rolls made with the weapon that round. All bonuses granted by a cascading weapon are lost at the beginning of your action, and missing even a single attack during a round also causes the bonus to revert to +0. The bonuses granted by a cascading weapon also carry over into attacks of opportunity or other attacks made outside of your normal initiative. For example, Bornhahn gets three attacks a round and hits the same foe three times in one round with a +1 *cascading longsword*. The first attack uses his normal melee attack bonus and damage (including the weapon's enhancement bonus), the second adds +1 to his attack and damage, and the third adds +2. If Bornhahn makes an attack of opportunity with the +1 *cascading longsword* before his next action, he would have a +3 bonus on his attack and damage rolls.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *bless*; **Market Price:** +1 bonus.

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Cooperative

A cooperative weapon can be swung more readily and deals more damage than normal when wielded in the off hand. Whenever you make a full attack action with a cooperative weapon in your off hand, you add your full Strength bonus to damage with off-hand attacks instead of one-half that bonus.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *bull's strength*; **Market Price:** +2 bonus.

Crossguarded

A crossguarded weapon is enhanced with magic to stop foes who are attempting to move past the wielder. This quality may only be placed on melee weapons. Whenever you make a successful attack of opportunity with a crossguarded weapon, the target struck can take no further movement for one full round. This applies only to attacks of opportunity provoked by a foe's movement.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor, *bold person*; **Market Price:** +1 bonus.

Grafted

A grafted weapon molds itself completely to the wielder's body. It is bonded to a limb rather than held, cannot be put down or stowed, need never be drawn, and is always ready. While equipped with a grafted weapon, you can wield only one-handed weapons. You may use other objects normally, including one-handed weapons, and still threaten an area with a grafted weapon. You may always use the grafted weapon to attack while grappled, and you gain a +20 circumstance bonus to resist disarm attempts made against a grafted weapon. If a disarm attempt against the grafted weapon is ever successful, you take 2d6 points of damage in addition to losing the weapon.

You may use a grafted weapon only if you are capable of wielding the weapon in one hand. A grafted weapon cannot be wielded in two hands. It takes 1 hour to separate yourself from a grafted weapon and 1 hour for a grafted weapon to bond itself to a new wielder.

Caster Level: 11th; **Prerequisites:** Craft Magic Arms and Armor, *fabricate*; **Market Price:** +3 bonus.

Impact

The magical might of an impact weapon helps its wielder deliver tremendously powerful blows. When you hit with an impact weapon, you deal an additional 1d4 points of damage. This special ability can be given only to bludgeoning weapons.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *bull's strength*; **Market Price:** +1 bonus.

Stoneblessed

If you are wielding a stoneblessed weapon and are in contact with the ground or worked stone, you gain a +1 bonus on attack and damage rolls. This effectively increases the weapon's enhancement bonus, and it counts for purposes of bypassing damage reduction. In addition, stoneblessed weapons deal an extra 1d6 points of damage against creatures with the Earth subtype if you are in contact with the ground.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *stone shape*; **Market Price:** +1 bonus.

Urban

Enchanted to draw from the life energy of dense populations, an urban weapon deals more damage when within the confines of a community the size of a small city or larger. (See the DMG for more information about towns and their sizes.) Anytime you are in a sufficiently large community (generally more than 5,000 permanent residents), you deal an additional 2d6 points of damage with an urban weapon.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *enthrall*; **Market Price:** +2 bonus.

Vital Striking

The magics placed on a vital striking weapon guide it to a creature's most vulnerable areas. Whenever you are flanking a foe or attacking a foe currently denied its Dexterity bonus, you deal an extra 1d6 damage with the vital striking weapon. This extra damage functions exactly like a rogue's sneak attack damage, and any condition that would allow the target to avoid sneak attacks allows it to avoid the extra damage caused by a vital striking weapon. If you get a sneak attack bonus from another source (such as levels of rogue), the bonuses to damage stack.

Caster Level: 13th; **Prerequisites:** Craft Magic Arms and Armor, *true strike*; **Market Price:** +1 bonus.

Specific Weapons

The following specific weapons have the listed qualities and costs and are presented in alphabetical order.

Blade of Deception

Several of these dull gray +2 *greatswords* were instrumental in the betrayal of Mar-Namor. By uttering a command word, the wielder can transform the *blade of deception* into a suit of innocuous-looking chainmail armor. The sword turns fluid and flows around you, forming a fine protective mesh. In armor form, a *blade of deception* acts exactly like a suit of +2 chainmail, but you can transform it back into greatsword form with a command word. You may not transform the blade into its armor form if you're already wearing another suit of armor.

Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor, *fabricate*; **Market Price:** 12,450 gp; **Cost to Create:** 6,225 gp + 498 XP.

Bolthammer

Although lighter and thinner than most warhammers, the haft of this +2 *throwing returning warhammer* is hefty enough that it remains an effective weapon. In addition to its normal use as a melee or thrown weapon, the *bolthammer* can be fired from a heavy crossbow with a range increment of 60 feet. If used in this manner, the *bolthammer* deals 1d10+2 points of bludgeoning damage, plus the crossbow's enhancement bonus (if any). Whether thrown or shot, the *bolthammer* returns to its wielder at the beginning of the next round.

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Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor, *magic stone*, *telekinesis*; **Market Price:** 50,000 gp; **Cost to Create:** 25,000 gp + 2,000 XP.

Bore Dart of Terror

Foes struck by these +1 *bore darts* may be terrified and lose their fighting edge. A creature struck by a *bore dart of terror* must succeed at a Will save (DC 13) or be frightened, suffering a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. The creature flees from the wielder of the bore driver that launched the bore dart of terror to the best of its ability and remains frightened for 3 rounds.

Caster Level: 3rd; **Prerequisites:** Craft Magic Arms and Armor, *cause fear*; **Market Price:** 196 gp; **Cost to Create:** 98 gp + 4 XP.

Burning Wall Crossbow

Made from cold-wrought iron and adorned with runes from the Elemental Plane Of Fire, this powerful weapon functions as a normal +2 *heavy crossbow* when loaded with bolts. When fired without loading a bolt, the *burning wall crossbow* emits a thin red beam. The beam deals no damage and has no effect on creatures. If the beam hits an immobile object, however, it triggers a complex magical process. If the crossbow is fired without a bolt again before the end of the next round, it emits a second red beam. If this second beam strikes an object within 50 feet of the first beam's contact point, a *wall of fire* springs up between the two points, as the spell cast by a 12th-level sorcerer. To activate the *wall of fire*, the two points must be on the same vertical plane and must have a line of effect between each other. If the *burning wall crossbow* is fired again on the next round without a bolt, a second *wall of fire* springs up, this time from the second point to the third, and so on. This weapon can produce four such wall sections per day (each round during which a wall section is created counts as creating a wall section for the day).

Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor, *wall of fire*; **Market Price:** 32,350 gp; **Cost to Create:** 16,175 gp + 1,294 XP.

Crystal Gauntlets

These +2 *spiked gauntlets* are made out of a greenish, magically strengthened crystal. *Crystal gauntlets* are favored by students of the Crystal Path (see **Chapter 3: Prestige Classes**), and are particularly effective in the hands of monks. If you have monk levels, you can use your unarmed base attack bonus and your flurry of blows ability while wielding crystal gauntlets. If you have the Deflect Arrows feat, you can attempt a Reflex save (DC 20) to deflect ray spells targeting you, just as if deflecting a projectile. All of the normal restrictions of the Deflect Arrows feat apply.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *stone shape*; **Market Price:** 12,000 gp; **Cost to Create:** 6,000 gp + 480 XP.

Hammer of Anchors

This heavy +3 *warhammer* hits ethereal creatures normally. Creatures struck by a *hammer of anchors* materialize and cannot travel to the Ethereal Plane by any means for 1 minute afterward. This includes effects, such as the *blink* spell, that put a creature into the Ethereal Plane only partially or for extremely short periods of time. The *hammer of anchors* does not grant its wielder any power to see into the Ethereal Plane.

Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor, *plane shift*; **Market Price:** 23,000 gp; **Cost to Create:** 11,500 gp + 920 XP.

Ormharst's Shieldbreaker

The first of these weapons was crafted by the magesmith Ormharst, and others bear his name even now. The original weapon has a storied history, having been the favored weapon of several dwarven heroes. Many dwarves would pay handsomely to regain the original for their people, even though other smiths have since crafted similar weapons. This +2 *dwarven battlehammer* can destroy the stoutest shields with relative ease. *Ormharst's shieldbreaker* grants its wielder free use of the Sunder feat, but only with attacks made against an opponent's shield. If the attack is successful, *Ormharst's shieldbreaker* deals double damage against the shield.

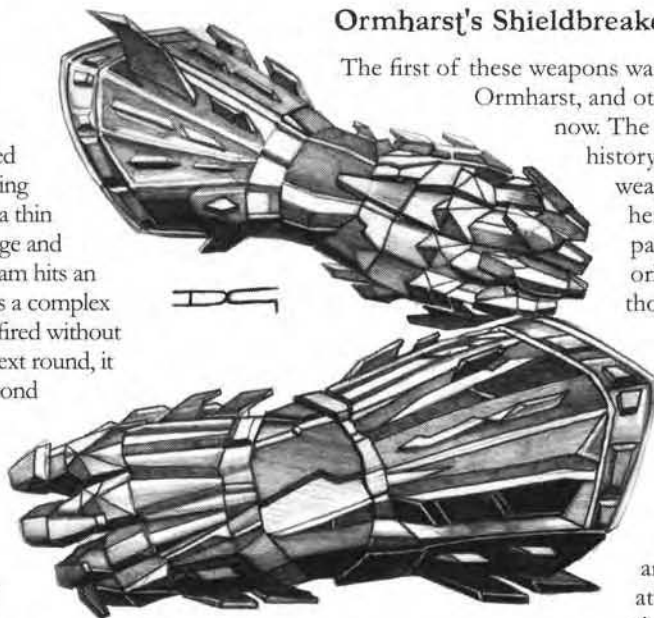
Caster Level: 12th; **Prerequisites:** Craft Magic Arms and Armor, *shatter*; **Market Price:** 14,000 gp; **Cost to Create:** 7,000 gp + 560 XP.

Rings

Dwarves produce rings less frequently than other magic items, and those they create tend to have strong connections to clan and history.

Arcane Triumph

The *rings of arcane triumph* were first fashioned for dwarven sorcerers to break free from a group of powerful dragons who enslaved their community and plundered their treasures. These pale silver rings symbolize escape from the tyranny of the powerful beings. Each ring grants its bearer the knowledge of a single arcane spell. Bards, sorcerers, and other spontaneous arcane spellcasters may treat this as a known spell as long as they wear the ring. When the spell is cast, the wearer must



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provide the appropriate material components, focuses, and XP expenditures as required for normal casting of the spell.

Caster Level: 17th; **Prerequisites:** Forge Ring, creator must cast arcane spells spontaneously and must know the spell instilled in the ring; **Market Price:** 1,000 gp (1st level), 4,000 gp (2nd level), 9,000 gp (3rd level), 16,000 gp (4th level), 25,000 gp (5th level), 36,000 gp (6th level), 49,000 gp (7th level), 64,000 gp (8th level), 81,000 gp (9th level); **Cost to Create:** 500 gp + 40 XP (1st level), 2,000 gp + 160 XP (2nd level), 4,500 gp + 360 XP (3rd level), 8,000 gp + 640 XP (4th level), 12,500 gp + 1,000 XP (5th level), 18,000 gp + 1,440 XP (6th level), 24,500 gp + 1,960 XP (7th level), 32,000 gp + 2,560 XP (8th level), 40,500 gp + 3,240 XP (9th level).

Clanlore

Treasured heirlooms designed to guide the successive leaders of a dwarven clan for generations, each of these rings is richly and uniquely decorated with the arms of the family that crafted it. Dwarven tradition holds that a *clanlore ring* should only be used in dire emergencies, and that each generation should only ever use it once. It falls upon the last user of a ring to forge a new one for the clan, continuing the connection with its ancestors.

The ring stores five uses of the *commune* spell as cast by a 10th-level cleric. Using this spell contacts the mystical embodiment of the clan's history and ancestors, not any specific divine entity. In addition, the ring grants its wearer a +5 enhancement bonus on all Knowledge (history) skill checks relating to dwarves and their history. If the wearer is a dwarf, a *clanlore ring* does not count against the limit of two magic rings.

Caster Level: 10th; **Prerequisites:** Forge Ring, creator must be a dwarf, *commune*; **Market Price:** 6,750 gp; **Cost to Create:** 3,375 gp + 270 XP.

Wondrous Items

Dwarven wondrous items offer great usefulness within their realm and against their traditional enemies. The following wondrous items are listed in alphabetical order.

Ankh of Subjugation

The forges of the dwarves bind fell magic into their creations, and not all are used for just ends. Some dwarven smiths sought to control other creatures with their craft, hammering the metal with spells meant to break another's will. The bright and simple form of an *ankh of subjugation* belies its power. Each is keyed to a specific creature type. By revealing an *ankh* and uttering a command word, the bearer can attempt to take control of a target creature of the appropriate type. This ability works exactly like the *dominate monster* spell cast by a 17th-level wizard, but it affects only the specified type of creature. The ankh of subjugation is consumed in one use.

Eligible creature types are listed below. The GM is free to randomly roll a creature type or choose from those listed.

Ankh of Subjugation

d%	Target Type
01-07	Aberrations
08-14	Animals
15-21	Beasts
22-28	Dragons
29-35	Elementals
36-42	Fey
43-49	Giants
50-56	Magical Beasts
57-62	Monstrous humanoids
63-68	Outsiders, Chaotic
69-74	Outsiders, Evil
75-80	Outsiders, Good
81-85	Outsiders, Lawful
86-92	Shapechangers
93-00	Humanoids (choose subtype)

Caster Level: 17th; **Prerequisites:** Craft Wondrous Item, *dominate monster*; **Market Price:** 5,355 gp; **Cost to Create:** 2,677 gp + 214 XP; **Weight:** 1 lb.



Beast Stone

Navigating tunnels and caverns deep beneath the earth strains even skilled and intelligent humanoids, and such journeys are often simply impossible for normal mounts and animal companions. Dwarves developed *beast stones* as a means of transporting animals through the Underdark. When touched to a willing animal, a *beast stone* places it into a small pocket dimension in a form of suspended animation. It can remain so "stored" for 1 hour per Hit Die. Each *beast stone* can be used once per day. Releasing the animal is a standard action; otherwise, it is automatically released at the end of the stone's effect for the day.

A *beast stone* works only on a willing animal; the *animal friendship* spell is sufficient to make it compliant, as are the *charm animal* and *dominate animal* spells. Domestic and trained animals (such as normal mounts) can be coaxed into the stone with a successful Handle Animal check (DC 25). If an animal is for some reason hostile toward the user, the *beast stone* has no effect.

Beast stones generally function only on creatures with the animal type. There are two exceptions: Paladins may place their mounts within, and wizards and sorcerers may place their familiars inside.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *polymorph other*; **Market Price:** 2,000 gp; **Cost to Create:** 1,000 gp + 80 XP; **Weight:** 1 lb.

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Crashing Helm

This thick, ridged helm aids its wearer in attempts to force open doors, break through walls, and make similar Strength checks. The *crashing helm* grants a +5 enhancement bonus on Strength checks to break down doors or walls. At the GM's discretion, the bonus may be applied on other checks made to break through an object, but only in situations where the helm can be brought to bear. It would not, for instance, assist Strength checks made to break a rope that was restraining the wearer.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *bull's strength*; **Market Price:** 2,000 gp; **Cost to Create:** 1,000 gp + 80 XP; **Weight:** 2 lb.

Crusader Anvil

This heavy anvil and its companion hammer are encrusted with runes and magical sigils of the Forge God. Striking the crusader anvil with the hammer activates a *holy smite* effect, as the spell cast by a 10th-level cleric.

Caster Level: 10th; **Prerequisites:** Craft Magic Arms and Armor, *holy smite*; **Market Price:** 72,000 gp; **Cost to Create:** 36,000 gp + 2,880 XP; **Weight:** 150 lb.

Deepearth Helm

This helm is of great use in conditions of magical *darkness*. The *deepearth helm* grants its wearer blindsight in a 5-foot radius. This effect does not stack with blindsight from other sources.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *true seeing*; **Market Price:** 8,000 gp; **Cost to Create:** 4,000 gp + 320 XP; **Weight:** 2 lb.

Deepearth Saddle

Made of rough gray hide, these thick, sturdy saddles are used by many dwarven clans to bring prized mounts beneath the earth. They are equipped with large adjustable straps that allow the saddle to be placed on any willing Large or Huge creature. A mount fitted with a *deepearth saddle* gains 60-foot darkvision and does not panic in combat (the mount acts as if it were trained for battle while wearing the saddle). In addition, the mount is willing to remain underground for long periods of time and is easier to lead down steep slopes or through tight passages: The item grants a +2 enhancement bonus on any Ride or Handle Animal checks required to bring the mount through such terrain.

Caster Level: 13th; **Prerequisites:** Craft Wondrous Item, *darkvision*, *animal friendship*; **Market Price:** 10,000 gp; **Cost to Create:** 5,000 gp + 400 XP; **Weight:** 30 lb.

Glyph of Elemental Mastery

A small piece of rough-forged iron inscribed with a single glyph of power, this talisman can be a great boon to a cleric caught in the deep places of the earth. Each *glyph of elemental mastery* is keyed to a specific element. As a standard action, a cleric holding a *glyph of elemental mastery* can use a turn attempt to rebuke creatures with a subtype that matches the glyph's element. Resolve the turn attempt as usual, except that you

affect only creatures with the appropriate subtype rather than undead. One such use consumes a glyph entirely.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *protection from elements*; **Market Price:** 2,000 gp; **Cost to Create:** 1,000 gp + 80 XP; **Weight:** 1 lb.

Great Anvil

A *great anvil* is one of the dwarves' most precious tools for creating magic items. Any magic item made predominantly of metal and fashioned on a *great anvil* has its effective base cost reduced by 5% for purposes of calculating gold and experience point expenditures. The actual market value of the item is unaffected.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *fabricate*; **Market Price:** 800 gp; **Cost to Create:** 400 gp + 32 XP; **Weight:** 80 lb.

Great Hammer

A *great hammer* is a tool rather than a weapon, allowing its user to craft items at increased speed. Any time you use a *great hammer* to fashion an item made primarily of metal using a Craft skill or any item creation feat, the time to create the item is halved. Thus, magic items take 1 day to create for every 2,000 gp of the base value, and when figuring the value of a week's or a day's work using a Craft skill, you produce twice that value in finished goods. This speed increase does not affect the cost of raw materials or the amount of XP expended to create the item.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *fabricate*; **Market Price:** 800 gp; **Cost to Create:** 400 gp + 32 XP; **Weight:** 8 lb.

Hammerlock Bracer

Ingenious magical clasps allow the wearer of a *hammerlock bracer* to clip a club, throwing axe, or light hammer into it. You cannot make a melee attack with the weapon held in the bracer, but you can hold a different weapon in your hand and fight normally. Even if you are holding something in your weapon hand, you can launch the weapon from the *hammerlock bracer* as if throwing it yourself. Launching a weapon in this way is a normal attack action that does not provoke an attack of opportunity. You cannot launch a weapon from the bracer if you are involved in a grapple, paralyzed, or otherwise unable to use your arm freely. A *returning* weapon returns to the bracer rather than to your hand at the beginning of the next round. You may wear one *hammerlock bracer* on each arm, but just one occupies the bracer item slot.

Caster Level: 13th; **Prerequisites:** Craft Wondrous Item, *telekinesis*; **Market Price:** 20,000 gp; **Cost to Create:** 10,000 gp + 400 XP; **Weight:** 1 lb.

Krael Stone

Hammered into shape on the anvils of the Forge God, these small iron ingots serve as talismans more than stones. Each *krael stone* is a one-use item that increases the effectiveness of a cleric's turning attempts, dealing 1d6 points of extra turning damage. Many dwarven clerics attach *krael stones* to their holy

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symbols; doing so allows them draw both with one action, but it also means that the next turn attempt will consume the *kraael stone*.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *holy smite*; **Market Price:** 300 gp; **Cost to Create:** 150 gp + 12 XP; **Weight:** 1 lb.

Lost Banner of Mar-Namor

When the fabled city of Mar-Namor was first beset by an illithid army, its defenders realized that they could never stand up to the barrage of mind-blasting psychic energy that the mind flayers wielded. Although the choice eventually spelled the city's doom, they employed legions of undead warriors, immune to the mind flayers' mental attacks, to drive the horrid creatures away. The banners they created to lead their undead army were instrumental in their success, and some can still be found in forgotten treasure vaults.

All dwarves within 20 feet of an unfurled *lost banner of Mar-Namor* gain a +2 resistance bonus on Will saves. However, only clerics benefit from its most powerful abilities. All turn or rebuke attempts made within 20 feet of an unfurled *banner* deal an additional 2d6 points of turning damage. In addition, dwarf clerics within 20 feet of an unfurled *banner* always control the undead they turn as long as they have more cleric levels than the affected undead have Hit Dice, regardless of alignment.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *animate dead*, *energy drain*; **Market Price:** 85,000 gp; **Cost to Create:** 42,500 gp + 3,400 XP; **Weight:** 5 lb.

Oath Dye

The arcane formula for this thick blue paste has been part of dwarven magical lore for countless generations. One application is enough to cover a Small or Medium-size creature; for every size category above Medium, double the number of applications needed. Applying *oath dye* is a full-round action, and its effects last for 24 hours. Choose a creature type, following the same rules as for *bane* weapons and ranger's favored enemies (for example, you must specify a type of humanoid). You gain a +2 luck bonus to AC, a +2 luck bonus on attack and damage rolls, and damage reduction 2/-; these are effective only against creatures of the chosen type.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *geas/quest*; **Market Price:** 2,000 gp; **Cost to Create:** 1,000 gp + 80 XP; **Weight:** 1 lb.

Patron Brooch

Used by the leaders of powerful dwarven clans to keep an eye on important followers, a *patron brooch* allows the user keyed to the item (the patron) to scry on it once per day as per the *scrying* spell cast by a 15th-level sorcerer. Becoming keyed to the *patron brooch* requires knowledge of the command word and a 1-hour period of uninterrupted concentration. A creature wearing the *patron brooch* cannot detect the magical sensor created by it, but other creatures in the area with an Intelligence score of 12 or more can notice the sensor with a successful Scry or Intelligence check (DC 20). Spells such as *detect scrying* also detect the sensor.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *scrying*; **Market Price:** 7,000 gp; **Cost to Create:** 3,500 gp + 280 XP; **Weight:** -.

Rune Seal

Small chunks of unworked granite inscribed with a single, faintly glowing rune, *rune seals* are a valued part of dwarven battle preparation despite their simple appearance. Powerful dwarf clerics rely on their own magic to increase their prowess in battle, and they use *rune seals* to ensure that their enhancing spells remain in effect when facing the powerful spellcasting races of the Underdark.

By holding a *rune seal* to your chest and uttering the command word, you bind all spells currently affecting you tighter to your own soul, making them harder to dispel. Any spell affecting you when the *rune seal* is used have their caster level increased by 5 for purposes of opposing dispel checks only. A *rune seal* does not affect any spell's normal duration, nor does it affect spells cast on you after its use (other than *dispel magic* and similar effects). A *rune seal*'s effects last for 1 hour or for the duration of the sealed spells, whichever is shorter.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *spell immunity*; **Market Price:** 8,000 gp; **Cost to Create:** 4,000 gp + 320 XP; **Weight:** 1 lb.

Saddle of Tunnels

This heavy exotic saddle allows its rider to travel underground with a burrowing mount. The mount can use its burrow speed normally, and the rider can travel along. Feats pertaining to mounted combat can be used in conjunction with a burrowing mount's movement. Skilled riders can, for example use the saddle with the Ride-by



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Attack feat to move out of the wall or floor, strike a foe, and then burrow beneath the cover of the ground again.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *burrow*; **Market Price:** 6,000 gp; **Cost to Create:** 3,000 gp + 240 XP; **Weight:** 30 lb.

Shaeldra Rune

First perfected by eldorn spellcasters, these small runes are typically inscribed on small pieces of various low-value crystals. The runes themselves are secret glyphs that add power to Evocation magic. Whenever a crystal bearing a *shaeldra rune* is used as an extra material component in casting an Evocation spell, that spell deals extra damage. To be affected, the spell must deal damage and have an energy descriptor (acid, cold, electricity, fire, or sonic). Each *shaeldra rune* adds 1d6 points of a specific energy damage to the affected spell. The energy descriptor of the spell need not match the energy type of the *shaeldra rune* for the extra damage to take effect. It is quite possible, for example, to use a sonic *shaeldra rune* to add 1d6 points of sonic damage to a *fireball*.

If the spell deals damage over more than one round (such as *Melf's acid arrow*), extra damage from the *shaeldra rune* is applied to the first round of the spell's effect only. If the spell has more than one area of effect (such as *meteor swarm*), the extra damage from the *shaeldra rune* affects only one such area of the spell. Only one *shaeldra rune* may be used to enhance a single spell, and it is consumed in the casting.

Caster Level: 4th; **Prerequisites:** Craft Wondrous Item, any Evocation spell with the desired energy descriptor; **Market Price:** 300 gp; **Cost to Create:** 150 gp + 12 XP; **Weight:** 1 lb.

Stone Hands

These thick gray gloves are often caked with bits of rock, appearing to be made of stone themselves. While wearing the stone hands, you can affect stone and earth as with the *stone shape* spell cast by a 12th-level sorcerer. In addition, stone hands grant a special power during grapples. Anytime you keep a foe pinned for two consecutive rounds, the foe must make a successful Fortitude save (DC 19) or be turned to stone as the *flesh to stone* spell cast by a 12th-level sorcerer.

Caster Level: 12th; **Prerequisites:** Craft Wondrous Item, *flesh to stone*, *stone shape*; **Market Price:** 148,800 gp; **Cost to Create:** 74,400 gp + 5,952 XP; **Weight:** 5 lb.

Stonewalker Cloak

One of the most successful of the many dwarven magic creations that facilitate climbing, the *stonewalker cloak* forms a strange-looking set of four powerful legs when placed on the back of a humanoid creature. The legs grant a climb speed of 30 feet; they are useful only for climbing and otherwise lie folded against the wearer's back. Since the climbing is done entirely by the magical legs, you are free to act normally even while climbing. While climbing, you can use your other limbs to fight and cast spells normally, and you retain any Dexterity bonus to AC.

Caster Level: 14th; **Prerequisites:** Craft Wondrous Item, *polymorph other*, *spider climb*; **Market Price:** 20,000 gp; **Cost to Create:** 10,000 gp + 800 XP; **Weight:** 1 lb.

Tabard of the Sun

This white-and-gold tabard bears a gold-embroidered image of the sun. The tabard constantly sheds *light* as the spell, and it allows the wearer to cast *daylight* three times per day as a 5th-level cleric. In addition to its powers of illumination, the *tabard of the sun* grants wearers with the turn undead ability a +4 sacred bonus on their turn damage. The *tabard of the sun* occupies the same item slot as a robe.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *daylight*; **Market Price:** 22,000 gp; **Cost to Create:** 11,000 gp + 880 XP; **Weight:** 3 lb.

Talisman of the Summoner

Known for their connection with and control over earth elementals, dwarves have mastered powerful secrets of summoning. A *talisman of the summoner* allows the user to summon more powerful creatures with the various *summon monster* or *planar ally* spells. Each talisman's effects on the summoned creature are listed on page 96. The effects conferred by different talismans stack, although multiple uses of the same type do not. One or more *talismans of the summoner* are strung upon a cord that occupies the necklace item slot. A talisman requires the Craft Wondrous Item feat to create in addition to the spells listed. **Weight:** 1 lb.

Talisman of the Wild

Each of these talismans grants the user greater transformation ability whenever casting the *polymorph self* spell, using a druid's *wild shape* ability, or employing similar effects. A given *talisman of the wild* grants the listed template to the assumed form. Each talisman's effects are listed on page 96. Only one talisman of the wild can be used at a time, and if the template could not normally be added to the assumed form, it has no effect. A talisman requires the Craft Wondrous Item feat to create in addition to the spell listed. **Weight:** 1 lb.

Vest of Elemental Resistance

This sturdy leather vest provides complete protection against the first 20 points of acid, cold, electricity, fire, or sonic damage its wearer takes each day. This effect overlaps (does not stack with) other spells and abilities that provide protection from elemental energy, such as *endure elements*.

Caster Level: 8th; **Prerequisites:** Craft Wondrous Item, *protection from elements*; **Market Price:** 8,000 gp; **Cost to Create:** 4,000 gp + 160 XP; **Weight:** -.

Vest of the Heart

Whenever the wearer of this padded vest is hit with a melee attack that deals bludgeoning damage, the damage dealt is subdual rather than regular damage. This power activates automatically anytime you are struck for bludgeoning damage, up to a number of times per day equal to your Constitution bonus.

Caster Level: 13th; **Prerequisites:** Craft Wondrous Item, *stoneskin*; **Market Price:** 75,000 gp; **Cost to Create:** 37,500 gp + 3,000 XP; **Weight:** 3 lb.

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Talisman of the Summoner

Talisman	Effect	Caster Level	Prerequisites	Market Price	Cost to Create
Might (+2)	+2 Strength	4th	<i>bull's strength</i>	2,800 gp	1,400 gp + 112 XP
Might (+4)	+4 Strength	6th	<i>bull's strength</i>	11,200 gp	5,600 gp + 448 XP
Might (+6)	+6 Strength	8th	<i>bull's strength</i>	25,200 gp	12,600 gp + 1,008 XP
Grace (+2)	+2 Dexterity	4th	<i>cat's grace</i>	2,800 gp	1,400 gp + 112 XP
Grace (+4)	+4 Dexterity	6th	<i>cat's grace</i>	11,200 gp	5,600 gp + 448 XP
Grace (+6)	+6 Dexterity	8th	<i>cat's grace</i>	25,200 gp	12,600 gp + 1,008 XP
Health (+2)	+2 Constitution	4th	<i>endurance</i>	2,800 gp	1,400 gp + 112 XP
Health (+4)	+4 Constitution	6th	<i>endurance</i>	11,200 gp	5,600 gp + 448 XP
Health (+6)	+6 Constitution	8th	<i>endurance</i>	25,200 gp	12,600 gp + 1,008 XP
Fortitude (+1)	+1 Fortitude save	3rd	<i>resistance</i>	500 gp	250 gp + 20 XP
Fortitude (+2)	+2 Fortitude save	5th	<i>resistance</i>	2,000 gp	1,000 gp + 80 XP
Fortitude (+3)	+3 Fortitude save	7th	<i>resistance</i>	4,500 gp	2,250 gp + 180 XP
Fortitude (+4)	+4 Fortitude save	9th	<i>resistance</i>	8,000 gp	4,000 gp + 320 XP
Reflex (+1)	+1 Reflex save	3rd	<i>resistance</i>	500 gp	250 gp + 20 XP
Reflex (+2)	+2 Reflex save	5th	<i>resistance</i>	2,000 gp	1,000 gp + 80 XP
Reflex (+3)	+3 Reflex save	7th	<i>resistance</i>	4,500 gp	2,250 gp + 180 XP
Reflex (+4)	+4 Reflex save	9th	<i>resistance</i>	8,000 gp	4,000 gp + 320 XP
Will (+1)	+1 Will save	3rd	<i>resistance</i>	500 gp	250 gp + 20 XP
Will (+2)	+2 Will save	5th	<i>resistance</i>	2,000 gp	1,000 gp + 80 XP
Will (+3)	+3 Will save	7th	<i>resistance</i>	4,500 gp	2,250 gp + 180 XP
Will (+4)	+4 Will save	9th	<i>resistance</i>	8,000 gp	4,000 gp + 320 XP
Speed	Hasted	5th	<i>haste</i>	60,000 gp	30,000 gp + 2,400 XP
Growth	+2 HD	7th	<i>enlarge</i>	4,500 gp	2,250 gp + 180 XP
Enlargement	Gain 1 size category (see MM)	11th	<i>enlarge</i>	25,000 gp	12,500 gp + 1,000 XP
Berserk	Rage as barbarian	11th	<i>emotion</i>	25,000 gp	12,500 gp + 1,000 XP

Talisman of the Wild

Talisman	Template	Caster Level	Prerequisites	Market Price	Cost to Create
Heavenly	Celestial	11th	<i>holy word</i>	8,000 gp	4,000 gp + 320 XP
Infernal	Fiendish	11th	<i>blasphemy</i>	8,000 gp	4,000 gp + 320 XP
Ironbound	Iron-souled	13th	<i>iron body</i>	2,000 gp	1,000 gp + 80 XP
Taloned	Half-dragon	11th	<i>fly</i>	18,000 gp	9,000 gp + 720 XP
Vampiric	Vampire	13th	<i>enervation</i>	8,000 gp	4,000 gp + 320 XP

Table 6-3: New Siege Engines

Weapon	Cost	Damage	Critical	Range Increment	Crew
Alchemical jet	1,500 gp	-	-	See text	3
Acid		1d6			
Alchemist's fire		1d6			
Oil		n/a*			
Holy water		2d4			
Ballista, dual	1,250 gp	3d6	x3	100 ft.	3
Goblin crusher	500 gp	3d6	-	-	See text
Gravel sling	750 gp	2d6	-	60 ft.	2

*Although it causes no damage on a direct hit, oil can be set alight according to the normal rules for flammable substances.

Siege Engines

Dwarves go to war with more than just their stout axes and shields. They also build and use weapons designed to destroy the fortifications of their enemies, and they excel at the craft. While a mighty spellcaster could single-handedly destroy a foe's stronghold, generations of warfare have shown that such powerful individuals must inevitably counter the magic of similarly powerful opponents, leaving to soldiers the task of breaking castle walls. Likewise, it falls to more conventional military units to deal with masses of opposing troops.

To answer these needs, dwarven artisans labor long over forge and fire, creating siege engines that allow dwarven armies to overcome their foes. Just as building new and deadly siege engines suits dwarven craft, siege warfare suits dwarves more than nearly any other race. They are slow afoot but well adapted to the set battles of a siege. With their heavy armor and hearty constitutions, dwarves can endure far more punishment than most of their foes and outlast many opponents.

Siege Engines in Combat

Siege engines are not for every combat. Normally they fire extremely slowly, and while they carry the punch necessary to flatten buildings, they are too slow and too inaccurate to threaten individual creatures that adventuring parties encounter. Nevertheless, including siege engines in an occasional battle can add interesting twists to a campaign and changes the dynamics of an encounter.

Large or immobile siege engines obviously can't keep pace with a fast-moving skirmish involving an adventuring party, but prepared in advance, they launch a powerful opening salvo for either side of the engagement. Some feats (see **Chapter 2: Feats**) allow characters to fire siege engines faster and more accurately, and although mid- to high-level characters can dish out more damage individually, cohorts, hirelings, or groups of enemies can use these feats to support either side of a skirmish. The new siege engines presented here, while they cannot replace an adventuring group's swords or bows, are somewhat better suited to the close-in fighting typical of most campaign encounters, and they provide groups of dwarves (or other well-organized creatures) more varied tactics.

New Siege Engines

The following siege engines are less universally useful than more common engines but are more valuable in skirmish-level battles. Because of their orderly disposition and skill in battle, dwarves often devise skirmish tactics designed to shield a working siege engine crew and make maximum use of the weapon's capabilities.

Unless otherwise specified, attacking with a siege engine requires a Profession (siege engineer) check by a crew

member. Crew must remain adjacent to the siege engine and must take a full-round action to count as crew for a round.

Alchemical Jet

This large amalgamation of valves, nozzles, and pumps sprays acid, alchemist's fire, or other dangerous liquids in a 40-foot cone. Loading and preparing the alchemical jet to fire takes the full crew 2 full rounds. Two crew members can operate the device, although it takes them 6 full rounds of work to load and prepare it for firing. Fewer than two crew members cannot operate the device.

The substances fired from the jet must be purchased at their normal price, restricting the use of this weapon to only the most important battles. Each use of the device consumes four full flasks of the substance in question. The alchemical jet cannot be fired with less than a full load of such "ammunition."

Unlike many other siege engines, the alchemical jet is designed to operate close to massed troops, and its normal crew can change the facing of the weapon easily, allowing it to fire in any direction. A smaller crew can change the weapon's facing by only 90 degrees each round.

Ballista, Dual

Built much like a normal ballista, this variant differs from the usual siege engine in that it can fire two bolts, either simultaneously or individually. If the bolts are launched together, they must be aimed at the same target. The device makes an attack in the same way as a regular ballista. Loading and cocking a dual ballista takes the full crew 2 full rounds, or 1 round if cocking only one bolt (in this case one crew member fires while the other two load the other bolt). Two crew members can load and cock the weapon in 4 full rounds (or in 2 rounds if firing only one bolt). A single crew member can fire the weapon every 6 rounds (or every 4 rounds if firing only one bolt).

Goblin Crusher

Named for its effectiveness against the smaller humanoids that dwarves often battle, this large iron cylinder simply rolls over any foe too small or too slow to get out of the way. The cylinder itself is 15 feet across and 5 feet in diameter. An axle through its long axis is affixed to a push bar, allowing crew members to run behind the rolling weapon. When pushed, the goblin crusher can trample Medium-size or smaller creatures for 3d6 points of damage. Creatures in its path can make a Reflex save (DC 15) to avoid the damage. It has no effect on creatures of Large size or bigger.

Unlike other siege engines, the goblin crusher requires a specific amount of pushing power rather than an exact number of crew members. The device weighs 1,500 pounds,

and it requires sufficient crew to push this weight for it to move at all. To calculate the goblin crusher's speed, divide its weight evenly among the crew pushing it and then calculate each crew member's speed, treating this weight as normal encumbrance. The device moves once each round it is pushed, at the speed of the slowest pushing creature.

If some of those pushing the goblin crusher fall or are otherwise unable to move the weapon, recalculating its speed can easily become time-consuming. To simplify matters, calculate the weapon's speed based on the number of crew pushing it at the beginning of the battle and assume that this remains unchanged until one-third of the crew is no longer able to push the weapon. At that point there is no longer sufficient strength to push the goblin crusher, and it stops moving.

Gravel Sling

This quick-firing variant of the light catapult is designed to be used against massed troops rather than fortifications. Its load of small, sharp stone shards spreads when fired and can scatter an advancing enemy force; however, they are too light to affect all but the flimsiest wooden palisades. A gravel sling uses the normal rules for firing and aiming a catapult, but it affects a 10-foot-by-10-foot area rather than a single target. Creatures and objects in the affected area take the listed damage.

Because gravel shot is easier to manipulate and load than normal catapult stones, a two-person crew can fire the weapon every 3 full rounds. Aiming the gravel sling takes 1 full minute. A single crew member can operate the weapon, taking three times as long to load, aim, and fire.

Improving Siege Engines

Siege engines are weapons, if very large ones. Dwarven crafters see no reason for such devices not to benefit from mundane and magical improvement.

Masterwork Siege Engines

Any siege engine can be made into a masterwork item for an extra 500 gp. These well-made devices operate much more efficiently than their normal counterparts and have their range increment increased by 10%. Masterwork versions of siege engines without range increments, such as the alchemical jet or the goblin crusher, have the unique benefits listed below.

Alchemical Jet: The weapon fires a 50-foot cone rather than a 40-foot cone.

Goblin Crusher: As normal, except that the weapon weighs only 1,300 pounds.

Magical Improvements

The following magical qualities can be added to siege engines. Unless otherwise noted, each special ability may be added only once to a single engine. As with other weapons, a

siege engine must be masterwork to be magically enhanced.

Like normal magic weapons, magic siege engines must have at least a +1 enhancement bonus before other special qualities can be added. (Enhancement bonuses add to the weapon's attack and damage in the same way as—and follow the same pricing scheme as—smaller weapons.) However, this restriction does not apply to weapons that do not make attack rolls, such as the alchemical jet or the goblin crusher. The listed price is the cost of imbuing a siege engine or fifty projectiles with the special ability. Projectiles must be simple objects that are normally used with siege engines.

These special abilities are for siege engines and siege engine ammunition only; they cannot be added to normal weapons.

Accuracy

A siege engine of accuracy is less likely to miss its target. Only light and heavy catapults can have this special ability. Shots fired from catapults so improved deviate over a 6-foot to 10-foot range rather than the normal 10-foot to 16-foot range.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor, *true strike*; **Market Price:** +1 bonus.

Acidic Aura

Whenever an acidic aura siege engine hits, it releases a powerful wash of acid. All creatures within 10 feet of the impact point take 1d6 points of acid damage (no save). This enhancement can be added only to siege engines that have a specific point of impact when they fire, such as catapults and ballistae.

Caster Level: 13th; **Prerequisites:** Craft Magic Arms and Armor, *acid burst*; **Market Price:** +2 bonus.

Aftershock

An aftershock siege engine creates a powerful tremor at the point it strikes. Although this does not damage the ground, nonflying creatures within 20 feet of the impact point must make a successful Balance check (DC 15) or fall prone.

Creatures with more than two legs gain a +4 circumstance bonus on this check. This enhancement can be added only to siege engines that have a specific point of impact when they fire, such as catapults and ballistae.

Caster Level: 15th; **Prerequisites:** Craft Magic Arms and Armor, *earthquake*; **Market Price:** +1 bonus.

Fiery Aura

Whenever a fiery aura siege engine hits, it releases a powerful blast of flame. All creatures within 10 feet of the impact point take 1d6 points of fire damage (no save). The flame dissipates instantaneously and is not capable of igniting objects or creatures. This enhancement can be added only to siege engines that have a specific point of impact when they fire, such as catapults and ballistae.

Caster Level: 13th; **Prerequisites:** Craft Magic Arms and Armor, *fireball*; **Market Price:** +2 bonus.

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Frigid Aura

Whenever a frigid aura siege engine hits, it releases a powerful blast of cold. All creatures within 10 feet of the impact point take 1d6 points of cold damage (no save). This enhancement can be added only to siege engines that have a specific point of impact when they fire, such as catapults and ballistae.

Caster Level: 13th; **Prerequisites:** Craft Magic Arms and Armor, *cone of cold*; **Market Price:** +2 bonus.

Hardened

The siege engine has been magically strengthened and resists damage easily. Double the hardness of the siege engine's materials.

Caster Level: 8th; **Prerequisites:** Craft Magic Arms and Armor, *fabricate*; **Market Price:** +1 bonus.

Infectious

This horrible enhancement is of little effect in a short battle, but it can cause tremendous harm in a prolonged siege. Whenever an infectious siege engine hits something, it releases a cloud of spores. The spores deliver one of the following diseases: cackle fever, mindfire, shakes, or slimy doom. All creatures within 20 feet of the impact point that are not immune to disease must make a Fortitude saving throw to resist the infection (using the save DC for the specific disease). If any creatures are infected, the disease then spreads normally. This enhancement can be added only to siege engines that have a specific point of impact when they fire, such as catapults and ballistae.

Caster Level: 13th; **Prerequisites:** Craft Magic Arms and Armor, *cause disease*; **Market Price:** +2 bonus.

Material Bane

A material bane siege engine is especially effective against a specific substance. The weapon deals an extra 2d6 points of damage if it hits an object (not a creature) made out of the specified material. Material choices are metal, stone, or wood.

Caster Level: 11th; **Prerequisites:** Craft Magic Arms and Armor, *disintegrate*; **Market Price:** +2 bonus.

Phasing

This powerful ability protects a siege engine from most retaliatory strikes from almost any source. When a crew is actively reloading and preparing it to fire, a phasing siege engine and its crew shift to the Ethereal Plane. When the weapon fires, it materializes and stays on the Material Plane for 1 full round. After the round has elapsed, the weapon and its crew return to the Ethereal Plane. If the siege engine is uncrewed, it remains on the Material Plane.

Caster Level: 15th; **Prerequisites:** Craft Magic Arms and Armor, *etherealness*; **Market Price:** +3 bonus.

Rapid Fire

A rapid fire siege engine takes 1 less round to load and fire when operated by a full crew. Smaller crews gain no benefit.

Caster Level: 5th; **Prerequisites:** Craft Magic Arms and Armor, *haste*; **Market Price:** +1 bonus.

Self-Loading

A self-loading siege engine requires one fewer crew. This quality can be added multiple times to the same engine, each time reducing the number of required crew members by one. This can never reduce the required crew below one.

Caster Level: 7th; **Prerequisites:** Craft Magic Arms and Armor, *animate large object*; **Market Price:** +1 bonus.

Shocking Aura

Whenever a shocking aura siege engine hits, it releases a powerful blast of electricity. All creatures within 10 feet of the impact point take 1d6 points of electricity damage (no save). This enhancement can be added only to siege engines that have a specific point of impact when they fire, such as catapults and ballistae.

Caster Level: 13th; **Prerequisites:** Craft Magic Arms and Armor, *lightning bolt*; **Market Price:** +2 bonus.

Thunderous Aura

Whenever a thunderous aura siege engine hits, it releases a powerful blast of sonic energy. All creatures within 10 feet of the impact point take 1d6 points of sonic damage (no save). This enhancement can be added only to siege engines that have a specific point of impact when they fire, such as catapults and ballistae.

Caster Level: 13th; **Prerequisites:** Craft Magic Arms and Armor, *sound burst*; **Market Price:** +2 bonus.

Specific Siege Engines

The following specific siege engines have the listed qualities and costs.

Durgen's Fire Bellows

This massive weapon, built to look like a huge set of bellows, blasts a great jet of flame each round. The device requires a crew of three to operate and produces a 60-foot-long cone of flame that deals 5d6 points of fire damage. Creatures caught in the blast can make a Reflex save (DC 15) to take only half damage. The flame can ignite flammable objects or creatures, according to the normal rules for lighting things on fire. If fewer than three crew are operating the weapon, it can fire only once every 3 rounds.

Caster Level: 9th; **Prerequisites:** Craft Magic Arms and Armor, *fireball*; **Market Price:** 60,000 gp; **Cost to Create:** 30,000 gp + 2,400 XP.

- Special Materials -

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

Blending Earth

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

Spirit Stone

Formed only in the heart of their strongholds, spirit stone is one of the most venerated substances in dwarves' culture. As each member of a clan dies, a small portion of his or her essence is caught and held in the spirit stone, enriching the clan's history and the dwarves' reverence for their homes. Spirit stone is available only in very small amounts, and those dwarves willing to sell it are branded as traitors by the rest of

their kin; as such, its cost far outweighs its relatively modest powers when compared with other special materials.

Spirit stone can be worked as stone or metal, but only by dwarven hands. A weapon made of spirit stone deals 1 extra point of damage when wielded by a dwarf. Armor made of spirit stone provides an additional +1 armor bonus to AC when worn by a dwarf.

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

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

Steelstone

A favored material of dwarf armorsmiths, steelstone combines the strength and sturdiness of metal with stone's resistance to rust and other corrosive effects. Although it is stone, steelstone can be worked and shaped like metal, allowing its use in crafting any item that would normally be made of metal. Steelstone cannot rust or corrode as metal does; however, the stone shape spell and similar effects work against it normally. Casting *stone shape* or *transmute rock* to

mud on an item made of steelstone destroys it. Items made from steelstone weigh as much as their metal equivalents.

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

Appendix: Typical NPCs

This chapter presents tables containing statistics for six typical dwarf NPCs at various levels. Two, the legionnaire (an expert in formation fighting) and the master artisan (a Craft specialist expert), are detailed for 10 levels, while the others, members of adventuring classes, are detailed for 20 levels. These charts are meant to help GMs run encounters with large groups of dwarves or handle unexpected situations. Making small adjustments to the statistics below can also greatly ease the workload of creating individualized NPCs. To save time, try copying the statistics table for each dwarf encountered and record combat information and notes directly onto it.

- Legionnaire -

These warriors come in groups and fight in carefully planned formations.

Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Battleaxe	Damage	Crossbow (1d10)	AC	Touch AC	F-F AC
1	11	14	13	17	10	12	6	15	+4	1d8+2	+2	19	11	18
2	18	14	13	17	10	12	6	15	+5	1d8+2	+3	19	11	18
3	26	14	13	17	10	12	6	15	+6	1d8+2	+4	21	11	20
4	37	14	13	18	10	12	6	15	+7	1d8+2	+6	21	11	20
5	46	14	13	18	10	12	6	15	+8	1d8+2	+7	21	11	20
6	54	14	13	18	10	12	6	15	+9/+4	1d8+3	+8	21	11	20
7	63	14	13	18	10	12	6	15	+10/+5	1d8+3	+9	22	11	21
8	71	14	14	18	10	12	6	15	+11/+6	1d8+3	+11	23	12	22
9	80	14	14	18	10	12	6	15	+12/+7	1d8+3	+12	25	13	24
10	88	14	14	18	10	12	6	15	+13/+8	1d8+3	+13 (+1)	26	13	25

Level	Fort.	Ref.	Will	Feats	Skill (Climb)	Skill (Jump)	Armor Check
1	+5	+1	+1	Shield Wall	+6	+6	-7
2	+6	+1	+1		+7	+7	-8
3	+6	+2	+2	Back-to-Back	+8	+8	-8
4	+8	+2	+2		+9	+9	-6
5	+9	+3	+3		+10	+10	-6
6	+10	+4	+4	Lock Shields	+11	+11	-6
7	+10	+4	+4		+12	+12	-6
8	+11	+5	+4		+13	+13	-6
9	+11	+6	+5	Tandem Fighting	+14	+14	-6
10	+12	+6	+5		+15	+15	-6

Level	Equipment
1	Masterwork battleaxe, heavy crossbow, 10 bolts, masterwork banded mail, large steel shield, potion of cure light wounds
2	Masterwork battleaxe, heavy crossbow, 10 bolts, masterwork half-plate, large steel shield, potion of cure moderate wounds (x2), potion of endurance
3	Masterwork battleaxe, heavy crossbow, 10 bolts, full plate, large steel shield, potion of cure moderate wounds (x2), potion of endurance
4	Masterwork battleaxe, heavy crossbow, 10 masterwork bolts, masterwork full plate, masterwork large steel shield, potion of cure moderate wounds (x2), potion of endurance

Appendix: Typical NPCs

Level	Equipment
5	Masterwork battleaxe, heavy crossbow, 10 masterwork bolts, masterwork full plate, masterwork large steel shield, potion of cure moderate wounds (x2), potion of endurance, cloak of resistance +1
6	+1 battleaxe, heavy crossbow, 10 masterwork bolts, masterwork full plate, masterwork large steel shield, potions: cure moderate wounds (x2), endurance, cloak of resistance +1
7	+1 battleaxe, heavy crossbow, 10 masterwork bolts, +1 full plate, masterwork large steel shield, potions: cure moderate wounds (x2), endurance, cloak of resistance +1
8	+1 battleaxe, heavy crossbow, 10 masterwork bolts, +1 full plate, +1 large steel shield, potions: cure moderate wounds (x2), endurance, cloak of resistance +1
9	+1 battleaxe, heavy crossbow, 10 masterwork bolts, +2 full plate, +1 large steel shield, potions: cure moderate wounds (x2), endurance, cloak of resistance +1, ring of protection +1
10	+1 battleaxe, heavy crossbow, 10 +1 bolts, +2 full plate, +2 large steel shield, potions: cure moderate wounds (x2), endurance, cloak of resistance +1, ring of protection +1

- Master Artisan (Expert) -

Such experts are not meant to be combat encounters, but they serve as a quick example of what Craft skill checks are available at a given level.

Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Battleaxe	Damage	AC
1	8	12	10	15	15	14	6	20	+2	1d8+1	10
2	13	12	10	15	15	14	6	20	+3	1d8+1	10
3	19	12	10	15	15	14	6	20	+4	1d8+1	10
4	24	12	10	15	15	14	6	20	+5	1d8+1	10
5	30	12	10	15	16	14	6	20	+5	1d8+1	10
6	35	12	10	15	16	14	6	20	+6	1d8+1	10
7	41	12	10	15	16	14	6	20	+7	1d8+1	10
8	54	12	10	16	16	14	6	20	+8/+3	1d8+1	10
9	61	12	10	16	16	14	6	20	+8/+3	1d8+1	10
10	67	12	10	16	16	14	6	20	+9/+4	1d8+1	10

Level	Fort.	Ref.	Will	Feats	Craft (Stoneworking)	Craft (Metalworking)	Craft (Armorsmithing)*	Craft (Weaponsmithing)*
1	+2	+0	+4	Artisan	+10	+12	+12	+12
2	+2	+0	+5		+11	+13	+18	+18
3	+3	+1	+5	Master Artisan (Craft [weaponsmithing])	+12	+14	+19	+20
4	+3	+1	+6		+13	+15	+20	+21
5	+3	+1	+6		+14	+16	+21	+22
6	+4	+2	+7	Master Craft (Draft [armorsmithing])	+15	+17	+23	+23
7	+4	+2	+7		+16	+23	+24	+29
8	+5	+2	+8		+17	+24	+25	+30
9	+6	+3	+8	Master Craft (Craft [metalsmithing])	+18	+26	+26	+31
10	+6	+3	+9		+19	+27	+27	+32

*Includes +2 racial bonus if metal

Level	Craft (Choice)	Craft (Choice)	Alchemy	Appraise*	Sense Motive
1	+7	+7	+7	+9	+6
2	+8	+8	+8	+10	+7
3	+9	+9	+9	+11	+8
4	+10	+10	+10	+12	+9
5	+11	+11	+11	+13	+10
6	+12	+12	+12	+14	+11

Appendix: Typical NPCs

Level	Craft (Choice)	Craft (Choice)	Alchemy	Appraise*	Sense Motive
7	+13	+13	+13	+15	+12
8	+14	+14	+14	+16	+13
9	+15	+15	+15	+17	+14
10	+16	+16	+16	+18	+15

*Includes +2 racial bonus if stone, gems, or metal

Level	Equipment
1	Masterwork artisan's tools, masterwork battleaxe
2	Masterwork artisan's tools, +5 skill bonus item (x2), masterwork battleaxe
3	Masterwork artisan's tools, +5 skill bonus item (x2), masterwork battleaxe
4	Masterwork artisan's tools, +5 skill bonus item (x2), masterwork battleaxe
5	Masterwork artisan's tools, +5 skill bonus item (x2), masterwork battleaxe
6	Masterwork artisan's tools, +5 skill bonus item (x2), masterwork battleaxe
7	Masterwork artisan's tools, +5 skill bonus item (x2), +10 skill bonus item, masterwork battleaxe
8	Masterwork artisan's tools, +5 skill bonus item (x2), +10 skill bonus item, masterwork battleaxe
9	Masterwork artisan's tools, +5 skill bonus item (x2), +10 skill bonus item, masterwork battleaxe
10	Masterwork artisan's tools, +5 skill bonus item (x2), +10 skill bonus item, masterwork battleaxe

- Forge Priest (Cleric) -

These clerics prepare themselves with enhancing spells such as bull's strength and greater magic weapon, then wade into melee combat.

Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Crossbow			AC	Touch AC	F-F AC
									Battlehammer	Damage (1d10)				
1	10	12	8	15	10	15	12	15	+1	d10+1	-1	15	8	15
2	16	12	8	15	10	15	12	15	+2	d10+1	+1	17	8	17
3	23	12	8	15	10	15	12	15	+4	d10+1	+2	17	8	17
4	33	12	8	15	10	15	12	15	+5	d10+1	+3	18	8	18
5	41	12	8	15	10	16	12	15	+5	d10+1	+4	19	8	19
6	48	12	8	15	10	16	12	15	+7	d10+1	+5	20	8	20
7	56	12	8	15	10	16	12	15	+8	d10+1	+6	20	8	20
8	63	12	8	16	10	16	12	15	+9/+4	d10+2	+7	20	8	20
9	71	12	8	16	10	16	12	15	+9/+4	d10+2	+7	21	8	21
10	78	12	8	16	10	18	12	15	+10/+5	d10+2	+8	21	8	21
11	86	12	8	16	10	18	12	15	+11/+6	d10+2	+9	23	9	23
12	93	12	8	16	10	20	12	15	+12/+7	d10+2	+10	24	9	24
13	101	12	8	16	10	20	12	15	+12/+7	d10+2	+10	25	10	25
14	108	12	8	16	10	20	12	15	+13/+8	d10+2	+11	27	10	27
15	116	12	8	16	10	22	12	15	+14/+9	d10+2	+12	27	10	27
16	123	12	8	16	10	23	12	15	+15/+10/+5	d10+2	+13	29	11	29
17	131	12	8	16	10	23	12	15	+15/+10/+5	d10+2	+13	31	11	31
18	138	12	8	16	10	23	12	15	+16/+11/+6	d10+2	+14	31	11	31
19	146	12	8	16	10	25	12	15	+17/+12/+7	d10+2	+15	33	12	33
20	153	12	8	16	10	26	12	15	+18/+13/+8	d10+2	+16	37	13	37

Level	Fort.	Ref.	Will	Feats	Skill (Concentration)	Skill (Heal)	Armor Check
1	+4	-1	+4	Scribe Scroll	+6	+6	-3
2	+5	-1	+5		+7	+7	-6
3	+5	+0	+5	Exotic Weapon (dwarven battlehammer)	+8	+8	-6
4	+6	+0	+7		+9	+10	-5
5	+6	+0	+7		+10	+11	-5
6	+7	+1	+8	Weapon Focus (dwarven battlehammer)	+11	+12	-5
7	+8	+2	+9		+12	+13	-5
8	+10	+2	+10		+14	+14	-5

Appendix: Typical NPCs

Level	Fort.	Ref.	Will	Feats	Skill (Concentration)	Skill (Heal)	Armor Check
9	+10	+3	+10	Clanheart Magic	+15	+15	-5
10	+11	+3	+12		+16	+17	-5
11	+11	+3	+12		+17	+18	-5
12	+13	+5	+15	Mystic Turning	+18	+20	-5
13	+13	+5	+15		+19	+21	-5
14	+14	+5	+16	Spell Penetration	+20	+22	-5
15	+14	+6	+17		+21	+24	-5
16	+16	+7	+19		+22	+25	-5
17	+16	+7	+19		+23	+26	-5
18	+18	+9	+21	Quicken Spell	+24	+27	-5
19	+18	+9	+22		+25	+29	-5
20	+19	+9	+24		+26	+31	-5

Level	Equipment
1	<i>Dwarven battlehammer, masterwork buckler, masterwork breastplate, crossbow, 10 bolts, silver holy symbol, 2 scrolls of cure light wounds</i>
2	<i>Dwarven battlehammer, masterwork buckler, masterwork half-plate, masterwork crossbow, 10 bolts, silver holy symbol, scroll of cure light wounds (x2), potion of bull's strength</i>
3	<i>Masterwork dwarven battlehammer, masterwork buckler, masterwork half-plate, masterwork crossbow, 10 bolts, silver holy symbol, scrolls: cure light wounds (x2), cure moderate wounds (x2), bull's strength, endurance</i>
4	<i>Masterwork dwarven battlehammer, masterwork buckler, masterwork full plate, masterwork crossbow, 10 bolts, silver holy symbol, healer's kit, scrolls: cure light wounds (x2), cure moderate wounds (x2), bull's strength, endurance</i>
5	<i>Masterwork dwarven battlehammer, masterwork buckler, +1 full plate, masterwork crossbow, 10 masterwork bolts, silver holy symbol, healer's kit, scrolls: cure light wounds (x2), cure moderate wounds (x2), bull's strength, endurance</i>
6	<i>Masterwork dwarven battlehammer, +1 buckler, +1 full plate, masterwork crossbow, 10 masterwork bolts, silver holy symbol, healer's kit, scrolls: cure moderate wounds (x2), bull's strength, endurance, lesser restoration (x2)</i>
7	<i>Masterwork dwarven battlehammer, +1 buckler, +1 full plate, cloak of resistance +1, masterwork crossbow, 10 masterwork bolts, silver holy symbol, healer's kit, scrolls: cure moderate wounds (x2), bull's strength, endurance, lesser restoration, potion of haste</i>
8	<i>+1 dwarven battlehammer, +1 buckler, +1 full plate, cloak of resistance +1, masterwork crossbow, 10 masterwork bolts, silver holy symbol, healer's kit, scrolls: cure moderate wounds (x2), bull's strength, endurance, lesser restoration (x2), potion of haste</i>
9	<i>+1 dwarven battlehammer, +1 buckler, +1 full plate, cloak of resistance +1, amulet of natural armor +1, masterwork crossbow, 10 masterwork bolts, silver holy symbol, healer's kit, scrolls: cure serious wounds (x2), bull's strength, endurance, lesser restoration (x2), potion of haste</i>
10	<i>Periapt of Wisdom +2, +1 dwarven battlehammer, +1 buckler, +1 full plate, cloak of resistance +1, amulet of natural armor +1, masterwork crossbow, 10 masterwork bolts, silver holy symbol, healer's kit, scrolls: cure serious wounds (x2), bull's strength, endurance, lesser restoration (x2), potion of haste</i>
11	<i>Ring of protection +1, periapt of Wisdom +2, +1 dwarven battlehammer, +1 buckler, +2 full plate, cloak of resistance +1, amulet of natural armor +1, masterwork crossbow, 10 masterwork bolts, silver holy symbol, healer's kit, scrolls: cure serious wounds (x2), bull's strength, endurance, lesser restoration (x2), potion of haste</i>
12	<i>Ring of protection +1, periapt of Wisdom +2, +1 dwarven battlehammer, +2 buckler, +2 full plate, cloak of resistance +2, amulet of natural armor +1, masterwork crossbow, 10 masterwork bolts, silver holy symbol, healer's kit, scrolls: cure serious wounds (x2), bull's strength, endurance, lesser restoration (x2), potion of haste</i>
13	<i>Ring of protection +2, periapt of Wisdom +2, +1 dwarven battlehammer, +2 buckler, +2 full plate, cloak of resistance +2, amulet of natural armor +1, masterwork crossbow, 10 masterwork bolts, silver holy symbol, healer's kit, scrolls: cure serious wounds (x2), break enchantment, bull's strength, endurance, lesser restoration (x2), potion of haste</i>
14	<i>Ring of protection +2, periapt of Wisdom +2, +1 dwarven battlehammer, +2 buckler, +3 full plate, cloak of resistance +2, amulet of natural armor +2, masterwork crossbow, 10 masterwork bolts, silver holy symbol, healer's kit, scrolls: cure serious wounds (x2), break enchantment, bull's strength, endurance, lesser restoration (x2), potion of haste</i>
15	<i>Ring of protection +2, periapt of Wisdom +4, +1 dwarven battlehammer, +2 buckler, +3 full plate, cloak of resistance +2, amulet of natural armor +2, masterwork crossbow, 50 masterwork bolts, silver holy symbol, healer's kit, scrolls: cure critical wounds (x2), break enchantment, bull's strength, endurance, lesser restoration (x2), potion of haste</i>
16	<i>Ring of protection +3, periapt of Wisdom +4, +1 dwarven battlehammer, +3 buckler, +3 full plate, cloak of resistance +3, amulet of natural armor +2, masterwork crossbow, 50 masterwork bolts, silver holy symbol, healer's kit, scrolls: cure critical wounds, break enchantment, bull's strength, endurance, lesser restoration (x2), potion of haste</i>
17	<i>Ring of protection +3, periapt of Wisdom +4, +1 flaming dwarven battlehammer, +3 buckler, +4 full plate, cloak of resistance +3, amulet of natural armor +3, masterwork crossbow, 50 masterwork bolts, silver holy symbol, healer's kit, scrolls: cure critical wounds, break enchantment, bull's strength, endurance, lesser restoration (x2), potion of haste</i>

Appendix: Typical NPCs

Level	Equipment
18	Ring of protection +3, periapt of Wisdom +4, +1 holy dwarven battlehammer, +3 buckler, +4 full plate, cloak of resistance +4, amulet of natural armor +3, masterwork crossbow, 50 masterwork bolts, silver holy symbol, bealer's kit, scrolls: heal, break enchantment, bull's strength, endurance, lesser restoration (x2), potion of haste
19	Ring of protection +4, periapt of Wisdom +6, +1 holy dwarven battlehammer, +4 buckler, +4 full plate, cloak of resistance +4, amulet of natural armor +3, masterwork crossbow, 50 masterwork bolts, silver holy symbol, bealer's kit, scrolls: heal, break enchantment, bull's strength, endurance, lesser restoration (x2), potion of haste
20	Ring of protection +5, periapt of Wisdom +6, +1 holy dwarven battlehammer, +5 buckler, +5 full plate, cloak of resistance +4, amulet of natural armor +4, masterwork crossbow, 50 masterwork bolts, silver holy symbol, bealer's kit, scrolls: heal, break enchantment, bull's strength, endurance, lesser restoration (x2), potion of haste

Forge Priest Spells

Level	Wis	0	1	2	3	4	5	6	7	8	9
1	16	3	2+1	-	-	-	-	-	-	-	-
2	16	4	3+1	-	-	-	-	-	-	-	-
3	16	4	3+1	2+1	-	-	-	-	-	-	-
4	16	5	4+1	3+1	-	-	-	-	-	-	-
5	16	5	4+1	3+1	2+1	-	-	-	-	-	-
6	16	5	4+1	4+1	3+1	-	-	-	-	-	-
7	16	6	5+1	4+1	3+1	1+1	-	-	-	-	-
8	17	6	5+1	4+1	4+1	2+1	-	-	-	-	-
9	17	6	5+1	5+1	4+1	2+1	1+1	-	-	-	-
10	19	6	5+1	5+1	4+1	4+1	2+1	-	-	-	-
11	19	6	5+1	5+1	4+1	4+1	2+1	1+1	-	-	-
12	20	6	7+1	5+1	5+1	4+1	4+1	2+1	-	-	-
13	20	6	7+1	6+1	5+1	5+1	4+1	2+1	1+1	-	-
14	20	6	7+1	6+1	5+1	5+1	4+1	3+1	2+1	-	-
15	22	6	7+1	7+1	6+1	5+1	5+1	4+1	2+1	1+1	-
16	23	6	7+1	7+1	6+1	5+1	5+1	4+1	3+1	2+1	-
17	23	6	7+1	7+1	6+1	6+1	5+1	5+1	3+1	2+1	1+1
18	23	6	7+1	7+1	6+1	6+1	5+1	5+1	3+1	3+1	2+1
19	25	6	7+1	7+1	7+1	6+1	6+1	5+1	5+1	3+1	3+1
20	26	6	7+1	7+1	7+1	7+1	6+1	5+1	5+1	5+1	4+1

- Dwarven Fighter -

These fighters deal plenty of damage in melee, but their real strength is their ability to take large amounts of punishment while their companions provide offensive punch.

Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Dwarven Waraxe	Damage	AC	Touch AC	F-F AC
1	13	15	13	16	12	10	6	15	+5	1d10+2	19	11	18
2	21	15	13	16	12	10	6	15	+6	1d10+2	21	11	20
3	30	15	13	16	12	10	6	15	+7	1d10+2	21	11	20
4	38	16	13	16	12	10	6	15	+9	1d10+5	22	11	21
5	47	16	13	16	12	10	6	15	+10	1d10+5	22	11	21
6	55	16	13	16	12	10	6	15	+11/+6	1d10+5	22	11	21
7	64	16	13	16	12	10	6	15	+12/+7	1d10+6	23	11	22
8	72	17	13	16	12	10	6	15	+13/+8	1d10+6	24	12	23
9	81	17	13	16	12	10	6	15	+14/+9	1d10+6	25	12	23
10	89	19	13	16	12	10	6	15	+16/+11	1d10+7	25	12	24
11	98	19	13	16	12	10	6	15	+17/+12/+7	1d10+7	27	12	26
12	106	20	13	16	12	10	6	15	+20/+15/+10	1d10+9	29	12	28
13	115	20	13	16	12	10	6	15	+21/+16/+11	1d10+9	30	12	29
14	123	20	13	16	12	10	6	15	+23/+18/+13	1d10+10	30	12	29

Appendix: Typical NPCs

Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Dwarven		Damage	AC	Touch AC	F-F AC
									Waraxe					
15	147	20	13	18	12	10	6	15	+24/+19/+14		1d10+10	32	12	31
16	156	23	13	18	12	10	6	15	+26/+21/+16/+11		1d10+11	33	13	32
17	166	23	13	18	12	10	6	15	+28/+23/+18/+13		1d10+12	34	13	33
18	175	23	13	18	12	10	6	15	+29/+24/+19/+14		1d10+12	38	14	37
19	204	23	13	20	12	10	6	15	+31/+26/+21/+16		1d10+13	38	14	37
20	214	26	13	20	12	10	6	15	+34/+29/+24/+19		1d10+15	41	15	40

Level	Fort.	Ref.	Will	Feats	Skill (Climb)	Skill (Jump)	Armor Check
1	+5	+1	+0	Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe)	+6	+6	-7
2	+6	+1	+0	Power Attack	+7	+7	-7
3	+6	+2	+1	Cleave	+8	+8	-6
4	+7	+2	+1	Weapon Specialization (dwarven waraxe)	+10	+10	-6
5	+8	+3	+2		+11	+11	-6
6	+9	+4	+3	Point Blank Shot, Precise Shot	+12	+12	-6
7	+9	+4	+3		+13	+13	-6
8	+10	+4	+3	Improved Critical (dwarven waraxe)	+14	+14	-6
9	+10	+5	+6	Iron Will	+15	+15	-6
10	+11	+5	+6	Sunder	+17	+17	-6
11	+11	+5	+6		+18	+18	-6
12	+12	+6	+7	Back-to-Back Exotic Armor Proficiency (dwarven plate);	+20	+20	-6
13	+13	+7	+8		+21	+21	-6
14	+14	+7	+8	Shield Wall	+22	+22	-6
15	+16	+9	+10	Exotic Armor Proficiency (mountain kite shield)	+23	+23	-7
16	+17	+9	+10	Great Cleave	+25	+25	-7
17	+17	+9	+10		+26	+26	-7
18	+18	+10	+11	Blind-Fight, Improved Bull Rush	+27	+27	-7
19	+20	+11	+12		+28	+28	-7
20	+21	+13	+12	Lightning Reflexes	+31	+31	-7

Level	Equipment
1	Masterwork dwarven waraxe, large shield, masterwork banded mail, potion of cure light wounds (x3)
2	Masterwork dwarven waraxe, large shield, masterwork full plate
3	Masterwork dwarven waraxe, masterwork large shield, masterwork full plate, potion of bull's strength
4	Masterwork dwarven waraxe, masterwork large shield, +1 full plate, potion of cure light wounds (x3)
5	Masterwork dwarven waraxe, masterwork large shield, +1 full plate, cloak of resistance +1, potion cure light wounds (x3)
6	Masterwork dwarven waraxe, masterwork large shield, +1 full plate, cloak of resistance +1, potion of cure light wounds (x3), potion of bull's strength
7	+1 dwarven waraxe, +1 large shield, +1 full plate, cloak of resistance +1, potion of cure light wounds
8	+1 dwarven waraxe, +1 large shield, +1 full plate, cloak of resistance +1, ring of protection +1, potion of bull's strength
9	+1 dwarven waraxe, +1 large shield, +1 full plate, amulet of natural armor +1, cloak of resistance +1, ring of protection +1, potions: bull's strength, endurance, cure moderate wounds
10	+1 dwarven waraxe, +1 large shield, +1 full plate, gauntlets of ogre power +2, amulet of natural armor +1, cloak of resistance +1, ring of protection +1, potions: bull's strength, endurance, cure moderate wounds
11	+1 dwarven waraxe, +2 large shield, +2 full plate, gauntlets of ogre power +2, amulet of natural armor +1, cloak of resistance +1, ring of protection +1

Appendix: Typical NPCs

Level	Equipment
12	+2 dwarven waraxe, +2 large shield, +2 dwarven plate, gauntlets of ogre power +2, amulet of natural armor +1, cloak of resistance +1, ring of protection +1
13	+2 dwarven waraxe, +2 large shield, +3 dwarven plate, gauntlets of ogre power +2, amulet of natural armor +1, cloak of resistance +2, ring of protection +1
14	+3 dwarven waraxe, +2 large shield, +3 dwarven plate, gauntlets of ogre power +2, amulet of natural armor +1, cloak of resistance +2, ring of protection +1
15	+3 dwarven waraxe, +3 mountain kite shield, +3 dwarven plate, gauntlets of ogre power +2, bracers of health +2, amulet of natural armor +1, cloak of resistance +3, ring of protection +1
16	+3 dwarven waraxe, +3 mountain kite shield, +3 dwarven plate, belt of giant strength +4, bracers of health +2, amulet of natural armor +1, cloak of resistance +3, ring of protection +2
17	+4 dwarven waraxe, +3 mountain kite shield, +3 dwarven plate, belt of giant strength +4, bracers of health +2, amulet of natural armor +2, cloak of resistance +3, ring of protection +2
18	+4 dwarven waraxe, +4 mountain kite shield, +4 dwarven plate, belt of giant strength +4, bracers of health +2, amulet of natural armor +3, cloak of resistance +3, ring of protection +3
19	+5 dwarven waraxe, +4 mountain kite shield, +4 dwarven plate, belt of giant strength +4, bracers of health +4, amulet of natural armor +3, cloak of resistance +4, ring of protection +3
20	+5 dwarven waraxe, +5 mountain kite shield, +5 dwarven plate, belt of giant strength +6, bracers of health +4, amulet of natural armor +3, cloak of resistance +4, ring of protection +4

- Stoneborn Sorcerer -

These sorcerers begin with the Stoneborn Sorcery feat described in **Chapter 2: Feats**. The feat allows them to base their sorcery on Constitution rather than Charisma, but they are then prohibited from learning spells from the Enchantment school.

Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Heavy			
									Crossbow (1d10)	AC*	Touch AC	F-F AC
1	7	10	14	17	12	13	6	20	+4	12	12	10
2	12	10	14	17	12	13	6	20	+5	12	12	10
3	18	10	14	17	12	13	6	20	+5	12	12	10
4	27	10	14	18	12	13	6	20	+6	12	12	10
5	34	10	14	18	12	13	6	20	+6	12	12	10
6	40	10	14	18	12	13	6	20	+7	12	12	10
7	47	10	14	18	12	13	6	20	+7	13	13	11
8	53	10	14	19	12	13	6	20	+8	14	13	12
9	60	10	14	19	12	13	6	20	+8	14	13	12
10	76	10	14	21	12	13	6	20	+9	14	13	12
11	84	10	14	21	12	13	6	20	+9	14	13	12
12	103	10	14	22	12	13	6	20	+10	15	14	13
13	112	10	14	22	12	13	6	20	+10	16	14	14
14	120	10	14	22	12	13	6	20	+11	17	15	15
15	144	10	14	24	12	13	6	20	—	17	15	15
16	153	10	14	25	12	13	6	20	—	18	15	16
17	180	10	14	27	12	13	6	20	—	18	15	16
18	190	10	14	27	12	13	6	20	—	20	16	18
19	201	10	14	27	12	13	6	20	—	21	17	19
20	231	10	14	28	12	13	6	20	—	28	17	26

*Before casting mage armor and shield

Level	Fort.	Ref.	Will	Feats	Skill (Concentration)	Skill (Spellcraft)	Knowledge (arcana)
1	+3	+2	+3	Stoneborn Sorcery	7	5	5
2	+3	+2	+4		8	6	6
3	+4	+3	+4	Improved Initiative	9	7	7
4	+5	+3	+5		11	8	8
5	+6	+4	+6		12	9	9
6	+7	+5	+7	Spell Penetration	13	10	10
7	+7	+5	+7		14	11	11

Appendix: Typical NPCs

Level	Fort.	Ref.	Will	Feats	Skill (Concentration)	Skill (Spellcraft)	Knowledge (arcana)
8	+7	+5	+8		15	12	12
9	+8	+6	+8	Improved Dispelling	16	13	13
10	+9	+6	+9		18	14	14
11	+9	+6	+9		19	15	15
12	+11	+7	+10	Empower Spell	21	16	16
13	+11	+7	+10		22	17	17
14	+11	+7	+11		23	18	18
15	+14	+9	+12	Spell Focus (Evocation)	24	18	18
16	+14	+9	+13		24	18	18
17	+15	+9	+13		26	18	18
18	+16	+10	+14	Remote Casting	27	18	18
19	+19	+13	+17		29	19	19
20	+20	+13	+18		31	20	20

Level	Equipment
1	<i>Masterwork heavy crossbow, 50 masterwork bolts, potion of cure moderate wounds</i>
2	<i>Masterwork heavy crossbow, 50 masterwork bolts, wand of magic missile (1st), potion of cure moderate wounds</i>
3	<i>Masterwork heavy crossbow, 50 masterwork bolts, wand of magic missile (1st), potion of cure moderate wounds (x2)</i>
4	<i>Masterwork heavy crossbow, 50 masterwork bolts, wands: magic missile (1st), shield, potion of cure moderate wounds (x2)</i>
5	<i>Masterwork heavy crossbow, 50 masterwork bolts, cloak of resistance +1, wands: magic missile (1st), shield, potion of cure moderate wounds (x2)</i>
6	<i>Masterwork heavy crossbow, 50 masterwork bolts, cloak of resistance +1, wands: magic missile (3rd), shield, potion of cure moderate wounds (x2)</i>
7	<i>Masterwork heavy crossbow, 50 masterwork bolts, ring of protection +1, cloak of resistance +1, wands: magic missile (3rd), shield</i>
8	<i>Masterwork heavy crossbow, 50 masterwork bolts, amulet of natural armor +1, ring of protection +1, cloak of resistance +1, wands: magic missile (3rd), shield, potions: cure moderate wounds (x2)</i>
9	<i>Masterwork heavy crossbow, 50 masterwork bolts, amulet of natural armor +1, ring of protection +1, cloak of resistance +1, wands: magic missile (7th), shield, potions: cure moderate wounds (x2)</i>
10	<i>Masterwork heavy crossbow, 50 masterwork bolts, bracers of health (+2), amulet of natural armor +1, ring of protection +1, cloak of resistance +1, wands: magic missile (7th), shield, potions: cure moderate wounds (x2)</i>
11	<i>Masterwork heavy crossbow, 50 masterwork bolts, bracers of health (+2), amulet of natural armor +1, ring of protection +1, cloak of resistance +1, wands: magic missile (7th), shield, cat's grace, potions: cure moderate wounds (x2)</i>
12	<i>Masterwork heavy crossbow, 50 masterwork bolts, bracers of health (+2), amulet of natural armor +1, ring of protection +2, cloak of resistance +1, wands: magic missile (7th), shield, cat's grace, potions: cure moderate wounds (x2)</i>
13	<i>Masterwork heavy crossbow, 50 masterwork bolts, bracers of health (+2), amulet of natural armor +2, ring of protection +2, cloak of resistance +1, wands: magic missile (9th), shield, cat's grace, potions: cure moderate wounds (x2)</i>
14	<i>Masterwork heavy crossbow, 50 masterwork bolts, bracers of health (+2), amulet of natural armor +2, ring of protection +3, cloak of resistance +1, wands: magic missile (9th), shield, cat's grace, potions: cure moderate wounds (x2)</i>
15	<i>Bracers of health +4, amulet of natural armor +2, ring of protection +3, cloak of resistance +2, wands: magic missile (9th), shield, cat's grace, potions: cure moderate wounds (x2)</i>
16	<i>Bracers of health +4, amulet of natural armor +3, ring of protection +3, ring of arcane triumph (3rd), cloak of resistance +2, wands: magic missile (9th), shield, cat's grace, potions: cure moderate wounds (x2)</i>
17	<i>Bracers of health +6, amulet of natural armor +3, ring of protection +3, ring of arcane triumph (3rd), cloak of resistance +2, wands: magic missile (9th), shield, cat's grace, potions: cure serious wounds (x2)</i>
18	<i>Bracers of health +6, amulet of natural armor +4, ring of protection +4, ring of arcane triumph (3rd), cloak of resistance +2, wands: magic missile (9th), shield, cat's grace, potions: cure serious wounds (x2)</i>
19	<i>Bracers of health +6, amulet of natural armor +4, ring of protection +5, ring of arcane triumph (3rd), cloak of resistance +5, wands: magic missile (9th), shield, cat's grace, potions: cure serious wounds (x2)</i>
20	<i>Bracers of health +6, belt of armor +6, amulet of natural armor +5, ring of protection +5, ring of arcane triumph (3rd), cloak of resistance +5, wands: magic missile (9th), shield, cat's grace, potions: cure serious wounds (x2)</i>

Appendix: Typical NPCs

Stoneborn Sorcerer

Spells/day

Level	Con	0	1	2	3	4	5	6	7	8	9
1	17	5	4								
2	17	6	5								
3	17	6	6								
4	18	6	7	4							
5	18	6	7	5							
6	18	6	7	6	4						
7	18	6	7	7	5						
8	19	6	7	7	6	4					
9	19	6	7	7	7	5					
10	21	6	8	7	7	6	4				
11	21	6	8	7	7	7	5				
12	22	6	8	8	7	7	6	4			
13	22	6	8	8	7	7	7	5			
14	22	6	8	8	7	7	7	6	3		
15	24	6	8	8	8	7	7	7	5		
16	25	6	8	8	8	7	7	7	6	3	
17	27	6	8	8	8	8	7	7	7	5	
18	27	6	8	8	8	8	7	7	7	6	3
19	27	6	8	8	8	8	7	7	7	7	4
20	28	6	8	8	8	8	8	7	7	7	7

Stoneborn Sorcerer

Spells Known

Level	0	1	2	3	4	5	6	7	8	9
1	4	2								
2	5	2								
3	5	3								
4	6	3	1							
5	6	4	2							
6	7	4	2	1						
7	7	5	3	2						
8	8	5	3	2	1					
9	8	5	4	3	2					
10	9	5	4	3	2	1				
11	9	5	5	4	3	2				
12	9	5	5	4	3	2	1			
13	9	5	5	4	4	3	2			
14	9	5	5	4	4	3	2	1		
15	9	5	5	4	4	4	3	2		
16	9	5	5	5	4	4	3	2	1	
17	9	5	5	5	4	4	3	3	2	
18	9	5	5	5	4	4	3	3	2	1
19	9	5	5	5	4	4	3	3	3	2
20	9	5	5	5	4	4	3	3	3	3

- Dwarven Rogue -

These rogues specialize in locks, traps, and well-placed arrows.

Level	HP	Str	Dex	Con	Int	Wis	Cha	Spd	Short Sword Damage	Shortbow	Damage	Sneak Attack
1	8	14	15	15	12	10	6	20	+3	d6+2	+4	d6 +1d6
2	13	14	15	15	12	10	6	20	+4	d6+2	+5	d6 +1d6
3	19	14	15	15	12	10	6	20	+5	d6+2	+6	d6 +2d6
4	24	14	16	15	12	10	6	20	+6	d6+2	+8	d6 +2d6
5	30	14	16	15	12	10	6	20	+6	d6+2	+8	d6 +3d6
6	35	14	16	15	12	10	6	20	+8	d6+2	+9	d6+1 +3d6
7	41	14	16	15	12	10	6	20	+9	d6+2	+10	d6+1 +4d6
8	54	14	16	16	12	10	6	20	+10/+5	d6+3	+11/+6	d6+1 +4d6
9	61	14	16	16	12	10	6	20	+10/+5	d6+3	+11/+6	d6+1 +5d6
10	67	14	18	16	12	10	6	20	+12/+7	d6+3	+13/+8	d6+1 +5d6
11	74	14	18	16	12	10	6	20	+13/+8	d6+3	+14/+9	d6+4 +6d6
12	80	14	19	16	12	10	6	20	+15/+10	d6+3	+15/+10	d6+4 +6d6
13	87	14	19	16	12	10	6	20	+15/+10	d6+3	+15/+10	d6+4 +7d6
14	93	14	19	16	12	10	6	20	+17/+12	d6+4	+16/+11	d6+4 +7d6
15	100	14	21	16	12	10	6	20	+19/+14/+9	d6+4	+19/+14/+9	d6+5 +8d6
16	106	14	22	16	12	10	6	20	+21/+16/+11	d6+4	+21/+16/+11	d6+5 +8d6
17	113	14	24	16	12	10	6	20	+22/+17/+15	d6+4	+22/+17/+12	d6+5 +9d6
18	119	14	24	16	12	10	6	20	+23/+18/+13	d6+4	+23/+18/+13	d6+5+9d6
19	126	14	24	16	12	10	6	20	+25/+20/+15	d6+5	+25/+20/+15	d6+6 +10d6
20	132	14	25	16	12	10	6	20	+26/+21/+16	d6+5	+26/+21/+16	d6+6 +10d6

Appendix: Typical NPCs

Level	AC	Touch AC	F-F AC	Fort.	Ref.	Will	Feats	Skill Search	Skill Disable Device	Skill Open Locks
1	15	12	13	+2	+4	+0	Point Blank Shot	+5	+5	+6
2	16	12	14	+2	+5	+0		+6	+6	+7
3	16	12	16*	+3	+5	+1	Precise Shot	+7	+7	+8
4	17	13	17*	+3	+7	+1		+8	+8	+10
5	17	13	17*	+4	+8	+2		+9	+11	+13
6	17	13	17*	+5	+9	+3	Weapon Finesse (short sword)	+10	+12	+14
7	18	14	18*	+5	+9	+3		+11	+13	+15
8	18	14	18*	+6	+10	+3		+12	+14	+16
9	19	14	19*	+7	+10	+4	Rapid Shot	+13	+15	+17
10	20	15	20*	+7	+12	+4		+14	+16	+19
11	20	15	20*	+8	+13	+5		+15	+17	+20
12	21	16	21*	+9	+14	+6	Weapon Focus (short sword)	+16	+18	+21
13	22	16	22*	+9	+14	+6		+17	+19	+22
14	23	16	23*	+9	+15	+6		+18	+20	+23
15	24	17	24*	+10	+16	+7	Alertness	+19	+21	+25
16	26	19	26*	+10	+18	+7		+20	+22	+27
17	26	20	26*	+10	+19	+7		+21	+23	+29
18	28	20	28*	+14	+23	+13	Iron Will	+22	+24	+30
19	30	21	30*	+14	+23	+13		+23	+25	+31
20	33	22	33*	+14	+24	+13		+24	+26	+32

*Uncanny Dodge usually prevents character from losing Dex bonus to AC

Level	Skill (Spot)	Skill (Listen)	Skill (Tumble)	Skill (Move Silent)	Skill (Hide)	Skill (Climb)
1	+4	+4	+6	+6	+6	+6
2	+5	+5	+7	+7	+7	+7
3	+6	+6	+8	+8	+8	+8
4	+7	+7	+10	+10	+10	+9
5	+8	+8	+11	+11	+11	+10
6	+9	+9	+12	+12	+12	+11
7	+10	+10	+13	+13	+13	+12
8	+11	+11	+14	+14	+14	+13
9	+12	+12	+15	+15	+15	+14
10	+13	+13	+17	+17	+17	+15
11	+14	+14	+18	+18	+18	+16
12	+15	+15	+19	+19	+19	+17
13	+16	+16	+20	+20	+20	+18
14	+17	+17	+21	+21	+21	+19
15	+20	+20	+23	+23	+23	+20
16	+21	+21	+25	+25	+25	+21
17	+22	+22	+27	+27	+27	+22
18	+23	+23	+28	+28	+28	+23
19	+24	+24	+29	+29	+29	+24
20	+25	+25	+30	+30	+30	+25

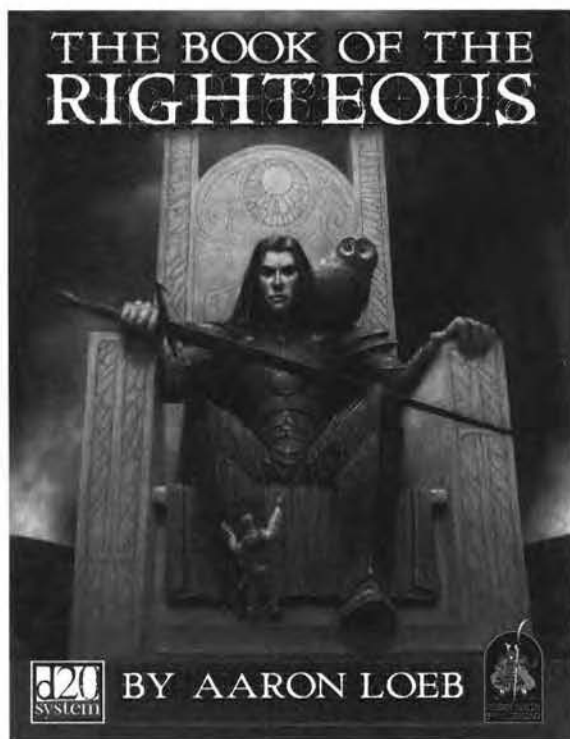
Level Equipment

- 1 *Masterwork short sword, masterwork shortbow, 10 masterwork arrows, masterwork studded leather armor*
- 2 *Masterwork short sword, masterwork shortbow, 10 masterwork arrows, +1 studded leather armor*
- 3 *Masterwork short sword, masterwork shortbow, 50 masterwork arrows, +1 studded leather armor, potion of cure moderate wounds*
- 4 *Masterwork short sword, masterwork shortbow, 50 masterwork arrows, +1 studded leather armor, potions: cure moderate wounds (x2), bull's strength, cat's grace*
- 5 *Masterwork short sword, masterwork shortbow, 50 masterwork arrows, +1 studded leather armor, cloak of resistance +1, masterwork thieves' tools, potions: cure moderate wounds (x2), bull's strength, cat's grace*

Appendix: Typical NPCs

Level	Equipment
6	<i>Masterwork short sword, masterwork shortbow, 25 +1 arrows, +1 studded leather armor, cloak of resistance +1, masterwork thieves' tools, potions: cure moderate wounds (x2), bull's strength, cat's grace, endurance</i>
7	<i>Masterwork short sword, masterwork shortbow, 25 +1 arrows, +1 studded leather armor, cloak of resistance +1, ring of protection +1, masterwork thieves' tools, potions: cure moderate wounds, bull's strength, cat's grace, endurance</i>
8	<i>+1 short sword, masterwork shortbow, 25 +1 arrows, +1 studded leather armor, cloak of resistance +1, ring of protection +1, masterwork thieves' tools, potions: cure moderate wounds, bull's strength, cat's grace, endurance</i>
9	<i>+1 short sword, masterwork shortbow, 25 +1 arrows, +1 studded leather armor, cloak of resistance +1, ring of protection +1, amulet of natural armor +1, masterwork thieves' tools, potions: cure moderate wounds (x2), bull's strength, cat's grace, endurance</i>
10	<i>+1 short sword, masterwork shortbow, 25 +1 arrows, +1 studded leather armor, gloves of Dexterity +2, cloak of resistance +1, ring of protection +1, amulet of natural armor +1, masterwork thieves' tools, potions: cure moderate wounds, bull's strength, cat's grace, endurance</i>
11	<i>+1 short sword, +1 mighty [Str 14] composite shortbow, 25 +1 arrows, +1 studded leather armor, gloves of Dexterity +2, cloak of resistance +2, ring of protection +1, amulet of natural armor +1, masterwork thieves' tools, potions: cure moderate wounds, bull's strength, cat's grace, endurance</i>
12	<i>+1 short sword, +1 mighty [Str 14] composite shortbow, 25 +1 arrows, +1 studded leather armor, gloves of Dexterity +2, cloak of resistance +2, ring of protection +2, amulet of natural armor +1, masterwork thieves' tools, potions: cure moderate wounds (x2), bull's strength, cat's grace, endurance</i>
13	<i>+1 short sword, +1 mighty [Str 14] composite shortbow, 50 +1 arrows, +1 studded leather armor, gloves of Dexterity +2, cloak of resistance +2, ring of protection +2, amulet of natural armor +2, masterwork thieves' tools, potions: cure moderate wounds (x2), bull's strength, cat's grace, endurance</i>
14	<i>+2 short sword, +1 mighty [Str 14] composite shortbow, 50 +1 arrows, +2 studded leather armor, gloves of Dexterity +2, cloak of resistance +2, ring of protection +2, amulet of natural armor +2, masterwork thieves' tools, potions: cure serious wounds (x2), bull's strength, cat's grace, endurance</i>
15	<i>+2 short sword, +1 mighty [Str 14] composite shortbow, 30 +2 arrows, +2 studded leather armor, gloves of Dexterity +4, cloak of resistance +2, ring of protection +2, amulet of natural armor +2, masterwork thieves' tools, potions: cure serious wounds (x2), bull's strength, cat's grace, endurance</i>
16	<i>+2 short sword, +1 mighty [Str 14] composite shortbow, 30 +2 arrows, +2 studded leather armor, gloves of Dexterity +4, cloak of resistance +2, ring of protection +3, amulet of natural armor +3, masterwork thieves' tools, potions: cure serious wounds (x2), bull's strength, cat's grace, endurance</i>
17	<i>+2 short sword, +1 mighty [Str 14] composite shortbow, 30 +2 arrows, +2 studded leather armor, gloves of Dexterity +6, cloak of resistance +2, ring of protection +3, amulet of natural armor +3, masterwork thieves' tools, potions: cure serious wounds (x2), bull's strength, cat's grace, endurance</i>
18	<i>+2 short sword, +1 mighty [Str 14] composite shortbow, 30 +2 arrows, +4 studded leather armor, gloves of Dexterity +6, cloak of resistance +5, ring of protection +3, amulet of natural armor +3, masterwork thieves' tools, potions: cure serious wounds (x2), bull's strength, cat's grace, endurance</i>
19	<i>+3 short sword, +1 mighty [Str 14] composite shortbow, 30 +3 arrows, +5 studded leather armor, gloves of Dexterity +6, cloak of resistance +5, ring of protection +4, amulet of natural armor +3, masterwork thieves' tools, potions: cure serious wounds (x2), bull's strength, cat's grace, endurance</i>
20	<i>+3 short sword, +1 mighty [Str 14] composite shortbow, 30 +3 arrows, +5 studded leather armor, gloves of Dexterity +6, cloak of resistance +5, ring of protection +5, amulet of natural armor +5, masterwork thieves' tools, potions: cure serious wounds (x2), bull's strength, cat's grace, endurance</i>

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