

Backgrounds of Faerûn: The Dwarven Kingdoms

Enrich your characters with this supplement containing backgrounds for six of the Forgotten Realms dwarven subraces: the tough arctic dwarves, the resplendent gold dwarves, the dour gray dwarves, the hopeful shield dwarves, the mysterious urdunnir, and the savage wild dwarves!



WELCOME TO THE REALMS

In the "Backgrounds of Faerûn" supplement, we focused on the human kingdoms. In each of these smaller supplements, we investigate groups of the other races that inhabit the world. Thematically, they'll be grouped by family such as Dwarf, Elf, or Gnome.

Each supplement will contain races both old and new, their equipment, their spells, and many other features for these races. Existing races will be given the regions they're native to with bonds for each. If you're picking one of these races, they're intended to work with the existing backgrounds in the *Player's Handbook* or with the backgrounds from the "Backgrounds Of Faerûn" supplement.

If you use a new race, they'll include the race as well as a background specific to that race. Additionally, they'll come with extra content to help you get into the mindset of playing these rare and unusual races. As with the "Backgrounds Of Faerûn" supplement, the backgrounds for new races are intended to be mixed with another background or can be used as is.

Remember to always check with your Dungeon Master if you wish to play one of these races.

HOW TO COMBINE BACKGROUNDS

Let's say you wanted to be an arctic dwarf but you wanted to combine the "Hunter On The Ice" background with the "Folk Hero" from the *Player's Handbook*.

First, you would choose which of the two backgrounds you want to take the skill, tool and language proficiencies from. This is the background you also take your equipment from.

Second, you choose which of the two backgrounds you want to take your feature from. Either the hunting dog companion from the arctic dwarf or the rustic hospitality that the folk hero enjoys.

Lastly, you'll pick one trait, ideal, bond, and flaw, one each from either background table. For example, you could choose the folk hero trait and ideal, but use the arctic dwarf bond and flaw.

ON THE "BACKGROUNDS OF FAERÛN"

The supplement "Backgrounds of Faerûn" is another title written by myself on the Dungeon Master's Guild. It's intended to be a supplement for the human dominated kingdoms of the realms and is otherwise the same as this book. It's not a books of racial specific backgrounds, as many cities in the Forgotten Realms allow all sorts of different folks from different backgrounds.

If you don't own it, don't worry. The rules contained in each of these smaller supplements are more than enough to use for your characters.

If you do happen to own it, then the rules here are easily combined with those rules. Instead of just having a "Halruaan Bounty Hunter", you could mix the Halruaa background with the star elf background and the folk hero background to have a star elf folk hero that's native to halruaa, with the bonds, traits, ideals, flaws, equipment and features of all three backgrounds!

ART CREDITS

Covers: A Storm in the Rocky Mountains, Mt. Rosalie, 1866

Page 1: MonstersOfFaerun-DWARVES! by Wizards of the Coast.

Page 4: Old Dwarf by Ivan Dedov

Page 7: 4e_mm_dwarves by Wizards of the Coast



ARCTIC DWARF

"The first thing I saw was a flash of white hair, atop a pale form no more than a few feet high. As it raised a large heavy looking club, I figured I was done for. As it came down beside me, it crashed through the snow and into the head of some white serpent, killing it. A smile and a nod, and the he was gone back into the blizzard."

– Excerpt take from report written by Gillias Mort, Yellow Feather scout.

Nearly all dwarves in Faerûn trace their clan lineage back to the kingdom of Bhaerynden. Arctic dwarves, so the scholars have gleaned, instead hail far from the other side of the world near Kara-Tur and the hordelands.

The great glacier is a cold and inhospitable place with powerful beasts and extreme weather ready to kill those not wary enough to heed the dangers of that realm. Yet it's this place that the arctic dwarves are most at home.

Arctic dwarves tend to be as wide as they are tall, with pale skin ranging from blue to white. Their hair is also white and usually goes down to their waist although females do not possess beards like the other dwarven races. Their eyes are typically blue.

THE GOOD OF THE MANY

Most dwarves are concerned with personal wealth or enriching their clan. Arctic dwarves care very little for either, with the weight of gold just being one more thing that could end up killing you. Instead, they are collectivists only caring for the greater good of all.

There are no divisions of clan or family, with every child being raised by the community together. This allows them to ensure the children will understand that only together do they survive. Elders in the clan are given no responsibilities, rewarded for their service by removing that burden for their remaining days.

NATURAL BORN RIDERS

Being hunter gatherers and not craftsmen, there is much time for skills that can be applied both as work and a hobby. To this end many arctic dwarves learn to raise, care for, and ride enormous dogs. Leatherworking is also an important skill as crafting the ropes, leads, and saddles require just as much attention and skill as a hunting dog.

FAST FRIENDS

Even with their remote homes, arctic dwarves have had regular contact with other races. They view men as a short lived, other dwarves or gnomes as alien, and elves are creatures of awe and wonder.

Giants, on the other hand, are creatures that have earned the title of most hated foe of the arctic dwarves.

ARCTIC DWARF ADVENTURERS

Because of the importance of the community, arctic dwarves rarely leave their own kind. When they do, it's often because they're on a quest for their community.

ARCTIC DWARF NAMES

Arctic dwarf names tend to be short, rarely longer than three syllables. Their names are unisex, with no discernable difference between genders.

Some examples of these names are Uliit, Oonalok, Tolkep, Kotar, Aarot, Eeten, Kar, Tuk and Loht.

ARCTIC DWARF (DWARF SUBRACE)

Arctic dwarves are stout and can easily shrug off cold temperatures. They speak their own language called Kurit as well a language called Uluik which is known to most denizens of the great glacier.

Ability Score Increase Your Strength score increases by 1.

Speed Arctic Dwarves base walking speed is 25 feet.

Size Halflings average about 3 feet tall and weigh about 65 pounds. Your size is Small.

Child of the Great Glacier Because of the harsh nature of their homelands Arctic dwarves enjoy having a resistance to cold equal and advantage on saving throws against cold.

Hunting Spear Proficiency Arctic dwarves hunt using a special oversized spear and as such have proficiency using it. This weapon is identical to a trident.

ARCTIC DWARF SIZE

Gender	Average Height	Average Weight
Male	2'10" - 3'4"	52 - 82 lbs
Female	2'6" - 3'	42 - 72 lbs

KERRENDERIT (MAGIC ARROWS)

Kerrenderit are coin-sized ice crystals of exceeding sharpness that could be magically enhanced to form deadly arrowheads. Kerrenderit were nurtured by the arctic dwarves in caves carved into the Great Glacier and they took a long time to form. These caves and Kerrenderit are one of the few forms of magical crafting the Arctic Dwarves possess.

Arrowheads crafted from Kerrenderit count as magical, dealing an extra 1d6 cold damage. Hunting spears could be created from this material, but it takes months for arrowheads to form and it would take much much longer for enough material to form a spear head.

HUNTER ON THE ICE

ARCTIC DWARF

Found all across the great glacier, these dwarves have a tight knit community but are quite friendly.

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Leatherworker's Tools and Vehicle (Riding)

Equipment: A large fur coat made from polar bear hide, a leather harness for a hunting dog, a tent with two bedrolls, and a belt of leather pouches filled with 5gp worth of gems.

Region: Damara, Nar, The Sword Coast North, and Vaasa.

Suggested Classes: Barbarians, Druids, and Rangers.

FEATURE: HUNTING DOG

You have a large companion dog. It acts independently of you and always obeys your directions. It rolls its own initiative and acts on its own turn. A hunting dog can't attack unless you use an action to command it to do so. It can take any other action on its own.

If your hunting dog dies, you can return to your homelands to gain the service of another one, but it takes at least a month to train it.

SUGGESTED CHARACTERISTICS

Gregarious and friendly, arctic dwarves are open minded and open hearted yet keen hunters and always aware of nearby danger.

d8 Arctic Dwarf Personality Trait

- 1 There's nothing that can't be said with a smile.
- 2 When others need help, I'm the first one to pitch in.
- 3 I really don't understand obsession with wealth.
- 4 If there's work to be done, I'm not resting.
- 5 There are few things as important to me as my dog.
- 6 I spend each night praying to the world around me so it doesn't kill me while I sleep.
- 7 It's difficult for me to fit into the mindsets of others.
- 8 I treat new friends like family.

d6 Arctic Dwarf Ideal

- 1 **Respect:** The world is harsh and powerful, respect it or die. **(Lawful)**
- 2 **Structure:** The way things are, works. Trying to change that invites death. **(Lawful)**
- 3 **Community:** Together, we can do great things. **(Good)**
- 4 **All For One:** The individual is only as important as the part they play for the whole group. **(Good)**
- 5 **Trust:** Of all the things that can kill us in the wild, we should never worry about it coming from our own. **(Neutral)**
- 6 **Creativity:** Creating things is what separates us from the wild beasts, art is important to our culture. **(Chaotic)**

d6 Arctic Dwarf Bond

- 1 Prey to hunt on the glacier has been thin, I travel to find new sources of food.
- 2 I've been banished by my clan for actions that they'll never know saved them from grave danger.
- 3 The bite of wanderlust often fails to pierce our arctic skin, yet it still pierced mine. I wander for adventure.
- 4 I was captured by drow and taken to the underdark for years. Having escaped, I know not where I am.
- 5 Having found a weapon crafted in some far country, I wish to learn to craft such weapons myself so now I travel.
- 6 Our dogs are enormous, but I've heard tales of larger. I travel afar to see if I can acquire a herd of these beasts.

d6 Arctic Dwarf Flaw

- 1 I'm so honest I find it difficult to conceive others could lie to me.
- 2 Being used to pitching in, I often will start to help before I realize who I'm working for.
- 3 When I'm left alone, I often am at a loss for motivation.
- 4 I have a love for animals and can't always recognize when those animals would love me as a snack.
- 5 My hatred for giants often distracts me from the task at hand.
- 6 Anything unfamiliar to me, which is nearly everything, needs to be investigated as thoroughly as possible.

ROLEPLAYING ARCTIC DWARVES

Remember that these dwarves are very different from their cousins. They don't find personal wealth to be appealing, they aren't greedy and they aren't dour. They have a grand love for life, for their community, for their dogs and for nature.

They particularly appreciate excellent craftsmanship. Because of their limited resources, everything is crafted to a meticulous level for failing to craft something is wasteful.

Above all, be gregarious and friendly. To the Arctic dwarf, things that are dangerous are obviously dangerous and everything else is something to appreciate.

ARCTIC DWARF SCOUT

Small humanoid (dwarf), any alignment

Armor Class 13 (Leather Armor)
Hit Points 114 (12d8 + 48)
Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	17 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Animal Handling +3, Survival +3
Damage Resistance Poison, Cold
Senses darkvision 60 ft., passive Perception 11
Languages Kurit, Uluik
Challenge 4 (1,100 XP)

Child of the Great Glacier. Arctic dwarf scouts have advantage on saving throws against cold.

Adept Rider. Arctic dwarf scouts ride their dog mounts into battle and can wield their hunting spears in two hands while mounted.

Actions

Multiattack. Arctic dwarf scouts make two melee attacks with their Hunting Spear.

Hunting Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5ft. or range 20/60 ft., one target. *Hit* 11 (1d6 + 8) or 13 (1d8 + 8) if used with two hands to make a melee attack, plus 3 (1d6) cold damage.

WAR DOGS

Medium Beast, unaligned

Armor Class 13 (Natural Armor)
Hit Points 13 (2d8 + 4)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	3 (-4)	12 (+1)	11 (+0)

Damage Immunity Cold
Senses passive Perception 13
Challenge 1/4 (50 XP)

Bred for Ice Riding. War Dogs can move on icy terrain without suffering disadvantage.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 7 (1d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.



GOLD DWARF

PROUD DEFENDERS OF FAERÛN

Confident warriors, shrewed traders and naturally materialistic, when most folks in the realms think of a dwarf they picture a gold dwarf.

Choose one of the regions use those bonds with the background you chose for your gold dwarf.

Region: East Rift (Near Dambrath, Elfharrow, and Halruaa), Smoking Mountains (Unther), and Turmish.

ROLEPLAYING A GOLD DWARF

Of all the dwarf subraces, gold dwarves are the most high and mighty when it comes to how they see themselves.

They are more judgemental than other dwarves of other races, except when it comes to humans and halflings for their sense of trade.

EAST RIFT GOLD DWARF

d6 Bond

- 1 Having lost so many friends and family in the rift, I travel now to escape that horror.
- 2 I adventure to pay for my work in the arts. Grand works of art to honor our gods and dwarves everywhere.
- 3 When the rift fell, I fought against drow and other horrors for days. I ended up getting lost in the underdark and not escaping for over a year. I can't go home, so I adventure instead.
- 4 I've been all over the south of Faerûn and made enemies everywhere: from the Border Kingdoms to Halruaa and beyond. I keep moving to stay ahead of them.
- 5 Riftfall was the end of my clan: I am the only surviving member. I left to find myself a partner to found a new lineage in the name of my ancestors.
- 6 In the rift, drow have harassed us forever. With no ties left back home, I now travel to exterminate their kind.

SMOKING MOUNTAINS GOLD DWARF

d6 Bond

- 1 A dragonborn saved my life during a dragon attack. I travel with them as payback.
- 2 A tiefling warlock cursed my bloodlines to die. Now all our children die before coming of age. I seek out this fiend to destroy them.
- 3 I used to be a slave-runner, bringing slaves from all over to Unther, before it left this world. Now that Unther is back, I'm thinking about getting back into business.
- 4 The blind dragon of Mt. Temmikant is often thought harmless. I know better, because I've spoken to him. Now, he's blackmailing me to find someone to cure his blindness.
- 5 My mountains are my home, and my home is infested with flaming beasts. I adventure to acquire the means to remove this menace from my home.
- 6 A gnome of Lantan once visited, trying to collect magma from a volcano to power some device. He died, and I'm trying to return his device home.

TURMISH GOLD DWARF

d6 Bond

- 1 When mount Kolimnis erupted, tens of thousands died. I took that as the gods displeasure with our mining, and packed up. I have yet to find a suitable new home, but my past is behind me.
- 2 Long ago, my kind destroyed a powerful dragon named Stormcrossing. I had a nightmare that this dragon has been reborn in a distant land. As my grandsire delivered the killing blow, I believe it's my place to put this dragon down.
- 3 From Ironfang keep, the rest of the Vilhon Reach is protected from deurgar. I travel to train other dwarves in our special deurgar fighting techniques.
- 4 In Gildenglade, I found a special precious stone. With some strange inner light our priests called 'Moradin's Laugh', I've been told it's my destiny to turn this into a magical item of legend!
- 5 The elves of Gildenglade are our allies, as are their half-human spawn. Yet their kind makes me uncomfortable as they were our enemies in years now long past. I left Turmish to seek new mines with less elves.
- 6 I was exploring the caverns in Kolimnis when I came across a chamber that some wizard had obviously set up long ago. Within was a journal detailing many dungeons few have heard of. I adventure to discover these for myself.

SOURCES

Gold Dwarves are in the *Player's Handbook* as the subrace "Hill Dwarf".

GRAY DWARF

DWELLERS IN THE DARK

Gray dwarves are often called pragmatists, overly practical and joyless and yet this couldn't be further from the truth. They enjoy the suffering of others, inflicting pain and breaking slaves.

Use the Underdark bonds below with the background you chose for your gray dwarf.

Region: Northdark (The Underdark)

ROLEPLAYING A GRAY DWARF

Gray Dwarves are solemn and stoic, often not showing emotion at all. This is because decades of slavery taught them that positive emotions are fleeting and pain is always around the corner.

Gray dwarves may be cruel, but they're nothing if not practical and honest. They don't believe there is time for lies unless they're more practical than truths.

Pessimism and cynicism rule your attitude, but that doesn't mean you are always dour. A good rule of thumb is to have one thing that is your weakness: something you secretly love.

Perhaps you have a special place for slaves and you treat yours particularly well or your weapon was handed to you by a mentor you highly respect. Whatever it is, you tend to keep it close to the chest so other deurgar don't think you odd or ill.

GRAY DWARF BONDS

d6

Bond

- 1 I was a merchant in a trading hub, when a madness swept over the entire city. I ran, but now I'm lost and have found myself near the surface with no way home.
- 2 Ambushed. I was travellin' down a tunnel when a purple worm swallowed me whole. Deposited me whole too. Now I'm working my way back home with next to nothing.
- 3 Illithids. I hate them, because I was slave to one. Lived just under Waterdeep. I managed to escape, but now I'm in a blasted surface city where my kind are hated.
- 4 Luskan is my kind of town, a place where anything goes for someone with money. I'm to setup trade deals with a merchant there.
- 5 Cormyr is a land humans are fond of. Our raiding party wanted to take them down a peg and show them what comes after pride. Their purple dragon crusaders stopped our attack but I got away. Now I plot my revenge on the plum colored bastards.
- 6 We enslave derro because it's easy. They break without much effort. I've got so many of 'em, extra to sell. Some big important noble from Unther wanted to take some off my hands. His knife ended up in my back, but he didn't make sure I was dead. I tried to get my revenge and failed, but now he's on the run. I'll get him, one day.

SOURCES

Gray Dwarves can be found in the *Sword Coast Adventurer's Guide* as an optional race.

SHIELD DWARF

ROOTS IN THE MOUNTAINS

Build for the future: be it a place for your clan, a powerful item to protect your home or a large family to keep your name.

Shield dwarves are stoic, having a sense of tradition and balancing it with the love for adventure and finding treasure.

Choose one of the regions use those bonds with the background you chose for your shield dwarf character.

Region: Damara, Impiltur, the Sword Coast North, Vaasa, the Vast, and Western Heartlands.

ROLEPLAYING A SHIELD DWARF

Shield dwarves are split into two minds thanks to something they call the "Thunder Blessing", a time when many dwarves had much larger families and often had twins. They saw this as a blessing from their god, encouraging them to explore the world around them.

Your dwarf will likely have strong feelings, either preferring tradition or expansion. In either case, they should have a craft that is important to them as a skill to have mastered.

Your dwarf won't be as proud or stubborn as a gold dwarf, but still might have a streak that frustrates their companions.

DAMARA SHIELD DWARF

d6 **Bond**

- 1 Rarely seen, us Damaran dwarves like to be left alone in our mines. Except the mine my clan digs in is going dry. I need to find a new source of metal and gems.
- 2 I was moving a large shipment of bloodstone when Frostmantle stopped us. A companion was shipping drugs and we were all arrested. I was sold into slavery but that's behind me. I'm a free dwarf and it's a large world.
- 3 I was herding Rothé when I saw them. Warlock knights of Vaasa, attacking a village. I ran them down and helped defend the villagers. While the knights decided to route, that wasn't before one blasted me with some dark bolt. I woke up and was on a boat, travelling to Westgate.
- 4 Deep under the Galena mountains, a group of Deurgar made a deal with a powerful demon that killed many of my clan. I will hunt down the ones responsible and put the souls of my clan to rest.

d6 **Bond**

- 5 Frost giants are the bane of our existence. A particularly nasty one, Jolentung, had attacked one of our surface forts. In the raid, my father's magical hammer was stolen, and I aim to return it.
- 6 I hate the blasted cold, so now I travel south. I don't care where I go, as long as they don't know what the word 'snow' means.

IMPILTUR SHIELD DWARF

d6 **Bond**

- 1 Years ago, I found a particularly valuable bloodstone vein. I made a deal in secret with a family member for us to split the money but they backtracked and took full claim. I tried to fight it but was falsely accused of being a traitor and was exiled.
- 2 In a raid against our clan, I defended a hobgoblin general and captured him. In exchange for his life, he gave me plans for a hidden hobgoblin fortress in the mountains near Mulmaster. I have to warn the city before the hobgoblins attack!
- 3 A distant relation of mine near Triboar has informed me they've re-opened a lost mine and wants my help clearing it out of danger.
- 4 I've been cursed by Abbathor to steal gold equal to the weight of my sin. I adventure so I need not steal from those I care about.
- 5 The earthspur mountains are filled with all sorts of lost treasures. One day, whilst looking for such treasures, I fell through a portal and ended up in a far away land.
- 6 Unlike most of my kin, I travelled to the Monastery of the Yellow Rose and learned from the monks there. They've told me to travel afar to find myself.



SHIELD DWARF

SWORD COAST NORTH SHIELD DWARF

- | d6 | Bond |
|----|--|
| 1 | In the sewers of Luskan, I double crossed some unsavoury individuals. They captured me and now I'm on a job for them to pay back their kindness of letting me live. |
| 2 | Silverymoon is a source of artistic inspiration for many. To myself, it's a promise of a more beautiful world and so I adventure to find and create more beautiful things. |
| 3 | Near Neverwinter are the sword mountains, home to the troll known as Black Tusk. He ate my parents travelling the roads, and for that I'll have revenge. |
| 4 | The vast caverns below Waterdeep known as undermountain. It's here I've decided to venture and find my fortune. |
| 5 | The frozen world of the Ten Towns, a forlorn place to be sure. That's why I chose it as a place to lay low from an assassin paid to kill me. |
| 6 | I had moved to Daggerford with my sibling to explore the ruins of Dragonspear castle. We got into trouble and they died. I now wander to escape their death. |

VAASA SHIELD DWARF

- | d6 | Bond |
|----|---|
| 1 | My clan sits in the west galena mountains, overlooking Hulburg. The small human fort-town treated us well, especially in the past winter that left us dwarves with little food. I'm travelling as a favor for a merchant who was particularly kind to me. |
| 2 | I was part of a band retaking the Delhalls. During a rest period we were taking, I explored a bit and found a map for a distant dungeon, marked with the words "Wyrmskull Throne". |
| 3 | Lost-Sarphil overlooks the Moonsea. Most dwarves think I'm crazy, but the waters have always called to me. I took what little money I had and turned to a life of sailing. |
| 4 | I've got a friend who is in trouble. She's sick, and thinks she's going to die soon. I adventure to find a cure for her sickness. One day I'll return to the Cave of Whispering Winds to help my silver dragon friend. |
| 5 | Telos is an achievement between humans and dwarves, a grand symbol of our co-operation. But surely, Telos couldn't have been the only place a primordial has fallen. I adventure, looking for the death-sites of more primordials. |
| 6 | The trade-town of Avang sits on the edge of Vaasa. All sorts of strange folk come into the town trading from afar. Seeing these unusual sorts has inspired me to walk the world and educate myself to the things I do not know about. |

THE VAST SHIELD DWARF

- | d6 | Bond |
|----|---|
| 1 | The Earthspur mountains are filled with ancient dragon hordes, but the various clans of dwarves all lay claim to them. I'm going to travel far and find a horde of my own, using it to settle my own hold. |
| 2 | It was a mistake, even delving into that crag. A few miles of tunnels and a crack in the wall and I ended up in a tomb. I had no idea it was a tomb of a high elf. Now the spirit of that tomb has me on a <i>geas</i> to pay for my transgressions. |
| 3 | There was a local legend about a cavern near High Haspur with thousands of valuable gemstones. A rival of mine bet me that he would find it before me. Well I lost that bet, and now I have to travel to a distant land and find a gemstone of suitable size for him. |
| 4 | Dwarf relationships are complicated. My clan has set me into a marriage with another clan from Damara. I have no intentions of marrying for political gains, and so I've run away. |
| 5 | I've received a vision from Dumathoin, keeper of the deep secrets. He showed me a chamber with a stone that can protect our clan for generations. I don't recognize where this chamber was, so I travel to find it. |
| 6 | The Vast is just a bit too human-centric for me. I travel to find somewhere more suitable to dwarven needs. |

WESTERN HEARTLANDS SHIELD DWARF

- | d6 | Bond |
|----|--|
| 1 | Elturel is a bastion of safety. Between the Companion and our knights (the Hell-Riders), I've been inspired to hunt and destroy undead myself. |
| 2 | Deep within the Stormhorns, it's said there's a city that exists here and on the plane of earth called Grodd. I'm gathering adventures so we might venture forth! |
| 3 | My cousin was Thelarn Swifthammer. He fell in a great battle with orcs on the Hill of Lost Souls. I want to say goodbye by visiting his grave. |
| 4 | Darkhold is still the main headquarters for the Zhentarim. The hills surrounding it are filled with maze like catacombs filled with horrors put there by the former dark leadership. They pay well for those willing to clear out these monsters, and I aim to get paid. |
| 5 | My life partner was killed by a powerful vampire and turned. I travel in search of them so I might put their soul to rest. |
| 6 | There are many adventuring groups that get their start in the heartlands. For someone who can pay, my axe is theirs. |

SOURCES

Shield Dwarves are in the *Player's Handbook* as the subrace "Mountain Dwarf".

URDUNNIR

"With all seriousness I tell you, the dwarf lifted the sapphire and took a bite out of it! He gave a little wink and then walked right through the wall, leaving behind no trace. I decided at that point, never to try orcish rum again."

– Kurothor Silverhelm, dwarven hunter from Calimport.

Dwarves are a long lived people with roots that go so deep into the past, some events get lost to history. The dwarves of Shanatar talk of their long lost cousins: dwarves crafted by Dumathoin meant to be a secret from the world.

Around the same height and weight as a shield dwarf, their skin is light gray and their eyes are always silver. Both genders tend to have hair and beards ranging from black to silver, often in a peppery mix.

STONE POETS

The urdunnir see the world as a large sculpture crafted by the dwarven gods. The surface is a place other races have defaced but their homes remain untouched.

Gemstones play an important role in their society, being a food source and considered the highest gift of the gods. This is because the gods have gifted dwarves with the ability to turn these rough gems into perfect works of art.

IN BALANCE WITH THE WORLD

Urdunnir have a unique lack of a sense of danger. Because of their abilities, few things can contain the Urdunnir and so anything dangerous enough to be a threat is simply avoided.

Because of this, they also lack any martial prowess, having none of the traditional weapon training the other dwarven races typically have.

EXPERT ARTISANS

The urdunnir rarely venture out of their homes, and so focus on spending their time becoming experts at their crafts. Sometimes this is learning to perfect their combat techniques, useful in protecting their homes. Others learn how to shape stone and gem, to offer the gods great works of beauty.

No matter what they decide to focus upon, their lives become entirely dedicated towards perfecting that activity. Upon their death, a urdunnir is honored by having their bodies merged with the stone surrounding their homes.

FAMILY FIRST

Urdunnir are setup in clans, much like other dwarves. However, these clans are much smaller and more personal than other dwarven clans. Age is considered a blessing of the gods, given as a way to ensure knowledge is acquired by the clans.

Book learning and clan teaching are how most of the urdunnir share knowledge, with elders teaching others when they're too old to continue perfecting their skills.

URDUNNIR ADVENTURERS

It's rare that the urdunnir adventure away from home. Fighters and paladins tend to be assigned to defend the borders of their cities from hated enemies such as purple worms or the Xorn.

Other urdunnir bring knowledge of the gods or world surrounding them to their clan mates. These clerics and druids are quite common in urdunnir society.

Precious few arcanists, usually sorcerers, exist within the urdunnir ranks, often focusing on elementalism.

Urdunnir rarely multi-class, as that goes against their ideal of becoming the paragon of your focus.

URDUNNIR NAMES

The Urdunnir have guttural names that sound like stones and minerals, much like other dwarven races. However their clan names tend towards simple gem names like ruby, sapphire or onyx.

Male First Names: Kolnar, Deleer, Mozun, Telimbyr, Reikinar, and Eidum.

Female First Names: Seldath, Amasine, Shess, Melinar, Zenia, and Elamar.

Common Clan Names: Ruby, Sapphire, Onyx, Sardonyx, Garnet, Topaz and Peridot.

URDUNNIR TRAITS (DWARF SUBRACE)

Your Urdunnir character has the following racial traits.

Ability Score Increase Your Wisdom score increases by 1.

Stone Walk. At third level, you can move through stone as the *Meld With Stone* spell, except you may move within the stone and you cannot breathe while within the stone. You can use this ability once per short rest.

Stone Shape. At the fifth level, you gain the *Stone Shape* spell. You can use this ability once per long rest.

Gem Hunter. Urdunnir do not eat regular food. Instead they consume gems and other precious stones.

Languages Urdunnir.

URDUNNIR SIZE

Gender	Average Height	Average Weight
Male	4'4" - 5'0"	180 - 244 lbs
Female	4'2" - 4'8"	150 - 214 lbs

ROLEPLAYING AN URDUNNIR

Urdunnir are well educated, honest and caring.

Their isolation has given them no sense of pride, considering all their works as the gods and their clan knowledge working through them.

Likewise, they have next to no sense of what is and isn't dangerous about the world around them. When in doubt, they use their *Stone Walk* ability to escape.

URDUNNIR

HIDDEN CHILDREN OF DUMATHOIN

The secretive and elusive race of gem eating dwarves were put into the world by Dumathoin as a mystery, a legend for other dwarves to write myths about.

Skill Proficiencies: History, Perception

Tool Proficiencies: Two artisan's tools chosen from the following: Jeweler's tools, Mason's tools, Potter's tools, or Smith's tools.

Equipment: A set of common clothing, a set of artisan's tools with which you are proficient, a book specific to your area of learning, and a leather belt pouch with ten gems worth 10 gp each.

Region: Oldonnar (the Underdark)

Suggested Classes: Cleric, Druid, Fighter, Paladin, Sorcerer

FEATURE: FOCUS ON LEARNING

Choose one of the focuses below or roll randomly on the table. You have a special focus with this skill, that you keep honed to the upmost of your ability. You have advantage when rolling Arcana, History, Nature, or Religion checks related to that focus.

Likewise, you know the approximate value of any items related to your focus.

d8	Learning Focus
1	Gem cutting
2	Stone working
3	Pottery
4	Metal Working

SUGGESTED CHARACTERISTICS

Urdunnir are elusive and mysterious, but they enjoy being a myth. They are most often mistaken for old shield dwarves, and so they'll often not correct others who make this assumption.

Their clan is important to them, as is knowledge. Their downtime is most often spent crafting, which is their form of prayer.

d8	Urdunnir Personality Trait
1	There's nothing more valuable than knowledge.
2	Like the depths of the world, my trust runs deep for those I call friend.
3	Perfecting my skill in my craft is everything, it's my reason for being.
4	What me worry? Why should I worry when I can just step through stone away from my problems?
5	I have a delicate sense of taste, I strive to taste only the most expensive gems.
6	I'm heretical: I believe that our kind should be contacting others, to discover more about the world.
7	There's nothing I enjoy more than a good joke.
8	A stone is simply rock, but a statue shows the time and workmanship that went into it. So too do I hone my martial prowess.

d6	Urdunnir Ideal
1	Family: You owe your existence to your clan, fewer things are as important as they. (Lawful)
2	Security: The secret of our presence in the world has kept us safe, maintain that secrecy. (Lawful)
3	Beauty: The gods will is to make the world as beautiful as can be, and we will work that will. (Good)
4	Trust: You should never have cause to question your brothers and sisters. (Neutral)
5	Peace: We don't have enemies because we understand that to begin violence is to invite it. (Neutral)
6	Faith: The god Dumathoin keeps us safe, spend time to thank our father-god for that. (Neutral)

d6	Urdunnir Bond
1	Xorn are our most hated foe. I seek out connections to the plane of earth to close them, forever sealing their connection to our world.
2	I am an ambassador for our people, to the surface dwellers. I am to meet with important people and find out how we are to fit into their world.
3	I am a <i>Crusader Under The Mountain</i> , a holy knight of Dumathoin who searches the overworld for secrets to return home with.
4	Late one night, I heard a whispering in my ear. The voice told me to find out the hidden things of the world. I thought it was Dumathoin but this voice has a name I've never heard of: Vecna.
5	My home was assaulted by drow who somehow divined our location. Now I'm searching for a new home for my clan.
6	Inspired by the art I found in a sunken citadel, I travel the surface to learn how their arts are studied so I might better my own skills.

d6	Urdunnir Flaw
1	Most of my kind are suspicious of elves, but I downright hate them!
2	We are taught that secrets must be kept for good of the clans, however I can't keep a secret for my life.
3	It never fails to happen: I'm too aloof to see danger until it's far too close.
4	When crafting, I'm always trying to add more and more intricate details until I inevitably ruin my project.
5	I encountered a deurgar once. I am now fearful that an invisible menace lurking about.
6	Good enough is never good enough for me. I strive for perfection.

WILD DWARF

"Fire mountains flow. White dwarves flee fire. They food, or friend?"

"Let the jungle decide, brother."

– Buddor Two Toe, spiritual leader of his clan.

The term "chultan dwarf" actually describes two separate groups. One continued their blood driven habits of mining the earth for metal and minerals. These are shield dwarves that are long since separated from the rest of their kind. The other took to the jungles around Chult and are a force to be reckoned with, called "wild dwarves".

Chultan shield dwarves are nearly all albinos with pink eyes and pale skin while wild dwarves are more tanned with dark colored hair. Both groups of chultan dwarves prefer not to wear clothing at all.

KILL OR BE KILLED

Wild dwarves all believe that the world is as nature designed: kill or be killed. Eat or be eaten. Thus, all of them are trained with a keen hunters sense. The only thing they respect more than power is their elders.

PRIMITIVE YET POWERFUL

Wild dwarves lack a lot of the modern benefits that other races enjoy. All food and clothing comes from the world around them. Because of this, they develop clever ways to bring down foes, and when craft weapons and armor.

NOMADS, NOT COMRADES

While wild dwarves do have clans like other dwarves, their clans are created as required. When one clan gets too large, it splits and both clans move away so as not to over hunt in a specific area. Family isn't important, only the dwarves to your left and right matter.

WILD DWARF ADVENTURERS

Wild dwarves don't typically adventure unless it is thrust upon them. The dangers of the jungle require them to outnumber their foes as much as possible and the loss of even a single dwarf to adventure is dangerous for the entire clan.

When meeting races outside of their clans, they typically are reserved. Most races they have no knowledge of except for humans, yuan-ti, and goblins: races they have a dislike towards.

WILD DWARF NAMES

Wild dwarves tend to have names that sound like grunts or other low bass sounding words.

Male Names: Jok, Durig, Ramak, Toolog, Gurnt, and Kol

Female Names: Eyt, Tsea, Jat, Qinnik, Sebit and Usi.

WILD DWARF TRAITS (DWARF SUBRACE)

Albino chultan dwarves use the standard Shield Dwarf subrace from the *Player's Handbook*.

Your wild dwarf character has the following racial traits.

Ability Score Increase Your Constitution score increases by 1.

Speed Wild dwarves base speed is 20 feet. They also have a climb speed of 10 feet.

Hardy. In addition to the usual poison resistance dwarves have, wild dwarves also have advantage on saving throws against resisting diseases.

Jungle Weapon Training. Your **Dwarven Combat Training** is replaced with this ability, granting you proficiency with handaxes and blowguns.

Languages Dwarven and Chultan.

ROLEPLAYING A WILD DWARF

Wild dwarves find little joy in life, instead they think of moments that would bring joy as chances for disaster to occur.

You tend to not wear clothing and have no sense of privacy or decency. If someone were to walk in on you in private, embarrassment or shame would never occur to you.

Material wealth means nothing to you, but items that help you in combat or help you escape danger are considered highly valuable.

Most wild dwarves would rather perish in suicidal combat than waste away due to disease or being infirm.

WILD DWARF SIZE

Gender	Average Height	Average Weight
Male	2'10" - 3'4"	50 - 82 lbs
Female	2'8" - 3'6"	40 - 72 lbs

WILD DWARF

HARSH SURVIVOR

The world of the wild dwarf is harsh. Yuan-ti regularly attempt to enslave them, the goblins of the jungle want to eat them and the dinosaurs would stomp them into the mud. All this, and yet they still stand.

Skill Proficiencies: Nature and Survival

Tool Proficiencies: Choose two artisan's tools from the following: Cook's utensils, Leatherworker's tools, Painter's supplies, or Weaver's tools. Instead of a tool, you may choose one of the following musical instruments: Drum, or Horn.

Equipment: A set of paints used in putting camouflage on your skin, an artisan tool or musical instrument you are proficient with, a dose of knockout poison, and two large gems worth 15 gp each.

Region: Chult

Suggested Classes: Barbarian, Druid, or Ranger.

FEATURE: MAKESHIFT TOOLS

With the permission of your DM, your character can spend an hour to build themselves improvised tools you otherwise lack. These tools are not sufficient enough to allow you to have advantage on any rolls related to them, but they are functional enough otherwise.

SUGGESTED CHARACTERISTICS

Wild dwarves tend towards being more dour than their shield dwarf cousins. They are more focused on survival and any form of comfort tends to make them uncomfortable.

d8 Wild Dwarf Personality Trait

- 1 I sleep with one eye open and my weapon in hand.
- 2 The idea of spending money to get things is weird. I insist on bartering my skills instead.
- 3 I usually stow away an extra weapon or food in unusual places, just in case.
- 4 If someone is nice to me, they're probably working some angle.
- 5 Good? Evil? I don't give a heap about 'morals'.
- 6 I never say anything I don't mean, even if it hurts.
- 7 Food is better uncooked, I prefer the taste of raw meat.
- 8 The first thing I think when I come across a monster: can I tame it and ride it?

d6 Wild Dwarf Ideal

- 1 **Sacrifice:** The clan must be protected, even if it costs your life. **(Lawful)**
- 2 **Order:** Your elders know best, their words could mean the difference between life and death. **(Lawful)**
- 3 **Wit:** To be clever in the hunt is to survive. Traps, poisons, and outnumbering your foes are just some tools you use. **(Neutral)**

d6 Wild Dwarf Ideal

- 4 **Balance:** Morality has no use in the jungle. The dinosaur cares not if it's meal was moral. **(Neutral)**
- 5 **Tribe:** Your tribe is your life. Everything they are, you carry with you. **(Good)**
- 6 **Survival:** If it would save the clan, there is little you wouldn't sacrifice. **(Evil)**

d6 Wild Dwarf Bond

- 1 I've always excelled at making poisons for my tribe. I travel to find better poisons to use.
- 2 I was swallowed by a dinosaur. My tribe thought I was dead. If I return, they'll think me cursed. Now I travel the world, calling myself walking dead.
- 3 The night sky whispers to me, drawing me away from my clan as I follow the stars as I wander.
- 4 I was captured by slavers from Calimport and sold to a merchant. I killed him and escaped. Now I don't know what to do.
- 5 I fell into a tomb while scouting and found a mirror that displayed a swamp. I was able to step through, but not return from this strange place.
- 6 I want to kill and wear the skin of a powerful dinosaur.

d6 Wild Dwarf Flaw

- 1 I've no shame and I never will. My nudity is beautiful.
- 2 The discomfort of others when I'm around is amusing.
- 3 I'll take whatever I want, no one is strong enough to stop me.
- 4 I prefer others not talk to me and think me dumb.
- 5 I value my own hide so much, I'd throw a friend down a hill to save myself.
- 6 My kind aren't known for their greed, but I'm learning to be comfortable with material possessions.

WILD DWARF KNOCKOUT POISON

Attacking and striking foes with a weapon coated in this poison causes the following effects:

On Hit: 3 (1d6) poison damage, and make a Constitution saving throw (DC 14).

On a failed save, the target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions.

On its turn, it can use either an action or a Bonus Action, not both. At the end of each of the affected creature's turns it may make another saving throw to end the effect.

Wild dwarf knockout poison costs 150 gp.

WILD DWARF CHAMPION

Medium humanoid (dwarf), Lawful Neutral

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	17(+3)	9(-1)	11(+0)	9(-1)

Damage Resistances Poison

Senses passive Perception 9

Languages Dwarf, Chult

Challenge 2 (450 XP)

Hardy. Wild dwarves have advantage on saving throws against disease.

Poisoner. Creatures who fail saving throws against a wild dwarf champion's weapons are poisoned.

A poisoned creature's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions.

On its turn, it can use either an action or a Bonus Action, not both. At the end of each of the affected creature's turns it may make another saving throw to end the effect.

Actions

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, range 20/60 or reach 5 ft., one target. *Hit* 6 (1d6 + 3) slashing damage and 3 (1d6) poison damage and the target must succeed against a DC 14 Constitution saving throw or be poisoned.

Blowgun. *Ranged Weapon Attack:* +4 to hit, range 25/100 ft., one target.

Hit 1 piercing damage and 3 (1d6) poison damage and the target must succeed against a DC 14 Constitution saving throw or be poisoned.

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Inside you'll find resources to help you roleplay a dwarf from many of the regions in the Forgotten Realms.

- 3 New sub-races
- 6 Dwarven Backgrounds
- 3 New NPC Stat Blocks
- 1 New Material
- 1 New Poison

This supplement is standalone, but works with the entire "Backgrounds of Faerûn" (available on the DMs Guild) line.



Other supplements from this line:

- Backgrounds of Faerûn
- Backgrounds of Faerûn: Dwarven Kingdoms
- Backgrounds of Faerûn: Elven Kingdoms
- Backgrounds of Faerûn: The Small Folk
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