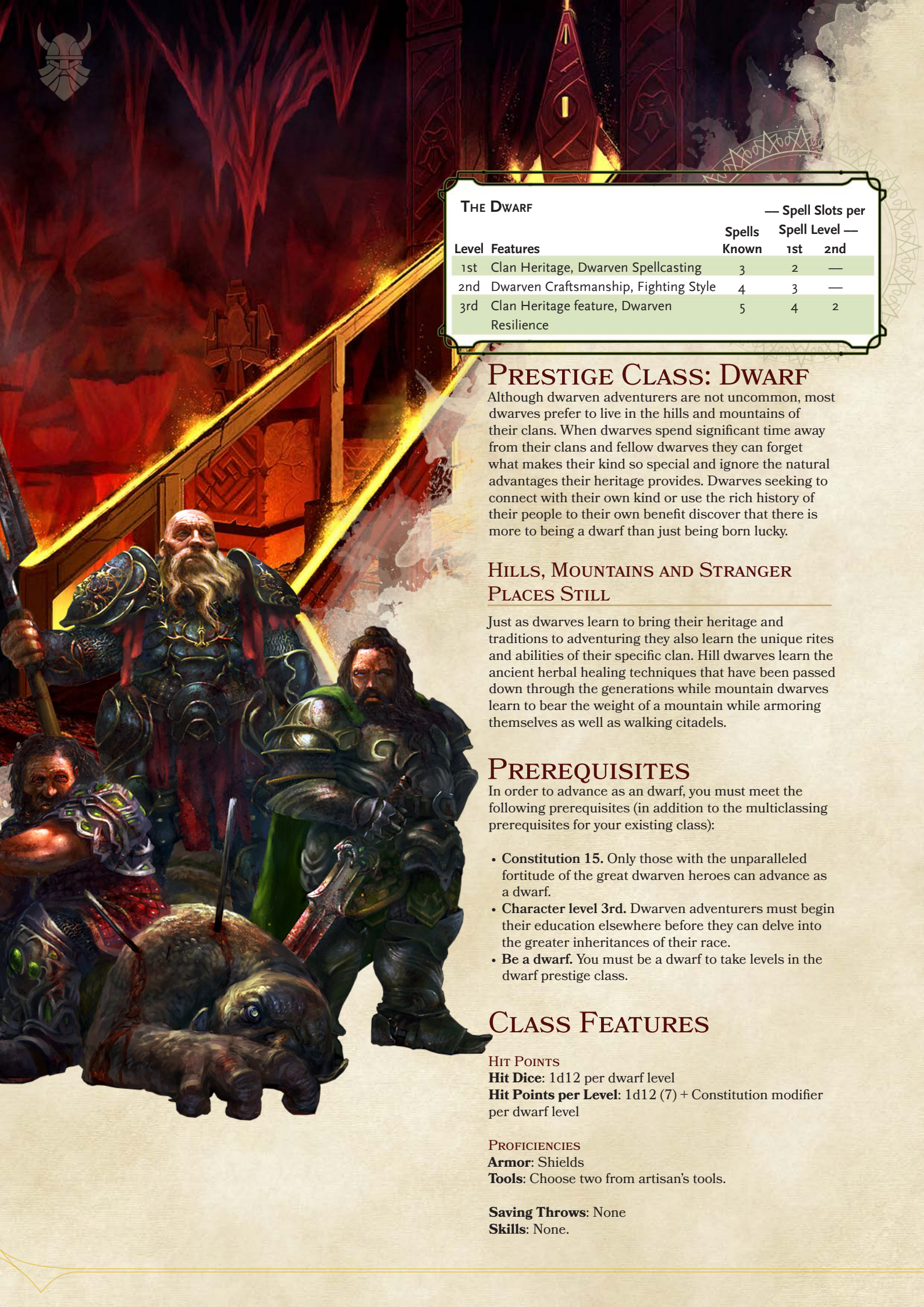




THE DWARF

Level	Features	Spells Known	— Spell Slots per Spell Level —	
			1st	2nd
1st	Clan Heritage, Dwarven Spellcasting	3	2	—
2nd	Dwarven Craftsmanship, Fighting Style	4	3	—
3rd	Clan Heritage feature, Dwarven Resilience	5	4	2

PRESTIGE CLASS: DWARF

Although dwarven adventurers are not uncommon, most dwarves prefer to live in the hills and mountains of their clans. When dwarves spend significant time away from their clans and fellow dwarves they can forget what makes their kind so special and ignore the natural advantages their heritage provides. Dwarves seeking to connect with their own kind or use the rich history of their people to their own benefit discover that there is more to being a dwarf than just being born lucky.

HILLS, MOUNTAINS AND STRANGER PLACES STILL

Just as dwarves learn to bring their heritage and traditions to adventuring they also learn the unique rites and abilities of their specific clan. Hill dwarves learn the ancient herbal healing techniques that have been passed down through the generations while mountain dwarves learn to bear the weight of a mountain while armoring themselves as well as walking citadels.

PREREQUISITES

In order to advance as an dwarf, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Constitution 15.** Only those with the unparalleled fortitude of the great dwarven heroes can advance as a dwarf.
- **Character level 3rd.** Dwarven adventurers must begin their education elsewhere before they can delve into the greater inheritances of their race.
- **Be a dwarf.** You must be a dwarf to take levels in the dwarf prestige class.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d12 per dwarf level

Hit Points per Level: 1d12 (7) + Constitution modifier per dwarf level

PROFICIENCIES

Armor: Shields

Tools: Choose two from artisan's tools.

Saving Throws: None

Skills: None.

EQUIPMENT

The dwarf prestige class does not grant any special equipment.

CLAN HERITAGE

When you reach 1st level, the natural talents of your dwarven subrace are enhanced by your clan heritage features.

DWARVEN SPELLCASTING

At 1st level, you can channel the natural magic of your dwarven blood to cast spells that resonate with dwarvish nature. See chapter 10 for the general rules of spellcasting.

Cantrips. You learn the *blade ward*, *mold earth*, and *resistance* cantrips.

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

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

Spells Known of 1st-Level and Higher. You know three 1st-level dwarf spells of your choice.

The Spells Known column of the Dwarven Spellcasting table shows when you learn more dwarf spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

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

Spellcasting Ability. Constitution is your spellcasting ability for your dwarf spells, since your spellcasting comes from your ability to channel your own fortitude and nature into spell form. You use your Constitution whenever a spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for a dwarf spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency modifier + your Constitution modifier

Spell attack modifier = your proficiency bonus + your Constitution modifier

DWARVEN CRAFTSMANSHIP

Starting at 2nd level, choose two artisan's tools you are proficient with. Your proficiency bonus is doubled when making ability checks with those proficiencies.

FIGHTING STYLE

Starting at 2nd level, gain one of the fighting styles listed below.

CLOSE QUARTERS SHOOTER

You are trained in making ranged attacks at close quarters. When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks

ignore half cover and three-quarters cover against targets within 30 feet of you. Finally, you have a +1 bonus to attack rolls on ranged attacks.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DWARVEN FIGHTING

When you attack with a weapon listed in your Dwarven Combat Training feature you gain +1 to the attack roll and +1 to the damage.

DWARVEN WEAPON SPECIALIST

Battleaxes, handaxes, light hammers, and warhammers count as monk weapons for you. In addition, those weapons can be used with the Sneak Attack feature despite not having the finesse property and without requiring them to be used as ranged weapons.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

TUNNEL FIGHTER

You excel at defending narrow passages, doorways, and other tight spaces. As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

DWARVEN RESILIENCE

Starting at 3rd level, you are immune to poison damage and automatically pass all saving throws against poison effects. In addition, you gain proficiency with Constitution saving throws.

CLAN HERITAGE

Dwarves who choose to delve deeper into their racial strengths discover boons based on their subrace as well. Your Clan Heritage represents your growing connection to that subrace and the magical powers it bestows upon you as you develop that connection.

HILL DWARF

The hill dwarves bring folk wisdom and healing traditions on their adventures. All people are lucky to have a dwarf for a friend but none more so than the hill dwarves who can mend wounds with the same ease they share an ale.

HILLFOLK HEALING

Starting at 1st level, choose you or one creature with you when you take a short rest. During that short rest when that creature spends a hit dice to roll and recover hit points, add your Wisdom modifier to each roll made. When you take a long rest, choose you or one creature with you. That creature recovers additional hit dice equal to your Wisdom modifier at the end of the long rest.

HILL DWARF HERO

Starting at 3rd level, increase your Constitution or Wisdom ability score by 1.

MOUNTAIN DWARF

The mountain dwarves bring indomitable strength and skill with armor on their adventurers. All people are lucky to have a dwarf between them and an enemy but none more so than the mountain dwarves who can withstand the force of armies behind their well worn armor.

STRENGTH OF THE MOUNTAIN

Starting at 1st level, you gain proficiency in heavy armor. In addition, your carrying capacity is doubled.

MOUNTAIN DWARF HERO

Starting at 3rd level, increase your Constitution or Strength ability score by 1.

Dwarven Spell List

1st Level	2nd Level
Armor Mastery**	Arcane Lock
Dwarven Fortitude**	Earthbind*
Earth Tremor*	Find Traps
Goodbrew**	Invoke Gemstone**
Peerless Craftsmanship**	Knock
Rune of Protection**	Locate Object
Stonefist**	Maximillian's Earthen Grasp*
Tunneling Technique**	

*Spell found in the Princes of the Apocalypse expansion

**Spell found in the Dwarf Prestige Class expansion

DWARVEN SPELLS

ARMOR MASTERY

1st-level divination

Casting Time: 1 action

Range: Self

Components: S, M (the armor or shield you touch while casting this spell)

Duration: 1 hour

Class: Dwarf

You run your hands across a piece of light, medium, or heavy armor or a shield when you cast this spell. If you do not have proficiency with that armor or shield, you gain proficiency for the duration of this spell.

DWARVEN FORTITUDE

1st-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (drop of dwarf blood)

Duration: 1 minute

Class: Dwarf

You fortify your natural dwarven resilience with calls to your clan ancestors and their power runs through you. You gain advantage on all Strength and Constitution saving throws for the next minute.

GOODBREW

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: S, V, M (the ingredients for ale & brewer's tools)

Duration: Instantaneous

Class: Dwarf

Up to ten ales appear in your hands and are infused with magic for the duration. A creature can use its action to drink one ale. Drinking an ale restores 1 hit point, and the ale provides enough nourishment to sustain a creature for one day.

The ales lose their potency if they have not been consumed within 24 hours of the casting of this spell.

PEERLESS CRAFTSMANSHIP

1st-level divination

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: Concentration, up to 8 hours

Class: Dwarf

You spend a minute calling upon your clan ancestors to guide you in your craftsmanship and choose one artisan's tools. If you do not have proficiency with that tool, you gain it for the duration of this spell. If you do have proficiency with that tool, double your proficiency modifier bonus when using that tool for the duration of this spell.

RUNE OF PROTECTION

1st-level abjuration

Casting Time: 1 action

Range: Touch

Components: S, M (charcoal or a similar material)

Duration: Concentration, up to 1 minute

Class: Dwarf

Using charcoal or a similar material you use your fingers to trace a symbol of protection on yourself or one creature you can touch. Until you lose concentration or the duration ends, you or the target creature reduces non-magical bludgeoning, piercing, and slashing damage they take by your spellcasting modifier.

STONEFIST

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

Class: Dwarf

With a word and a gesture, the blood flowing to your arm turns to petrified sludge. You gain proficiency in unarmed attacks and your unarmed attack deals 2d4 + strength modifier bludgeoning damage for the duration of this spell. In addition, your grip is nigh unbreakable. You have advantage on Strength (Athletics) checks to initiate or maintain a grapple for the duration of this spell.

TUNNELING TECHNIQUE

1st-level transmutation (ritual)

Casting Time: 1 minute

Range: Self
Components: S, M (a pick or shovel)
Duration: 1 hour
Class: Druid, Dwarf, Wizard

Assessing the earth around you, you gain a burrowing speed equal to your walking speed for the duration of this spell.

INVOKE GEMSTONE
2nd-level evocation

Casting Time: 1 action
Range: 90 feet
Components: S, M (an amethyst, citrine, diamond, emerald, hematite, onyx, ruby, topaz, or sapphire worth at least 50 gp)
Duration: Instantaneous
Class: Dwarf, Sorcerer, Wizard

Lifting a gemstone to your face you view a target creature through the lens of the gemstone and invoke its power. Make a spell attack roll against the target creature. On a hit, deal 5d8 damage of a type determined by the gemstone used to cast this spell.

Amethyst. Psychic damage.

Citrine. Acid damage.

Diamond. Radiant damage.

Emerald. Poison damage.

Hematite. Thunder damage.

Onyx. Necrotic damage.

Ruby. Fire damage.

Topaz. Lightning damage.

Sapphire. Cold damage.

At Higher Levels. When you cast this spell this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Prestige Class: Dwarf by
[/u/coolgamerta9bro](#)

Art Credits in Order of Appearance

"Molten Cavern" by Igorivart

"Dwarf head" by Anonymous

"Dwarves Final Version" by Grosnez

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"Beer Delivery Dwarf" by Drehmeister

