

Advanced Dungeons & Dragons Dwarves

Chain Mail: Fantasy Supplement (1974)

Dwarves (and Gnomes): Because their natural habitat is deep under the ground, these stout folk operate equally well day or night. Although they are no threat to the larger creatures, trolls, ogres, and giants find them hard to catch because of their small size, so count only one-half normal kills when dwarves and gnomes fight with them, for either attacks upon the dwarves and gnomes or returns should the dwarves be the attacker. Goblins and kobolds are their natural (and most hated) enemies, and dwarves (gnomes) will attack goblins (kobolds) before any other enemies in sight, regardless of orders to the contrary. However, dwarves and gnomes will not have to roll an "obedience die" (as do knights) to follow orders, i.e., they will not automatically attack, but if ordered to attack, and goblins (kobolds) are within charging distance, they will attack the goblin (kobold) formation to the exclusion of orders to the contrary.

Morale Rating: 5 Point Value: 2

Dungeons & Dragons (1974)

Dwarves: Dwarves may opt only for the fighting class, and they may never progress beyond the 6th-level (Myrmidon). Their advantages are: 1) they have a high level of magic resistance, and they thus add four levels when rolling saving throws (a 6th-level dwarf equals a 10th-level human); 2) they are the only characters able to fully employ the +3 Magical War Hammer (explained in Volume II); 3) they note slanting passages, traps, shifting walls and new construction in underground settings; and 4) they are able to speak the languages of gnomes, kobolds and goblins in addition to the usual tongues (see LANGUAGES in this volume).

Dwarves: Because of their relatively small size, clumsy monsters like ogres, giants and the like will have a difficult time hitting dwarves, so score only one half the usual hit points when a hit is scored. Any body of dwarves will have one above average fighter for every 40 in the group, and to determine the level simply roll a six-sided die, the number of pips equalling the level of fighting of the dwarf. If in their lair the score will be adjusted so that 1 or 2 equals 3rd-level, 3 or 4 equals 4th-level and 5 or 6 equalling 5th and 6th-levels respectively. For every level of fighting ability there will be a 10% chance that the dwarf will have a magical shield, magical armour, or a magical sword (die 1-4) or hammer (die 5-6). Unintelligent beasts may sometimes be used by dwarves to form a part of their defences (domesticated bears, wolves, or whatever at the referee's option). They are otherwise as outlined in CHAINMAIL.

Dungeons & Dragons: Greyhawk (1976)

Dwarves: Dwarves are about four feet tall, stocky of build, weigh 150 pounds, shoulders very broad, their skin a ruddy tan, brown or grey, and are of various types (hill, mountain, or burrowers) (such as gnomes). Dwarves with a strength of 17 can work up to 7th-level fighter and those of 18 strength can work up to 8th-level. Among the dwarves themselves, but never as a player, there are clerical types. Dwarf clerics are found as high as 7th-level (Lama), and they can cure and resurrect their own. These clerics are also fighters. Dwarves can work simultaneously as fighters and thieves, but no bonuses for abilities above the normal are then given, and earned experience is *always* divided evenly between fighting and thievery even when the dwarf can no longer progress in the fighter class. When acting as thieves dwarves can wear only leather armour. In addition dwarves have infra-vision and can see monsters up to 60' away in the dark.

Errata: All dwarves add +1 to hit probabilities, and subtract -1 from chances to be hit, when fighting the "Giant Class".

Dungeons & Dragons (1977)

Dwarves are about four feet tall, stocky of build and weigh 150 pounds, shoulders very broad, their skin a ruddy tan, brown or grey. They wear long beards. They are sturdy fighters and are especially resistant to magic as shown by their better saving throws against magical attack. They have infra-vision and can see 60 feet in the dark. Underground, they can detect slanting passages, traps, shifting walls and new construction about one-third of the time. They are the only ones who can wield the +3 Magical War Hammer (described later). Dwarves can all speak the languages of gnomes, kobolds and goblins.

Dwarf

Move:	60 feet/turn
Hit Dice:	1
Armour Class:	4
Treasure Type:	G
Alignment:	lawful good 25%, neutral 75%
Attacks:	1
Damage:	1-8 points

These short sturdy folk have been described under characters. For every 40 dwarves (or possibly fewer) there will be one high order dwarf, the leader, who may have magical arms or armour, and be of level 2-7.

Advanced Dungeons & Dragons: Monster Manual (1977)

DWARF

FREQUENCY:	Common
NO. APPEARING:	40-400
ARMOR CLASS:	4
MOVE:	6"
HIT DICE:	1
% IN LAIR:	50%
TREASURE TYPE:	Individuals M (×5): G, Q (×20), R
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon or 1-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Save at 4 levels higher (See below)
MAGIC RESISTANCE:	As above
INTELLIGENCE:	Very
ALIGNMENT:	lawful good
SIZE:	Small (4' + tall)
PSIONIC ABILITY:	Nil
Attack/Defence Modes:	Nil

'possible to exist in unusual characters

Rocky hills are the favourite abode of these sturdy creatures. Dwarves typically band together in clans which are not mutually exclusive or hostile but are competitive. These creatures are able to operate in two or more classes simultaneously, so fighter/clerics, for example, are possible. Note also that the level of proficiency may vary between the two or more classes one of these creatures is capable of performing in. For every 40 dwarves in a group there will be a fighter of 2nd through 6th-level (to determine level roll a 6-sided die, 1 equalling 2 and the other numbers indicating the level). If 160 or more dwarves are in a group there will be in addition one 6th, and one 4th-level fighter as chief, and lieutenant, of the group. If 200 or more are encountered there will be a fighter/cleric of 3rd to 6th-level fighting ability and 4th to 7th level clerical ability in addition to the others. If 320 or more dwarves are encountered there will be the following additional dwarves with the group: an 8th-level fighter, a 7th-level fighter, a 6th-level fighter/7th-level cleric, and two 4th-level fighter/clerics. If encountered in their lair (home) there will be in addition from 2-12 fighters of from 2nd to 5th-level, from 2-8 fighter/clerics of from 2nd to 4th-level (each category), and females and young equal to 50% and 25% respectively of the number of adult males. A dwarf lair is always an underground complex in solid rock. Dwarves are typically armoured with chainmail and shield. They have the following typical weaponing:

15%	sword & light crossbow	10%	sword & pole arm	20%	sword & spear
10%	axe & heavy crossbow	25%	axe & hammer	10%	axe & mace
10%	hammer & pick				

Higher level fighters and fighter/clerics have a 10% chance per level of having magical armour and/or weapons. For fighter/clerics also check at 10% per clerical level for 1-4 additional items (potion, clerical scroll, ring, wand/staff/rod, misc. magic) usable by clerics. All dwarves above normal level will have plate armour and shield. Dwarves are 60% likely to have tamed animals to serve as guards in their lair: 5-20 wolves (25%) or 2-8 brown bears (75%). Due to their great hatred of goblins, orcs, and hobgoblins, all dwarves gain a bonus of + 1 on their dice rolls to hit these opponents. When dwarves are in melee with ogres, trolls and giants, these monsters must deduct 4 from their dice rolls to hit their dwarf opponents due to the size and skill of the latter in combatting these huge creatures. All dwarves are resistant to both magic and poison; they therefore make saving throws at 4 levels above their actual level. Dwarves can see in the dark (infra-vision) noting monsters at a distance of 60'. Because of their mining skills, dwarves are good (50% to 75% likely) at detecting passages which slope upwards or downwards, sliding or shifting walls or rooms, new construction, approximate depth, or unusual stonework. Dwarves speak their own tongue and those of gnomes, goblins, kobolds, and orcs. It is 75% likely that dwarves will also speak the common language.

Description: Dwarves are typically deep tan to light brown of skin, with ruddy cheeks and bright eyes (almost never blue). Their hair is brown, black or grey. They favour earth tones with small bits of bright colour in their clothing. Although only 4 or so feet tall, they weigh no less than 150 pounds due to their stocky muscular build. They live for no less than 350years on the average.

Mountain Dwarves: These creatures are similar to their cousins, the hill dwarves, detailed above. The only differences are size (4½'+ tall), hit dice (1+1), and coloration (typically lighter with brown hair). They employ fewer crossbows (20% maximum) and more spears (30%). Mountain dwarves with strength 16 can work up to 7th-level, with strength 17 to 8th-level, and with strength 18 to 9th-level. Mountain dwarves have a life span of 400 or more years.

Dwarves:

The race of dwarves typically dwells in hilly or mountainous regions. For details of the race in general the reader is referred to **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL**. As player characters, both dwarves and their cousins the "mountain dwarves" can be considered. A character of the dwarf race can be a fighter (maximum of 9th-level), a thief, or an assassin (maximum of 9th-level). It is also possible for a dwarf character to opt to work simultaneously in the fighter and thief classes; in the latter event the dwarf will be limited to the armour permitted a thief when performing any functions of that class. Experience will always be divided between the two classes also, even though the dwarf may no longer advance upwards in fighting ability level. (Complete information regarding this subject is given hereunder in the section dealing with **CHARACTER CLASSES**.)

Because of their very nature, dwarves are non-magical and do not ever use magical spells. However, this nature gives them a bonus with regard to their saving throws (see **COMBAT, Saving Throws**) against attacks by magical wands, staves, rods and spells. This bonus is + 1 for every 3½ points of constitution ability. Thus, if a dwarf had a constitution of 7 he or she would gain a +2 on dice rolls made as saving throws, at constitution 14 the bonus would be +4, and at constitution 18 the bonus would be the maximum normally possible, +5. Similarly, dwarves have exceptional constitutional strength with regard to toxic substances, ingested or injected. Therefore, all dwarf characters make saving throws against poison in the same manner and with the same bonuses as they do against magical attacks from wands, staves, rods, and spells.

All dwarves are able to speak the following languages (q.v.): dwarvish, gnomish, goblin, kobold, and orcish; in addition, dwarf characters are able to speak the "common tongue" of all humankind. However, except for their alignment language (see **ALIGNMENT**), they are unable to learn more than two additional languages regardless of their intelligence ability. Dwarves are able to see radiation in the infra-red spectrum, so they can see up to 60' in the dark noting varying degrees of heat radiation. This ability is known as "infra-vision". Dwarves are miners of great skill. They are able to detect the following facts when within 10' or less of the particular phenomenon (except determination of approximate depth, which can be done at any distance):

Detect grade or slope in passage, upwards or downwards	75% probability
Detect new construction or passage/tunnel	75% probability
Detect sliding or shifting walls or rooms	66⅔% probability
Detect traps involving pits, falling blocks and other stonework	50% probability
Determine approximate depth underground	50% probability

Note that the dwarf character must be actively seeking to determine the phenomenon in question in order to be able to determine the answer; the information does not simply spring to mind unbidden. In melee combat (see **COMBAT**), dwarves add 1 to their dice rolls to hit opponents who are half-orcs, goblins, hobgoblins, or orcs. When being attacked by ogres, trolls, ogre magi, giants, and/or titans, dwarves subtract 4 from their opponents' "to hit" dice rolls because of the dwarves' small size and combat ability against these much bigger creatures. As has already been noted, dwarf characters get a bonus of 1 added to their initial constitution ability, and a penalty of 1 on their charisma score due to racial characteristics. It is very important to note the actual charisma score prior to racial adjustment, however, for dwarf characters do not suffer charisma penalties, nor are they limited to a 16 charisma maximum with regard to their own race. For example, let us suppose a player who has rolled a charisma score of 18 decides to have a dwarf character, thus reducing charisma score by 1 due to racial characteristics. However, the highest score possible for a dwarf is 16 (see **CHARACTER ABILITIES, CHARISMA TABLE**), so the character's charisma score is recorded as 16 (18), the parenthetical number being the actual score rolled. With regard to non-dwarf henchmen, the character is limited to a maximum of 8, but with regard to dwarves the character has a score of 18 in charisma, so up to 15 henchmen would serve the character if the additional servitors (over and above 8) were themselves dwarves.

Attribute	Male	Female	Class	Level Limit
Strength	8/18	8/17	Fighter	6(9)
Dexterity	3/17	3/17	Magician	N
Constitution	12/19	12/19	Cleric	N(8)
Intelligence	3/18	3/18	Thief	U
Wisdom	3/18	3/18		
Charisma	3/16	3/16		

Dwarves tend to be dour and taciturn. They are given to hard work and care little for most humour. They are strong and brave, but they also enjoy beer, ale, mead, and even stronger drink. Their chief love, however, is precious metal, particularly gold. They also enjoy gems, of course, particularly those of opaque nature (except pearls which they do not like) and diamonds. They like the earth and dislike the sea. Considering that their women tend to be bearded too, it is not surprising that some dwarves are somewhat forward in their behaviour towards females not so adorned. If dwarves are a trifle suspicious and avaricious, they generally make up for such faults by their courage and tenacity

Dungeons & Dragons (1981)

Dwarves are short, stocky demi-humans about four feet tall. All dwarves have long beards. They weigh about 150 pounds. Their skin is earth-coloured and their hair is dark brown, grey, or black. Stubborn but practical, dwarves love hearty meals and strong drink. They value good craftsmanship, and are very fond of gold. Dwarves are sturdy fighters and are especially resistant to magic, as shown by their better saving throws against magical attacks. The prime requisite for a dwarf character is strength. A strength score of 13 or greater will give a dwarf a bonus on earned experience points.

Restrictions: Dwarves use eight-sided dice (1d8) to determine their hit points. They may advance to a maximum of 12th-level of experience. Dwarves may use any type of armour and may use shields. They may use any type of weapon of normal or small size, but may not use long bows nor two-handed swords. A dwarf character must have a minimum constitution score of 9.

Special Abilities: Dwarves are very hardy creatures and have better saving throws than most other character classes. Dwarves often live underground, and have infra-vision (heat-sensing sight) which allows them to see 60 feet in the dark. They are expert miners and are able to find slanting passages, traps, shifting walls, and new construction one-third of the time (a roll of 1 or 2 on 1d6) when looking for them. All dwarves speak Common, Dwarvish, and the alignment tongue of the character, plus the languages of gnomes, kobolds and goblins.

Dwarf

Armour Class:	4
Hit Dice:	1
Move:	60' (20')
Attacks:	1 weapon
Damage:	1-8 or weapon
No. Appearing:	1-6 (5-40)
Save As:	Dwarf 1
Morale:	8 or see below
Treasure Type:	G
Alignment:	Lawful/ Neutral

Dwarves can also appear as NPCs, usually in clan groups or as war or mining expeditions. For every 20 dwarves there will be one leader (level 3-8: 1d6+2) and who may have magical items. To check for possible magical items, multiply the leader's level by 5. The result is the percentage chance for that leader to own magical item from any one particular subtable. Roll separately for each type (subtable) of magical treasure. Check all the subtables except the Scroll subtable and the Wand/Rod/Staff subtable. As long as their leader is fighting with them and still alive, dwarf morale is 10 rather than 8. Dwarves hate goblins, and will usually attack them on sight.

Dungeons & Dragons (1983)

Dwarf

Armour Class:	4
Hit Dice:	1
Move:	60' (20')
Attacks:	1
Damage:	By weapon
No. Appearing:	1-6 (5-40)
Save As:	Dwarf 1
Morale:	8 or 10 (see below)
Treasure Type:	(Q + S) G
Alignment:	Lawful or Neutral
XP value:	10

Dwarves can also appear as NPCs, usually in clan groups or as war or mining expeditions. For every 20 dwarves there will be one leader (level 3-8) who may have magical items. To check for possible magical items, multiply the leader's level by 5. The result is the percentage chance for that leader to own a magical item from any one particular subtable. Roll separately for each type (subtable) of magical treasure. Check all the subtables except the scroll subtable and the wand/rod/staff subtable. As long as their leader is still alive and fighting with them, dwarf morale is 10 rather than 8. Dwarves hate goblins, and will usually attack them on sight.

Dwarf

Description: A dwarf is short and stocky, standing about 4' tall and weighing about 150 pounds. Male dwarves have long beards and females have short beards. Their skin is earth-coloured and their hair is dark brown, grey, or black. Stubborn but practical, dwarves are fond of good food and drink. They value craftsmanship, and love gold. Dwarves are sturdy fighters and are resistant to magic, as shown by their saving throws. A dwarf character must start with a constitution score of 9 or more. Although the dwarf class is different from the fighter class in many ways, their tasks are the same; both fight, and both should use the same strategy in combat. Read the description of the fighter class (page 28) for some tips on combat.

Explanation of Dwarf Experience Table

XP: When this number of experience points has been earned, the dwarf automatically moves up to the next level of experience.

Title: Your dwarf should use this title when talking with other characters. Instead of saying "I'm Rolf, a second level dwarf fighter," the character should say "I'm Rolf, the Warrior."

Other Details:

Prime Requisite: A dwarf's prime requisite is strength. If a dwarf has a strength score of 13 or more, the character gains a bonus to experience points earned in every adventure.

Minimum Scores: A dwarf character must have a constitution score of 9 or greater when first played.

DWARF EXPERIENCE TABLE

XP	Level	Title
0	1	Dwarf Veteran
2,200	2	Dwarf Warrior
4,400	3	Dwarf Swordmaster

DWARF SAVING THROW TABLE

Death Ray or Poison	8
Magic Wands	9
Paralysis or Turn to Stone	10
Dragon Breath	13
Rods, Staves, or Spells	12

Hit Dice: An eight-sided die (1d8) is used to determine a dwarf's hit points. A dwarf starts with 1-8 hit points (plus constitution bonus, if any) and gains 1d8 more hit points (plus bonus) with each level of experience.

Armour: A dwarf may wear any kind of armour, and may use a shield.

Weapons: A dwarf may use any weapon of small or normal size. Dwarves may not use two-handed swords or longbows (short bows and crossbows are permitted).

Special Abilities: A dwarf has special vision, knows several languages, and can detect certain things better than other characters.

Vision: Dwarves have infra-vision in addition to normal sight and can see 60' in the dark. Infra-vision is the ability to see heat (and the lack of heat). Normal and magical light makes infra-vision useless. With infra-vision, warm things seem red, and cold things seem blue. For example, an approaching creature could be seen as a red shape, leaving faint reddish footprints. A cold pool of water would seem a deep blue colour. Even items or creatures which are the same temperature as the surrounding air (such as a table or a skeleton) can be dimly seen by infra-vision.

Languages: In addition to the languages of all characters - the Common and Alignment tongues, as explained on page 51 - a dwarf can speak dwarf, gnome, goblin, and kobold. The character may have problems reading and writing these languages, however, as explained on the same page.

Detection: All dwarves are experts at mining. They can sometimes detect traps, sliding walls, sloping corridors, and new constructions. If your dwarf character wants to search for such things in an area, tell your Dungeon Master. You have 1 chance in 2 to find them. Your DM will roll 1d6, and a result of 1 or 2 will indicate success if there is anything to find. You may check once for each type. You must tell your DM if you want to look for anything; the detection is never automatic.

Advanced Dungeons & Dragons: Player's Handbook (1989)

Dwarves: Dwarves are short, stocky fellows, easily identified by their size and shape. They average 4 to 4½ feet tall. They have ruddy cheeks, dark eyes, and dark hair. Dwarves generally live for 350 years. Dwarves tend to be dour and taciturn. They are given to hard work and care little for most humour. They are strong and brave. They enjoy beer, ale, mead, and even stronger drink. Their chief love, however, is precious metal, particularly gold. They prize gems, of course, especially diamonds and opaque gems (except pearls, which they do not like). Dwarves like the earth and dislike the sea. Not overly fond of elves, they have a fierce hatred of orcs and goblins. Their short, stocky builds make them ill-suited for riding horses or other large mounts (although ponies present no difficulty), so they tend to be a trifle dubious and wary of these creatures. They are ill-disposed toward magic and have little talent for it, but revel in fighting, warcraft, and scientific arts such as engineering. Though dwarves are suspicious and avaricious, their courage and tenacity more than compensate for these shortcomings. Dwarves typically dwell in hilly or mountainous regions. They prefer life in the comforting gloom and solidness that is found underground. They have several special abilities that relate to their underground life, and they are noted for being particularly resistant to magic and poison.

A character of the dwarf race can be a cleric, a fighter, or a thief. He can also choose to be a fighter/cleric or fighter/thief. From living underground, dwarves have found it useful to learn the languages of several of their neighbours, both friendly and hostile. The initial languages a dwarf can learn are common, dwarf, gnome, goblin, kobold, orc, and any others your DM allows. The actual number of languages is limited by the intelligence of the player character (see Table 4) or by the proficiency slots he allots to languages (if that optional system is used). By nature, dwarves are non-magical and never use magical spells (priest spells are allowed however). This gives a bonus to dwarves' saving throws against attacks from magical wands, staves, rods, and spells. This bonus is +1 for every 3½ points of Constitution score. Thus, for example, if a dwarf has a Constitution score of 7 he gains +2 on saving throws. These bonuses are summarized on Table 9.

Similarly, dwarves have exceptional resistance to toxic substances. All dwarf characters make saving throws against poison with the same bonuses that they get against magical attacks (see Table 9). Also because of their non-magical nature, however, dwarves have trouble using magical items. All magical items that are not specifically suited to the character's class have a 20% chance to malfunction when used by a dwarf. This check is made each time a dwarf uses a magical item. A malfunction affects only the current use; the item may work properly next time. For devices that are continually in operation, the check is made the first time

the device is used during an encounter. If the check is passed, the device functions normally until it is turned off. Thus, a dwarf would have to check upon donning a *robe of blending* but would not check again until he had taken the robe off and then put it on again. If a cursed item malfunctions, the character recognises its cursed nature and can dispose of the item. Malfunction applies to rods, staves, wands, rings, amulets, potions, horns, jewels, and all other magical items except weapons, shields, armour, gauntlets, and girdles. This penalty does not apply to dwarf clerics using priest items. In melee, dwarves add 1 to their dice rolls to hit orcs, half-orcs, goblins, and hobgoblins. When ogres, trolls, ogre magi, giants, or titans attack dwarves, these monsters must subtract 4 from their attack rolls because of the dwarves' small size and combat ability against these much bigger creatures. Dwarf infravision enables them to see up to 60 feet in the dark. Dwarves are miners of great skill. While underground, they can detect the following information when within 10 feet of the particular phenomenon (but they can determine their approximate depth below the surface at any time).

Detect grade or slope in passage	1-5 on 1d6
Detect new tunnel/passage construction	1-5 on 1d6
Detect sliding/shifting walls or rooms	1-4 on 1d6
Detect stonework traps, pits, and deadfalls	1-3 on 1d6
Determine approximate depth underground	1-3 on 1d6

Note that the dwarf must deliberately try to make these determinations; the information does not simply spring to mind unbidden. Because of their sturdy builds, dwarves add 1 to their initial constitution scores. Their dour and suspicious natures cause them to subtract 1 from their initial charisma scores.

Attribute	Male	Female	Class	Level Limit
Strength	8/18	8/18	Fighter	15
Dexterity	3/17	3/17	Magician	N
Constitution	11/18	11/18	Cleric	10
Intelligence	3/18	3/18	Thief	12
Wisdom	3/18	3/18		
Charisma	3/17	3/17		

Advanced Dungeons & Dragons: Monster Manual (1989-2000)

DWARF	Hill	Mountain
CLIMATE/TERRAIN:	Subarctic to subtropical rocky hills	Subarctic to subtropical mountains
FREQUENCY:	Common	Common
ORGANIZATION:	Clans	Clans
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivorous	Omnivorous
INTELLIGENCE:	Very (11-12)	Very (11-12)
TREASURE:	M (x5) (G, Qx20, R)	M (x5) (G, Qx20, R)
ALIGNMENT:	Lawful good	Lawful good
NO. APPEARING:	40-400	40-400
ARMOR CLASS:	4 (10)	4 (10)
MOVEMENT:	6	6
HIT DICE:	1	1+1
THACO:	20	19
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-8 (weapon)	1-8 (weapon)
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	See below	See below
SIZE:	S to M (4' and taller)	M (4½' and taller)
MORALE:	Elite (13-14)	Elite (13-14)
XP VALUE	175	270

Dwarves are a noble race of demi-humans who dwell under the earth, forging great cities and waging massive wars against the forces of chaos and evil. Dwarves also have much in common with the rocks and gems they love to work, for they are both hard and unyielding. It's often been said that it's easier to make a stone weep than it is to change a dwarf's mind. Standing from 4 to 4½ feet in height, and weighing 130 to 170 pounds, dwarves tend to be stocky and muscular. They have ruddy cheeks and bright eyes. Their skin is typically deep tan or light brown. Their hair is usually black, grey, or brown, and worn long, though not long enough to impair vision in any way. They favour long beards and must aches, too. Dwarves value their beards highly and tend to groom them very carefully. Dwarves do not favour ornate stylings or wrappings for their hair or their beards. Dwarf clothing tends to be simple and functional. They often wear earth tones, and their cloth is considered rough by many other races, especially men and elves. Dwarves usually wear one or more pieces of jewellery, though these items are usually not of any great value or very ostentatious. Though dwarves value gems and precious metals, they consider it in bad taste to flaunt wealth. Because dwarves are a sturdy race, they add 1 to their initial constitution ability scores. However, because they are a solitary people, tending toward

distrust of outsiders and other races, they subtract 1 from their initial charisma ability scores. Dwarves usually live from 350 to 450 years. Dwarves have found it useful to learn the languages of many of their allies and enemies. In addition to their own languages, dwarves often speak the languages of gnomes, goblins, kobolds, orcs, and the common tongue, which is frequently used in trade negotiations with other races.

Combat: Dwarves are courageous, tenacious fighters who are ill-disposed toward magic. They never use magical spells or train as wizards, though they can become priests and use the spells of this group. Because of their non-magical nature, in fact, they get a special bonus to all saving throws against magical wands, staves, rods, and spells. Dwarves receive a +1 bonus to saving throws against these magical attacks for every 3½ points of constitution score they have. See Table 9 on page 21 of the *Player's Handbook* for specific bonuses. A dwarf's non-magical nature can also cause problems when he tries to use a magical item. In fact, if a dwarf uses a magical item that is not specifically created for his class, there is a 20% chance the item malfunctions. For example, if a dwarf fighter uses a *bag of holding* – which can be used by any class, not just fighters – there is a 20% chance each time the dwarf uses it that the bag does not work properly. This chance of malfunction applies to rods, staves, wands, rings, amulets, potions, horns, jewels, and miscellaneous magic. However, dwarves have learned to master certain types of magical items – because of an item's military nature. These objects – specifically weapons, shields, armour, gauntlets, and girdles – are not subject to magical malfunction when used by a dwarf of any class. As with magical attacks, dwarves are unusually resistant to toxic substances. Because of their exceptionally strong constitution, all dwarves roll saving throws against poisons with the same bonus (+1 for every 3½ points of constitution score) that applies to saves versus magical attacks. In the thousands of years that dwarves have lived in the earth, they have developed a number of skills and special abilities that help them to survive. All dwarves have infra-vision that enables them to see up to 60 feet in the dark. When underground, dwarves can tell quite a bit about their location by looking carefully at their surroundings. When within 10 feet of what they are looking for, dwarves can detect the grade and slope of a passage (1-5 on 1d6), new tunnel construction (1-5 on 1d6), sliding/shifting walls or rooms (1-4 on 1d6), and stonework traps, pits, and deadfalls (1-3 on 1d6). Dwarves can also determine their approximate depth underground (1-3 on 1d6) at any time. During their time under the earth, dwarves have also developed an intense hatred of many of the evil creatures they commonly encounter. Thus, in melee, dwarves always add 1 to their attack rolls to hit orcs, half-orcs, goblins, and hobgoblins. The small size of dwarves is an advantage against ogres, trolls, ogre magi, giants, and titans; these monsters always subtract 4 from their attack rolls against dwarves because of that size difference and the dwarves' training in fighting such large foes. Dwarf armies are well-organized and extremely well-disciplined. Dwarf troops usually wear chain mail and carry shields in battle. They wield a variety of weapons. The composition of a typical dwarf army by weaponry is: axe and hammer (25%), sword and spear (20%), sword and light crossbow (15%), sword and pole arm (10%), axe and heavy crossbow (10%), axe and mace (10%), or hammer and pick (10%). For every 40 dwarves encountered, there is a 2nd- to 6th-level fighter who leads the group. (Roll 1d6 to determine level, with a roll of 1 equalling 2.) If there are 160 or more dwarves encountered, there are, in addition to the leaders of the smaller groups, one 6th-level fighter (a chief) and a 4th-level fighter (lieutenant) commanding the troops. If 200 or more dwarves are encountered, there is a fighter/priest of 3rd- to 6th-level fighting ability and 4th- to 7th-level priest ability. If a dwarf army has 320 or more troops in it, the following high-level leaders are in command of the group: an 8th-level fighter, a 7th-level fighter, a 6th-level fighter/7th-level priest, and two 4th-level fighter/priests. The commanders of the dwarf troops wear plate armour and carry shields. In addition, the fighters and fighter/priests leading the dwarf troops have a 10% chance per level of fighting ability of having magical armour and/or weapons. The fighter/priests who lead the troops also have a 10% chance per level of priest ability of having a magical item specific to priests (and thus not subject to malfunction). If encountered in its home, a dwarf army has, in addition to the leaders noted above, 2d6 fighters of from 2nd- to 5th-level (1d4+1 for level), 2d4 fighter/priests of from 2nd- to 4th-level (in each class), females equal to 50% of the adult males, and children equal to 25% of the adult males. Dwarf women are skilled in combat and fight as males if their homes are attacked.

Habitat/Society: Usually constructed around profitable mines, dwarvish cities are vast, beautiful complexes carved into solid stone. Dwarvish cities take hundreds of years to complete, not leave their homes often and always return to them, they create their cities with permanence in mind. Troops guard dwarvish cities at all times, and sometimes (60% chance) dwarves also use animals as guards – either 2d4 brown bears (75% chance) or 5d4 wolves (25% chance). Dwarvish society is organized into clans. A dwarf clan not already attached to a city or mine travels until it finds an outpost where it can begin to ply a trade. Clans often settle close together since they usually need the same raw materials for their crafts. Clans are competitive, but usually do not war against one another. Dwarvish cities are founded when enough clans move to a particular location. Each dwarf clan usually specializes in a particular craft or skill; young dwarves are apprenticed at an early age to a master in their clan (or, occasionally, in another clan) to learn a trade. Since dwarves live so long, apprenticeships last for many years. Dwarves also consider political and military service a skilled trade, so soldiers and politicians are usually subjected to a long period of apprenticeship before they are considered professionals. To folk from other races, life within these cities might seem as rigid and unchanging as the stone that the dwarvish houses are wrought from. In fact, it is. Above all, dwarves value law and order. This love of stability probably comes from the dwarves' long life spans, for dwarves can watch things made of wood and other mutable materials decay within a single lifetime. It shouldn't be surprising, then, that they value things that are unchanging and toil ceaselessly to make their crafts beautiful and long-lived. For a dwarf, the earth is something to be loved because of its stability and the sea a thing to be despised – and feared – because it is a symbol of change. Dwarves also prize wealth, as it is something that can be developed over a long period of time. All types of precious metal, but particularly gold, are highly prized by dwarves, as are diamonds and other gems. They do not value pearls, however, as they are reminders of the sea and all it stands for. Dwarves believe, however, that it is in poor taste to advertise wealth. Metals and gems are best counted in secret, so that neighbours are not offended or tempted. Most other races see dwarves as a greedy, dour, grumpy folk who prefer the dampness of a cave to the brightness of an open glade. This is partially true. Dwarves have little patience for men and other short-lived races (since man's concerns seem so petty when seen from dwarf eyes). Dwarves also mistrust elves because they are not as serious-minded as dwarves and waste their long lives on pastimes the dwarves see as frivolous. However, dwarves have been known to band together with both men and elves in times of

crisis, and long-term trade agreements and alliances are common. Dwarves have no mixed feelings about the evil races that dwell below ground and in the underdark, however. They have an intense hatred of orcs, goblins, evil giants, and drow. The dire creatures of the underdark often fear dwarves, too, for the short, stout folk are tireless enemies of evil and chaos. It is a goal of the dwarves to wage constant and bitter war against their enemies under the earth until either they or their foes are destroyed.

Ecology: Since much of their culture is focused on creating things from the earth, dwarves produce a large amount of useful, valuable trade material. Dwarves are skilled miners. Though they rarely sell the precious metals and rough gems they uncover, dwarf miners have been known to sell surpluses to local human communities. Dwarves are also skilled engineers and master builders – though they work almost exclusively with stone – and some dwarf architects work for humans quite frequently. Dwarves most often trade in finished goods. Many clans are dedicated to work as blacksmiths, silversmiths, goldsmiths, armourers, weapon makers, and gem cutters. Dwarvish products are highly valued for their workmanship. In human communities, these goods often demand prices up to 20% higher than locally forged items. Many people are still willing to pay a high price for a suit of dwarvish mail or a dwarvish sword. Humans know that the dwarf who forged the item made it to last a dwarf's lifetime, so they'll never need to worry about it wearing out in theirs.

Mountain Dwarves: Similar in most ways to their cousins, the hill dwarves, these demi-humans prefer to live deep inside mountains. They tend to be slightly taller than hill dwarves (averaging 4½ feet tall) and more hearty (having 1+1 hit dice). They usually have slightly lighter skin and hair than their hill-dwelling relatives. In battle, mountain dwarf armies are likely to have more spears (30% maximum) and fewer crossbows (20% maximum) than hill dwarf armies. Mountain dwarves have the same interests and biases as hill dwarves, though they are even more isolationist than their cousins and sometimes consider even hill dwarves to be outsiders. Mountain dwarves live for at least 400 years.