

# Dwarf

*"The dwarves first received shape and life in the flesh of Ymir, and were then maggots; but by decree of the gods had become conscious with the intelligence."*

Dwarves are fearless warriors and brave seafarers, known for their perseverance and fortitude. They typically have blonde hair and eyes in shades of blue.

According to legend, dwarves were sculpted from the blood and bones of Ymir, a cosmic giant who, at the beginning of all things, had been slain by the All-Father and his cohorts. Dwarves are a battleborn folk, hardened by life in the north.

In recent years, some have sailed out from their homelands as marauders, traders, and conquerors. Many have permanently migrated to nearby shores, while others have ventured to the distant westerlands, discovering and settling in lands previously unknown to any other nations of their home continent.

The dwarvish raids coincide with the start of what many refer to as the Dark Ages, the name of which refers to the knowledge that was lost to the pillaging of the period. Violence and warfare in dwarvish culture is often fuelled by their religious belief that those who die in battle spend eternity as champions of Asgard while those who die of disease and old age are fated to become thralls of the Hel.



Art by Abelard the Bard

## Dwarf Names

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**Male Names.** Aksel, Baern, Errick, Durrin, Glóinn, Lodvig, Vindalf

**Female Names.** Astrid, Bardryn, Hulda, Inga, Katla, Ragna, Sigrid, Una, Vistra

**Surnames.** A dwarf's surname is derived from that of its prominent ancestor with the addition of an -ung or -ing suffix.

## Dwarf Traits

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**Ability Score Increase.** One of a dwarf's Ability Scores increases by 2, another by 1.

**Age.** Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 300 years.

**Size.** Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Their size is Medium.

**Speed.** A dwarf's base walking speed is 25 feet. Their speed is not reduced by wearing heavy armor.

**Darkvision.** Dwarves have superior vision in dark and dim conditions. They can see in dim light within 120 feet of them as if it were bright light, and in darkness as if it were dim light. They can't discern color in darkness, only shades of gray.

**Dwarf Weapon Training.** Dwarves have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

**Languages.** Dwarves can speak, read, and write Dwarvish and a Common Language of their Choice.

**Berserker.** When reduced to 0 hit points but not killed outright, a dwarf can drop to 1 hit point instead. They can't use this feature again until they finish a long rest.

**Dwarven Magic.** When dwarves reach 3rd level, they can cast the *augury* spell once with this trait. When they reach 5th level, they can

cast the *invisibility* spell on themselves once with this trait. They don't need material components for either spell. They regain the ability to cast these spells with this trait when they finish a long rest.

**Iron, Salt and Stone.** Dwarves have expertise in their choice of one of the following skill sets.

**Iron-smith.** Whenever making an Intelligence (History) check related to the origin of metalsmithing, the dwarf is considered proficient in the History skill and adds double their proficiency bonus to the check, instead of their normal proficiency bonus. Dwarves with this ability are also proficient with smith's tools.

**Salt-smith.** When making a Wisdom (Survival) check related to the sea, the dwarf is considered proficient in the Survival skill and adds double their proficiency bonus to the check, instead of their normal proficiency bonus. Dwarves with this ability are also proficient with navigator's tools.

**Stone-smith.** When making an Intelligence (History) check related to the origin of stonework, the dwarf is considered proficient in the Intelligence skill and adds double their proficiency bonus to the check, instead of their normal proficiency bonus. Dwarves with this ability are also proficient with mason's tools.

