# KINGS OF THE MOUNTAIN DWARVEN ARCHETYPES

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ROLEPLAYING GAME COMPATIBLE





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#### Introduction

Relatively speaking, a character's race generally isn't one of the most important choices you can make about them, at least as far as the mechanics of the game are concerned. Most racial abilities stop being particularly relevant after the first few levels of play, and while ability bonuses and penalties are certainly not insignificant, they ultimately result in only a +1 bonus or -1 penalty on most rolls involving that ability.

And yet, the idea of picking a race whose ability score adjustments go against your choice of class just feels wrong, like you're making a huge mistake, and the option is barely conceivable. You don't see many dwarven bards, oracles, or sorcerers. Why make your elf a druid or a sorcerer when he could be a wizard and really make use of that +2 bonus to intelligence?

This book aims to allow players who want their race to have a more meaningful impact on their character do so, while also helping to provide support for characters with an unusual race and class combination. It does so by providing several archetypes that are specifically designed for dwarf characters, which provide a distinctly dwarven spin on the way the class works. A special emphasis has been placed on finding classes that one might not normally associate with dwarves at first glance, for mechanical reasons, and providing solutions that make these classes more appealing.

These racial archetypes are only available to dwarves. Other races cannot take them. They are presented in alphabetical order, by the name of the class that the archetype belongs to.

#### Dwarven Deepdelver (Rogue)

Everyone knows that dwarves are greedy, as a general rule, and that they live underground. A few dwarves take this stereotype further than most, however, and those dwarves most willing to search through dark, claustrophobic catacombs in search of long-forgotten treasure are known as dwarven deepdelvers. Invaluable members of any treasurehunting expedition, these expert adventurers are not only incredible at finding secret doors and traps set in stone, but they can literally sniff out treasure, and—assuming they can be convinced to share their finds—can greatly increase the haul that any given party finds.

**Treasure Sense (Ex):** At 3<sup>rd</sup> level, a dwarven deepdelver gains the uncanny ability to detect treasure especially gems and precious metals—even at a distance. She gains a +2 bonus on Appraise checks made to identify the value of items. This stacks with the greed racial ability of dwarves. Additionally, she gains the ability to detect gems and precious metals by smell, from a range of up to 10 feet. This functions as the scent universal monster ability, except that the default range is 10 feet, rather than 30 feet, and only gold and precious metals can be detected in this way.

At  $6^{th}$  level, and every three levels thereafter, the bonus to Appraise checks increases by +2, and the range at which the dwarven deepdelver can sniff out gems and precious metals increases by 10 feet (to a maximum bonus of +12 and a maximum range of 60 feet at 18<sup>th</sup> level).

This ability replaces the trap sense class feature.

**Deepdelver's Stonecunning (Ex):** At 4<sup>th</sup> level, a dwarven deepdelver gains a much greater insight into stonework than most dwarves. The dwarven deepdelver gains a bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors, equal to 1/2 her class level. This bonus stacks with that granted by the stonecunning racial ability. The dwarven deepdelver also gains this bonus on Knowledge (engineering) checks involving stonework, tunneling, and similar, and is treated as trained in that skill for that purpose. Finally, the range at which the dwarven deepdelver must pass within a hidden feature in stonework in order to get a check to notice them increases to 30 feet.

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If the dwarven deepdelver does not have the stonecunning racial ability for whatever reason, she gains that ability, instead. She may take deepdelver's stonecunning as a rogue talent at a later level, if she desires.

This ability replaces the rogue talent gained at 4<sup>th</sup> level.

**Evade Spell (Ex):** At 10<sup>th</sup> level, a dwarven deepdelver gains a preternatural ability to predict when she will be the target of hostile magic, and she learns how to dodge spells in the same way that others might dodge arrows. Once per day, when she is the target of a spell, she may choose to make a Reflex save (DC equal to the spell's saving throw DC) in order to dodge the spell. If she succeeds, the spell has no effect on her. If she fails, she is affected by the spell normally (although she can still make any saving throw normally offered by the spell). At 15<sup>th</sup> level, the dwarven deepdelver can use this ability one additional time per day.

This ability replaces the advanced rogue talent gained at 10<sup>th</sup> level.

#### Dwarven Lorekeeper (Skald)

The dwarven people have many fine and ancient traditions, dating back for hundreds or thousands of years. A proud and noble warrior people, they entrust these traditions to a rare few, such as the dwarven lorekeepers, to protect and preserve for future generations. Dwarven lorekeepers are skalds of a more refined and reserved nature, who are the stewards of their race's knowledge, and drive their allies not into a mindless frenzy, but into a focused warrior state.

**Divine Spellcasting:** Dwarven lorekeepers draw their powers from faith in the dwarven traditions and lifestyles, and some have spiritual connections to their ancestors or specific dwarven deities. As a result, a dwarven lorekeeper's spellcasting is divine in nature, instead of arcane. This means that the dwarven lorekeeper is never subject to arcane spell failure, regardless of what type of armor he is wearing, although his armor proficiencies are the same as that of other skalds. Finally, he uses his Wisdom modifier, rather than his Charisma modifier, to determine the highest spell level he can cast, the saving throw DCs for his spells, and the number of bonus spells that he receives.

Limited Knowledge: Dwarven lorekeepers are more focused in their learning, and do not trouble themselves with things that are irrelevant to dwarven culture. The benefits of their bardic knowledge class feature do not apply to Knowledge (arcana) (except for knowledge checks made to identify constructs and dragons), Knowledge (nature), or Knowledge (planes) (except for knowledge checks regarding the Plane of Earth, and any planes or outsiders specifically related to dwarves, such as azer).

This ability modifies the bardic knowledge class feature.

**Disciplined Song (Su):** Dwarven lorekeepers provide inspiration to their allies not by driving them to a mindless rage, but instead by awakening their warrior spirit. Further, the dwarven lorekeeper's raging songs are ancient battle hymns of the dwarven people, and rely more upon the dwarven lorekeeper's faith in his traditions than in any innate force of personality. A dwarven lorekeeper can perform for a number of rounds per day equal to 1 + his Wisdom modifier. For each level after 1<sup>st</sup>, he can use the ability 1 additional round per day (instead of 2 additional rounds, as normal)

However, when using the inspired rage ability, affected creatures do not suffer a penalty to AC, and are not prevented from using Intelligence, Wisdom, or Charismabased skills, nor are they prevented from any other activity that requires concentration.

This ability modifies the raging song class feature.

**Toughness:** Dwarven lorekeepers gain Toughness as a bonus feat at 1<sup>st</sup> level.

This ability replaces the scribe scroll class feature.

**Secret Lore (Su):** A dwarven lorekeeper gains spell kenning as normal at 5<sup>th</sup> level, but he can only access spells from the bard, cleric, and inquisitor spell lists, instead of those listed in the spell kenning ability.

This ability modifies the spell kenning class feature.

#### Dwarven Scallywag (Swashbuckler)

Not all dwarves match the stereotypes of dour and stoic warriors who care more about personal honor than anything else. Some dwarves prefer to stand out from their brethren: fighting, dressing, and living in flamboyant style, they eschew traditional dwarven principles and live the more cosmopolitan life of a dwarven scallywag. With a few exceptions, these dwarves usually live their lives far from their own kind, and feel as much disgust towards their stuffy brethren as other dwarves feel towards these outlandish black sheep. Dwarven scallywags quickly develop a reputation wherever they go, and mercilessly punish those who make the mistake of underestimating them due to their size.

**Panache (Ex):** Dwarven scallywags draw upon their own inner reserves of energy in order to fuel their



grand acts of daring in combat. Each day, the dwarven scallywag gains a number of points of panache equal to her Constitution modifier (minimum 1). She does not regain points of panache by scoring critical hits or killing blows, as most swashbucklers do. Instead, once per day, by resting for a full minute, she can restore her current number of points of panache back to her maximum. Any remaining panache that she had before using this ability is wasted. At 7<sup>th</sup> level, and again at 14<sup>th</sup> level, the dwarven scallywag can use this ability one additional time per day.

This ability modifies the panache class feature.

**Intuitive Combatant (Ex):** At 1<sup>st</sup> level, a dwarven scallywag gains the benefits of the Weapon Finesse feat with light or one-handed piercing melee weapons, and she can use her Wisdom score in place of Intelligence as a prerequisite for combat feats. This ability counts as having the Weapon Finesse feat for the purposes of meeting feat prerequisites.

This ability replaces the swashbuckler finesse class feature.

**Danger Sense (Ex):** Beginning at 2<sup>nd</sup> level, a dwarven scallywag gains a knack for getting out of trouble. Three times per day, as an immediate action made before attempting a saving throw, she can add her Wisdom modifier to the result of the save. She must choose to do this before the roll is made. At 6<sup>th</sup> level, and every 4 levels thereafter, the number of times she can do this per day increases by one (to a maximum of 7 times per day at 18<sup>th</sup> level).

This ability replaces the charmed life class feature.

**Deeds:** A dwarven scallywag gains the following deeds, each of which replaces an existing deed.

Attack From Below (Ex): At 3<sup>rd</sup> level, while the dwarven scallywag has at least 1 panache point, she suffers no penalties for making melee attacks while prone, and can use any ranged weapon while prone, although she suffers a -4 penalty on attack rolls made with ranged weapons that normally could not be used while prone. Further, by spending 1 panache point as a swift action, she can negate the bonus on melee attacks made against her due to being prone, and also grant herself a +2 bonus on melee attack rolls made while prone. These benefits last for 1 minute. At 11<sup>th</sup> level, the bonus on melee attack rolls made while prone increases to +4.

This ability replaces the kip-up deed.

*Scallywag's Speed (Ex):* At 3<sup>rd</sup> level, as a swift action, the dwarven scallywag can spend 1 panache point in order to increase her base movement speed by 10 feet for 1 minute. At 11<sup>th</sup> level, she increases her movement speed by 20 feet, instead.

This ability replaces the swashbuckler initiative deed.

#### Dwarven Stoutshield (Cavalier)

Many assume that because dwarves typically live in underground cities or isolated mountain fortresses, where there is little room or use for mounted cavalry, that there simply are no dwarven cavaliers. The truth of the matter is that while most dwarves prefer to stay on their own two feet when fighting, more than a few have adapted the honorable, courageous, and tactical fighting style of the cavalier for use without a mount. These dwarven stoutshields fight sideby-side with their brothers in arms, never backing down or running from a fight, and holding their own against foes of any size.

Weapon and Armor Proficiency: Dwarven stoutshields are proficient with tower shields, in addition to the weapons and armor other cavaliers are proficient with.

**Defensible Challenge (Ex):** While dwarven stoutshields are just as focused on the targets of their challenge as other cavaliers, they never sacrifice their defensive abilities. While using his challenge class feature, a dwarven stoutshield does not suffer the normal -2 penalty to AC. Instead, he is unable to make attacks of opportunity against characters other than the target of his challenge.

This ability modifies the challenge class feature.

**Dwarven Shield Magic (Su):** As a move action, a dwarven stoutshield can imbue his shield with magical power. At 1<sup>st</sup> level, this grants the shield a +1 enhancement bonus, which lasts for 1 minute. As the dwarven stoutshield increases in level, he is able to make his shield more powerful: at 4<sup>th</sup> level, and every 3 levels thereafter, the shield gains another +1 enhancement bonus, to a maximum of +7 at 19th level. These bonuses can be added to the shield, stacking with existing shield bonuses to a maximum of +5, or they can be used to add shield special abilities with an enhancement bonus equivalent cost. Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the shield already has, but duplicate abilities do not stack. If the shield is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by this ability are determined when the ability is used, and cannot be changed until the ability is used again. This ability imparts no bonuses if the shield is held by anyone other than the dwarven stoutshield, but resumes giving bonuses if returned to the dwarven stoutshield.

The dwarven stoutshield can use this ability once per day at 1<sup>st</sup> level. At 5<sup>th</sup> level, and every 5 levels thereafter, he can use it an additional time per day (to a maximum of 5 times per day at 20<sup>th</sup> level). 0-0-0-0-

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This ability replaces the mount class feature.

**Vigor:** A dwarven stoutshield draws his strength more from his great reserves of fighting strength and his enduring attitude than from his personality. For the purposes of any of his order abilities that is dependent on the dwarven stoutshield's Charisma score or Charisma modifier (such as abilities that add the dwarven stoutshield's Charisma modifier as a bonus, or which can only be used a number of times per day equal to the dwarven stoutshield's Charisma modifier, etc.), the dwarven stoutshield uses his Constitution modifier, instead.

**Defensive Stance (Ex):** Beginning at 3<sup>rd</sup> level, as a move action, a dwarven stoutshield can enter a defensive stance. While in this stance, he cannot move, but gains a +2 competence bonus on attack rolls and to AC. Ending the defensive stance is another move action, although it ends automatically if the dwarven stoutshield is forcibly moved (such as by a bull rush or reposition combat maneuver).

This ability replaces the cavalier's charge class feature.

**Stubborn Demeanor** (Ex): Beginning at 4<sup>th</sup> level, the dwarven stoutshield's dogged and determined attitude allows him to win most arguments he gets into. He gains a bonus equal to 1/4 his class level on Diplomacy and Intimidate checks.

This ability replaces the expert trainer class feature.

**Improved Defensive Stance (Ex):** Beginning at 11<sup>th</sup> level, as long as a dwarven stoutshield is in a defensive stance, he can make one additional attack of opportunity each round, and he gains a +4 competence bonus to attack and damage rolls for attacks of opportunity, which stacks with the normal +2 competence bonus to attack rolls from defensive stance. Further, if the dwarven stoutshield is currently using his challenge class feature, then the target of his challenge provokes attacks of opportunity from him whenever taking the following actions: taking a 5-foot step, using the withdraw action, using a supernatural ability, or making an attack against a character other than the dwarven stoutshield.

This ability replaces the mighty charge class feature.



**Distracting Challenge** (Ex): Beginning at 12<sup>th</sup> level, whenever the dwarven stoutshield declares a challenge, his target is too distracted by him in order to attack others in earnest. The target of the challenge suffers a -2 penalty on attack rolls made against characters other than the dwarven stoutshield.

This ability replaces the demanding challenge class feature.

**Master Defensive Stance** (Ex): At 20<sup>th</sup> level, the bonuses on attack rolls and to AC granted by the dwarven stoutshield's defensive stance increase to +4. Additionally, the dwarven stoutshield can make any number of attacks of opportunity each round while in a defensive stance.

This ability replaces the supreme charge class feature.

#### Stonespeaker (Oracle)

Dwarves are well known for being a reserved people, who do not wear their hearts on their sleeves. As a result, they tend to frown on what they consider to be the "theatrics" of the oracles of other races. This means that dwarven oracles, at least in the way that other races understand the oracle, are rare, and often spurned by other dwarves, less out of anger and more from simple uneasiness. But the dwarves have a special tradition of oracles which date back to ancient times, known as the stonespeakers. These unusual oracles have no curses, and draw their power from a strange combination of ancestor worship, honorable warrior traditions, and the earth- and metal-lore of the dwarven people.

**Wisdom of the Earth:** Stonespeakers do not draw their powers from their own force of personality, but rather from religious and spiritual devotion. A stonespeaker uses her Wisdom score, rather than Charisma, to determine her bonus spells per day, the saving throw DCs of the spells that she casts, and the highest spell level that she can cast. Similarly, the saving throw DCs of her revelations, as well as any other aspect of her revelations that is dependent on her Charisma score (such as revelations that can be used a number of times per day equal to the stonespeaker's Charisma modifier, or which add the stonespeaker's Charisma modifier as a bonus) use her Wisdom score, instead.

**Curseless (Su):** A stonespeaker does not gain an oracle's curse.

**Revelations of the Dwarves (Su):** A stonespeaker does not choose a single mystery. Instead, she dabbles in four separate mysteries, each of which makes up a part of her dwarven heritage. These mysteries are ancestor<sup>UM</sup>, battle<sup>APG</sup>, metal<sup>UM</sup>, and stone<sup>APG</sup>. Whenever the stonespeaker would gain a new revelation, she may choose to gain that revelation from any of these four mysteries. She cannot select another revelation from the same mystery until she has selected at least one revelation from each of the other three mysteries. She must still meet any prerequisites of the chosen revelation. This restriction does not apply to her final revelation, and she can select that from any of these four mysteries.

Similarly, whenever the stonespeaker would gain a new mystery spell, she may choose to gain the mystery spell of the appropriate level from any of these four mysteries. She cannot select a second mystery spell from the same mystery until she has selected at least one mystery spell from each of the four mysteries, and she cannot select a third mystery spell from the same mystery until she has selected at least two mystery spells from each of the four mysteries.

This ability modifies the revelation class feature.

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## Show What A Real Dwarf Is Made Of!

Stoic and steadfast, dedicated warriors and master craftsmen, there's a lot that can be said about dwarves. They are often praised for their amazing works of stonemasonry and engineering, as well as the incredible weapons, armor, and other metal objects that they produce from their world-class forges. As a people, their crafts are rivaled only by their twin loves of fighting and drinking.

Of course, when you choose to make your player character an dwarf, all that you really care about is the +2 bonus to your Constitution and Wisdom scores (and who needs Charisma, anyway?), so why bother playing a dwarven shaman or bard? Even if a +2 bonus doesn't really make that much of a difference, it just feels so wrong to knowingly combine a race and class that don't go well together, and, as a result, many players never bother to consider it.

This book aims to give players who want the fact that their character is a dwaif to matter more a way to make that happen, while also providing support for dwarven characters of a variety of classes that don't typically make much mechanical sense for elves. Included are the dwarven deepdelver, a rogue archetype that take the dwarf's natural stonecunning to a whole new level, which can also literally sniff out gold and gems, the dwarven lorekeeper, a skald archetype with divine spellcasting that grants his allies a battle focus, instead of sending them into a rage, the dwarven scallywag, a swashbuckler archetype that turns a dwarf's small stature to his advantage, the dwarven stoutshield, a cavalier archetype for rugged mountain dwarves who fight on foot and take no quarter, and the stonespeaker, an oracle archetype for dwarves devoted first and foremost to dwarven culture and ancestors.



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