

Ancestral Options

Dwarves



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*Necromancers
of the Northwest*

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Credits

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Introduction

One of the most iconic races in all of fantasy, dwarves have been around since the very beginning. While there have been many attempts to reinvent the wheel and create new and different types of dwarves throughout the years, for some reason the only version to really stick in the public imagination is the same basic type of dwarf that has been around since the days of J. R. R. Tolkien. There's no way that the *Pathfinder Second Edition Core Rulebook* could encapsulate all that is inherent in being a dwarf, and so by necessity there were plenty of dwarven gems left to dig up and turn into exciting new player options. This book presents a variety of new options for dwarf characters, including several dwarf heritages, new ancestry feats for dwarves, and a dwarf-exclusive archetype that empowers your beard with supernatural abilities.

New Dwarf Heritages

In addition to the heritages found in the *Pathfinder Second Edition Core Rulebook*, dwarf characters can also select from among the following heritages.

Dour Dwarf

Denounced as jaded and blunt by your detractors, the truth is that you're simply practical and down to earth, allowing you to see people for who they truly are, and choosing to tell it like it is in turn. You gain a +2 circumstance bonus on Intimidation checks, as well as to Perception checks when using the Sense Motive basic action. Similarly, your Perception DC is increased by +2 for Deception checks made to lie to or otherwise deceive you. Finally, you gain a +1 circumstance bonus on saving throws made to resist emotion effects.

Duergar-Descended

You trace your ancestry back to the duergar, the so-called "dark dwarves" who toil endlessly in lightless cities far beneath the surface. Although you do not possess all the powers commonly ascribed to duergar, you do possess a rigid discipline and an aversion to light. You gain a +2 bonus on saving throws made to resist enchantment and illusion effects. Additionally, when you are first exposed to bright light, you are dazzled for 1 minute, after which you are unaffected by the light until you have spent at least an hour in darkness.

Gutter Dwarf

Though most dwarves hold themselves with a trademark stoicism and gravitas, not all dwarves concern themselves so much with honor and dignity. Whether forced to live in ghettos within lands of other races, or because you live in wild and untamed surroundings, you were forced to concern yourself with survival above all else growing up. You can eat and drink things when you are sickened, and gain a +2 circumstance bonus to saving throws against diseases, poisons, and the sickened condition. Additionally, you gain a +2 circumstance bonus to checks to Subsist, as well as a +2 circumstance bonus on Intimidation checks, but suffer a -2 circumstance penalty on Deception and Diplomacy checks, due to your perpetually grime-covered skin and disheveled

appearance.

Hill Dwarf

You come from particularly hardy dwarven stock, and are especially resilient. The number of hit points granted by your ancestry at 1st level increases by 3. Additionally, at 2nd level and every even-numbered level thereafter, you gain 1 additional hit point.

Winter Dwarf

Hailing from frigid and frozen climates, you are used to biting winds and bitter cold. This grants you cold resistance equal to half your level (minimum 1), and you treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).

New Ancestry Feats

In addition to the ancestry feats found in the *Pathfinder Second Edition Core Rulebook*, dwarf characters can select from among the following ancestry feats.

1st Level

Bearer of Burdens

Feat 1

Dwarf

You are no stranger to heavy manual labor, and hundreds of hours spent hauling heavy loads, whether in a mine, at a construction site, or simply as a teamster, have improved your carrying capacity. When determining how much Bulk you can carry before becoming encumbered, as well as the maximum amount of Bulk you can carry, increase those amounts by 2. When you reach 5th level, and every 5 levels thereafter, this bonus increases by an additional 1 (to a maximum of 6 additional Bulk at 20th level).

Greed

Feat 1

Dwarf

As long as you carry a certain amount of gold and gems on your person, your desire to protect your wealth spurs you to action in times of crisis. You gain the following ability as long as you always have a certain threshold of gold and gems on your person at all times, as indicated on Table 1: Greed Wealth. If you ever fall below the threshold, you lose the ability until you have maintained sufficient wealth on your person for at least 24 hours. Only value derived from the mundane properties of gold and gems count towards this limit. For the purposes of this feat, a magic gem, ring, crown, and so on counts only the value it would have without its magic towards meeting this threshold.

Grudge Bearer

Feat 1

Dwarf

You nurse long grudges, and remember slights for a very long time. Whenever you rest, you may choose a single individual who wronged you or an ally in some way since the last time you rested. You gain a grudge against the chosen individual,

Greed-Spawned Action

Dwarf

You can take 1 additional action this turn. You can only use this ability if you have a sufficient amount of gold and gems on your person based on your level, as outlined on Table 1: Greed Wealth, and have kept them on your person for at least 24 hours. You can only use this ability once per day.

Table 1: Greed Wealth

Level	Wealth Required
1	5 gp
2	10 gp
3	15 gp
4	20 gp
5	30 gp
6	50 gp
7	80 gp
8	150 gp
9	250 gp
10	400 gp
11	600 gp
12	1,000 gp
13	1,250 gp
14	2,000 gp
15	3,000 gp
16	5,000 gp
17	7,500 gp
18	12,000 gp
19	20,000 gp
20	30,000 gp

granting you a +1 circumstance bonus on attack and damage rolls made against that individual. You can maintain grudges against a total number of individuals at any one time equal to your level. If you would gain a new grudge in excess of this amount, you must choose an old grudge to release.

Finally, once per day, after making an attack roll against a creature you have a grudge against, but before the result of the roll is determined, you may choose to reroll that attack roll. You can use this ability only once per day, no matter how many creatures you have grudges against.

5th Level

Duergar Growth

Feat 5

Dwarf

Prerequisites duergar-descended heritage

You have mastered the innate duergar talent for growing larger. Once per day, you can cast *enlarge* on yourself as an occult innate spell.

Dwarven Forging

Feat 5

Dwarf

Prerequisites Dwarven Lore or expert in Crafting

Through dwarven forging techniques passed down from generation to generation, you have learned how to improve an item when repairing it, shoring up any weaknesses it possesses and leaving it even stronger and more durable than when it was new. When you use the Repair action on an item, if the amount of HP you would restore to the item exceeds the item's maximum HP, it gains the remainder as temporary HP, which last indefinitely until lost due to damage. These temporary HP do not stack with one another; if you use the Repair action on an item that already has temporary HP from this ability, it retains whichever temporary HP value is higher.

Dwarven Shield Training

Feat 5

Dwarf

You are trained in how best to defend yourself with a shield, especially against larger creatures. When you use the Raise a Shield action, the circumstance bonus to AC you gain from doing so increases by 1 against creatures that are at least one size category larger than you are.

9th Level

Duergar Invisibility

Feat 9

Dwarf

Prerequisites Duergar Growth

You have mastered the innate duergar talent for turning invisible. Once per day, you can cast *invisibility* on yourself as an occult innate spell.

Greater Dwarven Shield Training

Feat 9

Dwarf

Prerequisites Dwarven Shield Training

You know how to use your shield in conjunction with your environment or situation to maximize the defensive benefits you gain. The circumstance bonus to AC you gain from Raise a Shield stacks with up to one other circumstance bonus to AC you are benefitting from, allowing you to benefit from cover while raising a shield, for example.

Improved Stonecunning

Feat 9

Dwarf

Prerequisites Stonecunning

Your affinity for stone is remarkable, even by dwarven standards. The bonus to Perception checks made to notice unusual stonework granted by Stonecunning increases to +5. Additionally, the full bonus applies even to secret checks made by the GM. Additionally, choose any two of the following Lore subcategories. You treat your proficiency level for the chosen Lore subcategories as two levels higher than it actually is for the purposes of subjects that pertain to both that Lore subcategory and stone: Architecture Lore, Labor Lore, Mercantile Lore, Mining Lore, Underworld Lore, or any Lore category about a specific plane, settlement, or terrain.

13th Level Avalanche Roll

Feat 13

Dwarf

Prerequisites Boulder Roll

You can bowl over your foes with even more force. When you use Boulder Roll, you can affect foes of up to two size categories larger than you, although the foe gains a cumulative +2 circumstance bonus on its Fortitude save for each size category larger than you it is. Additionally, if the foe can't move to an empty space, it automatically suffers damage as though it attempted a Fortitude save to resist the effect (it can still make the save, and if it critically succeeds it suffers no damage, as normal). Finally, the damage you inflict to creatures that are unable to move or make a Fortitude save to resist is increased to be equal to twice your level plus your Strength modifier, instead of the normal amount.

Improved Resilience

Feat 13

Dwarf

Prerequisites forge dwarf heritage, strong-blooded dwarf heritage, or winter dwarf heritage

You are heartier and more resistant than your kin. The resistance granted by your heritage (whether to cold, fire, or poison) increases to be equal to your level.

Magic Resistance

Feat 13

Dwarf

Prerequisites ancient-blooded dwarf heritage or death warden dwarf heritage

The power of your ancestors awakens within you, allowing you to better resist a wider array of magical effects. Choose two schools of magic. If you roll a success on a saving throw against an effect from one of the chosen schools, you get a critical success instead.

New Archetype

The following archetype is thematically linked to dwarves, and is available to dwarf characters of any class.

Beard Lord

While it is commonly known that dwarves are inclined to grow long, full, luxurious beards, your facial hair is remarkable even for a dwarf, to the point of being supernatural. Your magnificent beard may be a natural gift of your heritage, or it may be something you gained through exposure to some magical effect. For this reason, dwarves of both genders can become beard lords.

Beard Lord Dedication

Feat 2

Uncommon, Archetype, Dedication

Prerequisites dwarf ancestry, must have or be capable of growing a beard.

You have a spectacular beard whose supernatural speed of growth is matched only by its otherworldly handsomeness and impeccable grooming. By spending 1 minute in concen-

tration, you can cause your facial hair to begin growing at a supernatural rate, causing you to grow a full beard six inches in length over the course of 1 hour. If you already have a beard of six inches or longer, this causes your beard to grow by 1d4 inches, instead. You can use this ability no more than once per day.

Additionally, your beard is impeccably styled, and requires little to no maintenance or upkeep. So impressive is your beard, in fact, that you gain a +2 circumstance bonus on Deception, Diplomacy, and Intimidation checks. This bonus increases to +4 for checks made to influence dwarves, creatures of other races or cultures that are particularly impressed by beards (at the GM's discretion), and creatures that are particularly attracted to those sporting beards.

Special You cannot select another dedication feat until you have gained two other feats from the beard lord archetype.

Between the Bristles

Feat 4

Archetype

Prerequisite Beard Lord Dedication

Your beard is an excellent place to store items of importance. You can store up to 1 cubic foot of items weighing up to 1 Bulk in total in your beard, and you can transfer a single object between hand and beard as a free action up to once per round. You can dump the entire contents of your beard onto the ground in your square as an action.

Blood-Soaked Beard

Feat 4

Archetype

Prerequisite Beard Lord Dedication

As an action, you can soak your beard in the blood of an adjacent fallen foe. If you do, you gain a +2 circumstance bonus on saving throws made to resist death, disease, and fear effects for 1 hour.

Potion Strainer

Feat 4

Archetype

Prerequisite Beard Lord Dedication

Your beard is capable of absorbing the magical properties of potions and oils, allowing you to quaff them swiftly, without fear of spills. You can choose to absorb a potion as a free action, rather than as an action, spilling most of its contents on your beard. If you do, it takes 1d4 rounds for the potion to have its effect, as your beard hair absorbs it more slowly than if you drank it directly, but you are free to act normally during this time. Your beard cannot absorb more than one potion, oil, or similar liquid at a time, and if you quaff a second such substance while the first is still being absorbed, the second substance is wasted.

Hairy Habitat

Feat 8

Archetype

Prerequisite Beard Lord Dedication, any two other feats from the beard lord archetype

A Tiny creature has taken up residence in your beard, and the two of you have bonded. You gain a familiar. Unlike most familiars, your familiar has 5 Hit Points for each feat you possess from the beard lord archetype, rather than 5 Hit Points for each of your levels. However, your familiar can hide itself in your beard as an action, remaining hidden until it chooses to leave your beard. While hidden in your beard, your familiar has cover and concealment from all creatures, and all creatures have cover and concealment from it.

Rope Beard

Feat 8

Archetype

Prerequisite Beard Lord Dedication

You can grow your beard so quickly that you can form it into a convenient rope. As an action, you can cause your beard to grow a braided length of thick, rope-like hair 5 feet in length. For each additional action you spend, the beard rope grows an additional 5 feet. The extra growth falls from your face on its own after 10 minutes, leaving you with the same beard length you had before you started. Alternatively, the ropey growth can be cut from your face by dealing a number of points of slashing damage equal to twice the number of feats you have from the beard lord archetype. Regardless of its length or how it is separated from your face, once the hair rope is created, it functions in all ways as a normal rope. You can create up to 100 feet of rope in this way per day.

By the Hair of Your Chin

Feat 12

Archetype

Prerequisite Beard Lord Dedication, any three other feats from the beard lord archetype

Trigger You are hit by a Strike that primarily deals slashing damage. **Effect** The Strike narrowly misses you, slicing through the hair of your beard but leaving your body unharmed. If the Strike would have resulted in a critical hit, it results in a normal hit instead, and if it would have resulted in a normal hit, it results in a miss. In either case, your beard is cut off, falling to the ground. Any creatures or objects stored in your beard (such as from the Between the Bristles or Hairy Habitat feats) suffer half the damage the Strike would have inflicted, and are deposited on the ground in your square. You cannot use any feats from the beard lord archetype again until 24 hours have passed, at which point you can grow a new beard.



Greybeard's Insight

Feat 12

Archetype

Prerequisite Beard Lord Dedication

You can call upon your beard to grant you foresight, though doing so drains it of its color temporarily. As an action, you can cast *augury* as an innate occult spell. Unlike a normal *augury*, an *augury* cast in this way can see 30 minutes into the future per feat you possess from the beard lord archetype. Additionally, you gain a +1 bonus on the flat check made by the GM per 2 feats you possess from the beard lord archetype. Once you have used this ability, your beard drains of color, becoming a silvery-grey shade until 24 hours have passed. Even if you cut off your beard and regrow it, the new growth remains grey during this time. You cannot use this feat while your beard is supernaturally altered in this fashion (though if your beard is normally grey, that does not stop you from using this feat if you haven't already done so in the last 24 hours).

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The Power to Move Mountains!

In the *Pathfinder Second Edition* roleplaying game, a character's ancestry matters more than ever before. Instead of picking a race and sticking with it, players are encouraged to customize the benefits a character gains from their lineage, with a wide assortment of ancestry feats gained at various levels. While the *Pathfinder Second Edition Core Rulebook* presents plenty of great options for each of these ancestries, the focus on customization means that there's always room for new and exciting ways to bring your ancestry to the fore.

This book focuses on providing new ancestry-related options for dwarf characters. They're short, stout, and gruff, but that doesn't mean they aren't one of the most beloved and iconic fantasy races. Get ready to swing your hammer, quaff some ale, and grow a glorious beard, because in this book, you'll find:

- 5 new dwarf heritages, including the Dour Dwarf, and Duergar-Descended.
- 12 new ancestry feats for dwarves, ranging from 1st through 13th level, including Grudge Bearer, Dwarven Shield Training, Duergar Growth, and more!
- A new archetype for dwarf characters, the beard lord, for dwarves of any gender who grow beards so luxurious and magnificent that they can be used to braid ropes, hold creatures and objects, and even save your neck from an untimely beheading!



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