



Sample file

ELMORE '91

# Advanced Dungeons & Dragons<sup>®</sup>

Player's Handbook

2<sup>nd</sup> Edition

Rules Supplement

## The Complete Book of Dwarves

Sample file

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## Introduction

### Balor the Hill Dwarf Introduces the Dwarves

*Dwarves are the greatest race ever created by the gods. We are far superior to the pansy elves, smelly goblins, dirty orcs, and misshapen humans. Dwarves are perfectly shaped, solid and strong, like the stones that form our dwellings. Our skins are the color of the earth, our hair and beards are of the finest hue and texture imaginable.*

*Dwarves are more than just an attractive race. Imbued with unchanging attitudes and steadfastness, we do not waver, even in the face of great adversity. Well suited to our lives underground, we can see in the dark and detect underground dangers and pitfalls. Our craftsmen have created the finest cities and buildings in the world. Our bridges and high vaulted chambers are wonders to behold, with a strength and permanence of form that other races have never duplicated.*

*We have no fear of magic. We shake off its effects as easily as we slay the goblins who lurk in the dark. We are impervious to poisons and noxious substances that would kill those of lesser races. Such is our vigor that even cursed weapons fail to possess us, for our inherent vitality is invincible.*

*Dwarves are also great warriors, well disciplined, and organized into armies that strike fear into evil monsters everywhere. Our combat skills against the filthy dark dwellers are beyond question. It is a particularly stupid goblin, pig-faced orc, or brainless hobgoblin who does not quake with fear at the sound of dwarven boots. Our battle axes have drunk deeply of the blood of such creatures, our hammers have smashed thousands of their skulls. We will continue until there are none left to kill. That is not an idle boast, it is an oath.*

*Yet we are a peaceful people. We do not seek war, nor do we steal from others. Those are the actions of other, less honorable races. We see to our own and those who attempt to steal that which is ours will die. That is not a threat, it is the way of the dwarf. If you do not wish to feel our wrath, leave us alone.*

### Dwarves As You Know Them

The *Monstrous Compendium*, Volumes One and Two, discussed hill and mountain dwarves, and the duergar (gray dwarves); where they live, their appearance, combat abilities, friends, enemies, and how they view the world.

The *ADVANCED DUNGEONS & DRAGONS*® 2nd Edition *Player's Handbook* and *Dungeon Master's Guide* introduced methods of creating dwarf characters. *The Complete Book of Dwarves* expands the scope of previous texts by making available new subraces of dwarves and by providing new rules for players and DMs. All of the new information is directed specifically to dwarf characters.

### Dwarves As You Will Know Them

Player characters have usually been hill dwarves. Now you will be able to choose from six subraces of dwarves. In addition to hill, mountain, and duergar, three other types of dwarves are introduced in this book: deep, gully, and sundered dwarves. While these have appeared in other AD&D® game products, they are made available here with the same attention to detail that the hill dwarves were given in the *Player's Handbook*. Each of the six subraces of dwarves has its own special advantages and limitations, which make the characters unique and fun to play.



*Your Life as a Dwarf* examines the social organizations of the dwarves and the crafts clans. It describes a typical family and details dwarf education.

Character kits have been previously introduced with this series. They enlarge the basic character classes of warrior, thief, and priest. The *Complete Book of Dwarves* presents 24 new kits created especially for dwarf characters, including seven kits designed exclusively for use by multi-class characters. Kits like animal master, axe for hire, and hearth guard greatly expand the kinds of characters which can be played.

In Chapter 7, players will find useful hints on playing typical, and not so typical, characters. You will also find extensive information on the background and stronghold of your character, in Chapter 11. Dwarf strongholds are not merely fortresses, but homes and work places as well. Some strongholds may even be fortified, but dwarves will always refer to their home as a stronghold. It is a matter of racial pride and a warning that a dwarf's home is well defended.

DMs will find the expanded information invaluable in fitting dwarf characters into their campaign worlds. Whether dwarves are a dominant race or just a people living in isolation under the earth, there are plenty of suggestions and ideas for strongholds and adventure settings.

## **The Complete Player's Handbook Series**

The *Complete Book of Dwarves* complements the other books in the series. The handbooks contain information useful to dwarf characters and there is a wide range of character classes to choose from. The *Complete*

*Priest's Handbook*, with its descriptions of dwarf religions and optional rules for priests, is particularly recommended. Also recommended are the *Complete Fighter's* and *Complete Thief's Handbooks* for their new combat options, weapon specializations, thief abilities, and thieves' guilds. All three of these books are indispensable to DMs and players with dwarf characters.

The *Complete Book of Dwarves* is specifically targeted to dwarves adventuring in their own societies and provides extensive background information on dwarf cultures, society, creation myths, and campaign settings.

Like the other books in this series, the rules presented in this book are optional. Although the other books in this series are useful they are not essential. All you need to use this book are the *Player's Handbook* and the *Dungeon Master's Guide*.

If you use the *Complete Book of Dwarves* with the original AD&D® game, instead of the AD&D 2nd Edition game, be aware that the references refer to AD&D 2nd Edition books. Players using older books will need to ignore some of these. In most cases, the relevant material will be found in the index or table of contents.

Finally, many of the rules presented in this book depend upon the use of weapon and nonweapon proficiencies described in the *Player's Handbook*. If you have not been using these proficiencies in your campaign, we highly recommend that you familiarize yourself with them and introduce them into your game.

