

5E
COMPATIBLE

A COMPENDIUM OF:

DWARVEN SPELLS

5E RACIAL MAGIC

In a world as rich and diverse as Dungeons & Dragons, magic should not be a rigid, formulaic tool accessible solely by predefined schools or classes. Instead, magic can be more dynamic, deeply interwoven with the identity, culture, and heritage of different races. By making magic something that stems from the race of the character, we can reflect their unique relationship with the mystical forces of the world, crafting a more immersive and meaningful experience for players.

Magic as Cultural Expression

Each race in D&D has its own culture, traditions, and worldview, and these should naturally extend to how they practice magic. For example:

- **Elves**, who live long lives deeply connected to nature and the fey, might have magic that mirrors the rhythm of the natural world, focusing on harmony with animals, plants, and celestial bodies.
- **Dwarves**, known for their craftsmanship and connection to stone and metal, might practice magic that focuses on fortification, durability, and shaping the earth itself, reflecting their cultural heritage of working with raw materials.
- **Orcs**, fierce warriors and survivors, might wield magic that emphasizes power, fury, and physical dominance, drawing on primal forces to enhance their strength and intimidate their enemies.
- **Halflings** could use subtle, luck-based magics, blending stealth, charm, and coincidence, reflecting their nimble and community-oriented lives.

Magic should feel like an extension of the race's history, personality, and place in the world, rather than a blanket system applied to everyone equally. This allows the players to engage with their character's magic in ways that feel true to who their character is.

Magic as Heritage and Identity

In this model, magic becomes part of a character's identity, flowing from their bloodline, upbringing, and cultural heritage. A half-orc sorcerer, for example, wouldn't just cast spells in the same way a human or an elf might. Their magic would be more visceral, chaotic, and raw—reflecting their background as someone from a warlike race. Orcs may view magic as a tool to enhance their combat prowess, a natural extension of their physical might.

Similarly, a gnome's magic might be tied to their inventive and mischievous nature. Rather than casting spells from a book, they could manipulate illusions or enchantments that suit their small size, wit, and knack for cleverness. In this way, magic becomes a narrative tool that reinforces who the character is at their core.

Magic as Experience and Exchange of Cultures

Characters should not be bound only to the magic of their race. Through experiences, travel, and encounters with other cultures, characters can learn magic outside of their native traditions. A tiefling raised among elves might have magic that blends infernal bloodline powers with elven nature-based magic. A human raised among dwarves might wield magic that reflects the stoic, earth-based traditions of the

dwarven people, learning to imbue weapons with stone-like durability.

This dynamic allows for a more flexible and nuanced understanding of magic, showing that it's not only about raw power but about the cultural context in which it is wielded. By learning magic from other races, characters become more than their racial traits—they become representations of the interconnection between cultures, adopting and adapting spells to suit their own evolving identity.

Breaking the Limitation of Classes

Tying magic to race rather than to specific classes opens the door for greater creativity and narrative depth. Instead of the strict boundaries of wizards, sorcerers, druids, or clerics, characters can have magic reflective of who they are, not just the role they occupy. An orc fighter can have access to magical abilities rooted in their primal connection to the world without being labeled as a druid or barbarian. A halfling rogue might know a few enchantments that help them avoid detection, not because they're a bard or wizard, but because halflings in their culture pass down spells of trickery and stealth.

This system allows more freedom in creating a character who blends roles and skills fluidly. Classes may still define a general profession or training, but magic would be shaped by cultural lineage and personal experience, not by the arbitrary restrictions of class archetypes.

A More Engaging and Unique Campaign Setting

By making magic race-based, a campaign world feels more alive and varied. Magic would no longer feel like an impersonal force anyone can tap into in the same way—it would be tied deeply to history, tradition, and culture. When the players encounter different races, they would not only see physical and cultural differences but also entirely different forms of magic. This would create a setting where magic is more than just a tool but a living, breathing part of the world's heritage.

Magic as a Reflection of Who You Are

By separating magic from schools and classes, and instead rooting it in race and culture, the game becomes more vibrant, diverse, and immersive. Magic, in this framework, is not a one-size-fits-all system, but an expression of identity, culture, and personal experience. It evolves with the character, reflecting not only their abilities but their very essence and relationship with the world.

DWARF CANTRIPS

Stonegrip

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

You channel the strength of the mountain into your hand. For the duration, you have advantage on Strength (Athletics) checks made to grapple or hold onto objects, creatures, or surfaces. You can also make a weapon or metal object too hot to handle for others; if they fail a Constitution saving throw, they drop it on their next turn.

"Ye'll not break free from the mountain's hold."

Ember Spark

Evocation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of coal dust)

Duration: Instantaneous

You conjure a small ember and hurl it at a target. The creature must succeed on a Dexterity saving throw or take 1d6 fire damage. The ember ignites flammable objects that aren't being worn or carried.

"A flick of the forge's flame, a taste of the heat below."

Stonebind

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: 1 round

You cause the ground beneath a target to momentarily shift and grasp at its feet. The creature must succeed on a Strength saving throw or be restrained until the start of your next turn. The ground returns to normal afterward.

"The stone's grip is eternal, but for ye, just long enough."

Forgebrand

Conjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of charcoal)

Duration: 10 minutes

You conjure a glowing sigil of warmth on a weapon or object. It sheds dim light in a 5-foot radius, and for the duration, any weapon marked by *Forgebrand* deals 1 additional point of fire damage on a hit.

"May the forge's flame guide yer blade."

Mason's Touch

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a stone or earthen surface and shape or repair it. You can smooth or carve up to 1 cubic foot of stone, patching cracks or engraving simple designs.

"Aye, stone's a craft, and I know it like me own hand."

Shieldstone

Abjuration cantrip

Casting Time: 1 reaction, which you take when you are targeted by an attack or a harmful effect

Range: Self

Components: V, S

Duration: 1 round

A thin layer of stone briefly encases your body. Until the start of your next turn, you have resistance to bludgeoning, piercing, and slashing damage from non-magical attacks. The stone crumbles to dust at the end of the effect.

"Ain't no better shield than the mountain itself—just gotta know how to call it."

Rune Etching

Abjuration Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small chisel or etching tool)

Duration: 1 hour

You inscribe a faint, glowing rune onto a surface no larger than 1 square foot. The rune remains visible for the duration, emitting a dim light in a 5-foot radius. The rune is harmless but can be used to mark locations, give warnings, or leave a message in Dwarvish that only other dwarves can read without magical aid.

"The mark of a true craftsman, passed down for generations. Only the worthy will read it."

DWARF 1ST LEVEL SPELLS

Ironclad Armor

1st-level Abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a scrap of iron)

Duration: 1 hour

You touch a willing creature, enveloping them in a shimmering field of protective metal. The target gains a +2 bonus to AC for the duration. Additionally, the target has resistance to bludgeoning damage from non-magical attacks.

"Armor of iron, shielded by the mountain's strength. Wear it well, for it's forged with honor."

Stoneform

1st-level Transmutation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a small stone)

Duration: Concentration, up to 10 minutes

You transform your skin to resemble the texture and durability of stone. For the duration, you gain temporary hit points equal to your spellcasting ability modifier + your level. You also gain advantage on saving throws against being grappled or restrained.

"Stone is unyielding; let it be your strength against the tides of battle."

Forgefire

1st-level Evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a bit of molten metal)

Duration: Instantaneous

You release a burst of intense fire from your hand. Choose a point within range; each creature within a 10-foot radius sphere centered on that point must make a Dexterity saving throw. On a failed save, a creature takes 2d6 fire damage, or half as much damage on a successful one.

"The forge's blaze is fierce and relentless—don't be caught in its path."

Shockwave Strike

1st-level Evocation

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a small metal shard)

Duration: Instantaneous

You slam the ground with a forceful strike, sending a shockwave through the earth. Each creature within a 5-foot radius of you must make a Constitution saving throw. On a failed save, a creature takes 1d6 thunder damage and is knocked prone. On a successful save, the creature takes half damage and isn't knocked prone.

"Feel the power of the mountain's roar—shake the earth beneath your foes."

Earthen Barrier

1st-level Conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of soil)

Duration: Concentration, up to 10 minutes

You conjure a wall of stone and earth up to 10 feet long, 10 feet high, and 1 foot thick. The wall provides half cover to creatures behind it and can be used to block paths or provide protection. The barrier can be destroyed by attacking it, having 25 hit points per 10-foot section.

"A barrier born of the earth itself—may it shield you as the mountains shield their kin."

Cave Insight

1st-level Divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a small piece of crystal)

Duration: 1 hour

You gain enhanced senses to navigate and understand underground environments. For the duration, you gain advantage on Wisdom (Perception) and Intelligence (Investigation) checks related to underground or cave-like settings. Additionally, you can see in dim light as if it were bright light and in darkness as if it were dim light, though only within a range of 30 feet.

"The earth speaks in whispers; listen well, and it will guide you true."

Metallic Mend

1st-level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small piece of metal)

Duration: Instantaneous

You repair a damaged metal object or armor. The object can be repaired to its original condition, restoring up to 10 hit points to the item. This spell can't be used to repair magical properties or intricate mechanisms.

"Forge and mend, for even the sturdiest metal needs the touch of a skilled hand."

DWARF 2ND LEVEL SPELLS

Molten Shackles

2nd-level Evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a bit of molten iron)

Duration: Concentration, up to 1 minute

You summon chains of molten metal to wrap around a creature within range. The target must succeed on a Strength saving throw or become restrained by the fiery chains. While restrained, the creature takes 1d6 fire damage at the start of each of its turns. The creature can use its action to make a Strength check against your spell save DC to break free.

"Aye, the forge is relentless—those who face it will burn."

Mountain's Endurance

2nd-level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pebble from a mountaintop)

Duration: Concentration, up to 10 minutes

You grant a willing creature you touch the endurance of a mountain. For the duration, the target gains resistance to non-magical bludgeoning, piercing, and slashing damage. The target also has advantage on saving throws against being knocked prone or pushed.

"Stand firm as the mountain—none shall move you."

Stonecraft Weapon

2nd-level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small piece of granite)

Duration: 1 hour

You transform a non-magical weapon into stone for the duration, imbuing it with the strength of the earth. The weapon gains a +1 bonus to attack and damage rolls, and it deals an additional 1d4 bludgeoning damage on a hit. If the weapon is dropped, it immediately crumbles into dust.

"A blade forged of stone cuts deep, but only in the hands of those who respect the craft."

Thunderclap Strike

2nd-level Evocation

Casting Time: 1 action

Range: 15 feet

Components: V, S, M (a piece of metal struck against stone)

Duration: Instantaneous

You strike the ground or your weapon, creating a powerful thunderous boom. Each creature within a 15-foot cone must make a Constitution saving throw. On a failed save, a creature takes 3d6 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

"The mountains echo with a mighty clap—let your enemies tremble at its sound."

Forge's Blessing

2nd-level Transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a pinch of ash from a forge)

Duration: 8 hours

You bless a non-magical metal object, such as armor or a weapon, with the resilience of the forge. The item gains a +1 bonus to either its AC (for armor) or attack and damage rolls (for weapons) for the duration.

"Blessed by the forge's flame, this blade carries the strength of our ancestors."

Cavern's Embrace

2nd-level Illusion

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (a pinch of dust)

Duration: Concentration, up to 1 hour

You cloak yourself and allies within 15 feet in the shadows of the earth. For the duration, you and affected creatures gain advantage on Dexterity (Stealth) checks when hiding in rocky or underground environments. Attack rolls against you are made with disadvantage if the attacker relies on sight.

"The earth conceals its children well—let its shadows hide you from prying eyes."

Metal Meld

2nd-level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a fragment of ore)

Duration: 10 minutes

You fuse a piece of metal with another object made of stone or metal. This can be used to bind metal bars to a stone door, repair a broken metal object, or reinforce an item. The object becomes stronger and gains temporary hit points equal to 10 + your spellcasting ability modifier for the duration.

"Metal and stone, bound together as one—the strength of both, forged in unity."