

DWARF

Kingdoms rich in ancient grandeur, halls carved into the roots of mountains, the echoing of picks and hammers in mines and blazing forges, a commitment to clan and tradition, and hatred of goblins and orcs—these common threads are the heritage of every dwarf.

Bold and hardy, dwarves are known as skilled warriors, miners, and workers of stone and metal. They can live to be more than 400 years old, so the oldest living dwarves often remember a very different world.

Dwarves are solid and enduring like the mountains they love, weathering the centuries with stoic endurance. Individual dwarves are determined and loyal, true to their word and committed in action, sometimes to the point of stubbornness.

In the Forgotten Realms, your people are called gold dwarves. They have remote kingdoms in the south and typically keep their distance from human affairs. Their brethren are the shield dwarves of the north, who are strong, hardy, and accustomed to a difficult life in rugged terrain. Years ago, you moved to that northern realm.

Male Dwarf Names: Adrik, Baern, Brottor, Dain, Darrak, Eberk, Einkil, Fargrim, Gardain, Harbek, Kildrak, Morgran, Orsik, Rurik, Taklinn, Thoradin, Tordek, Traubon, Travok, Veit, Vondal

Female Dwarf Names: Amber, Artin, Bardryn, Dagnal, Diesa, Eldeth, Finellen, Gunnloda, Gurdin, Helja, Hlin, Kathra, Kristryd, Ilde, Liftrasa, Mardred, Riswynn, Sannl, Torbera, Torgga, Vistra

Dwarf Clan Names: Battlehammer, Brawnnavil, Dankil, Frostbeard, Gorunn, Ironfist, Loderr, Strakeln, Torunn, Ungart

CLERIC

Clerics are intermediaries between the mortal world and the distant planes of the gods. As varied as the gods they serve, clerics strive to embody the handiwork of their deities. No ordinary priest or temple servant, a cleric is imbued with divine magic.

Divine Domain. You draw magic from a divine domain—a sphere of magical influence—associated with your deity. Your domain lets you have certain spells, such as *bless* and *cure wounds*, always prepared.

Your domain is Life, which is affiliated with many gods of good. Your god, Marthammor Duin, is the dwarf god of wanderers, travelers, and outcasts—those who move among strange lands and foreign peoples. Dwarves who honor him wear his holy symbol, a boot overlaid by an upright mace, on a necklace often made of silver and iron.

BACKGROUND

Trained as a soldier on the island of Mintarn, you traveled to Neverwinter as part of a mercenary company that serves as both army and city watch. You grew disillusioned with your fellow soldiers, who seem to enjoy their authority at the expense of the people they're supposed to protect. Everything came to a head recently, when you disobeyed an order and followed your conscience. You were suspended from active duty, though you kept your rank and your connection to the mercenaries. Since then, you have devoted yourself to your deity.

Personal Goal: Teach the Redbrands a Lesson. You've heard that Daran Edermath in the town of Phandalin is looking for people of courage and principle to teach some bullies a lesson. These thugs, the Redbrands, have been throwing their weight around in Phandalin, much as your compatriots did in Neverwinter. Putting a stop to their villainy is a worthy goal.

Alignment: Neutral Good. Your conscience, not law and authority, will guide you to do the right thing. Power is meant to be used for the benefit of all, not to oppress the weak.

GAINING LEVELS

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add 1d8 + 3 to your hit point maximum.

You gain access to more spells as you gain levels. You can prepare a number of spells equal to your level + your Wisdom modifier, as shown in the Spellcasting Advancement table. You also gain more spell slots.

SPELLCASTING ADVANCEMENT

LEVEL	PREPARED SPELLS	—SPELL SLOTS PER SPELL LEVEL—		
		1ST	2ND	3RD
2nd	5	3	—	—
3rd	6	4	2	—
4th	8	4	3	—
5th	9	4	3	2

2ND LEVEL: 300 XP

Channel Divinity. You can channel divine energy directly from your deity, using that energy to fuel one of two magical effects: Turn Undead or Preserve Life. Both effects require you to use an action and present your holy symbol. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Turn Undead. When you use Turn Undead, each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw (DC 13). If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action.

Preserve Life. When you use Preserve Life, choose one or more creatures within 30 feet of you to heal, then distribute up to 10 hit points among them. This feature can restore a creature to no more than half of its hit point maximum. At 3rd level, you can distribute 15 hit points, at 4th level 20, and at 5th level 25.

3RD LEVEL: 900 XP

Spells. You can now prepare and cast 2nd-level spells. In addition to the spells you choose to prepare, you always have two additional domain spells prepared: *lesser restoration* and *spiritual weapon*.

4TH LEVEL: 2,700 XP

Spells. You learn one more cleric cantrip of your choice.

Ability Score Improvement. Your Wisdom increases to 18, which has the following effects:

- Your Wisdom modifier becomes +4.
- Your spell saving throw DC and the DC for your Turn Undead each increase by 1.
- Your bonus for your spell attacks increases by 1.
- Your modifier to Wisdom saving throws increases by 1.
- Your modifier to Wisdom-based skills increases by 1.
- Because the modifier for your Perception skill increased, your passive Wisdom (Perception) score increases by 1.

5TH LEVEL: 6,500 XP

Spells. You can now prepare and cast 3rd-level spells. In addition to the spells you choose to prepare, you always have two additional domain spells prepared: *beacon of hope* and *revivify*.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for your spell attacks and for weapons you're proficient with.
- Your spell saving throw DC and the DC for your Turn Undead each increase by 1.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.

Destroy Undead. When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is 1/2 or lower.

IMPROVING YOUR ARMOR

As you acquire treasure, you can buy better armor to improve your Armor Class. The rulebook contains equipment, including armor.