

SUBRACE

DWARF SUBRACES

At the GM's discretion, you can choose one of the following options as the subrace for your dwarf.

HALF-AZER TRAITS

As a half-azer, you are locked in a constant struggle between worlds—that of your ancient dwarven lineage, and that of your relentless elemental cousins.

While it is true that your brethren, the Azers, are beings of pure fire—crafted not born—you belong to a rare line of dwarves who escaped the bonds of slavery before their blazing corruption by their fire giant and titan captors could be fully realized.

When you are angry, your hair becomes hot to the touch, and in sunlight, your skin shines with a brassy glow, often leading you to be ostracized by your dwarven relatives. Even still, your natural affinity for fire drives you to a life of adventure as you fight with the flaming intensity of an inferno.

Ability Score Increase. Your Strength score increases by 1.

Heat Weapon. As a bonus action, you can cause one metal melee weapon you are holding to ignite. For the next minute, when you hit a creature with that weapon, the attack deals extra fire damage equal to half your proficiency bonus (rounded down).

Once you use this trait, you can't use it again until you finish a long rest.

Volcanic Resistance. You have resistance to fire damage.

Extra Language. You can speak, read, and write Ignan.

JUNGLE DWARF TRAITS

As a jungle dwarf, you are trained to hunt in small groups, and you are accustomed to a life divorced from society.

Ability Score Increase. Your Wisdom score increases by 1.

Tribe Tactics. Once per round on your turn, you have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature, the ally isn't incapacitated, and the creature has taken damage since the end of your last turn.

Survivalist. You have proficiency in the Survival skill.

TUNDRA DWARF TRAITS

As a tundra dwarf, you are acclimated to the harsh realities of a cold world, both in temperature and in regards to isolation from others. Generations spent steeping in mystical polar energies has granted your people an innate affinity for the arcane.

Ability Score Increase. Your Charisma score increases by 1.

Arctic Armament. When you reach 3rd level, you can cast *spiritual weapon* once with this trait. When you reach 5th level, you can also cast *elemental weapon* once as a 3rd-

level spell, choosing cold as the damage type. You regain the ability to cast these spells with this trait when you finish a long rest. Charisma is your spellcasting ability for these spells.

Veins of Ice. You are naturally adapted to frigid, arctic climates, as described in the core rulebooks.