

SUBRACE

DWARF

DWARF SUBRACES

At your GM's discretion, you can choose one of the following subraces for your dwarf character: deep dwarf, duergar penetrant, primal dwarf, or tundra dwarf.

DEEP DWARF

Deep dwarves reside in small communities far underground; however, unlike their cruel and greedy cousins—the duergar—deep dwarves are renowned for their amicable demeanor and willingness to cooperate with other types of dwarves and even other races entirely.

Ability Score Increase. Your Intelligence score increases by 1.

Extended Darkvision. The range of your Darkvision increases to 90 feet.

Extra Language. You can speak, read, and write one language of your choice.

Limited Magic Resistance. When you fail a saving throw against a spell or other magical effect, you can reroll the save, and you must use the new roll. Once you use this trait, you can't use it again until you finish a short or long rest.

DUERGAR PENETRANT

Members of this ruthless line of duergar are renowned for their ability to disrupt enemy spellcasters. Many even ritualistically tattoo their bodies with black runes as an outward display of how many mages they have killed.

Ability Score Increase. Your Strength score increases by 1.

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

Superior Darkvision. The range of your Darkvision increases to 120 feet.

Arcane Scourge. Whenever damage you deal forces a creature to make a Constitution saving throw to maintain concentration, the minimum DC for the saving throw equals 10 + your proficiency bonus.

Daylight Sensitivity. While you are in direct sunlight, you have disadvantage on Wisdom (Perception) checks that rely on sight, and all targets are considered to have half cover against your attacks.

Penetrant Magic. You can cast detect magic once with this trait. When you reach 3rd level, you can cast enlarge/reduce once with this trait targeting only yourself and using only the Enlarge option. You regain the ability to cast these spells with this trait when you finish a long rest. Constitution is your spellcasting ability for these spells, and when you cast them with this trait, they require no components.