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## Shield dwarf stat block

Sculpted halls and echoing spaces of dwarf kingdoms spread through the Underdark like forgotten semiprecious stone necklaces. Dwarf kingdoms such as Xonathanur, Oghrann, and Garraghair taught the less civilized Faerûn race what it means to hold and wield power. Unlike the ancient human kingdom, the dwarves did not believe in magic, so they were never tempted to the heights of magical folly that overthrew the Dutch and Imaskar. Instead, the dwarves become locked in perpetual war with goblins and other inhabitants of Underdark. One by one, the clawed kingdoms of the north failed, leaving only the sacrifices scattered in the mountains or the uncontracted parts of the Underdark. The clan that survived this battle was a shield dwarf. For many human generations they are divided into two types: Hidden, given to recluse and secrecy, and Wanderers, comfortable with other races and inclined to explore. Since Guntur Berkah, members of the older Hidden clan began to change their hearts. In decades the difference between Hidden and Wanderer may become meaningless. Regions Shield dwarven are in Damara, Impiltur, North, Silver March, Vaasa, Luas, and the Western Heart. The Citadel of Adbar (north and east of the Silverymoon, but counted as being in the region for this purpose) is the most famous shield town. Most shield dwarven characters choose one of these homelands or shield dwarf entries in Tables 1-4: Character Regions (FRCS, p. 30) as their home region. Religion Unlike the statet in the Player Handbook, characters in Forgotten Nature almost always have a protective god. See FRCS p. 39 for more details. Combat Racial Traits Shield dwarfs have all the racial traits given in Chapter 2 of the Player Handbook (pp. 14) except for the automatic language and bonuses mentioned above. Shield Dwarf Hall sculptures and echo chambers of the dwarf kingdom spread through The Underdark like forgotten semiprecious stone necklaces. Dwarf kingdoms such as Xonathanur, Oghrann, and Gharraghair taught the less civilized Faerûn race what it means to hold and wield power. Unlike the ancient human kingdom, the dwarves did not believe in magic, so they were never tempted to the heights of magical folly that overthrew the Dutch and Imaskar. Instead, the dwarves become locked in perpetual war with goblins and other inhabitants of Underdark. One by one, the clawed kingdoms of the north failed, leaving only the sacrifices scattered in the mountains or the uncontracted parts of the Underdark. The clan that survived this battle was a shield dwarf. For many human generations they are divided into two types: Hidden, given to recluse and secrecy, and comfortable with other breeds and prone to exploration. Since The Blessing of Thunder, Getting Older Hidden clans begin to change their hearts. In decades the difference between Hidden and Wanderer may become meaningless. Regions Shield dwarven are in Damara, Impiltur, North, Silver March, Vaasa, Luas, and the Western Heart. The Citadel of Adbar (north and east of the Silverymoon) is the most famous shield town. Most of the shield dwarf characters choose one of these homelands as their home region. Racial Nature +2 Constitution, −2 Charisma. Shield dwarves are protruding and tough but tend to be gruff and reserved. Medium: As a medium being, shield dwarves have no special bonuses or penalties because of their size. The basic dwarf shield ground speed is 20 feet. However, shield dwarves can move at this speed even when wearing medium or heavy armor or when carrying medium or heavy loads (unlike other creatures, whose speed is reduced in such situations). Darkvision: Shield dwarfs can be seen in the dark up to 60 feet. Darkvision is black and white only, but otherwise like normal vision, and shield dwarfs can function properly without any light at all. Stonecunning: This ability gives dwarfs the racial bonus shield +2 on examination The quest to see unusual stones, such as sliding walls, stone traps, new constructions (even when built to match the old stone surface), insecurity, wobbly stone ceilings, and the like. Something that is not a stone but which masquerades as a stone is also considered an unusual stone. A shield dwarf that only comes within 10 feet of an unusual stone can make a Search check as if he is actively searching, and a shield dwarf can use his Search skills to find stone traps as rogue cans. Dwarf shields can also intuition depth, feeling its approximate depth underground naturally as humans can sense which way it rises. Shield dwarves have a sixth sense of stone, an innate ability that they get plenty of opportunities to practice and hone in their underground homes. Weapon Familiarity: Dwarf shields can treat warax dwarven and urgroshes dwarven as self-defense weapons, not exotic weapons. Stability: Dwarf shields get a +4 bonus on checking the ability made to withstand being bullied in a hurry or tripping while standing on the ground (but not when climbing, flying, riding, or not standing firmly on the ground). +2 racial bonus for storing throws against poison. Dwarf shields are strong and resistant to poison. +2 racial bonuses for saving throws against spells and spell-like effects. Shield dwarves have an innate resistance to magic spells. +1 racial bonus on reel attacks on orcs and goblinoids. Dwarf trained in special combat techniques that allow them to fight their common enemies more effectively. +4 avoid bonuses to Armor Class against monsters of giant types. This bonus represents the special training that shield dwarves undergo, where they learn previous tricks developed in their battle with giants. Every time a creature loses its Dexterity bonus (if any) to an Armor Class, such as when caught flat, it loses its evasive bonus as well. +2 racial bonuses on Appraise checks related to stone or metal items. Shield dwarves are familiar with valuable items of all kinds, especially those made of stone or metal. +2 racial bonuses on Craft checks related to stone or metal. Shield dwarves are highly capable with stone or metal. Preferred class: Fighter. The dwarf shield multiclass combat class does not count when determining whether he takes an experience point penalty for multiclassing. Edit this page Eldeth is a female shield dwarf from Gauntlgrym, a reclaimed dwarf kingdom in Underdark. He has mentioned more than once that he hates both sleepy birds (you can tell he's tense to avoid seeing Sarith when he says this) and others - as he puts it - corrupt dark dwellers like derro and duergar. Eldeth seems quite tall-headed and trustworthy, like most dwarves. However, you have experienced the same stubborn line in him that the dwarf is known for. He explicitly told you he would not have escaped from Velkynvelve without his warhammer and his family's shield. Class Stats Armor: 12 Hit Points: 16 Speed: 30 ft. Str DEX CON INT WIS CHR +2 +2 +2 +2 +0 +1 0 Skills: Nature +4, Perception +5, Stealth +6, Survival +5 Senses: darkvision 60 ft., Passive Perception 15 Languages: General, Dwarvish Keen Hearing & Sight: He has the advantage of examination of Wisdom (Perception) that relies on hearing or vision. Poison Resistance: He has the advantage of saving throws versus poison and resistance versus poison. Multiattack: He makes two close-range strikes or two long-range strikes. Edit Share Bruenor Battlehammer, the famous shield word. 250[9][10]–450 years[9][6][11][10] Light brown; gray to white with full age, broad, muscular[4][5] Average height 4'4u20124'10 (130u2012150 cm)Average weight150u20122240 lb (68u2012110 kg)Hairstyle(s)Long, Manicured beard Average height4'2u20124'8 (130u2012140 cm)Average weight115u2012175 lb (52.2u201279.4 kg)Long hairstyle, Bearded (rare) Dwarf shield, also known as mountain dwarf,[2][13] is one of the most common of the prankers. [14] After the rulers of the mighty kingdoms crossed faerûn, shield dwarves have since fallen by the wayside after centuries of war with their goblinoid enemies. Since then, shield dwarves have been less commonly seen throughout Faerûn, although during the Era of Upheaval subrace, driven by The Thunder of Blessing, began to reclaim the role in local politics. [15] Description[edit | source edit] The shield dwarf is on average half a foot taller than other dwarves. [11] They are the most common dwarves north of Faerûn. [16] They have fair light skin Eyes brownish blue and green or light silver keper with long light brown or red hair, growing white or gray with age. Most males and even some females have large beards and mustaches. Females are slightly shorter and less heavy than males. [11] Personalities[edit | source edit] Shield dwarfs are cynical and gruff, but they are not, despite a reputation to the contrary, fatalistic, still have some hope for the future. Typically, shield dwarfs take time to believe and even longer to forgive but the diminishment of their race has led many to be more open to other ways of thinking. Dwarven's shield attitude in the past is usually shared between Hidden and the Wanderers, two separate schools of thought between races, although since the Thunder Blessing this separation has begun to erode. The Hidden, like gold dwarfs, believe it is best to take a policy of isolation against other races, fortify their mountain houses and continue their ancient ways, while the Wanderers have been more adventurous, seeking their wealth on the surface world. [7] However, while shield dwarves are not always as open-minded as they are today, there is a long tradition of adventure in the race and many young dwarves, especially since the Blessing of thunder, hope to find glory in doing great deeds in distant lands. Less interested shield dwarves have also been brought to adventure life to reclaim long-lost fortresses or ancient treasures. Whatever the case, most of the shield dwarves who roam outside their homes are fighters or clerics trained in personal combat, relying on the strong martial tradition of their people against orcs, goblins, trolls, and race-threatening giants. Experienced dwarf adventurers may be batterragers or dwarven defenders, while clerics may be runekeepers. However, arcane spelling is quite rare, among shield dwarves, who do not believe in magic. [7] Society[edit | edit source] Traditionally, clan loyalty and caste placement meant everything among the shield dwarves but because their civilization had declined it had the importance of building this identity. Although the lineage is still a sign of pride for a dwarf of a very powerful clan, personal achievements have meant more practical than the old ways, which seem increasingly irrelevant. Among the Hidden, tradition remains strong, but there is an increasing number of shield dwarves willing to leave the mountains for life as adventurers or craftsmen among humans. [7] Family life remained a major concern for dwarves, however, and while elders played a diminished role childcare, the relationship between parent and child or sibling remains as strong as ever. Most dwarves are literate and taught to read at an early age, before being handed over to interns according to their caste. In [7] workplaces, shield dwarves are taught to work well for not only themselves and their families but for their entire clan of larger and mostly shield dwarfs, while proud of their work, quite humble and avoiding the look of extraordinary decadency. Once the shield dwarfs have expired their ability to work physically, they remain a cherished part of the community because of their experience and wisdom and when they die they are honored with a funeral ceremony that matches their heritage. [7] Some of shield dwarfs are well known. Shield dwarves speak a number of Dwarves dialects, the most common of which is the Shanatan language, spoken along the Sword Coast from the Shining Sea to the Spine of the World. Further inland, a number of shield dwarves speak Galenan, who is heavily influenced by Damaran. Most of the shield dwarves are also fluent in common and the extensive trading contacts of the race have encouraged many to learn Chondathan, Damaran, and Illuskan and even Elven and Gnome as well. Shield dwarf warriors may also be encouraged to learn the language of their enemies, such as Draconic, Giant, Orc, or Goblin. [17] Art and Leisure[edit | source edit] Shield dwarves are good craftsmen but more than among other dwarf breeds, their craft tends to be war. Shield dwarves accumulate a wide variety of weaponry in war to defend their homeland and unlike many dwarves do not limit themselves only to hammers or picks, drawing on axes, urgroshes, spears, swords, and mauls as well. Shield dwarves usually equip themselves in heavy armor made of mithral, which they prefer rather than adamantine gold dwarfs. [18] For pets, shield dwarves support bats, walnuts, or small lizards such as spit crawlers. Like other dwarves they use lizards or larger donkeys as load animals and employ ponies as their warhorses, except in Iltkazar, where many riding lizards ride. The most common shield dwarfen ponies are Island, Nether, or Whiteshell ponies. In the Far Hills, dwarves have been known to ride terrible bats, navigating the underground tunnels that make up their homes on the backs of flying mammals. Other more adventurous shield dwarves may also try to install a terrible boar. [18] Magic and Religion[edit | source edit] While shield dwarfs openly eliminate magic, they continue to rely on it to a significant degree in the defense of their homeland. Among the Hidden, illusionists and abjurers are highly valued, as they can hide or protect clans from enemy attacks, lining up with spells and protective rituals. Dwarf shields also make extensive use of magic items, although Hidden and Wanderers differ where the types of items are best used (each armor and weaponry). Some of the magical items unique to shield dwarves include doorbreakers, staggering blow hammers, stonereavers, and foesplitter axes. [17] In general, dwarves are more open to divine magic and scholars, paladins, runekeepers, and runesmiths are all quite common. Clerical dwarf shields have even made some of their own prayers, such as mindless anger and metal forming. [17] The shield of the pygmy cleric most often worshipped Dumathoin before spellplague, who was chosen as the main deity of Shanatar during the first election for the high king of the Wyrmskull Throne, for whom Moradin chose dumathoin's high priest, Ultoksamrin, although this eventually led the Duergar Clan, the worshippers of Laduguer, to withdraw from, each having their own protective deity but all, except the Duergar Clan, admittedly Ultoksamrin. [17] For the most part, the shield dwarves deflected all of MorndinSAMN and even before Dumathoin perished almost all pantheons other than Laduguer and Deep Duerra had followers in between races. However, in practice, where Dumathoin did not dominate, Moradin and Berronar, customers of Alatorin, or Marthammor Duin, patrons of adventurers and explorers, did so. Most notable were the priests of Dumathoin, who oversaw all the burials between races before the death of the God. [19] Relationships with Other Races [edit | source edit] Dwarf shields, while gruff, are not acidic in personality and generally enjoy the company of others, even if they are not of their own kind. Most importantly, shield dwarves associate with other dwarves, even for golden dwarves, who they believe are naïve and overcons confident. Although the shield dwarf claims a long history of disputes with the Tel-quessir race, most of the two men are tolerant and even like the other. For gnomes, shield dwarves have nothing but fondness, especially stone gnomes and deep gnomes, and dwarves have a long tradition of friendship with most of their human neighbors. [18] There are exceptions to the tolerance of shield dwarfs, however, and the race is openly hostile to their relatives, who blame the hardening of the shields for their enslavement by the binders of the mind. Dwarf shields also have little tolerance for either half orcs or planetouched, who are too unfamiliar with their experience to understand or too much like previous enemies. Genasi Earthsoul is the only planetouched shield dwarf that will be easily trusted and is actually welcomed to most delves throughout the North. [18] Homelands[edit | source edit] The ancestral homeland of shield dwarfs is located mainly in the North. Shield dwarves can also be found in Damara, Vaasa, The Vast, and Western Heartlands. Of all their strongholds, the most important is probably the Citadel Adbar, formerly part of Luruar. [15] However, while shield dwarves retain much of their own homeland, generations by wanderers has caused a vast diaspora of dwarf shields to spread on human soil. These scattered communities are often formed into loose loose clans of traditional dwarves, maintaining their own ways while integrating into local communities. [20] History[edit | source edit] Although shield dwarves became what Faerûn was today when the great dwarf migration headed north after the fall of Shanatar, their history goes back much further than this. Circa -12,000 DR, Taark Shanat led the migration of western dwarves from Bhaerynden, putting them into the Cloaker War with the inhabitants of Ringlor Noroth. When Taark killed the four blue dragons the dwarves won and completed the Rift of Dhalnadar as their new home, establishing the kingdom of Alatorin. The nest of the dragons was renamed Brightaxe Hall and the Throne of Wyrmskull was formed from the skull of a dragon. [Citation needed] The eight sons of Taark scattered under the area now known as Tethyr and Amn to build their own kingdom and each adopted a Moradin child as their deity, but contested the break-up between these kingdoms around −9000 DR. This allowed guallidurth's raid to attack and capture Alatorin in the First Spider War, but was later reclaimed by the eight kingdoms during the Second Spider War when they allied against the invaders. [Citation needed] Although unrest between allied kingdoms began to escalate, the Mindstalker War was initiated by the oryndoll ilumhid around −8100 DR. The conflict lasted about twenty years with the dwarves emerging victorious, but the Duergar Clan in barakuir caves was destroyed. [Citation needed] The Third Spider War began around −6150 DR when sleepy Guallidurth attacked once again. After about thirty years, the dwarves were forced out of Brightaxe Hall even though they took the Throne of Wyrmskull with them. [Citation needed] Moving to the Surface[edit | source edit] When dwarves move to the surface in search of new territory, the initial loyalty with humans to help endles when the ruler of Coramshan turns to the evil god. The dwarves established the kingdom of Shanatar Tinggi north of the Marching Mountains around −5960 DR.[citation needed] A looted tomb began a bitter conflict between dwarves and humans that ended with the fall of Shantar High around −2600 DR, after a long period of expansion for Calimshan. [Citation needed] Fall of the Empires[edit | source edit] The original Deep Shantar kingdom was destroyed around −1800 DR when Duergar invaded what was once their home. This is known as the Kin Clash and leaves only Iltkazar who survived. [Citation needed] More and more dwarves migrated north, leaving their old kingdoms and forming Oghrann, Haungdhannar, Ammarindar and Delzoun. Finally, all these dwarf settlements fell, the last being Ammarindar in 882 DR as a result of the demon Wulgreth of Ascalhorn. Attachment [edit | edit source] edit] | sumber edit] | Kim Mohan ed. (2015). Panduan Petualang Sword Coast. (Wizards of the Coast), pp. 103–104. ISBN 978-0786965809. | 2.0 2.1 Mike Mearls, Jeremy Crawford (2014). Player's Handbook edisi ke-5. (Wizards of the Coast), p. 20. ISBN 978-0-7869-6560-1. | Mike Mearls, Stephen Schubert, James Wyatt (Juni 2008). Monster Manual edisi ke-4. (Wizards of the Coast), p. 97. ISBN 978-0-7869-4852-9. | 4.0 4.1 4.2 4.3 4.4 Skip Williams, Jonathan Tweet, Monte Cook (Juli 2003). Manual Monster v.3.5. (Penyhirh Pantai), pp. 91–93. ISBN 0-7869-2893-X. | 5.0 5.1 James Wyatt dan Rob Heinsoo (Februari 2001). Monster Compendium: Monsters of Faerûn. (Wizards of the Coast), p. 47. ISBN 0-7869-1832-2. | 6.0 6.1 6.2 6.3 6.4 6.5 Doug Stewart (Juni 1993). Manual Mengerikan. (TSR, Inc), pp. 94–95. 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