

Dwarf, Aghar (Gully) Tales of the Lance/58, Dragonlance Monstrous Compendium  
Encountered: Krynn, Prime Material Plane Principle Deities: Reorx.  
Ability Adjustments/Score Range:  
STR: 6-18\* DEX: 6-16\* CON 3-12\* INT 3-9\* WIS 3-9\* CHA 3-9\*  
Note\*: Roll STR and DEX 4d4+2, CON 3d4, INT, WIS, and CHA 2d4+1  
Class Options: Fighter (6), Priest (5), Thief (10), Bard (8)  
Thief Skill Adjustment: PP +5%, F/RT +10%, HS +5%, CW +10%, RL -15%.  
Typical Alignment: Any Starting Age: 40+5d6 Maximum Age: 15+4d10  
Average Height: 44+1d6(m/f) Average Weight: 100+5d10(m), 90+5d10(f) Movement Rate: 6  
Appearance: reddish tinge, washed-out Blue Eye Color, and Flame Red to Straw Blonde hair.  
Initial Languages: Hylar, Gullytalk.  
Special Advantages: 60' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework  
Traps 1-3, Determine Underground Depth 1-3, Ancient History Proficiency. +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit, +1  
to save vs Magic and Poison, +1 to save vs Magic and Poison for every 4.5/CON points.  
Disadvantages: 20% Magical Item Malfunction.

Dwarf, Artic (Inugaakalaurit) The Great Glacier/92  
Encountered: Toril, Prime Material Plane Principle Deities: Dwarven Pantheon.  
Ability Adjustments/Score Range:  
STR: 14-18(+1) DEX: 3-16 (-1) CON 13-18(+1) INT 9-18 WIS 3-18 CHA 3-14(-1)  
Class Options: Fighter (U), Ranger (8), Thief (8), Psionist (8)  
Thief Skill Adjustment: OL +10%, F/RT +15%, CW -10%, RL -5%.  
Typical Alignment: Any Starting Age: 40+5d6 Maximum Age: 250+2d100  
Average Height: 30+1d6(m)/29+1d60(f) Average Weight: 85+4d10(m)/80+4d10(f) Movement Rate: 6  
Appearance: White with Blue undertones or Sunburned Red for skin color, Blue Eyes, and White hair.  
Initial Languages: Inugaakalaurit, Ulutun.  
Special Advantages: 60' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework  
Traps 1-3, Determine Underground Depth 1-3, +2 to attack with Eyklak, Immunity to non- and magical cold, +1 to save vs Magic and  
Poison for every 4.5/CON points.  
Disadvantages: 20% Magical Item Malfunction.

Dwarf, Athasian The Age of Heroes/7  
Encountered: Athas, Prime Material Plane Principle Deities: None  
Ability Adjustments/Score Range:  
STR: 10-20(+1) DEX: 5-20(-1) CON 14-20(+2) INT 5-20 WIS 5-20 CHA 5-20(-2)  
Note: Roll 5d4 instead of 3d6 for stats  
Class Options: Fighter (16), Gladiator (U), Priest (12), Thief (12), Trader (14) Psionist (U)  
Thief Skill Adjustment: OL +10%, F/RT +15%, CW -10%, RL -5%, FD +5%.  
Typical Alignment: Any Starting Age: 25+4d6 Maximum Age: 200+3d20  
Average Height: 50+2d4(m)/48+2d4(f) Average Weight: 180+4d10(m)/170+4d10(f) Movement Rate: 6  
Appearance: Tan Skin Color, Hairless, Black or Brown Eyes.  
Initial Languages: Dwarvish, Common.  
Special Advantages: 60' Infravision, +1 to save vs Magic and Poison for every 3.5/CON points, +1 to Saves and +2 to Proficiency  
checks that relate to a 1 Week Focus, Psionic Wild Talent .  
Disadvantages: 20% Magical Item Malfunction.

Dwarf, Cerilian Birthright Campaign Setting/5  
Encountered: Prime Material Plane, Abreynis Principle Deities: Dwarven Pantheon.  
Ability Adjustments/Score Range:  
STR: 13-18 DEX: 3-16(-2) CON 13-19(+2) INT 3-18 WIS 3-18 CHA 3-17  
Class Options: Fighter (15), Priest (12), Thief (8)  
Thief Skill Adjustment: OL +10%, F/RT +15%, CW -10%, RL -5%.  
Typical Alignment: Any Starting Age: 50+6d6 Maximum Age: 300+2d100  
Average Height: 49+1d10(m)/47+1d10(f) Average Weight: 250+5d10(m)/230+5d10(f) Movement Rate: 6  
Appearance: Gray, Stony Cold Skin, Black Eyes, Black and Dark Gray Hair.  
Initial Languages: Dwarvish, Common.  
Special Advantages: 90' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework  
Traps 1-3, Determine Underground Depth 1-3, Ogres and Orog suffer -2 to hit, +1 to save vs Magic and Poison for every  
4.5/CON points.  
Disadvantages: 20% Magical Item Malfunction.

Dwarf, Daergar (Mountain) Tales of the Lance/58, Dragonlance Monstrous Compendium  
Encountered: Krynn, Prime Material Plane Principle Deities: Reorx.  
Ability Adjustments/Score Range:  
STR: 8-18 DEX: 3-17 CON 12-19(+1) INT 3-18 WIS 3-18 CHA 3-15(-1)  
Class Options: Fighter (U), Paladin (8), Priest (10), Thief (8), Bard (15)  
Thief Skill Adjustment: OL +10%, F/RT +15%, CW -10%, RL -5%.  
Typical Alignment: Any Starting Age: 40+5d6 Maximum Age: 250+2d100  
Average Height: 43+1d10(m)/41+1d10(f) Average Weight: 130+4d10(m)/105+1d10(f) Movement Rate: 6  
Appearance: Light Brown Skin, Black, Gray, Brown, or White hair, Dark Brown, Green, Gray Eyes.

Initial Languages: Daergar.

Special Advantages: 90' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework Traps 1-3, Determine Underground Depth 1-3, Ancient History Proficiency. +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit, +1 to save vs Magic and Poison, +1 to save vs Magic and Poison for every 4.5/CON points.

Disadvantages: 20% Magical Item Malfunction, -1 to all Rolls in Bright Light.

Dwarf, Daewar (Mountain)

Tales of the Lance/58, Dragonlance Monstrous Compendium

Encountered: Krynn, Prime Material Plane

Principle Deities: Reorx.

Ability Adjustments/Score Range:

STR: 10-18 DEX: 3-16 CON 12-19(+1) INT 3-18 WIS 3-18 CHA 3-14(-1)

Class Options: Fighter (U), Paladin (8), Priest (10), Thief (8), Bard (16)

Thief Skill Adjustment: OL +10%, F/RT +15%, CW -10%, RL -5%.

Typical Alignment: Any

Starting Age: 40+5d6

Maximum Age: 250+2d100

Average Height: 43+1d10(m)/41+1d10(f) Average Weight: 130+4d10(m)/105+1d10(f) Movement Rate: 6

Appearance: Light Brown Skin, Black or Gray hair, Deep Brown or Violet Eyes.

Initial Languages: Daewar.

Special Advantages: 60' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework Traps 1-3, Determine Underground Depth 1-3, Ancient History Proficiency. +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit, +1 to save vs Magic and Poison, +1 to save vs Magic and Poison for every 4.5/CON points.

Disadvantages: 20% Magical Item Malfunction,.

Dwarf, Deep

The Complete Book of Dwarves/30

Encountered: Toril, Prime Material Plane

Principle Deities: Dwarven Pantheon.

Ability Adjustments/Score Range:

STR: 8-18 DEX: 3-16 CON 16-19(+2) INT 3-18 WIS 3-18 CHA 3-15(-2)

Class Options: Fighter (14), Priest (12), Thief (10), Psionist (8), Bard (15)

Thief Skill Adjustment: PP +5%, F/RT +10%, HS +5%, CW -10%, RL -15%.

Typical Alignment: Any

Starting Age: 40+5d6

Maximum Age: 280+2d100

Average Height: 45+2d6(m)/42+2d6(f) Average Weight: 100+4d10(m)/80+1d10(f) Movement Rate: 6

Appearance: Pale-Brown to Light Tan skin color with a reddish tinge, Washed-out Blue Eye Color, and Flame Red to Straw Blonde hair.

Initial Languages: Deep Dwarvish, Undercommon, Kua-Toa, Drow, Duergar, Svifneblin.

Special Advantages: 90' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework Traps 1-3, Determine Underground Depth 1-3, Ancient History Proficiency. +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit, +1 to save vs Magic and Poison, +1 to save vs Magic and Poison for every 4.5/CON points.

Disadvantages: 20% Magical Item Malfunction, -1 to all Rolls in Bright Light.

Dwarf, Derro (Dwur-rohol)

Dragon Magazine 241/40

Encountered: Oerth and Toril, Prime Material Plane, Underdark

Principle Deities: Diirinka, Diinkarazan, Beltar.

Ability Adjustments/Score Range:

STR: 3-17 (-1) DEX: 12-19 (+1) CON 3-18 INT 9-19 (+1) WIS 3-18 (-1) CHA 3-18

Class Options: Fighter (10), Mage-Savant (12), Specialist (12), Savant (12), Thief (15), Psionist (8)

Thief Skill Adjustment: PP +5%, OL +5%, F/RT +5%, HS -5%, DN +30%, CW -10%, RL -15%.

Typical Alignment: CE, CN, N

Starting Age: 25+2d4

Maximum Age: 170+2d20

Average Height: 44+1d8(m)/43+1d3(f) Average Weight: 95+4d8(m)/90+5d6(f) Movement Rate: 9

Appearance: White with Blue undertones for skin color. Coarse Pale Yellow hair. Hairless eyebrows and chin. Mustaches common. No visible irises.

Initial Languages: Derrosh, Common, Orcish, Drow, Dwarvish.

Special Advantages: 30' Infravision, Blind-Fighting Proficiency, 30% Magic Resistabce, (Savants have Read Magic and Comprehend Languages usable at will) ,Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework Traps 1-3, Determine Underground Depth 1-3, and recieve 2d4 Vials of poison.

Disadvantages: Loses -1hp per hour in sunlight and -2 penalty to all rolls. Any use magical equipment or self-spell have to pass the 30% Magic resistance to take effect.

Dwarf, Desert (Maztican)

Maztica Alive/45

Encountered: Toril, Prime Material Plane

Principle Deities: Maztican Pantheon.

Ability Adjustments/Score Range:

STR: 8-18(+1)\* DEX: 3-18(+1)\* CON 16-19(+1)\* INT 3-17(-1) WIS 3-18 CHA 3-17

Note\*: +1 to STR, DEX, or CON.

Class Options: Fighter (10), Priest (15), Thief (12), Psionist (8)

Thief Skill Adjustment: PP +5%, F/RT +10%, HS +5%, CW -10%, RL -15%.

Typical Alignment: Any

Starting Age: 40+5d6

Maximum Age: 280+2d100

Average Height: 45+2d6(m)/42+1d10(f) Average Weight: 100+4d10(m)/80+1d10(f) Movement Rate: 9

Appearance: Pale-Brown to Light Tan skin color with a reddish tinge, washed-Out Blue Eye Color, and Flame Red to Straw Blonde hair.

Initial Languages: Dwarven, Maztican.

Special Advantages: 30' Infravision, +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit, +1 to save vs Magic and Poison for every 4.5/CON points, +1 to Attack with Stone Weapons.

Disadvantages: 20% Magical Item Malfunction, -1 to all Rolls in Bright Light.

Dwarf, Duergar (Gray) The Complete Book of Dwarves/31  
Encountered: Prime Material Plane, Wildspace Principle Deities: Dwarven Pantheon.  
Ability Adjustments/Score Range:  
STR: 8-18 DEX: 3-17 CON 11-18(+1) INT 3-16 WIS 3-18 CHA 3-15(-2)  
Class Options: Fighter (12), Priest (12), Thief (14), Bard (15), Psionist (8)  
Thief Skill Adjustment: PP +5%, F/RT +15%, MS +10%, HS +5%, DN +10%, CW -10%, RL -15%.  
Typical Alignment: Any Non-Good Starting Age: 40+4d6 Maximum Age: 300+2d100  
Average Height: 41+2d6(m)/40+2d6(f) Average Weight: 95+5d10(m)/75+5d10(f) Movement Rate: 6  
Appearance: Pastyskin color,, and White Dull Grey hair.  
Initial Languages: Duergar, Drow, Undercommon, Kua-toa.  
Special Advantages: 120' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework Traps 1-3, Determine Underground Depth 1-3, +1 to HP Initially, +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit. Immunity All Magical and Alchemical Poisons, Paralysis, and Illusions. Enlarge(2x level ability) and Invisibility 1/day, +1 to save vs Magic and Poison for every 4.5/CON points.  
Disadvantages: 20% Magical Item Malfunction, Dexterity and Attack Rolls at -2 in Sunlight.

Dwarf, Dwarv Dragon Magazine 257/36  
Encountered: Prime Material Plane Principle Deities: Any Pantheon.  
Ability Adjustments/Score Range:  
STR: 8-18 DEX: 3-17 CON 11-19(+1) INT 3-18 WIS 3-18 CHA 3-16(-1)  
Class Options: Fighter (16), Runecaster (7), Thief (12), Bard (15)  
Thief Skill Adjustment: OL +10%, F/RT +15%, CW -10%, RL -5%.  
Typical Alignment: Any Starting Age: 50+6d6 Maximum Age: 300+2d100  
Average Height: 49+1d10(m)/47+1d10(f) Average Weight: 145+5d10(m)/115+5d10(f) Movement Rate: 6  
Appearance: White or Suntanned skin color and Brown to Fair hair.  
Initial Languages: Dwarvish, Common.  
Special Advantages: 60' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework Traps 1-3, Determine Underground Depth 1-3, +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit, +1 to save vs Magic and Poison for every 4.5/CON points. .  
Disadvantages: 20% Magical Item Malfunction.

Dwarf, Finawar Time of the Dragon/6  
Encountered: Krynn, Prime Material Plane Principle Deities: Reorx.  
Ability Adjustments/Score Range:  
STR: 8-18(+1) DEX: 3-17 CON 11-18(+1) INT 3-16 WIS 3-18 CHA 3-16(-1)  
Class Options: Fighter (15), Ranger (9), Priest (10), Thief (15), Bard (12)  
Thief Skill Adjustment: OL +5%, F/RT +10%, MS +5%, HS +5%, RL -10%.  
Typical Alignment: Any Starting Age: 40+5d6 Maximum Age: 250+2d100  
Average Height: 43+1d10(m)/41+1d10(f) Average Weight: 130+4d10(m)/105+4d10(f) Movement Rate: 6  
Appearance: Light Tan to Pinkish skin color, Dark hair with tinges of blue.  
Initial Languages: Dwarvish, Common.  
Special Advantages: 30' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework Traps 1-3, Determine Underground Depth 1-3, +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit, +1 to save vs Magic and Poison for every 4.5/CON points. .  
Disadvantages: 20% Magical Item Malfunction, Claustrophobic and must save vs death to enter any underground dwelling.  
Attacks at -2 while underground, if fails his save then attack at a cumulative -1/day.

Dwarf, Gold (Southern) Dwarves Deep/7  
Encountered: Toril, Prime Material Plane Principle Deities: Dwarven Pantheon.  
Ability Adjustments/Score Range:  
STR: 8-18 DEX: 3-17 CON 11-18(+1) INT 3-18 WIS 3-18 CHA 3-17(-1)  
Class Options: Fighter (16), Priest (10), Thief (12), Bard (15), Psionist (8)  
Thief Skill Adjustment: OL +10%, F/RT +15%, CW -10%, RL -5%.  
Typical Alignment: Any Starting Age: 40+5d6 Maximum Age: 275+2d100  
Average Height: 43+1d10(m)/41+1d10(f) Average Weight: 130+4d10(m)/105+1d10(f) Movement Rate: 6  
Appearance: Cinnamon-Brown, Mahogany-Hued, Brick Red skin color and Dark hair.  
Initial Languages: Dwarvish, Common.  
Special Advantages: 60' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework Traps 1-3, Determine Underground Depth 1-3, Ancient History Proficiency. +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit, +1 to save vs Magic and Poison for every 4.5/CON points.  
Disadvantages: 20% Magical Item Malfunction.

Dwarf, Gully The Complete Book of Dwarves/30  
Encountered: Prime Material Plane Principle Deities: Dwarven Pantheon.  
Ability Adjustments/Score Range:  
STR: 6-18(+1) DEX: 6-17(+1) CON 8-16 INT 3-12 WIS 3-14 CHA 3-12(-2)  
Class Options: Fighter (8), Priest (8), Thief (16)  
Thief Skill Adjustment: PP +10%, OL -5%, F/RT +5%, HS -5%, CW -5%, RL -25%.  
Typical Alignment: Any Starting Age: 30+2d12 Maximum Age: 200+5d20  
Average Height: 40+1d10(m)/38+1d10(f) Average Weight: 80+4d10(m)/65+4d10(f) Movement Rate: 6

Appearance: Olive Brown to Light Yellow Skin, Dirty Blonde Hair to Dull Intermediate Colors, Dull Watery Blue, Dull Green, and Dull Hazel for Eye Color.

Initial Languages: Dwarvish, Common.

Special Advantages: 30' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework Traps 1-3, Determine Underground Depth 1-3, +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit, +1 to save vs Magic and Poison for every 4.5/CON points. Can Grovel, save vs spell or attackers do not attack for 1d6 rounds. .

Disadvantages: 40% Magical Item Malfunction.

Dwarf, Hill

Encountered: Prime Material Plane

Ability Adjustments/Score Range:

STR: 8-18 DEX: 3-17 CON 11-18(+1) INT 3-18 WIS 3-18 CHA 3-17(-1)

Class Options: Fighter (15), Priest (10), Thief (12), Bard (15), Psionist (8)

Thief Skill Adjustment: OL +10%, F/RT +15%, CW -10%, RL -5%.

Typical Alignment: Any Starting Age: 50+6d6

Average Height: 43+1d10(m)/41+1d10(f) Average Weight: 130+4d10(m)/105+4d10(f)

Appearance: Deep Tan to Light Brown Skin, Blck, Grey or Brown Hair.

Initial Languages: Dwarvish, Common.

Special Advantages: 60' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework Traps 1-3, Determine Underground Depth 1-3, +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit, +1 to save vs Magic and Poison for every 4.5/CON points. .

Disadvantages: 20% Magical Item Malfunction.

The Complete Book of Dwarves/30

Principle Deities: Dwarven Pantheon.

Dwarf, Hylar (Mountain)

Encountered: Krynn, Prime Material Plane

Ability Adjustments/Score Range:

STR: 8-18 DEX: 3-17 CON 12-19(+1) INT 3-18 WIS 3-18 CHA 3-15(-1)

Class Options: Fighter (U), Paladin (8), Priest (10), Thief (8), Bard (15)

Thief Skill Adjustment: OL +10%, F/RT +15%, CW -10%, RL -5%.

Typical Alignment: Any Starting Age: 40+5d6

Average Height: 43+1d10(m)/41+1d10(f) Average Weight: 130+4d10(m)/105+1d10(f)

Appearance: Light Brown Skin, Black, Gray, Brown, or White hair, Dark Brown, Green, Gray Eyes.

Initial Languages: Hylar.

Special Advantages: 90' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework Traps 1-3, Determine Underground Depth 1-3, Ancient History Proficiency. +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit, +1 to save vs Magic and Poison, +1 to save vs Magic and Poison for every 4.5/CON points.

Disadvantages: 20% Magical Item Malfunction.

Tales of the Lance/58, Dragonlance Monstrous Compendium

Principle Deities: Reorx.

Dwarf, Ishikorobokuru

Encountered: Toril, Prime Material Plane

Ability Adjustments/Score Range:

STR: 8-19(+1) DEX: 6-18 CON 12-18(+1) INT 3-15 WIS 3-17 CHA 3-16(-2)

Class Options: Samuri (6), Barbarian (10), Bushi (U), Wu Jen (7) Yakuza (10), Psionist (8)

Thief Skill Adjustment: OL +10%, F/RT +10%, CW -10%, RL -5%.

Typical Alignment: Any Starting Age: 40+5d6

Average Height: 30+1d6(m)/29+1d6(f) Average Weight: 85+4d10(m)/80+4d10(f)

Appearance: White or Suntanned skin color and Brown to Blonde hair, Bright Blue, Green, Brown Eyes.

Initial Languages: Ishikoroboku, Koroboku, Common, Spirit Folk.

Special Advantages: 60' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework Traps 1-3, Determine Underground Depth 1-3, Immunity to non- and magical cold, +1 to Attack Kala, +1 to save vs Magic and Poison for every 4.5/CON points.

Disadvantages: 20% Magical Item Malfunction, Double Damage from fire..

Kara-Tur Monstrous Compendium/##

Principle Deities: Any.

Dwarf, Klar (Hill)

Encountered: Krynn, Prime Material Plane

Ability Adjustments/Score Range:

STR: 9-18 DEX: 3-17 CON 14-19(+1) INT 3-18 WIS 3-18 CHA 3-16(-1)

Class Options: Fighter (U), Ranger (8) Priest (10), Thief (10), Bard (7)

Thief Skill Adjustment: OL +10%, F/RT +15%, CW -10%, RL -5%.

Typical Alignment: Any Starting Age: 40+5d6

Average Height: 43+1d10(m)/41+1d10(f) Average Weight: 130+4d10(m)/105+1d10(f)

Appearance: Light Brown Skin, Black Brown, Gray hair, Bright Eyes

Initial Languages: Hylar.

Special Advantages: 60' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework Traps 1-3, Determine Underground Depth 1-3, Ancient History Proficiency. +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit, +1 to save vs Magic and Poison, +1 to save vs Magic and Poison for every 4.5/CON points.

Disadvantages: 20% Magical Item Malfunction.

Tales of the Lance/58, Dragonlance Monstrous Compendium

Principle Deities: Reorx.

Dwarf, Jungle (Dur Authalar)

Encountered: Toril, Prime Material Plane

Demihumans of the Realms/25

Principle Deities: Thard Harr.

Ability Adjustments/Score Range:

STR: 8-18 DEX: 3-17 CON 11-19(+1) INT 3-18 WIS 3-18 CHA 3-16(-2)

Class Options: Fighter (15), Priest (10)

Thief Skill Adjustment: OL +10%, F/RT +15%, CW -10%, RL -5%.

Typical Alignment: Any

Starting Age: 50+6d6

Maximum Age: 300+2d100

Average Height: 32+1d8(m)/30+1d8(f)

Average Weight: 72+5d4(m)/68+5d4(f)

Movement Rate: 6

Appearance: Dark Brown Skin with Animal Grease and Tattoos, Dark Eyes, and Brown to Black Hair.

Initial Languages: Dwarvish, Common.

Special Advantages: 60' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework Traps 1-3, Determine Underground Depth 1-3, +1 to HP Initially, +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit. 75% invisibility against stone when bare and still when 300+, +1 to save vs Magic and +2 to Poison for every 4.5/CON points, +4 to save parasitic infection or disease, -1 damage/die from insect bites and heat related attacks.

Disadvantages: 20% Magical Item Malfunction, needs specially tailored Armor if worn.

Dwarf, Korobokuru

Oriental Adventures/12

Encountered: Toril, Prime Material Plane

Principle Deities: Any.

Ability Adjustments/Score Range:

STR: 8-19(+1) DEX: 6-18 CON 12-18(+1) INT 3-15 WIS 3-17 CHA 3-16(-2)

Class Options: Samuri (6), Barbarian (10), Bushi (U), Wu Jen (7) Yakuza (10), Psionist (8)

Thief Skill Adjustment: OL +10%, F/RT +10%, CW -10%, RL -5%.

Typical Alignment: Any

Starting Age: 50+6d6

Maximum Age: 300+2d100

Average Height: 44+1d6(m/f)

Average Weight: 110+3d10(m)/115+3d10(f)

Movement Rate: 6

Appearance: White or Suntanned skin color and Brown to Blonde hair, Bright Blue, Green, Brown Eyes.

Initial Languages: Dwarvish, Trade, Spirit Folk.

Special Advantages: 120' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework Traps 1-3, Determine Underground Depth 1-3, +1 to HP Initially, +1 to hit Goblins, Bakemono, Oni, Ogre Magi, Goblin Rats, Giants and they Suffer -4 to hit. +1 to save vs Magic and Poison for every 4.5/CON points. 66% to Identify Plants and Animals.

Disadvantages: 20% Magical Item Malfunction.

Dwarf, Korobokuru, Malatran

Living Jungle/RPGA Website

Encountered: Toril, Prime Material Plane

Principle Deities: Any.

Ability Adjustments/Score Range:

STR: 8-19(+1) DEX: 6-18 CON 12-18(+1) INT 3-15 WIS 3-17 CHA 3-16(-2)

Class Options: Fighter (10), Wizard (5), Priest (7), Thief (9), Psionist (8)

Thief Skill Adjustment: OL +10%, F/RT +10%, CW -10%, RL -5%.

Typical Alignment: Any

Starting Age: 50+6d6

Maximum Age: 300+2d100

Average Height: 36+2d6(m/f)

Average Weight: 110+3d10(m)/115+3d10(f)

Movement Rate: 6

Appearance: White or Suntanned skin color and Brown to Blonde hair, Bright Blue, Green, Brown Eyes.

Initial Languages: Dwarvish, Trade, Spirit Folk.

Special Advantages: 120' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework Traps 1-3, Determine Underground Depth 1-3, +1 to HP Initially, +1 to hit Goblins, Bakemono, Oni, Ogre Magi, Goblin Rats, Giants and they Suffer -4 to hit. +1 to save vs Magic and Poison for every 3/CON points. 66% to Identify Plants and Animals.

Disadvantages: 20% Magical Item Malfunction.

Dwarf, Mountain

The Complete Book of Dwarves/30

Encountered: Prime Material Plane

Principle Deities: Dwarven Pantheon.

Ability Adjustments/Score Range:

STR: 8-18 DEX: 3-17 CON 11-19(+1) INT 3-18 WIS 3-18 CHA 3-16(-1)

Class Options: Fighter (16), Priest (10), Thief (12), Bard (15), Psionist (8)

Thief Skill Adjustment: OL +10%, F/RT +15%, CW -10%, RL -5%.

Typical Alignment: Any

Starting Age: 50+6d6

Maximum Age: 300+2d100

Average Height: 49+1d10(m)/47+1d10(f)

Average Weight: 145+5d10(m)/115+5d10(f)

Movement Rate: 6

Appearance: White or Suntanned skin color and Brown to Fair hair.

Initial Languages: Dwarvish, Common.

Special Advantages: 60' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework Traps 1-3, Determine Underground Depth 1-3, +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit, +1 to save vs Magic and Poison for every 4.5/CON points. .

Disadvantages: 20% Magical Item Malfunction.

Dwarf, Neidar (Hill)

Tales of the Lance/58, Dragonlance Monstrous Compendium

Encountered: Krynn, Prime Material Plane

Principle Deities: Reorx.

Ability Adjustments/Score Range:

STR: 9-18 DEX: 3-17 CON 14-19(+1) INT 3-18 WIS 3-18 CHA 3-16(-1)

Class Options: Fighter (U), Ranger (8) Priest (10), Thief (10), Bard (7)

Thief Skill Adjustment: OL +10%, F/RT +15%, CW -10%, RL -5%.

Typical Alignment: Any

Starting Age: 40+5d6

Maximum Age: 250+2d100

Average Height: 43+1d10(m)/41+1d10(f)

Average Weight: 130+4d10(m)/105+1d10(f)

Movement Rate: 6

Appearance: Light Brown Skin, Black Brown, Gray hair, Bright Eyes

Initial Languages: Neidar.

Special Advantages: 60' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework

Traps 1-3, Determine Underground Depth 1-3, Ancient History Proficiency. +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit, +1 to save vs Magic and Poison, +1 to save vs Magic and Poison for every 4.5/CON points.  
Disadvantages: 20% Magical Item Malfunction.

Dwarf, Nylgai Hadirmoe (Scourned) Time of the Dragon/6  
Encountered: Krynn, Prime Material Plane Principle Deities: Ferros, Auros, Orgentos.  
Ability Adjustments/Score Range:  
STR: 8-18 DEX: 3-16 CON 16-19(+2) INT 3-18 WIS 3-18 CHA 3-15(-2)  
Class Options: Fighter (15), Priest (5), Thief (10), Bard (7)  
Thief Skill Adjustment: PP +5%, F/RT +10%, HS +5%, CW -10%, RL -15%.  
Typical Alignment: Any Starting Age: 40+5d6 Maximum Age: 250+2d100  
Average Height: 43+1d10(m)/41+1d10(f) Average Weight: 130+4d10(m)/105+4d10(f) Movement Rate: 6  
Appearance: Pale-Brown Skin Color with a reddish tinge, washed-Out Blue Eye Color, and Flame Red to Straw Blonde hair.  
Initial Languages: Scourned.  
Special Advantages: 90' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework  
Traps 1-3, Determine Underground Depth 1-3, Ancient History Proficiency. +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit, +1 to save vs Magic and Poison, +1 to save vs Magic and Poison for every 4.5/CON points.  
Disadvantages: 20% Magical Item Malfunction, -1 to Attack in Sunlight

Dwarf, Planar The Planewalkers Guidebook/68  
Encountered: Prime, Inner, and Outer Planes. Principle Deities: Any  
Ability Adjustments/Score Range: As Per Dwarven Subrace  
Class Options: As Per Dwarven Subrace  
Thief Skill Adjustment: As Per Dwarven Subrace  
Typical Alignment: As Per Dwarven Subrace Starting Age: As Per Dwarven Subrace Maximum Age: As Per Dwarven Subrace  
Average Height: As Per Dwarven Subrace Average Weight: As Per Dwarven Subrace Movement Rate: As Per Dwarven Subrace  
Appearance: As Per Dwarven Subrace.  
Initial Languages: As Per Dwarven Subrace.  
Special Advantages: As Per Dwarven Subrace, can Detect Portal 1-3 on a 1d6.  
Disadvantages: Considered Outer Planar Creature.

Dwarf, Ptah Seeker's (African) Dragon Magazinnne 202/51  
Encountered: Prime Material Plane Principle Deities: Ptah.  
Ability Adjustments/Score Range:  
STR: 8-18 DEX: 3-17 CON 11-18(+1) INT 3-18(-1) WIS 3-18 CHA 3-17  
Class Options: Fighter (15), Priest (10), Wizard (12), Thief (12), Bard (15), Psionist (8)  
Thief Skill Adjustment: OL +10%, F/RT +15%, CW -10%, RL -5%.  
Typical Alignment: Any Starting Age: 50+6d6 Maximum Age: 300+2d100  
Average Height: 43+1d10(m)/41+1d10(f) Average Weight: 130+4d10(m)/105+4d10(f) Movement Rate: 6  
Appearance: Shiny Black Skin, Shiny Black eyes, Hairless except for Beard.  
Initial Languages: Common.  
Special Advantages: Can see in Total Darkness or Light, Natural AC 6.  
Disadvantages: None.

Dwarf, Ravenloft Domains of Dread/230  
Encountered: Ravenloft Principle Deities: Norse Pantheon.  
Ability Adjustments/Score Range:  
STR: 8-18 DEX: 3-17 CON 11-18(+1) INT 3-18 WIS 3-18 CHA 3-17(-1)  
Class Options: Fighter (16), Priest (10), Thief (12), Psionist (8)  
Thief Skill Adjustment: OL +10%, F/RT +15%, CW -10%, RL -5%.  
Typical Alignment: Any Starting Age: 40+6d6 Maximum Age: 250+2d100  
Average Height: 43+1d10(m)/41+1d10(f) Average Weight: 130+4d10(m)/105+4d10(f) Movement Rate: 6  
Appearance: Ruddy Brown, Dark Tan to Rich Olive Skin Color, Brown or Black Hair, Black or Brown Eyes.  
Initial Languages: Dwarvish, Common.  
Special Advantages: 60' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework  
Traps 1-3, Determine Underground Depth 1-3, +1 to hit Ogres, Trolls, Giants and they receive -4 to attack, +1 to save vs Magic and Poison for every 3.5/CON points, +2 to save vs fear.  
Disadvantages: 20% Magical Item Malfunction.

Dwarf, Shield (Northern) Dwarves Deep/7  
Encountered: Toril, Prime Material Plane Principle Deities: Dwarven Pantheon.  
Ability Adjustments/Score Range:  
STR: 8-18 DEX: 3-17 CON 11-19(+1) INT 3-18 WIS 3-18 CHA 3-16(-1)  
Class Options: Fighter (15), Priest (10), Thief (12), Bard (15), Psionist (8)  
Thief Skill Adjustment: OL +10%, F/RT +15%, CW -10%, RL -5%.  
Typical Alignment: Any Starting Age: 50+6d6 Maximum Age: 300+2d100  
Average Height: 49+1d10(m)/47+1d10(f) Average Weight: 145+5d10(m)/115+5d10(f) Movement Rate: 6  
Appearance: White or Suntanned skin color (Turning Granite Grey past 300+), and Brown to Fair hair.  
Initial Languages: Dwarvish, Common.  
Special Advantages: 60' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework

Traps 1-3, Determine Underground Depth 1-3, +1 to HP Initially, +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit. 75% invisibility against stone when bare and still when 300+, +1 to save vs Magic and Poison for every 4.5/CON points. .  
Disadvantages: 20% Magical Item Malfunction.

Dwarf, Sundered

The Complete Book of Dwarves/30  
Principle Deities: Dwarven Pantheon.

Encountered: Prime Material Plane

Ability Adjustments/Score Range:

STR: 8-18(+1) DEX: 3-17 CON 11-18(+1) INT 3-16 WIS 3-18 CHA 3-16(-1)

Class Options: Fighter (14), Priest (10), Thief (15), Bard (15), Psionist (8)

Thief Skill Adjustment: OL +5%, F/RT +10%, MS +5%, HS +5%, RL -10%.

Typical Alignment: Any

Starting Age: 25+4d4

Maximum Age: 200+5d20

Average Height: 50+1d10(m)/48+1d10(f) Average Weight: 135+3d12(m)/110+3d12(f)

Movement Rate: 6

Appearance: Light Tan to Pinkish skin color, Dark hair with tinges of blue.

Initial Languages: Dwarvish, Common.

Special Advantages: 30' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework

Traps 1-3, Determine Underground Depth 1-3, +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit, +1 to save vs Magic and Poison for every 4.5/CON points. .

Disadvantages: 20% Magical Item Malfunction, Claustrophobic and must save vs death to enter any underground dwelling.

Attacks at -2 while underground, if fails his save then attack at a cumulative -1/day.

Dwarf, Theiwar (Mountain)

Tales of the Lance/58, Dragonlance Monstrous Compendium

Encountered: Krynn, Prime Material Plane

Principle Deities: Reorx.

Ability Adjustments/Score Range:

STR: 8-18 DEX: 3-18 CON 12-19(+1) INT 3-18 WIS 3-18 CHA 3-11(-1)

Class Options: Fighter (U), Paladin (8), Mage-Savant (12) Priest (10), Thief (8), Bard (16)

Thief Skill Adjustment: OL +10%, F/RT +15%, CW -10%, RL -5%.

Typical Alignment: Any

Starting Age: 40+5d6

Maximum Age: 250+2d100

Average Height: 43+1d10(m)/41+1d10(f) Average Weight: 130+4d10(m)/105+1d10(f)

Movement Rate: 6

Appearance: Bone White Skin with Bluish Undertones, Pale Tan or Yellow Hair, Bulging Gray or Watery Blue Eyes.

Initial Languages: Theiwar.

Special Advantages: 30' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework

Traps 1-3, Determine Underground Depth 1-3, Ancient History Proficiency. +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit, +1 to save vs Magic and Poison, +1 to save vs Magic and Poison for every 4.5/CON points,

Disadvantages: Sunlight Causes Nausea -2 to Attack.

Dwarf, Wildspace

The Complete Spacefarer's Handbook/###, Lost Ships/###

Encountered: Wildspace, Phlogiston, Prime Material Plane.

Principle Deities: Any

Ability Adjustments/Score Range: As Per Dwarven Subrace

Class Options: As Per Dwarven Subrace

Thief Skill Adjustment: As Per Dwarven Subrace

Typical Alignment: As Per Dwarven Subrace

Starting Age: As Per Dwarven Subrace

Maximum Age: As Per Dwarven Subrace

Average Height: As Per Dwarven Subrace

Average Weight: As Per Dwarven Subrace

Movement Rate: As Per Dwarven Subrace

Appearance: As Per Dwarven Subrace.

Initial Languages: As Per Dwarven Subrace.

Special Advantages: As Per Dwarven Subrace, Zero-Gravity Combat and Spacemanship Proficiencies .

Disadvantages: None.

Dwarf, Zakhar (Mountain)

Tales of the Lance/58, Dragonlance Monstrous Compendium

Encountered: Krynn, Prime Material Plane

Principle Deities: Reorx.

Ability Adjustments/Score Range:

STR: 8-15 DEX: 3-16 CON 11-16(+1) INT 3-18 WIS 3-18 CHA 3-16(-1)

Class Options: Fighter (U), Thief (9)

Thief Skill Adjustment: OL +10%, F/RT +15%, CW -10%, RL -5%.

Typical Alignment: Any

Starting Age: 40+5d6

Maximum Age: 250+2d100

Average Height: 43+1d10(m)/41+1d10(f) Average Weight: 130+4d10(m)/105+1d10(f)

Movement Rate: 6

Appearance: white blotchy skin, Gray or White Hair, White Eyes.

Initial Languages: Zakhar.

Special Advantages: 90' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework

Traps 1-3, Determine Underground Depth 1-3, Ancient History Proficiency. +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit, +1 to save vs Magic and Poison, +1 to save vs Magic and Poison for every 4.5/CON points.

Disadvantages: 20% Magical Item Malfunction, -2 to Attack in the light.

Dwarf, Zakharan

Arabian Adventure/20

Encountered: Toril, Prime Material Plane

Principle Deities: Enlightened Pantheon.

Ability Adjustments/Score Range:

STR: 8-18 DEX: 3-17 CON 11-18(+1) INT 3-18 WIS 3-18 CHA 3-17(-1)

Class Options: Fighter (10), Priest (15), Sha'ir (10), Thief (12), Bard (15), Psionist (8)

Thief Skill Adjustment: OL +10%, F/RT +15%, CW -10%, RL -5%.

Typical Alignment: Any

Starting Age: 40+5d6

Maximum Age: 275+2d100

Average Height: 43+1d10(m)/41+1d10(f) Average Weight: 130+4d10(m)/105+1d10(f)

Movement Rate: 6

Appearance: Cinnamon-Brown, Mahogany-Hued, Brick Red skin color and Dark hair.  
Initial Languages: Dwarvish, Common.  
Special Advantages: 60' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework Traps 1-3, Determine Underground Depth 1-3, Ancient History Proficiency, +1 to save vs Magic and Poison for every 4.5/CON points.  
Disadvantages: 20% Magical Item Malfunction.

Dwurfolk, Dumadan The Player's Guide to Greyhawk/62  
Principle Deities: Moradin  
Encountered: Oerth, Prime Material Plane  
Ability Adjustments/Score Range:  
STR: 15-18 DEX: 3-17 CON 11-18(+1) INT 3-18 WIS 3-18(+1) CHA 3-17  
Note: Females have Ability requirement of STR 14-18  
Class Options: Fighter (15), Priest (10), Thief (12), Psionist (8)  
Thief Skill Adjustment: OL +10%, F/RT +15%, CW -10%, RL -5%.  
Typical Alignment: Any Non-Chaotic or Evil Starting Age: 50+6d6 Maximum Age: 300+2d100  
Average Height: 47+2d6(m)/45+2d6(f) Average Weight: 140+5d10(m)/110+5d10(f) Movement Rate: 6  
Appearance: Pale Skin, Brown Eyes, Light to Medium Brown Hair.  
Initial Languages: Dwarvish, Common.  
Special Advantages: 60' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework Traps 1-3, Determine Underground Depth 1-3, +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit, +1 to save vs Magic and Poison for every 4.5/CON points. .  
Disadvantages: 20% Magical Item Malfunction.

Dwurfolk, Greysmere The Player's Guide to Greyhawk/62  
Principle Deities: Ulaa  
Encountered: Oerth, Prime Material Plane  
Ability Adjustments/Score Range:  
STR: 8-18 DEX: 3-17 CON 11-18(+1) INT 3-18 WIS 3-18 CHA 3-17(-1)  
Class Options: Fighter (15), Priest (10), Thief (12), Psionist (8)  
Thief Skill Adjustment: OL +10%, F/RT +15%, CW -10%, RL -5%.  
Typical Alignment: Any Non-Chaotic or Evil Starting Age: 40+6d6 Maximum Age: 250+2d100  
Average Height: 43+1d10(m)/41+1d10(f) Average Weight: 130+4d10(m), 105+4d10(f) Movement Rate: 6  
Appearance: Light Brown Skin, Brown or Green Eyes, Black, Brown or Grey Hair..  
Initial Languages: Dwarvish, Common.  
Special Advantages: 60' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework Traps 1-3, Determine Underground Depth 1-3, +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit, +1 to save vs Magic and Poison for every 4.5/CON points. .  
Disadvantages: 20% Magical Item Malfunction.

Dwurfolk, Karakast The Player's Guide to Greyhawk/62  
Principle Deities: Clangeddin Silverbeard  
Encountered: Oerth, Prime Material Plane  
Ability Adjustments/Score Range:  
STR: 8-18(+1) DEX: 3-17 CON 11-18(+1) INT 3-18 WIS 3-18 CHA 3-17(-2)  
Class Options: Fighter (15), Priest (10), Thief (12), Psionist (8)  
Thief Skill Adjustment: OL +10%, F/RT +15%, CW -10%, RL -5%.  
Typical Alignment: Any Non-Chaotic or Evil Starting Age: 40+6d6 Maximum Age: 250+2d100  
Average Height: 43+1d10(m)/41+1d10(f) Average Weight: 130+4d10(m), 105+4d10(f) Movement Rate: 6  
Appearance: Medium to Dark Olive Skin, Brown, Green, or Hazel Eyes, Bright Red to Dark Brown Hair.  
Initial Languages: Dwarvish, Common.  
Special Advantages: 60' Infravision, Detect Grade/Slope 1-5, Detect Construction 1-5, Detect Shifting Walls 1-4, Detect Stonework Traps 1-3, Determine Underground Depth 1-3, +2 to hit Ogres Trolls, Giants and they Suffer -4 to hit, +1 to save vs Magic and Poison for every 4.5/CON points. .  
Disadvantages: 20% Magical Item Malfunction.

This file was created by Michael Arellano. All the above information has been collected from various sources and referenced. Where some contradictions may occur I have used the latest information published on the mentioned Playable Characters Races.