



Gold dwarves have the racial traits of hill dwarves in the *Player's Handbook*. They are stocky and muscular, averaging about 4 feet tall, with brown skin, black or brown hair, and brown or hazel eyes, with green eyes rare (and considered lucky). Males grow full beards that they keep oiled and well groomed, and both genders wear their hair long and often elaborately braided.

Gold dwarves are best known for crafting beautiful objects. According to them, all the natural resources of the world exist for mortals to turn them into objects of great beauty. Gold dwarves don't want the most of everything; they want the best. Their artisans toil over items for years, getting their etchings and fine details just right before being satisfied with their efforts.

That deliberate, perfectionist approach is a reflection of gold dwarf culture, in which there is a right and proper way to do everything. Tradition dictates every aspect of a gold dwarf's life, from one's place in society, to prospects for marriage, to what careers are acceptable. Gold dwarves who take up a life of adventuring, away from the clan, rarely forsake their traditions when doing so. Even though they might have to live as outsiders for a time, they hope to ultimately improve their standing in their society.

GRAY DWARVES (DUERGAR)

The gray dwarves, or duergar, live deep in the Underdark. After delving deeper than any other dwarves, they were enslaved by mind flayers for eons. Although they eventually won their freedom, these grim, ash-skinned dwarves now take slaves of their own and are as tyrannical as their former masters.

Physically similar to other dwarves in some ways, duergar are wiry and lean, with black eyes and bald heads, with the males growing long, unkempt, gray beards.

Duergar value toil above all else. Showing emotions other than grim determination or wrath is frowned on in their culture, but they can sometimes seem joyful when at work. They have the typical dwarven appreciation for order, tradition, and impeccable craftsmanship, but their goods are purely utilitarian, disdaining aesthetic or artistic value.

Few duergar become adventurers, fewer still on the surface world, because they are a hidebound and suspicious race. Those who leave their subterranean cities are usually exiles. Check with your Dungeon Master to see if you can play a gray dwarf character.

DUERGAR SUBRACE TRAITS

The duergar subrace has the dwarf traits in the *Player's Handbook*, plus the subrace traits below.

Ability Score Increase. Your Strength score increases by 1.

Superior Darkvision. Your darkvision has a radius of 120 feet.

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

Duergar Resilience. You have advantage on saving throws against illusions and against being charmed or paralyzed.

Duergar Magic. When you reach 3rd level, you can cast the *enlarge/reduce* spell on yourself once with this trait, using only the spell's enlarge option. When you reach 5th level, you can cast the *invisibility* spell on yourself once with this trait. You don't need material components for either spell, and you can't cast them while you're in direct sunlight. You must finish a long rest to cast them on yourself once again with this trait. Intelligence is your spellcasting ability for these spells.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

DWARVEN DEITIES

The gods of the dwarves are a pantheon, or clan, collectively known as the Morndinsamman.

FORGE FATHER AND REVERED MOTHER

Moradin, the Soulforger, leads the dwarven gods. Known as Dwarf-father or All-Father, he is the god of the dwarf people as a whole, as well as the god of creation, "dwarf-crafts" (smithing and stonework), and protection. His wife is the Revered Mother, Berronar Truesilver, goddess of hearth and home, of honesty and faithfulness, and of oaths, loyalty, and honor.

GODS OF BATTLE

Clangeddin Silverbeard is the dwarven god of war and valor. Gorm Gulthyn, also called Fire Eyes and the Lord of the Bronze Mask, is the god of defense and vigilance, the protector of dwarves. Haela Brightaxe is the goddess of luck in battle, and the patron of dwarf fighters.