

Deep Dwarves

Monster	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Deep Dwarf	1	10	+1	1d4	1/13	25'	7	5	+1	15+
<p>Deep Dwarf: The deep dwarf has a +2 bonus to resisting magic, poisons, and fire. It can see in the dark up to 60'. In sunlight it makes attack and damage rolls twice, taking the worse results.</p> <p>Invisibility (1/day): As a Main Action the dwarf can become or remain invisible for the round.</p>										
Deep Dwarf Legionary	1	15as	+3	Wpn 1d8	Wpn 1/18	25'	9	4	+1	15+
<p>War Hammer</p> <p>Crossbow (range 100/300) 1d10</p> <p>Deep Dwarf: The deep dwarf has a +2 bonus to resisting magic, poisons, and fire. It can see in the dark up to 60'. In sunlight it makes attack and damage rolls twice, taking the worse results.</p> <p>Invisibility (1/day): As a Main Action the dwarf can become or remain invisible for 1 round.</p>										
Deep Dwarf Pyroclast	1	13a	+2	1d6	2/15	25'	9	4	+1	15+
<p>Flamethrower: All creatures in a 30' cone in front of the deep dwarf must make an evasion throw or take 3d6 damage, taking half on a success. This is useable every other round.</p> <p>Deep Dwarf: The deep dwarf has a +2 bonus to resisting magic, poisons, and fire. It can see in the dark up to 60'. In sunlight it makes attack and damage rolls twice, taking the worse results.</p> <p>Invisibility (1/day): As a Main Action the dwarf can become or remain invisible for 1 round.</p>										
Deep Dwarf Psionic Adept	3	12a	+1	1d4	1/15	25'	9	5	+1	14+
<p>Deep Dwarf: The deep dwarf has a +2 bonus to resisting magic, poisons, and fire. It can see in the dark up to 60'. In sunlight it makes attack and damage rolls twice, taking the worse results.</p> <p>Invisibility (3/day): As a Main Action the dwarf can become or remain invisible for 1 round.</p> <p>Arts: Thought Noble, 3 effort (pg. 355)</p> <p>-<i>Impress Imperative</i> DAY A creature can be forced to do something that takes 1 action and isn't contrary to its wishes, with a mental save to resist.</p> <p>-<i>Mind Light</i> COMMITTED Know the location of all living minds within 60' unless there is a barrier. Know their species, and any strong emotional states they feel.</p> <p>-<i>Mirror Mask</i> DAY. Know of mental magic targeting it. Extra save to resist, even if one isn't normally allowed. On a success, commit effort for DAY to give the attacker false information.</p> <p>-<i>Thoughts Like Razors</i> DAY 1/scene, a creature within 60' makes a mental save, taking 3d8 damage on a failure. They are knocked unconscious if brought to 0 HP, not killed.</p>										
Deep Dwarf Centurion	4	16a	+4	1d10+2	4/18	25'	10	3	+1	13+
<p>Incendiary Grenades: Creatures within 15' of a point must make an evasion save or take 3d6 damage, taking half on a success. The dwarf carries 1d4 of these.</p> <p>Inspiring: The dwarf's followers succeed on morale checks if it harms an enemy that round.</p> <p>Deep Dwarf: The deep dwarf has a +2 bonus to resisting magic, poisons, and fire. It can see in the dark up to 60'. In sunlight it makes attack and damage rolls twice, taking the worse results.</p> <p>Invisibility (4/day): As a Main Action the dwarf can become or remain invisible for 1 round.</p>										

Monster	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Deep Dwarf Warlock	5	13a	+1	1d6	1/13	25+	9	3	+2	14+
<p>Deep Dwarf: The deep dwarf has a +2 bonus to resisting magic, poisons, and fire. It can see in the dark up to 60'. In sunlight it makes attack and damage rolls twice, taking the worse results.</p> <p>Invisibility (6/day): As a Main Action the dwarf can become or remain invisible for 1 round.</p> <p>Spellcasting: Level 6 Elementalist, 3 spells per day</p> <p>-<i>The Burrower Below</i> (pg. 78) Make a tunnel through stone or earth up to 100' long</p> <p>-<i>Decree of Lithic Dissolution</i> (pg. 70) Destroy all stone in 6 10-foot cubes.</p> <p>-<i>Elemental Vallation</i> (pg. 78) Create a wall of an element. Non-earthen walls do damage.</p> <p>-<i>Elemental Favor</i> (pg. 78) Reshape a 10' cube of an element.</p> <p>-<i>Pact of Stone and Sea</i> (pg. 78) Immune to injury from mundane instances of a chosen element</p> <p>-<i>Wind Walking</i> (pg. 79) Turn a visible target a vapor for the rest of the scene.</p> <p>Arts: Elementalist, 4 effort (pg. 77)</p> <p>-<i>Earthsight</i> COMMITTED See solid outlines in the dark and through 6 feet of earth or stone.</p> <p>-<i>Elemental Blast</i> SCENE Magical attack with 100' range. +3 to hit, 1d6+5 Damage, No shock</p> <p>-<i>Elemental Resilience</i> The caster takes half damage from magical elemental attacks.</p> <p>-<i>Elemental Sparks</i> Conjure petty amounts of an element.</p> <p>--<i>Petrifying Stare</i>. DAY Visible target makes a physical save or loses Move action for 2 rounds.</p>										
Deep Dwarf Tyrant	8	18as	+6 x2	1d8+4	5/-	25'	11	1	+2	11+
<p>Crushing Blow: Creatures hit by the tyrant must make a physical saving throw or go prone.</p> <p>Grand Plate: The dwarf is immune to damage from thrown or melee weapons unless the shock rating is 16 or higher, it is two-handed, or the dwarf is grappled (pg. 43).</p> <p>Deep Dwarf: The deep dwarf has a +2 bonus to resisting magic, poisons, and fire. It can see in the dark up to 60'. In sunlight it makes attack and damage rolls twice, taking the worse results.</p> <p>Invisibility (8/day): As a Main Action the dwarf can become or remain invisible for 1 round.</p>										

Deep Dwarf Behavior

Deep Dwarves are dwarves cruel demihumans that dwell far from the sun's light. Deep dwarves are incredibly industrious, and often take slaves to do menial work while they craft and tinker. Any humanoid can be made a deep dwarf with the following traits applied:

Deep Dwarf: The deep dwarf has a +2 bonus to resisting magic, poisons, and fire. It can see in the dark up to 60'. In sunlight it makes attack and damage rolls twice, taking the worse results.

Invisibility ({HD}/day): As a Main Action the dwarf can become or remain invisible for 1 round.

Deep Dwarves that use this statblock are servants, civilians, and overseers.

Legionaries are professional soldiers that serve a noble or priest. Legionaries will use the *Screen an Ally* action to allow **Pyroclasts** so get close enough to their enemies.

Psionic Adepts are deep dwarves who have honed their innate mental powers to a razor's edge.

Centurions are military officers and war-priests. They are always accompanied by at least 2d4 legionaries.

Warlocks are rare in deep dwarf societies, as most rely on technology.

Tyrants are deep dwarf generals and those kings who rule through might.

Power Armor

Some deep dwarf polities produce mechanical exoskeletons to aid in work and combat. A dwarf in such a suit gains 10 HP, and has a +1 bonus to AC, attacks, and damage. Militarized versions double these bonuses and gain the pyroclast's flamethrower attack. Dwarves in power armor cannot use their invisibility trait.