





## Spells

Spell Ability:

Base Attack:

Base DC:

Prepared:

| 1st   | 2nd   | 3rd   | 4th   | 5th   | 6th   | 7th   | 8th   | 9th   |
|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| <hr/> |
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## Barbarian Feature

### Feral Instinct

Casting Time:

Range:

Duration:

Components:

Source:

## Brandy



Once Each

### Dwarven Brandy

Casting Time:

Range:

Duration:

Components:

Source:

Heal: +1

Heal: d4

## Item

### Lost Crown of Besilmer

Long Rest

Casting Time:

Range:

Duration:

Components:

Source:

### Orcsplitter's Aura

Long Rest

Casting Time:

Range:

Duration:

Components:

Source:

## Item

### Potion of Greater Healing

Casting Time:

Range:

Duration:

Components:

Source:

Heal: d4,d4,d4,d4+4

### Potion of Healing

Casting Time:

Range:

Duration:

Components:

Source:

Heal: d4,d4+2

## Racial Passive

### Dwarven Resilience

Casting Time:

Range:

Duration:

Components:

Source:

## Rage



Long Rest

### Rage

Long Rest

Casting Time:

Range:

Duration:

Components:

Source:

# Feats, Features, Traits

## Feat

|                 |  |
|-----------------|--|
| Resilient (DEX) | Choose one ability score. You gain the following benefits: <ul style="list-style-type: none"><li>* Increase the chosen ability score by 1, to a maximum of 20.</li><li>* You gain proficiency in saving throws using the chosen ability.</li></ul> |
| Tough           | Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.   |

## Feature

|  |  |
|--|--|
| Rage   | In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: <ul style="list-style-type: none"><li>* You have advantage on Strength checks and Strength saving throws.</li><li>* When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.</li><li>* You have resistance to bludgeoning, piercing, and slashing damage.</li></ul> If you are able to cast spells, you can't cast them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you have neither attacked a hostile creature since your last turn nor taken damage since then. You can also end your rage on your turn (no action required). Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again. |
| Unarmored Defense                              | While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.  |
| Military Rank (Sergeant)                       | You have a military rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.   |
| Reckless Attack                                | Starting at 2nd level, you can draw on your reserve of rage to throw aside all concern for defense and attack with fierce desperation. When you do so, you have advantage on melee weapon attack rolls using Strength during your turn, but attack rolls against you have advantage until your next turn.  |
| Danger Sense                                   | At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that originate within 30 feet of you, such as a trap or a spellcaster within that range. To gain this benefit, you cannot be blinded, deafened, or incapacitated.  |
| Path of the Berserker                          | For some barbarians, rage is a means to an end—that end being violence. The Path of the Berserker is a path of untrammelled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.<br>Features   |
| Frenzy   | Starting when you choose this path at 3rd level, when you rage you can choose to go into a frenzy. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action each turn. When your rage ends, you suffer one level of exhaustion (as described in the conditions appendix).   |
| Ability Score Improvement (Tough, Resilient, S | When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.  |
| Extra Attack                                   | Beginning at 5th level, you can attack one extra time whenever you take the Attack action on your turn.  |
| Fast Movement                                  | Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.   |
| Mindless Rage                                  | Beginning at 6th level, you cannot be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.   |
| Feral Instinct                                 | By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage on that turn.  |
| Brutal Critical (2 dice)                       | Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to two additional dice at 13th level and three additional dice at 17th level.   |

**Intimidating Presence**

Beginning at 10th level, you can use your action to roar frighteningly at someone. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you. If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

**Relentless Rage**

Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

**Trait**

**Dwarven Resilience**

You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

**Stonecunning**

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Dwarven Combat Training**

You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

**Tool Proficiency**

You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

**Dwarven Armor Training**

You have proficiency with light and medium armor.

# Inventory

| Count                   | Name   | Cost     | Weight | Properties                  |
|-------------------------|--|----------|--------|-----------------------------|
| 1                       | Cloak of Orok, Iceshield Orcs Leader   |          | 0      |                             |
| 1                       | Dirty Scarlet Cloak (P)  |          | 0      |                             |
| 1                       | Dwarven Ale Mug  | 100 gp   | 0      |                             |
| 1                       | Eyes of Orgemoch   |          |        |                             |
| 1                       | Gundren's Map of Wave Echo Cave  | 0 gp     | 0      |                             |
| 5                       | Malachite Gems   | 15 gp    | 0      |                             |
| 5                       | Malachite Gemstones  | 10 gp    | 0      |                             |
| 10                      | Minotaur Horns   |          | 0      |                             |
|                         | Taken from minotaurs at the Sacred Stone Monastery.  |          |        |                             |
| 2                       | Nycaloth Horns   |          | 0      |                             |
| 1                       | Orc Banner   |          | 0      |                             |
| 1                       | Owlbear Cloak  |          | 0      |                             |
|                         | Taken from a owlbear slain by Drangen.   |          |        |                             |
| 1                       | Pouch, Belt  |          | 0      |                             |
| 2                       | Purple Worm Stinger  |          | 0      |                             |
| 20                      | Purple Worm Tooth  |          | 0      |                             |
| 1                       | Sergeant Insignia  |          | 0      |                             |
| 1                       | Set of Bone Dice   |          | 0      |                             |
| 1                       | Toadstool, Grey Flecked  |          | 0      |                             |
|                         | Potion of heroism  |          |        |                             |
| 1                       | Toadstool, Lavender  |          | 0      |                             |
|                         | Potion of healing  |          |        |                             |
| <b>Adventuring Gear</b> |  |          |        |                             |
| 1                       | Backpack   | 2 gp     | 5      |                             |
| 1                       | Bedroll  | 1 gp     | 7      |                             |
| 1                       | Clothes, Common  | 5 sp     | 3      |                             |
| 20                      | Crossbow Bolts   | 1 gp     | 0.5    |                             |
| 1                       | Grappling Hook   | 2 gp     | 4      |                             |
| 1                       | Mess Kit   | 1 sp     | 1      |                             |
|                         | This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.   |          |        |                             |
| 8                       | Potion Of Healing  | 50 gp    | 0.5    |                             |
|                         | A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.  |          |        |                             |
| 15                      | Rations (1 Day)  | 5 sp     | 2      |                             |
|                         | Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts.   |          |        |                             |
| 1                       | Rope, Hempen (50 Feet)   | 1 gp     | 10     |                             |
| 1                       | Tent   | 2 gp     | 20     |                             |
|                         | A simple and portable canvas shelter, a tent sleeps two.   |          |        |                             |
| 1                       | Tinderbox  | 5 sp     | 1      |                             |
|                         | This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch-or anything else with abundant, exposed fuel-takes an action. Lighting any other fire takes 1 minute.      |          |        |                             |
| 10                      | Torch  | 1 cp     | 1      |                             |
|                         | A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.   |          |        |                             |
| 1                       | Waterskin  | 2 sp     | 5      |                             |
| <b>Armor</b>            |  |          |        |                             |
| 1                       | Dragonguard  |          | 20     | ADV: Breath Weapon (Dragon) |
|                         | This +1 breastplate has a gold dragon motif worked into its design. Created for a human hero of Neverwinter named Tergon, it grants its wearer advantage on saving throws against the breath weapons of creatures that have the dragon type.                 |          |        |                             |
|                         | <b>Breastplate Notes</b>   |          |        |                             |
|                         | Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.               |          |        |                             |
|                         | This armor consists of a fitted metal chest piece worn with supple leather. Although it leaves the legs and arms relatively unprotected, this armor provides good protection for the wearer's vital organs while leaving the wearer relatively unencumbered. |          |        |                             |
| <b>Potion</b>           |  |          |        |                             |
| 1                       | Elixir of Health   | 1,000 gp | 0.5    | Magic                       |

Description

When you drink this potion, it cures any disease afflicting you, and it removes the blinded, deafened, paralyzed, and poisoned conditions. The clear red liquid has tiny bubbles of light in it.

Potion Notes

Drinking or administering a potion takes an action.

- |   |                    |       |     |       |
|---|--------------------|-------|-----|-------|
| 1 | Potion of Climbing | 42 gp | 0.5 | Magic |
|---|--------------------|-------|-----|-------|

Description

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

Potion Notes

Drinking or administering a potion takes an action.

- |   |                           |          |   |  |
|---|---------------------------|----------|---|--|
| 1 | Potion of Fire Resistance | uncommon | 0 |  |
|---|---------------------------|----------|---|--|

When you drink this potion, you gain resistance to fire damage for 1 hour.

Potion Notes

Drinking or administering a potion takes an action.

- |   |                  |           |   |  |
|---|------------------|-----------|---|--|
| 1 | Potion of Flying | very rare | 0 |  |
|---|------------------|-----------|---|--|

When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

Potion Notes

Drinking or administering a potion takes an action.

- |   |                                |                |     |       |
|---|--------------------------------|----------------|-----|-------|
| 1 | Potion of Frost Giant Strength | 501 - 5,000 gp | 0.5 | Magic |
|---|--------------------------------|----------------|-----|-------|

Description

When you drink this potion, your Strength score changes to 23 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a Frost giant.

Potion Notes

Drinking or administering a potion takes an action.

- |   |                           |                   |   |  |
|---|---------------------------|-------------------|---|--|
| 6 | Potion of Greater Healing | 150 gp (uncommon) | 0 |  |
|---|---------------------------|-------------------|---|--|

You regain 4d4 + 4 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

Potion Notes

Drinking or administering a potion takes an action.

- |   |                                |                |     |       |
|---|--------------------------------|----------------|-----|-------|
| 1 | Potion of Stone Giant Strength | 501 - 5,000 gp | 0.5 | Magic |
|---|--------------------------------|----------------|-----|-------|

Description

When you drink this potion, your Strength score changes to 23 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a Stone giant.

Potion Notes

Drinking or administering a potion takes an action.

- |   |                           |                   |     |       |
|---|---------------------------|-------------------|-----|-------|
| 1 | Potion of Supreme Healing | 5,001 - 50,000 gp | 0.5 | Magic |
|---|---------------------------|-------------------|-----|-------|

Description

You regain 10d4 + 20 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

Potion Notes

Drinking or administering a potion takes an action.

- |   |                           |          |   |  |
|---|---------------------------|----------|---|--|
| 1 | Potion of Water Breathing | uncommon | 0 |  |
|---|---------------------------|----------|---|--|

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

Potion Notes

Drinking or administering a potion takes an action.

Ring

- |   |                  |          |   |  |
|---|------------------|----------|---|--|
| 1 | Ring of Swimming | uncommon | 0 |  |
|---|------------------|----------|---|--|

You have a swimming speed of 40 feet while wearing this ring.

Scroll

- |   |                           |       |   |       |
|---|---------------------------|-------|---|-------|
| 2 | Charm of Thunderous Smite | 47 gp | 0 | Magic |
|---|---------------------------|-------|---|-------|

#### Description

This spell scroll bears the words of a single spell, Thunderous Smite, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible.

Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

This spell scroll's saving throw DC 13 and attack bonus +5.

A wizard spell on a spell scroll can be copied just as spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

#### Weapon

|   |                    |       |    |  |
|---|--------------------|-------|----|--|
| 1 | Crossbow, Heavy    | 50 gp | 18 | Ammunition (range 100/400), heavy, loading, two-handed |
| 2 | Dagger             | 2 gp  | 1  | Finesse, light, thrown (range 20/60)                   |
| 2 | Handaxe            | 5 gp  | 2  | Light, thrown (range 20/60)                            |
| 1 | Hew, +1 Greatsword |       | 6  | Heavy, two-handed                                      |

(DM assigned as Greatsword, not battleaxe)

Beneath the coins is a rusty old battleaxe of dwarven manufacture. Runes in Dwarvish on the axe head read, "Hew," and the rust is misleading. Hew is a +1 greatsword that deals maximum damage when the wielder hits a Goblinoid. The axe's creator was a dwarf smith who feuded with the orcs of a forest where he cut firewood. Whoever carries the greatsword feels uneasy whenever he or she travels through a forest.

|   |             |                   |   |                       |
|---|-------------|-------------------|---|-----------------------|
| 4 | Javelin     | 5 sp              | 2 | Thrown (range 30/120) |
| 1 | Orcsplitter | legendary (requir | 7 | Heavy, two-handed     |

A mighty axe wielded long ago by the dwarf king Torhild Flametongue, Orcsplitter is a battered weapon that appears unremarkable at first glance. Its head is engraved with the Dwarvish runes for "orc," but the runes are depicted with a gap or slash through the markings; the word "orc" is literally split in two.

You gain the following benefits while holding this magic weapon:

\* You gain a +2 bonus to attack and damage rolls made with it.

\* When you roll a 20 on an attack roll with this weapon against an orc, that orc must succeed on a DC 17 Constitution saving throw or drop to 0 hit points.

\* You can't be surprised by orcs while you're not incapacitated. You are also aware when orcs are within 120 feet of you and aren't behind total cover, although you don't know their location.

\* You and any of your friends within 30 feet of you can't be frightened while you're not incapacitated.

**Sentience.** Orcsplitter is a sentient, lawful good weapon with an Intelligence of 6, a Wisdom of 15, and a Charisma of 10. It can see and hear out to 120 feet and has darkvision. It communicates by transmitting emotions to its wielder, although on rare occasions it uses a limited form of telepathy to bring to the wielder's mind a couplet or stanza of ancient Dwarvish verse.

**Personality.** Orcsplitter is grim, taciturn, and inflexible. It knows little more than the desire to face orcs in battle and serve a courageous, just wielder. It disdains cowards and any form of duplicity, deception, or disloyalty. The weapon's purpose is to defend dwarves and to serve as a symbol of dwarven resolve. It hates the traditional foes of dwarves—giants, goblins, and, most of all, orcs—and silently urges its possessor to meet such creatures in battle.

|   |                |        |   |                       |
|---|----------------|--------|---|-----------------------|
| 1 | Shortsword, +1 | 250 gp | 2 | Finesse, light, magic |
|---|----------------|--------|---|-----------------------|

#### Description

Magic weapons are unmistakably finer in quality than their ordinary counterparts. You have a +1 bonus to the attack rolls and damage rolls you make with this weapon.

#### Wonderous

|   |                |  |   |  |
|---|----------------|--|---|--|
| 1 | Dwarven Brandy |  | 5 |  |
|---|----------------|--|---|--|

One small cask is filled with an exceptional dwarven brandy, which the goblins overlooked because of its size. The cask contains the equivalent of twenty glasses. A character who imbibes a glass of brandy regains 1 hit point and gets 1d4 temporary hit points for 1 hour, but a character (Dwarves make a save) who drinks two glasses within 1 hour becomes poisoned for 1 hour.

#### Wondrous Item

|   |                  |                   |   |  |
|---|------------------|-------------------|---|--|
| 1 | Amulet of Health | rare (requires at | 0 |  |
|---|------------------|-------------------|---|--|

Your Constitution score is 19 while you wear this amulet. It has no effect on you if your Constitution is 19 or higher without it.

#### Amulet Notes

A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. The Player's Handbook lists many gods in the multiverse and their typical symbols. A cleric or paladin can use a holy symbol as a spellcasting focus, as described in chapter 10. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

|   |                        |                   |   |       |
|---|------------------------|-------------------|---|-------|
| 1 | Lost Crown of Besilmer | legendary (requir | 1 | Magic |
|---|------------------------|-------------------|---|-------|

This dwarven battle-helm consists of a sturdy open-faced steel helmet, decorated with a golden circlet above the brow from which seven small gold spikes project upward. You gain the following benefits while wearing the crown:

- \* You have resistance to psychic damage.
- \* You have advantage on saving throws against effects that would charm you.
- \* You can use a bonus action to inspire one creature you can see that is within 60 feet of you and that can see or hear you. Once before the end of your next turn, the inspired creature can roll a d6 and add the number rolled to one ability check, attack roll, or saving throw it makes. This uses 1 charge from the crown. It has 3 charges, and it regains 1d3 expended charges daily at dawn.