

CHILDREN OF THE EARTH



IN THE BEGINNING, THE DWARVEN CREATOR God crafted his subjects from stone and gave them life. Though most dwarves are creatures of flesh and blood, this article details three dwarven subraces who trace their heritage to the bones of the earth.

WRITING CONNORS
COLOR ART CAT LU
EDITING JAMES J. HAECK
LAYOUT ERIC LIFE-PUTNAM

FLINT DWARVES

Crafted from an adaptable, yet flaky stone, flint dwarves are physically strong but emotionally volatile. Flint dwarves now dwell in isolated pockets of wilderness not claimed by anyone else and have come to be known as “wild dwarves.”

Nomadic Exiles. The flint dwarves were instilled with the spirit of adaptability and survivability. They were given a jovial temperament to serve as the mediators between dwarven tribes, but their mistreatment at the hands of their kin has made the flint dwarves volatile and wild. While they are leaner and less sturdy than other dwarves, they are still strong and stout-hearted. Yet, some dwarves were wary of their slim-featured cousins, and decided they did not want the odd-looking, talkative flint dwarves to be their emissaries to human lands, and banished them.

Today, flint dwarves can be found living in small stone huts in the wild areas of the world, and their unkempt appearance suggests they have adapted well to their new homes.

The Spark. Wild dwarves rarely become adventurers, and those who do are said to have “the spark.” Just as a strike from flint can produce fire, the spark happens suddenly and violently. A personal tragedy or a life-and-death confrontation may create this spark. A dwarf with the spark is obvious to all other flint dwarves; they can see the spiritual flame burning within them, fuelling their wanderlust and newfound sense of purpose. They will then venture into the world with a sense of discovery and willingness to interact with other races—a re-emergence of what flint dwarves’ original purpose.

Racial Traits

As a flint dwarf, you weigh less than other dwarves (averaging 130 pounds), and have a shorter life span (250 years). Your skin is cracked and ranges from light gray to whitish-pink, and your hair is shock-white. You are hardy and possess a strong will to survive.

Ability Score Increase. Your Strength score increases by 1.

Wild Lunge. Whenever you make a melee weapon attack with a spear or a weapon with the reach property, you can switch places with the target as a bonus action.

Inner Fire. You have advantage on saving throws made to overcome a spell’s ongoing effects.

JADE DWARVES

In many lands, jade is valued as protection against corruption and disease. Jade dwarves were created from this stone as personification of this ability to withstand foul energies. Sometimes called “celestial” or “exalted,” jade dwarves are rare and their holds are always found bordering regions that are cursed, overrun with undead or fiends, or tainted in some other way. They are almost otherworldly in nature and consider themselves the supreme guardians of civilization and all that is good.

Icons of Beauty. Beautiful is not a word commonly associated with dwarves, but it is embodied in the jade dwarves and everything they create. Whilst most craftsdwarves’ art favors functionality over form, jade dwarves approach all their creations with an equal measure of



Open Game Content

The game rule information in this article is designated Open Game Content. All of the other material in this article, including maps and illustrations (including illustrations in the public domain), narrative and descriptive text, character and place names, trade dress, “EN Publishing,” “EN World,” “EN5ider,” EN Publishing product and article titles, and EN World and EN Publishing logos, are designated Product Identity.



beauty. Jade dwarf holds are immense structures of unparalleled splendor. These grand holds are built atop mountains or craggy hills. Clusters of these holds are often built in close proximity, and clans of jade dwarves often engage in friendly, seasonal competitions.

Some jade dwarves are concerned that outsiders fetishize them for their beauty, ignoring their contributions to the art of magic and to dwarven society at large.

Beacons of Hope. Jade dwarves view the people of the world as members of their clan, and they are willing to lay down their lives for their family. Their society teaches that even the most depraved mortal can be redeemed, but that monsters and beasts are beyond salvation. They do whatever they can to help those in need and combat creatures such as undead, fiends and aberrations—anything that brings evil, tainted or unnatural forces to the world. They are not content with holding back the tide; they take the battle to their enemies.

It is easy for a jade dwarf to find reason to adventure; many are unwittingly thrown into adventure just because they wished to help someone in need.

Racial Traits

As a jade dwarf, your skin ranges from mint green to green-grey, and your dark eyes have no pupils. Your hair varies from brown to grey, but can also be streaked with green, or totally dark green if you are member of a noble house.

Ability Score Increase. Your Charisma score increases by 1.

Dwarven Combat Training. You have proficiency with the shortsword and longsword in addition to other weapons granted by your Dwarven Combat Training.

Incorruptible Body. You have advantage on saving throws made to resist or remove disease and have resistance to necrotic damage.

True Altruist. You have proficiency in the Medicine skill.

OBSIDIAN DWARVES

The extremely tough and durable obsidian dwarves were created with hearts of basalt and magma flowing through their veins. They were the first dwarves, but the Creator abandoned them in the primordial fires, considering them a failed experiment. This slight was not forgotten, and an army of vengeful obsidian dwarves tried to overthrow their Creator. Their legion was divided by one idealistic obsidian dwarf who saw revenge as the path to total damnation; should they strike back in anger against their Creator, they would forever be seen as creatures of evil.

Legacy of Good and Evil. Though the obsidian dwarves were turned from their path of vengeance and went to live in peace with their kin, there are those who still want revenge against the god of all dwarves. These vengeful few make sinister pacts with a primordial monster they call the Devouring Flame, and form secret societies in ancient lava tubes beneath their volcanic cities, sharing eldritch secrets and seeking ways to destroy the Creator and those who follow him.

Social Mask. Obsidian dwarves have few major cities, and most have assimilated into other societies. In public they adopt the style of their host civilization, but they rarely regard those practices in private. When they are not bound by society's expectations, they are free to practice their own culture and rituals in the privacy of their own homes. The few obsidian cities that do exist are found in volcanic crags, near sulphurous hot springs, and even deep in the sun-scorched desert.

Rites of Consumption. All obsidian dwarves practice rituals that humans would call cannibalism. In its purest form, the Rites of Consumption honor the fallen. Though the Rites are often misunderstood, obsidian dwarves do not eat the flesh of intelligent creatures as an act of evil or intimidation; it is their way of honoring life, death, and rebirth. Obsidian dwarves have no grave sites; family members are consumed by their clan and their stony bones are displayed in

their hall. Ritual specifics vary from clan to clan or even within the clan depending upon the flesh to be consumed. The flesh may be eaten raw, cleansed in fire, or require the eating of specific body parts, such as the heart.

But even these sacred rites have been perverted by the devotees of the Devouring Flame. These blasphemers eat defeated enemies and defile their corpses to consume their fallen foe's vitality. To these evil creatures, the Rites of Consumption have been twisted into a weapon, used to terrorize their foes. The Devouring Flame sees all bodies consumed in a corrupted Rite as a tribute to its malevolent decadence, and grows stronger with every sacrifice.

Racial Traits

As an obsidian dwarf, your black skin is perfectly smooth and glassy, and flickers beautifully in firelight. Your eyes reflect your fiery heritage, like black coals or scarlet embers. Your hair may be wild and tangled, but can be dreadlocked, singed by fire, or ritually burned away.

Ability Score Increase. Your Intelligence score increases by 2.

Cold Sensitivity. You have disadvantage on all Strength, Dexterity and Constitution saving throws when the temperature around you is 32 degrees Fahrenheit (0 degrees Celsius) or below.

Magma Born. You have resistance to fire damage. You also have advantage on all saving

Flesh Feast

The evil rituals practiced by Devouring Flame's faithful grant them great power. During a short or long rest you perform a short ritual and consume the flesh of a creature. After completing this ritual, you have this advantage on ability checks and saving throws for a single ability (see below) until you use this feature again or you complete a short or long rest. To provide you with this bonus, the consumed creature must be:

1. Be a dragon, giant, humanoid, or monstrosity.
2. Killed by you. You don't have to be the one to reduce it to 0 hit points, but you must have participated in the combat in which it was killed.
3. Have at least one ability score of 16 or higher. You gain advantage on checks and saving throws tied to this ability score. If the creature has multiple ability scores of 16 or higher, you choose which one this bonus applies to.

throws made to resist suffering a level of exhaustion due to dehydration or heat.

Obsidian Shards. When you are injured in battle, splinters of your glassy skin shatter in your enemies' direction. Hostile creatures within 5 feet of you when you take bludgeoning, piercing, or slashing damage must make a Dexterity saving throw or take 1d6 slashing damage. The DC of this saving throw is equal to 8 + your proficiency bonus + your Charisma modifier. 🗡️

