

## Spells

## Saving Throw

Dwarves do not use magic and are somewhat immune to its effects; they receive a +4 bonus on saving throws vs. magic (whether or not the alternate "Saving Throw Matrix" is used).

Languages
For campaigns that give each race its own dialect, Dwarves should be able to speak with gnomes, goblins, orcs, and kobolds.

## Race \& Class Features

Fighting Giants
Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting dwarves, and only inflict half the normal damage against them.

Keen Detection
Dwarves are good at spotting traps, slanting passages, and construction while underground (1-4 on a d6 when searching, 1-2 on a d6 if just passing by).

Darkvision up to 60 feet

## Equipment \& Magic Items

## Experience

Next Level:


