

This document details the progression and class details for dwarven rune priests.

DWARVEN RUNE PRIEST

Description: Although most of the members of this ancient race are dour and practical, some dwarves are called forth by the divine, becoming fervent worshipers of one god or another. These exceptional individuals are often almost fanatical in their devotion to the higher being who touched their souls, and will defend their faith to their last breath.

The dwarven concept of worship differs from the ways of men. To a dwarf, the greatest act a living being can commit to is the act of creation. Similarly, dwarven priests value craftsmanship over everything, and to them the meditative act of making things is the greatest form of adulation they can offer their deity. Dwarven rune priests are often great craftsmen in their own right, and it would seem that there is a distinct connection between dwarven religious fervour and the focus required to become a master craftsman.

Dwarven rune priests are often castaways from their own race, owing to the natural disdain the general dwarven population holds for the gods. Those who remain among their brethren are often the servants of gods of industry and commerce, as their skills and insight are greatly valued among the dwarven communities. Dwarven rune priests of more ephemeral deities are often wandering preachers, tending to small nomadic groups of the faithful, and bringing the works of their god to the unfaithful everywhere.

Hit Points: A dwarven rune priest gains d8 hit points each level.

Weapon training: Dwarven rune priests are trained in the weapons used by the followers of their deity and warhammers, as the dwarven ethos holds the hammer as the greatest tool of creation. Dwarven rune priests may wear any armor unless their deity forbids it, and their spellcasting is not hindered by its use.

Alignment: Dwarven rune priests must follow the alignment of their god. Lawful rune priests are often highly regarded members of their own communities, while neutral or chaotic rune priests almost always become castaways and wanderers.

Infravision: Dwarven rune priests retain the dwarven 60' infravision.

Slow: Dwarven rune priests have a base movement speed of 20', as opposed to the 30' of taller races. The gods rarely remold the clay they call to their cause.

Dwarven sense of smell: Dwarven rune priests are as apt in sniffing out treasure as the rest of their brethren. A dwarven rune priest can tell the direction of a strong concentration of gold

and gems within 100', and smaller amounts down to a single coin can be smelled as well, but have lower scent ranges (down to 40') and require concentration¹.

Hammer and bulwark: As part of their training and traditional rites of passage, dwarven rune priests receive an additional d14 action die like other dwarves. This can only be used to bash with a shield (dealing d3 damage, more if the shield is spiked or weighed).

Caster level: A dwarven rune priest's caster level represents their perceived standing among the faithful. A rune priest's caster level is usually simply their character level, but may be increased by magnificent acts of faithful worship (see *Creation is worship* below), or relics of their faith.

Magic: Their gods grant dwarven rune priests access to idol magic. This functions exactly as the idol magic used by clerics, with a few exceptions. For one, dwarven rune priests *cannot sacrifice items to get rid of disapproval*. The thought of squandering wealth like that is an abomination to the dwarven ethos, which also states that it is better to suffer your god's ire than to try and escape it. Secondly, dwarven rune priests value material wealth, and thus their power is increased through their vestments (see *Vestments of value* below).

Vestments of value: The dwarven racial greed manifests in rune priests as a strong belief in displaying wealth in the glory of their god. Rune priests dress in the most valuable gear of the highest craftsmanship they can afford, and take great pride in their ritual vestments, always crafting the runic liturgies of their deity on their equipment so that all may see them. Dwarven rune priests gain a +1 to all of their spell checks for every 500 gp² worth of mundane equipment they wear or display at any given time, as long as this gear is inscribed with the runic scriptures of their deity. Magical gear is priceless, and thus does not count towards this bonus.

Turn unholy: Dwarven rune priests can use their faith to repel the unholy, just as their human brethren.

Lay on hands: Dwarven rune priests can heal others by laying on hands, much like human clerics. When doing so, use Table A found below instead of the table found in the DCC rulebook.

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	1	1	Failure
14-19	2	2	1
20-21	3	3	2
22+	4	3	3

Table A: Dwarven rune priest lay on hands

Creation is worship: To dwarves the greatest act of worship is the creation of something long-lasting and worthwhile and dedicating it to the glory of their deity. Dwarven clerics can

1 Note that dwarven rune priests do not receive a bonus to finding underground constructions: their youth has been spent listening to the revelations of their deity, and thus their focus has been on the world above, rather than the caves below.

2 Judge's should feel free to balance this value based on their campaign economy.

permanently increase their caster level by one by spending 1000 gp³ on the creation of something permanent that glorifies their deity. These projects are often related to the rune priest's previous occupation, and the rune priest usually takes part in the construction. The completion of a project like this should take at least weeks, if not months or years. The bonus persists as long as the created work remains extant and known in the world.

Stubborn even in death: The dour and stubborn nature of the dwarven race is reflected in their religious fervour. When battling the foes of their faith, a rune priest may beseech their god to grant them a glorious death in the service of the divine. If brought to 0 HP or below while fighting creatures unholy to their god, a dwarven rune priest may ask to be resuscitated to win the conflict: they gain full hit points until they fall again or the enemies of their faith are destroyed or routed, after which they return to their previous condition. No healing will bring them back from this death, but their body may be recovered as normal (requiring a successful roll below their Luck). If they survive their disapproval range is increased by +10 until they resolve the crisis of faith following from this ordeal.

Languages: At 1st level a dwarven rune priest automatically knows Common, the dwarven racial language and one additional language, determined based on their deity. A dwarven rune priest knows one additional language per two points of Intelligence modifier, as they have spent most of their time in meditation rather than study and exploration.

Action dice: A dwarven rune priest may use their action dice for attacking or spell checks.

Table B: Dwarven Rune Priest											
Level	Attack	Crit die / table	Action die	Ref	Fort	Will	Spells known by level				
							1	2	3	4	5
1	+1	1d8/III	1d20	+0	+1	+1	3	-	-	-	-
2	+2	1d8/III	1d20	+0	+1	+1	4	-	-	-	-
3	+2	1d10/III	1d20	+0	+2	+2	5	2	-	-	-
4	+3	1d10/III	1d20	+1	+2	+2	6	3	1	-	-
5	+4	1d12/III	1d20+1d14	+1	+2	+3	6	4	2	-	-
6	+5	1d12/IV	1d20+1d16	+2	+3	+4	7	5	3	-	-
7	+6	1d14/IV	1d20+1d16	+2	+3	+4	7	6	4	1	-
8	+7	1d14/IV	1d20+1d20	+2	+4	+5	7	6	4	2	-
9	+8	1d16/IV	1d20+1d20	+3	+4	+5	8	6	4	3	1
10	+8	1d20/IV	1d20+1d20	+3	+5	+6	8	7	5	3	2

Table B: Dwarven rune priest advancement

Titles: Dwarven rune priest follow the hierarchy and titular progression of their chosen deity.

Deities: Dwarven rune priests may follow any deity that calls them to their cause. Refer to the DCC rulebook for a list of the deities of the eternal struggle, or apply your own.

³ Judges should feel free to vary this price based on their campaign economy. And yes, this is an explanation for the complex and magnificent sewer systems found in simple towns: a dwarven ratcatcher-turned-rune priest built them in the glory of their god, of course.