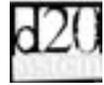# Heroes of High Favor:
DWARVES

A d20 Supplement
by Benjamin R. Durbin

Sample Pages

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Credits

Rune-Priest

Dwarves have a conflicting dual nature, approaching both creation and destruction with an almost religious fervor.

This dual nature is nowhere more apparent than in the creation of the beautiful instruments of war with which the dwarves gird themselves. Their craftsmen toil for weeks, months, years to produce the most awe-inspiring weapons and suits of armor, laced with intricate dwarven runes-- only to take these masterpieces to the battleground, where they are soon beaten, bloodied, and besmirched with gore.

But dwarves are ever practical, and the intricate runework serves as more than mere decoration: dwarven runes secure the attention of their gods, and a dwarf with the knowledge, wisdom, and force of will to invoke these runes can call upon divine power. Scattered throughout their battle lines, dwarves rely on highly trained warrior-priests to call upon this divine power and bring victory to their people. Clad in baroque armor and wielding rune-covered weapons, the *rune-priest* becomes a nexus of faith, inspiration, and divine might.

Role in Dwarven Society

Dwarves are very religious, with each dwarf feeling an almost familial attachment to the various dwarven deities. Every dwarf claims, and rightly so, to be descended from the All-Father, the Soul-Forger himself. As such, the rune-priests are highly valued members of the community, as their connection to the gods is even more evident by nature of the miracles they can perform.

The rune-priests are encouraged by the clan to pursue a career in either the military or the clergy; the two choices are equally pragmatic and honorable. Dwarves who follow the priesthood to the exclusion of all else tend to stay behind for the protection of the stronghold, while warrior-priests are more likely to be found on their borders and battlegrounds, where the need is greatest.

Role within the Adventuring Party

Every adventuring company welcomes a fighter-cleric to their ranks. Their fighting skills carry them through the fight, and their clerical skills patch them up and carry them on to the next one.

In addition to healing, the fighter-cleric has access to many spells, such as *endurance* and *bull's strength*, that enhance the fighting prowess and survivability of the entire group.

Fighter-Cleric

You may play a rune-priest by multiclassing as a fighter-cleric and making use of the dwarven Rune feats presented in Chapter Two. Certain Rune feats are best represented by simply taking the appropriate bonus fighter feat.

Fighter-clerics benefit from nearly every ability score, but there is room to reduce certain attributes. Wisdom will remain important, but as you are unlikely to advance into the highest levels of spellcasting, you can easily get by in the 14-16 range.

After Wisdom, Strength and Charisma should be your focus. Strength can begin at 13 (in order to qualify for certain fighter feats, such as those along the Power Attack feat path) and can be increased later when you gain attribute advances. Charisma can remain fairly low, as it is often more expedient for a fighter-cleric to simply hack apart low-level undead than it is to turn them. However, if you wish to make use of the Rune feats presented earlier in this book, a high Charisma can super-charge their effect.

Dexterity is probably the most easily sacrificed, as clerics can wear heavy armor without sacrificing spellcasting ability.

Rune-Priest

The rune-priest battles his way to victory, not by his own strength alone, but with divine guidance. By adorning his weapons and armor with powerful runes, he commands the favor of the gods.

Hit Die: d8

Requirements

Base Attack Bonus: +4
Craft: 4 ranks each in any two of armorsmithing, weaponsmithing, blacksmithing, or stonemasonry
Knowledge (Dwarves): 6 ranks
Feats: Martial Weapon Proficiency (all), dwarven Rune feat (any one), Weapon Focus (favored weapon of patron deity)
Special: must receive granted powers from any two dwarven domains

Class Skills

The rune-priest's class skills (and the key attribute for each skill) are: Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Heal (Wis), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Scry (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier

Class Features

Weapon and Armor Proficiency
The rune-priest is proficient with all simple and martial weapons, with all armor, and shields. Note that armor check penalties apply to certain skills when wearing armor heavier than leather.

Spells Per Day
A rune-priest has the ability to cast a small number of divine spells, chosen from the Rune-priest spell list below or from his list of dwarven domain spells. This spellcasting ability is seperate from any spellcasting ability he may receive from any other class. Rune-priests cast divine spells as a cleric, and receive bonus spells for high Wisdom. When the rune-priest gains 0 spells of a given level, such as 0 2nd-level spells at 2nd level, he gains only bonus spells.

Additional Domain
The rune-priest gains access to an additional domain chosen from his deity's list of domains. The rune-priest gains the granted power of the additional domain and may add the spells from the new domain to the Rune-priest spell list (see below).

Bonus Rune Feat
Rune-priests rapidly gain knowledge with a variety of dwarven runes, and their armor and weapons soon become covered in powerful runes. At 2nd level and every other level thereafter, the rune-priest may choose a bonus Rune feat (found in Chapter 2 of this book). The character must otherwise meet all of the prerequisites of the chosen feat.

Runecraft
Beginning at 3rd level, a Rune-priest may add his class level to his Craft check when attempting to add a Rune to an item. The bonus applies only to the Rune itself, not to any other masterwork component.

Table 3: Rune-Priest						*Spellcasting*				
Level	BAB	Fort	Ref	Will	Abilities Gained	1	2	3	4	5
1	+1	+2	+0	+2	Additional domain	1	-	-	-	-
2	+2	+3	+0	+3	Bonus Rune feat	2	0	-	-	-
3	+3	+3	+1	+3	Runecraft	2	1	-	-	-
4	+4	+4	+1	+4	Bonus Rune feat	3	2	0	-	-
5	+5	+4	+1	+4		3	2	1	-	-
6	+6	+5	+2	+5	Bonus Rune feat	3	3	2	0	-
7	+7	+5	+2	+5	Divine inspiration	3	3	2	1	-
8	+8	+6	+2	+6	Bonus Rune feat	3	3	3	2	0
9	+9	+6	+3	+6		3	3	3	2	1
10	+10	+7	+3	+7	Bonus Rune feat	3	3	3	3	2

DIVINE INSPIRATION

The Rune-priest may call upon the favor of the gods to enhance his spellcasting. As a free action, the rune-priest can expend one of his daily turning attempts (if any) to increase his divine spellcasting ability for the current round.

For all level-dependent effects of the next divine spell he casts, the rune-priest may add his rune-priest caster level to any other divine caster levels he may have from other classes, and determine the effect of the spell based on the improved caster level. This increase in caster level only affects level-dependent effects of the spell being cast. It does not grant access to new spell levels.

Rune-priest Spell List

Rune-priests' spells signify their mastery of runes and practical battlefield magic.

1st Bless, Command, Cure Light Wounds, Deathwatch, Divine Favor, Doom, Entropic Shield, Erase, Magic Weapon, Remove Fear, Shield of Faith

2nd Aid, Augury, Bull's Strength, Cure Moderate Wounds, Endurance, Gentle Repose, Remove Paralysis, Shield Other, Spiritual Weapon

3rd Cure Serious Wounds, Dispel Magic, Greater Magic Weapon, Glyph of Warding, Magic Vestment, Prayer

4th Cure Critical Wounds, Death Ward, Divination, Divine Power, Explosive Runes, Neutralize Poison, Sending, Status, Tongues

5th Atonement, Commune, Flame Strike, Greater Command, Hallow, Healing Circle, Mark of Justice, Raise Dead, Righteous Might, Scrying, Spell Resistance, True Seeing

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