
THE WATER DWARVES

LEUGART

The long forgotten leugar are dwarves who thrive in their underwater complexes, living largely through the will of their powerful magi leaders.

Leagues under the ocean, in impossible to reach seas, these unrecognisable dwarves mine into the seabed creating caves. Generations into this life, they long since stopped hoping that their cold and wrinkled skin would ever see real sunlight again.

Cursed to the Depths. Once slaves under the control of mind flayers in the Underdark, the evil god Laduguer saved them. Many were eternally grateful of Laduguer, but not these dwarves. Furious at their disrespect, the god banished them... but not as far as he had hoped. Very much still on the material plane, these dwarves found themselves in complete darkness.

The darkness was broken by a female by the name of *Leugart*, whose magic crackled through the hot, damp cave bringing light. Her magic was their only source of food and water for many days in the cave. Unsure what to do, the dwarves dug upwards towards the surface. To their horror, water began rushing into the cave from the freshly broken hole. Again, Leugart came to the rescue and tapped into her magic to allow the dwarves to breath within the water.

Hours of swimming upwards left only more ocean above them. They returned to their flooded cave and began to build.

When Leugart died, she left behind four daughters. Fortunately for the dwarves within the newly forged cave systems, they each had their mother's innate magic. For generations this continued, grandchildren of Leugart giving life to the dwarves.

Before too long, the greed of the dwarves returned, and rivalries began amongst the Leugart children. Some seeing themselves as kings or queens, whilst others seeing themselves as fathers and mothers. Factions formed and spread out through the marine cities, thousands of miles at the bottom of a sea.

Gods and Omens. Where were the gods when the mind flayers sapped their will? Why was Laduguer – another slaver by all but name – the only one to offer help to them? And where were the gods now? The leugart dwarves seek no solace in gods any more, and they ask nothing of them because there's no evidence that they can deliver. Surely at this depth, so far out of sight, there's not even a need to fear them.

They have more pressing fears: the safety of the Leugart line, and the dark beasts they see pass by the edge of their torchlight. It has never been close enough in the dark mists of the water for anyone to catch a good glimpse of it. It moves fast and without leaving much of a disturbance in the water around it. Whilst no one has ever been attacked by the beasts that lurk outside, it can only be bad news.

Torm's Gift. When the dwarves who would become *leugart* stood before a crossroad that lead to evil, or to death Torm paid attention. They turned their back on the evil and awaited their fate – it came swiftly, and it came in eternal darkness. It was in that moment that Torm decided what they had done deserved recognition, and he repaid them with a second chance.

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Torm and Laduguer battled in that instant, and Laduguer's banishment only half succeeded. Instead of an eternal life of pain, the leugart were hidden and kept safe. But Laduguer was vengeful, and their safety would not last forever. So another helping hand was given by the god.

DWARF OF LEUGART

Subrace. (In order to play a leugart dwarf, you'll need a jolly good reason how the dwarf came to the surface.)

As a leugart dwarf, you find yourself much more at home in water. On the surface, you would only resemble other dwarves in a certain light: the skin has lost its tautness, and beard and hair are damaged by years of salt water.

Additional Language. The dwarvern time in the Underdark has meant Undercommon was one of the common languages used and taught.

Ability Score Increase. Your Dexterity score increases by 2.

Home Advantage. Swim speed of 40ft.

THE OCEAN GAUNTLET

The deepest ocean in the world sinks further than the lowest parts of the Underdark, further and deeper until frozen waters begin to warm again from the core of the planet. Here, swimming eternally around the leugart dwarves, lives the impossibly sized beast without a name.

It's snaking body moves silently through the water eating algae growing around the rocks and warm soil of the ocean floor. A long tongue sweeps the ground, coarse enough to scratch away the hardiest of flora.

Ripplesense. Its eight, large, black sensitive orbs around its head are always feeling for movement in the water, or letting it know when it reaches the obstructions. It would know immediately if something came nearby. Though, as of yet, nothing every has, except for the dwarves.

Timid and curious. Its instinct is to hide and stay undetected, even from those it's protecting. Hiding above all, and only appearing to protect the leugart from danger. However, it is hard for the beast. A curiosity eats at it, and it finds moments of reckless bravery to get close to the dwarves and peak into their lives.

Armor class: 22 (natural armor)

Hit points: 512

Speed: 80ft (swim)

Str: 27 (+8), Dex: 18 (+4), Con: 21 (+5), Int: 11 (+0), Wis: 15 (+2), Cha: 8 (-2)

Skills. Perception: +22, Acrobatics: +14, Stealth: +22

Damage immunities: Water.

Damage resistances: Magic

Senses: Ripplesense 320ft.

Languages: None.

Challenge: 23 (32,500 XP)

Legendary Resistance (3/Day). If it fails a saving throw, it can choose to succeed instead.

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Torm's Warning. Any number of targets within 320ft. which the creature feels will stumble upon the leugart hear a stern and simple message of warning to stay away.

ACTIONS

Bite. *Melee weapon attack:* +16 to hit, reach 15ft., three targets adjacent to each other. Hit: 2d10+9 bludgeoning damage.

If hit, target must make a DC: 18 Dex saving throw, or be drawn to within five feet of the creature.

Constrict. *Melee weapon attack:* +16 to hit, all targets within reach. Hit: 3d10+9 bludgeoning damage.

If hit, target must make a DC: 18 Dex saving throw, or become restricted.

Weak of Thought (Recharge 6). A targets concentration is shaken. They make a DC: 18 Constitution saving throw or lose concentration. If they miss the DC by more than 5, the target is unable to use any magic requiring concentration for the next minute.

Deaden Magic (Recharge 6). Any active magic within a 5ft. radius of the creature, including magical affects from potions and weapons, stop working immediately.