

Table 1

Duergar from Underdark	Duergar from Forgotten Realms Campaign Setting (Including information from PH, as indicated in FRCS)
<ul style="list-style-type: none"> +2 Constitution, –4 Charisma. These adjustments replace the hill dwarf ability score modifiers. 	<ul style="list-style-type: none"> +2 Constitution, –4 Charisma. Duergar are extremely withdrawn and guarded.
<ul style="list-style-type: none"> Medium size. Duergar have no bonuses or penalties due to their size. 	<ul style="list-style-type: none"> Medium size.
<ul style="list-style-type: none"> A duergar’s base land speed is 20 feet. Gray dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load. 	<ul style="list-style-type: none"> <i>Base land speed 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or whose speed is reduced in such conditions (From 3.5 PH)</i>
<ul style="list-style-type: none"> Immunities (Ex): Gray dwarves are immune to paralysis, phantasms, and poison. 	<ul style="list-style-type: none"> Immune to paralysis, phantasms, and magic or alchemical poisons (but not normal poisons). Duergar acquired immunity to some illusions and many toxic substances during their servitude to mind flayers.
<ul style="list-style-type: none"> Racial Bonuses: A duergar has a + 2 racial bonus on saves against spells and spell-like abilities, 	<ul style="list-style-type: none"> <i>+2 racial bonus on saving throws against spells and spell-like effects: dwarves have an innate resistance to magic spells.</i>
<ul style="list-style-type: none"> +4 racial bonus on Move Silently checks, 	<ul style="list-style-type: none"> +4 racial bonus on Move Silently checks. Gray dwarves excel in stealthy movement.
<ul style="list-style-type: none"> +1 racial bonus on Listen and Spot checks. 	<ul style="list-style-type: none"> +1 racial bonus on Listen and Spot checks.
<ul style="list-style-type: none"> +2 bonus on Appraise and Craft checks that are related to stone or metal 	<ul style="list-style-type: none"> <i>+2 racial bonus on Appraise or Craft checks that are related to stone or metal items: Dwarves are familiar with valuable items of all kinds, especially those made of stone or metal.</i>
<ul style="list-style-type: none"> +1 racial bonus on attack rolls against orcs (including half-orcs) and goblinoids. 	<ul style="list-style-type: none"> <i>+1 racial bonus to attack rolls against orcs (including half-orcs) and goblinoids (including goblins, hobgoblins, and bugbears): Dwarves are trained in the special combat techniques that allow them to fight their common enemies more effectively.</i>
<ul style="list-style-type: none"> Darkvision: A duergar has darkvision out to 120 feet. 	<ul style="list-style-type: none"> Darkvision up to 120 feet.
<ul style="list-style-type: none"> Stability: A duergar gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground. 	<ul style="list-style-type: none"> <i>Stability: Dwarves are exceptionally stable on their feet. A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).</i>
<ul style="list-style-type: none"> Stonecunning: This ability grants a duergar a +2 racial bonus on Search checks made to notice unusual stonework. A gray dwarf who merely comes within 10 feet of unusual stonework is entitled to a Search check as if she were actively searching, and she can use the Search skill to find stonework traps as a rogue can. 	<ul style="list-style-type: none"> <i>Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn’t stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can.</i>
<ul style="list-style-type: none"> A duergar can also intuit depth, sensing her approximate depth underground. 	<ul style="list-style-type: none"> <i>A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.</i>
<ul style="list-style-type: none"> Spell-Like Abilities: 1/day—<i>enlarge person</i>, <i>invisibility</i>. Caster level equals twice the duergar’s class level (minimum 3rd level). These abilities affect only the duergar and whatever she carries. 	<ul style="list-style-type: none"> Spell-Like Abilities: 1/day—<i>enlarge</i> and <i>invisibility</i> as a wizard twice the duergar’s level (minimum 3rd level). These affect only the duergar and whatever it carries.
<ul style="list-style-type: none"> +4 dodge bonus to Armor Class against giants. 	<ul style="list-style-type: none"> <i>+4 dodge bonus to Armor Class against monsters of the giant type (such as ogres, trolls, and hill giants): This bonus represents special training that dwarves undergo, during which they learn tricks that previous generations developed in their battles with giants. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it’s caught flat-footed, it loses its dodge bonus, too. The Monster Manual has information on which creatures are of the giant type.</i>

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<ul style="list-style-type: none"> Light Sensitivity (Ex): Duergar are dazzled in bright light (such as sunlight or a <i>daylight</i> spell). 	<ul style="list-style-type: none"> Light Sensitivity: Duergar suffer a –2 circumstance penalty to attack rolls, saves, and checks in bright sunlight or within the radius of a <i>daylight</i> spell.
<ul style="list-style-type: none"> Automatic Languages: Common, Dwarven, and Undercommon. Bonus Languages: Draconic, Giant, Goblin, Orc, and Terran. 	<ul style="list-style-type: none"> Automatic Languages: Dwarven, Undercommon, home region. Bonus Languages: Common, Draconic, Giant, Goblin, Orc, Terran.
<ul style="list-style-type: none"> Favored Class: Fighter. 	<ul style="list-style-type: none"> <i>Favored Class: Fighter. A multiclass dwarf's fighter class does not count when determining whether he takes an experience point penalty for multiclassing. (see XP for Multiclass Characters, page 60). Dwarven culture extols the virtues of battle, and the vocation comes easily to dwarves.</i>
<ul style="list-style-type: none"> Level Adjustment: +1. 	<ul style="list-style-type: none"> Level Adjustment +2: Duergar are more powerful and gain levels more slowly than most of the other common races of Faerûn. See the Powerful Races sidebar for more information.