

DUERGAR OF THE OBSIDIAN CITADEL

A Pathfinder Roleplaying Game Compatible TRIBES supplement by John Bennett



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DUERGAR OF THE OBSIDIAN CITADEL

A Pathfinder Roleplaying Game TRIBES supplement by John Bennett

Deep below a smoke-wreathed volcano dwells a black-hearted clan of duergar. From the vastness of the lightless halls of their Obsidian Citadel, they forge malevolent armour, weapons and items for any with the gold and bravery to deal with them. Such is their boundless greed and hatred of the surface dwellers, though, that the fruit of their labours often hold lurking, pernicious curses that strike down their wielder months or even years later.

So dour and obsessed with perfecting their craft are they, that the arts of beauty – music, poetry, painting and so on – are lost to them. Yet beauty they still crave. Thus they ride forth from their noxious smoke-wreathing mountain home atop wondrous silver steeds in search of fair maidens and talented artist to drag down to wilt away forever in the darkness deep below the earth.



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CONTACT US

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ERRATA

We like to think *Duergar of the Obsidian Citadel* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

John makes his lair in the tree-cloaked hills of New Hampshire. He enjoys heavy metal, beer and cigars as much as he enjoys playing RPGs. John has been writing since the age of 6 when he would narrate stories about dinosaurs and robots to his mother. He has a degree in film production and a pile of reject letters to go with his scripts. Currently, he is pursuing his Master's degree in Organizational Leadership. He is also striving to achieve at least one skill rank in Perform (guitar) but too little avail. Coerced into playing 1st edition D&D by an older (and bigger) kid in the neighbourhood at the age of 8, he would like to take a moment to thank his friend, Danny, for introducing him to the world of gaming many long years ago. While his friends and players know what he is talking about, John has been unsuccessful in explaining what bugbears are to his family and co-workers, the latter fleeing his office when he begins rambling.

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ALTERNATE CLASS FEATURES

Fighter: Sunder Specialist; **Rogue Talents (Minor):** Pernicious Invisibility, Invisible Stalker, Unseen Strike; **Wizard Focused Arcane Schools:** Abjuration (Armour), Evocation (Weapon)

NEW MAGIC ITEMS

GP	
3,000 gp +	<i>Circlet of Sorcery</i>
2,000 gp	<i>Dark Goggles</i>
7,500 gp	<i>Grappling Vest</i>
8,000 gp	<i>Net of Constriction</i>
12,500 gp	<i>Helm of Darkness</i>

STAT BLOCKS BY CR

CR		PAGE
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8	Obsidian Destroyer LE male duergar fighter (sunder specialist) 9	16
8	Obsidian Wizard LE male duergar expert 2/wizard (abjurer [armour]) 7	16
12	Kavar Teethgrinder LE male duergar expert 2/wizard (evoker [weapon]) 11	21
13	Reigal CE male duergar rogue 3/sorcerer (fey) 4/arcane trickster 7	19

NEW SPELLS

Armour Enervation (wizard 3): Reduce the effectiveness of the target's armour.

Geyser (wizard 2): Create an erupting geyser that deals damage.

Greed (wizard 5): Subject sees expensive objects as worthless.

Lava Bolt (wizard 2): Shoot fiery bolts of lava at enemies.

Obsidian Shards (wizard 3): A cone of obsidian shards flies from your hands.

Weapon Breaker (wizard 4): Armour damages weapons that strike it.

NEW TEMPLATES

Silver Creature; Gold Creature

NEW FEATS

FEAT	PREREQUISITES	BENEFIT
Blinding Blow	Improved Sunder, Power Attack, BAB +6	Blind an opponent temporarily if you destroy his armour.
Create Curse	Caster level 5	Add a curse to a crafted magic item.
Crushing Blow*	Improved Sunder, Power Attack, BAB +3	Stagger a target when you destroy his armour.
Extended Enlarge*		Add three to your caster level when using your <i>enlarge person</i> spell-like ability.
Extended Invisibility*		Add three to your caster level when using your <i>invisibility</i> spell-like ability.
Hand Crusher*	Improved Sunder, Power Attack, BAB +6	When destroying a weapon also damage the hand holding it.
Two-Handed Weapon Defence*	Proficiency with two-handed weapon, Weapon Focus with two-handed weapon, Weapon Specialisation with two-handed weapon, BAB +6	Gain a +2 bonus to AC, but only add your Strength bonus to damage dealt.

*Battle feat

DUERGAR OF THE OBSIDIAN CITADEL

Dwelling deep below a chain of active volcanoes, the Duergar of the Obsidian Citadel perfect the art of crafting instruments of war. These they sell for precious gold, or even better, trade for the innocent lives of others. Sallying forth from their noisome fortress, they use their natural stealth and invisibility to raid the surface world for the things they cannot produce – things of peerless beauty such as fair maidens, epic poetry and talented minstrels.

ECOLOGY & SOCIETY

The duergar dwelling in the sprawling fortress complex of the Obsidian Citadel live in a strict hierarchal structure. Ruled by a hereditary king, the heads of the clans form a small council to assist in governing. Intrigue and corruption are rife among the ruling class as clans jostle for power and influence. Yet, one thing they agree on is that every duergar must contribute to furthering the Obsidian Citadel's needs – creating the fine weapons, armour and other quality items for which it is famed.

To this end, duergar are apprenticed at an early age, taught to pump billows and bend steel with a hammer. When a duergar reaches adulthood, his training is further refined based on one of three competencies he has shown – strength, intelligence or guile. Separated from his fellows, he is taught either the arts of war, magic or stealth. A duergar who shows no skill at the forge brings great shame to his family and clan. He is either killed in an “accident” or exiled from the citadel. Only those with great strength (or rich parents) can redeem their honour by joining an elite force of duergar fighters, The Destroyers, who practice not the art of creation but destruction.

The duergar take great pride in their work, making them haughty and cruel when dealing with outsiders. Dedicated to their craft, they have lost the ability to create other things of beauty such as song, poetry and other forms of expressive, benign art. Yet their black hearts remember those things, craving them as much as their desire to forge instruments of war. To

fulfil this need, they sneak into the surface world, using their scouts and infiltrators to find beauty (whether objects or people) and steal them away to their lightless halls. Stealth and invisibility are their allies and few people outside the citadel suspect the duergar. What the duergar cannot steal, they trade for; flesh is even more valuable than gold to them.

Appearance: Physically, the duergar of the Obsidian Citadel appear much the same as others of their kind. However, a male's beard grows long and wispy and the females sport stringy, dark hair. Their armour is stained black and the stench of volcanic gases clings to them.

Male Names: Berg, Fiak, Hvittr, Kiljan, Povi, Ragn, Teis, Vafri.

Female Names: Daga, Impi, Malaat, Olu, Saaga, Ylva, Zylla.

Clan Names: Darkhelm, Kilaxe, Nightstar, Shattershield.

Religion: The folk of the Obsidian Citadel have little love for the gods, believing that the gods drove them deep into the earth because of their jealousy of the duergar's smithing skills. When a duergar finds religion it is usually through a dark power that offers them rewards, riches and dominion over their kin.

LAIRS

The majority of the duergar live in the vast cavernous halls of the Obsidian Citadel, named from the stone from which it is hewn. Laid out in a grid pattern, the king's palace sits at the centre. Tunnels of hot magma nearby, coupled with the heat from the numerous forges, causes the air to be oppressive and stiflingly hot. Numerous, well-patrolled tunnels lead deeper into the Ebon Realm. Other tunnels run to the surface, ending at cave entrances along the charred peaks of the volcanoes. It is these caves that the duergar use to trade with outsiders. Usually, a small forge sits in the cave so the duergar can work his craft when not dealing with, or stealing from, customers.

IN YOUR CAMPAIGN

Duergar of the Obsidian Citadel's design enables a GM to easily insert the featured tribe into a home campaign. The duergar can provide a source of magic weapons and armour to intrepid adventurers willing to risk dealing with them.

A group of duergar marauders laden with the latest spoils of their surface raids – objects and folk of great beauty – accidentally could run across a group of PCs.

Alternatively, those who have sold loved ones to the duergars often later have regrets and would willingly pay a group of adventurers to infiltrate the Obsidian Citadel to rescue those they hold most dear.

TRIBAL LORE

A character making a Knowledge (local) check may know some information about the tribe. A successful check reveals all information gained by a lesser check.

DC 12: The black armour identifies this stocky, gray-skinned humanoid as a Duergar of the Obsidian Citadel.

DC 17: The Duergar of the Obsidian Citadel are known for their fabulous weapons, armour and other items. However, some of those objects carry potent curses.

DC 22: The Obsidian Citadel secretly sends out raids against the surface world. The duergar hunt for people and objects of peerless beauty to brighten their barren halls.

COMBAT & TACTICS

The training the duergar receive at the Obsidian Citadel focuses on an individual's natural talents and innate magical abilities. Thus the strong become fighters, the nimble serve as scouts and the shrewd train to be wizards. Coupled with their ability to grow in size and turn invisible, the duergar have developed unique and deadly tactics.

Within the environs of the Obsidian Citadel, duergar warriors led by a captain make regular patrols, sweeping the numerous passageways leading in and out of the fortress. A typical hallway leading into the Obsidian Citadel is 20 ft. wide and 10 ft. high (to allow the duergar to make full use of their *enlarge person* ability). This way, two patrol members can hold the passageway while the others turn invisible to slip behind intruders from a connecting hallway. If given enough room, the enlarged duergar fan out about 5 ft. apart so they can use their reach while their allies shoot crossbows at enemies that get between them.

Additional, duergar bands patrol day and night in a ten-mile radius on the surface, relying on their Survival skill to navigate the harsh landscape. Patrols above ground make extensive use of scouts who range ahead to warn of dangerous monsters and possible intruders. Because of the number of travellers coming to do business, the duergar offer to provide an armed escort through their land (for a hefty price, of course). Troublemakers are dealt with quickly and decisively.

In battle, half the warriors enlarge themselves and hem their enemies together while the scouts and other warriors turn invisible to surround or flank their foe, targeting lightly armoured and spellcasters first. The captain of the patrol typically charges his silver steed into clusters of the enemy.

The duergars' desire to possess objects of beauty drives them to frequently raid the surface world. Such groups consist of mostly scouts with one or two infiltrators, a wizard and a small contingent of warriors lead by a captain. The latter are mostly for protection and the guarding of slaves once they are acquired. The raiding party travels by night, using the duergar affinity for stealth to move through the surface lands undetected. Scouts slip into settlements to select potential targets like art objects, beautiful men or women, skilled artists and so on. Once a target has been selected, a Obsidian Infiltrator sneaks in to steal the item or victim. The infiltrator has 24 hours to make it back to his allies hiding outside the settlement before they give him up as lost and move on. If a duergar is caught in a town or city, it can be assumed a raiding party is nearby. Under no circumstances do raiding parties attempt to rescue captured allies. If discovered and attacked, the warriors, scouts and captain give their lives so that the wizard and infiltrators can escape. The life of an average duergar warrior is cheap compared to the training required to become a wizard or infiltrator.



THE OBSIDIAN CITADEL

The Obsidian Citadel lies under an inhospitable range of active volcanoes. Here, frequent lava flows change the surface of the landscape, geysers of noxious gas burst suddenly from the ground and giant flies lust for the blood of unprotected travellers.

Underground, the stifling heat of the duergars' forges clogs lungs and the unending darkness cloaks danger at every step. Offered below are some ideas the GM can use to make adventuring in and around the environs of the Obsidian Citadel more exciting. Additionally, Raging Swan's *Caves and Caverns* provides a host of terrain elements for travelling underground.

The Obsidian Citadel serves the duergar not just as a fortress but additionally as a community. Travel into the city is normally restricted to duergar only, but a few outsiders have been granted access. With the right palms greased, adventurers may gain closely monitored access to the Obsidian Citadel.

INTERIOR TERRAIN FEATURES

Within the Obsidian Citadel, intruders will experience several unique features of the duergars' home:

Echoes: The sounds of hammer on metal echo through the Obsidian Citadel increasing the DC of Perception checks made to hear by 2 per 10 ft., not 1.

Illumination: Darkness cloaks much of the citadel's interior. However, near forges and workshops enough light sources exist to provide dim illumination (20% miss chance).

Heat Exposure: Nearby magma and the heat generated from countless forges makes areas of the Obsidian Citadel exceedingly hot. A character in very hot passages (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armour of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description). Characters rendered unconscious begin taking lethal damage (1d4 points per hour).

Mazelike Corridors: The passageways leading in and out of the Obsidian Citadel are designed to confuse intruders. The smooth floors and walls are utterly featureless with numerous branching hallways frequently leading to dead ends. Travelling the corridors without a duergar guide requires a DC 15 Survival check per hour to avoid getting lost. A character may realize he is lost with a DC 20 Survival check (-1 per hour of travel). A lost character can regain his bearings with a DC 20 +2 per hours travelled Survival check. However, frequent duergar patrols means that few intruders stay lost for long.

LE small city

Corruption +4; Crime -2; Economy +2; Law +5; Lore +1; Society -1

Qualities insular, magically attuned, prosperous, racially intolerant (dwarves)

Danger +5

DEMOGRAPHICS

Government overlord; **Population** 7,500 (5,500 duergar; 2,000 other [slaves])

NOTABLE NPCs

Princess Vormarra Shattershield (LE female duergar fighter [dragon] 10)

Reigal (CE male duergar rogue 3/sorcerer 4/arcane trickster 7)

Kavar Teethgrinder (LE male duergar expert 2/wizard 11)

SURFACE TERRAIN FEATURES

The area around the Obsidian Citadel has several unique features:

Blood Flies: Swarms of engorged flies the colour of dried blood make this area home. The flies are exceptionally adept at finding vulnerable areas in armour and clothing to bite their victims. Unless suitable precautions are made to cover oneself head to toe, once a day, anyone travelling through this area must make a DC 14 Fortitude save or take 1d2 points of Constitution damage from the blood loss resulting from numerous fly bites.

Hot Geyser: The toxic fumes created as a by-product of the duergar smithies filter away through fissures and vents in the rock. Sometimes, pockets of these gases form and explode with sudden ferocity. A common geyser explodes in a 10 ft. radius and reaches a height of 15 ft. Anyone caught in the blast takes 3d6 points of fire damage (DC 15 Reflex halves). Additionally, anyone failing a Reflex save must make a DC 15 Fortitude save or be sickened by the fumes for 1d6 rounds. A typical geyser erupts for 2d4 rounds.

Lava Flows: Thick rivers of lava ooze across the blackened landscape. Contact with a lava flow deals 2d6 fire damage while a totally immersed character suffers 20d6 fire damage. Damage continues for 1d3 rounds after exposure to lava but only deals half damage. Lava that has significantly cooled deals 1d6 fire damage on contact and 10d6 fire damage to an immersed character, but does not continue to do damage after exposure.

Smoke: Clouds of smoke drift across the landscape providing concealment (20% miss chance) to opponents more than 10 ft. from each other.

ALTERNATE CLASS FEATURES

Obsidian Citadel Duergar employ several unique class features.

FIGHTER: SUNDER SPECIALIST

A few duergar show no aptitude for crafting weapons or armour. Normally, they are cast out from the Obsidian Citadel but those strong of limb are trained in the art of sundering. They learn to smash not only their opponent's defences, but also their weapons while at the same time fortifying their own armour and weapons against attack.

Because the sunder specialist focuses on the sunder combat manoeuvre, taking Power Attack and Improved Sunder as soon as possible greatly improves the effectiveness of this archetype.

Unbreakable Defense (Ex): Beginning at 3rd level you learn how to protect the weak points of your gear, granting you a +1 bonus to your CMD against sunder attempts. This bonus increases by +1 at 7th, 11th, and 15th-level. This ability replaces armour training 1, 2, 3 and 4.

Sundering Strike (Ex): You forgo the finer intricacies of weapon play to focus on smashing gear. At 5th-level you gain +2 to your CMD and damage rolls when making a sunder attempt. This bonus increases to +4 at 13th-level. This ability replaces weapon training 1 and 3.

Splintering Strike (Ex): At 9th-level, your sunder attacks smash objects into multiple tiny, sharp pieces. Whenever you destroy an object using sunder, the object's shards deal 1d6 slashing and piercing damage to the object's wielder. This ability replaces weapon training 2.

Sundering Followup (Ex): Starting at 17th-level, whenever you destroy an opponent's armour or weapon, you may make another immediate sunder attempt. If your opponent has no armour or weapon to sunder, make a melee attack at your highest attack bonus instead. This replaces weapon training 4.

Unbreakable Master (Ex): At 19th-level, you become so adept at protecting your armour and weapon that they are treated as having an additional 10 points of hardness against sunder attempts. This ability replaces armour mastery.

Sunder Master (Ex): At 20th-level, your knowledge of weak points allows you to ignore an object's first 10 points of hardness when attempting a sunder. This ability replaces weapon mastery.

ROGUE: MINOR TALENTS

Duergar rogues enhance their natural invisibility to deadly effect.

Pernicious Invisibility: An invisible rogue remains invisible after taking an attack action until the start of his next turn.

Invisible Stalker: When invisible, the rogue gains a +30 bonus to Stealth checks made while moving instead of +20.

Unseen Strike: When invisible or using Stealth, the rogue gains a +2 bonus on attack and combat manoeuvre actions

against a creature unaware of his presence. At 10th-level, this bonus increases to +4.

WIZARD: FOCUSED ARCANE SCHOOLS

Duergar wizards predilection for creating magical armour and weapons has birthed two focused schools of arcane might, the armour school and the weapon school.

A wizard must still select two prohibited schools. Once the choice is made to take a focus school, it cannot be changed.

ARMOUR SCHOOL

Associated School: Abjuration

Replacement Powers: These school powers replace the abjuration school's resistance and energy absorption powers.

Damage Reduction (Sp): As a standard action, you target one creature within 10 ft. and grant it damage reduction $-/1$ for a number of rounds equal to your Intelligence modifier. The damage reduction increases by 1 for every five wizard levels you possess. You can use this ability a number of times per day equal to 3 plus your Intelligence modifier. This ability does not stack with itself or any other type of damage reduction.

Magic Shield (Sp): At 8th-level, once per day as a standard action, you can weave magic to create a protective force of energy in front of you as a *shield* spell. In addition, you may select one of following properties to add to the shield: *arrow catching*, *bashing*, *blinding* or *light fortification*. The effect lasts a number of rounds equal to your wizard level.

WEAPON SCHOOL

Associated School: Evocation

Replacement Powers: These school powers replace the force missile and elemental wall powers of the evocation school.

Force Weapon (Sp): As a standard action, you surround a weapon with a nimbus of force energy that extends the weapon's reach by 5 ft. and affects incorporeal targets as a force effect. As part of an attack, the wielder may discharge the effect to deal 1d6 force damage to any creature within the weapon's extended reach. Force weapon lasts a number of rounds equal to half your wizard level. You can use this ability a number of times per day equal to 1 plus your intelligence modifier.

Energy Burst (Sp): At 8th-level, once per day as a standard action you infuse a weapon with elemental energy (acid, fire, ice or sonic). The effect lasts a number of rounds equal to your wizard level unless discharged. On a successful attack with the weapon, as a free action, you may discharge the effect to inflict 8d6 damage (of the selected type) to all creatures in a 10 ft. radius (DC 10 + 1/2 your wizard level + your Intelligence modifier Reflex halves).

NEW FEATS

Duergar of the Obsidian Citadel introduces a number of new feats utilised by the warriors of the Obsidian Citadel. Each feat is presented in the following manner:

Prerequisites: This entry is absent if the feat has no prerequisites. Otherwise, it lists the qualifying features a character must have to select the feat.

Benefit: This section details what the feat enables the character to do or lists the bonuses it provides.

Special: If the feat has additional benefits (or synergistic qualities with another feat), they are listed here.

Normal: This listing is absent if not having the feat causes no particular drawback or penalty. Otherwise, it presents the limitations or drawbacks faced by a character without this feat.

BATTLE FEATS

Battle feats are a new kind of combat-focused feat designed to add flavour to combats featuring warriors of a given tribe. Such feats represent the warriors' battle training and tribal fighting style. Most require a base attack bonus of at least +1. Fighters can use their bonus feats to choose Battle feats.

You may only apply the effects of one battle feat to a successful attack.

BLINDING BLOW [BATTLE]

Your blow destroys your opponent's armour in a spray of shards and fragments that leaves him momentarily blind.

Prerequisites: Tribal membership (Obsidian Citadel), Improved Sunder, Power Attack, base attack bonus +6.

Benefit: If you deal enough damage to destroy an opponent's armour with a sunder manoeuvre, the target is blinded for 1d4 rounds.

CREATE CURSE [ITEM CREATION]

You purposefully instil a potent curse in a magic item.

Prerequisites: Tribal membership (Obsidian Citadel), caster level 5th.

Benefit: When crafting a magic item using an item creation feat, you weave a curse into the item's enchantment. The curse can be taken from the drawback table in the *Pathfinder Core Rulebook* or from one of the drawbacks on page 13.

The curse is latent and does not go into effect until you speak the command word. Once activated you choose when the curse affects the target: either one day, one week, one month, or one year. Alternatively, you can delay the curse's effect until after the death of the item's current owner. Once the choice is made it cannot be changed. Only one curse may be placed in an item using this feat. Using this feat does not increase the skill check to create the magic item.

CRUSHING BLOW [BATTLE]

Your attack leaves your opponent's armour in tatters, hindering his actions.

Prerequisites: Tribal membership (Obsidian Citadel), Improved Sunder, Power Attack, base attack bonus +3.

Benefit: If you deal enough damage to destroy an opponent's armour with a sunder manoeuvre, the target is staggered for 1d4 rounds.

EXTENDED ENLARGE

You have a natural ability to remain enlarged longer than other members of your race.

Prerequisites: Tribal membership (Obsidian Citadel).

Benefit: The caster level of your *enlarge* spell-like ability increase by 3. At 10th-level, this bonus increases to six.

EXTENDED INVISIBILITY

You have an uncanny ability to remain invisible longer than other members of your race.

Prerequisites: Tribal membership (Obsidian Citadel).

Benefit: The caster level of your *invisibility* spell-like ability increases by 3. At 10th-level, this bonus increases to six.

HAND CRUSHER [BATTLE]

Your strike shatters your opponent's weapon and hand.

Prerequisites: Tribal membership (Obsidian Citadel), Greater Sunder, Improved Sunder, Power Attack, base attack bonus +8.

Benefit: When making a sunder attempt, if you deal enough damage to destroy a creature's weapon (or other object held by the creature), the creature is no longer able to use that hand unless the target receives at least one point of magic healing or is administered treatment with a DC 15 Heal skill check.

TWO-HANDED WEAPON DEFENCE [BATTLE]

Gripping the blade or haft of your weapon, you use it block your opponent's attack.

Prerequisites: Tribal membership (Obsidian Citadel), proficiency with selected two-handed weapon, Weapon Focus with selected two-handed weapon, Weapon Specialization with selected weapon, base attack bonus +6.

Benefit: When using the selected two-handed weapon, at the start of your turn, you can use the weapon to aid in your defence, granting you a +2 shield bonus. When using the weapon in this way, you only add your Strength bonus (not 1-1/2 your Strength bonus) to damage rolls.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

NEW WIZARD SPELLS

The wizards of the Obsidian Citadel have developed six new spells to deal with unwanted intruders.

ARMOUR ENERVATION

Level wizard 3 (abjuration)

Casting Time 1 standard action; **Components** V, S, M (a small bar of rusted metal)

Range medium (100 ft. + 10 ft./level); **Target** one piece of armour; **Duration** 1 round per level

Saving Throw see below; **Spell Resistance** no

A beam of brilliant energy shoots from your finger, striking one piece of armour on the target creature. On a successful ranged touch attack, the spell causes the armour to appear insubstantial, reducing its defensive bonus and hardness by 2d4 points (to a minimum of 0). Nonmagical armour does not get a save. Magical armour can make a Fortitude save to negate this effect.

GEYSER

Level wizard 2 (conjunction [creation])

Casting Time 1 standard action; **Components** V, S, M (a vial of water)

Range medium (100 ft. + 10 ft./level); **Target** one 5 ft. square; **Duration** 1 round + 1 round per two levels

Saving Throw see below; **Spell Resistance** no

You target a 5 ft. square on the ground. A geyser of steaming hot gas erupts from the ground and deals 2d6 fire damage to any creatures in that square. A Reflex save halves the damage. Any creature that fails its Reflex save must immediately make a Fortitude save or be sickened for 1d4 rounds from the gas fumes. The geyser continuously erupts, for the duration of the spell. It cannot be moved.

GREED

Level wizard 5 (necromancy)

Casting Time 1 standard action; **Components** V, S

Range touch; **Target** creature touched; **Duration** permanent

Saving Throw Will negates; **Spell Resistance** yes

The subject of this spell sees all gems and art objects over 100 gp as worthless. The affected creature treats any coins more valuable than silver as if they were battered copper coins. Additionally, the target covets gems and art objects under 100 gp as valuable and coins of lesser value than silver as if they were gold.

This spell cannot be dispelled, but it can be removed with *break enchantment* or *remove curse* (by a caster of at least 10th-level), *limited wish*, *miracle* or *wish*.

LAVA BOLT

Level wizard 2 (evocation [fire])

Casting Time 1 standard action; **Components** V, S, M (a chunk of obsidian)

Range medium (100 ft. + 10 ft./level); **Target** one creature;

Duration 3 rounds + 1 round per three levels

Saving Throw Reflex negates; **Spell Resistance** yes

A fiery glob of lava springs from your finger, streaking towards your target, dealing 2d6 fire damage. On the second round it deals an additional 1d6 fire damage. On the third round, it cools and hardens over the creature for one round. The creature, as a full-round action, can make a DC 15 Strength check to break free of the encasing rock. For every three caster levels you possess, the creature remains encased an additional round unless it breaks free (to a maximum of 6 additional rounds at 18th level). Alternately, attacking an encased creature can free it (hardness 8, hp 30).

OBSIDIAN SHARDS

Level wizard 3 (conjunction [creation])

Casting Time 1 standard action; **Components** V, S, M (a handful of obsidian shards)

Range 30 ft.; **Area** cone-shaped burst; **Duration** instantaneous

Saving Throw Reflex halves; **Spell Resistance** yes

A cone of razor sharp obsidian shards flies from your hand, dealing 1d6 points of slashing and piercing damage per caster level (maximum 10d6).

WEAPON BREAKER

Level wizard 4 (abjuration)

Casting Time 1 standard action; **Components** V, S, M (sharp shards of metal)

Range touch; **Target** armour; **Duration** 4 rounds +1 round per level

Saving Throw see below; **Spell Resistance** no

When this spell is cast on the target's armour, the armour suddenly erupts with wickedly sharp ridges of metal. Any weapon striking the armour takes 3d6 damage plus 1d6 points of damage for every 2 caster levels you possess (to a maximum of 10d6). Nonmagical weapons do not get a save. Magical weapons make a Reflex save for half damage. Any creature grappling the target of the spell takes 1d6 slashing and piercing damage each round the grapple is maintained.

NEW MAGIC ITEMS

The Duergar of the Obsidian Citadel have created many magical items to assist them in their nefarious raids on the surface world.

CIRCLET OF SORCERY

A bright, red gem gleams in this thick, golden circlet.

Aura moderate (transmutation; DC 17 Knowledge [arcana])

Identify DC 18 Spellcraft

Lore (DC 10 Appraise) The gem (a jasper) in the circlet is worth 50 gp.

Lore (DC 15 Perception) Faint runes are carved along the entire inside length of the circlet.

Abilities This circlet grants the wearer an enhancement bonus to Charisma of +2, +4 or +6 but only in determining number of sorcerer spells per day, bonus Sorcerer spells, and the DCs of spells cast. It does not affect any other abilities related to Charisma. Treat this as a temporary ability bonus for the first 24 hours the circlet is worn.

Variants Two variants exist, a *circlet of wizardry* (with a blue azurite) and a *circlet of divinity* (with a green peridot).

Each functions as noted above except the *circlet of wizardry* provides an enhancement to Intelligence while the *circlet of divinity* works provides an enhancement bonus to Wisdom.

Activation use activated; **CL** 7th

Requirements: Craft Wondrous Item, *eagle's splendour*, creator must have a level in sorcerer; **Cost** 1,500 gp (+2), 6,000 gp (+4), 14,000 (+6); **Price** 3,000 gp (+2), 12,000 gp (+4), 28,000 gp (+6)

DARK GOGGLES

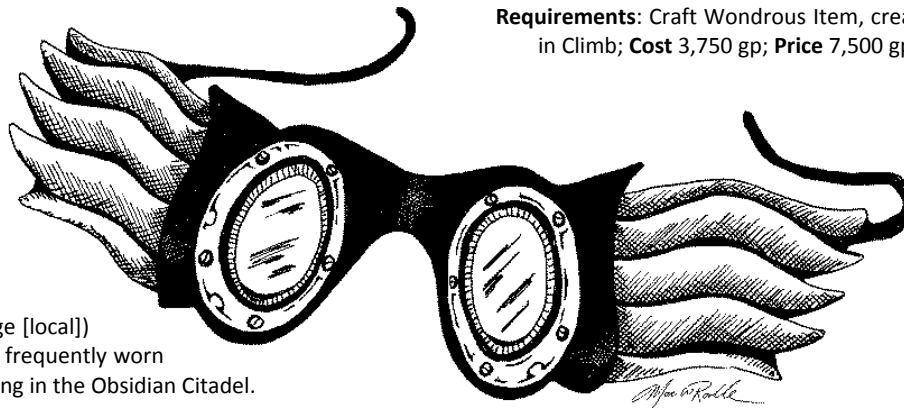
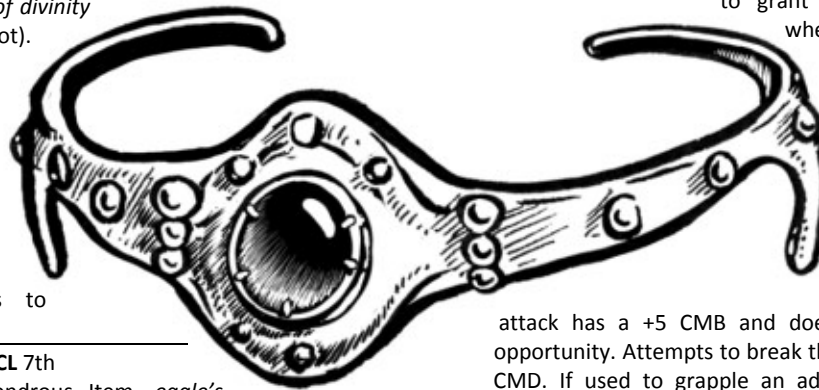
A pair of dark, circular lenses are inset into a metal frame.

Aura faint (transmutation; DC 17 Knowledge [arcana])

Identify DC 18 Spellcraft

Lore (DC 10 Craft [glass]) The lenses are of high quality but their deep tint cannot be accomplished with anything but magic.

Lore (DC 20 Knowledge [local]) These goggles are frequently worn by the duergar living in the Obsidian Citadel.



Abilities Favoured by the duergar when working at their forges or out on a surface raid, the lenses of these goggles are coated with a dark liquid that prevents a wearer with light sensitivity from being dazzled in bright light. These goggles do not protect the wearer from magical sources of light such as the *daylight* spell.

Activation use activated; **CL** 3th

Requirements: Craft Wondrous Item, *darkness*; **Cost** 1,000 gp; **Price** 2,000 gp

GRAPPLING VEST

Four lose straps dangle from this ordinary-looking leather vest.

Aura faint (transmutation; DC 15 Knowledge [arcana]) **Identify** DC 20 Spellcraft

Lore (DC 10 Craft [leather]) The material of the vest is unusually strong for simple leather.

Lore (DC 15 Knowledge [engineering]) The four straps on the vest are well broken-in and very supple.

Abilities As a standard action, the wearer can activate the vest

to grant a +5 competence bonus when making a Climb check as the straps grip whatever surface the wearer is climbing. Additionally, as a standard action, the wearer can command the straps to lash out and grapple an opponent 10 ft. away. This

attack has a +5 CMB and does not provoke attacks of opportunity. Attempts to break the grapple use the wearer's CMD. If used to grapple an adjacent opponent, the vest grants the wearer a +2 bonus. If used in the latter fashion, the grapple provokes an attack of opportunity as normal. The straps have a hardness of 4 and 12 hp.

Variants A variant of this vest has sharp hooks at the ends of the straps, allowing the wearer to make a ranged attack (range 10 ft.) 3 times per day. This attack has a +5 bonus to hit and deals 1d6 points of slashing and piercing damage.

Activation standard; **CL** 5th

Requirements: Craft Wondrous Item, creator must have 5 ranks in Climb; **Cost** 3,750 gp; **Price** 7,500 gp

HELM OF DARKNESS

The black lenses fitted into this steel helmet appear to suck in the surrounding light.

Aura moderate (evocation [darkness]; DC 17 Knowledge [arcana]) **Identify** DC 22 Spellcraft

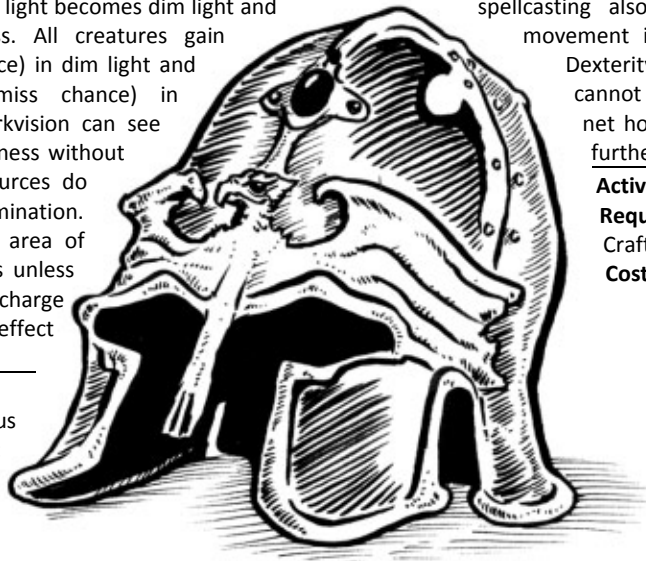
Lore (DC 15 Craft [armour]) An inky darkness appears to be worked into the actual metal of the helmet.

Lore (DC 20 Knowledge [arcane]) These helms are created by the Duergar of the Obsidian Citadel to nullify light sources.

Abilities A more powerful version of the *dark goggles*, this helm provides the same benefits. In addition, up to 3 times per day as a standard action, whenever the wearer is in the area effect of a magic light source, the wearer can attempt to partially dim that light source by making a Will save versus the DC of the spell. If successful, any light within a 20 ft. radius of the wearer is sucked into the lenses in the helmet and flows out as darkness in a 20 ft. radius. Bright light becomes normal light, normal light becomes dim light and dim light becomes darkness. All creatures gain concealment (20% miss chance) in dim light and total concealment (50% miss chance) in darkness. Creatures with darkvision can see normally in dim light or darkness without penalty. Nonmagical light sources do not increase the level of illumination. If the wearer enters a new area of magical light, the effect ends unless the wearer expends another charge to make a new save. This effect lasts for 7 minutes.

Activation command word; **CL** 7th

Requirements: Craft Wondrous Item, *darkness*; **Cost** 6,250 gp; **Price** 12,500 gp



NET OF CONSTRICTION

This delicate looking net appears as fragile as silk yet upon touch is hard as steel.

Aura moderate (transmutation; DC 16 Knowledge [arcana]) **Identify** DC 24 Spellcraft

Lore (DC 15 Perception) The net is made of finely woven metal wire.

Lore (DC 20 Perception) The net shudders slightly when touched.

Abilities This magical net bestows the normal entangled penalties on the first round it is cast over a creature (-2 to attacks, -4 Dex, creature moves at half speed and cannot run or charge and casting a spell requires a Concentration check of DC 15 plus the spell's level) and requires a DC 20 Escape Artist check or a DC 25 Strength check to escape. Each round the creature remains ensnared, the net constricts tighter, dealing 1d6 nonlethal damage and increasing the DC to escape by 1. The penalties to attack rolls, Dexterity and spellcasting also increase by 1 each round and movement is again halved. A creature whose Dexterity is reduced to 0 is immobilized and cannot take any actions. At this point, the net holds the target secure, but inflicts no further damage.

Activation; **CL** 9th

Requirements: Craft Arms and Armour, Craft Wondrous Items, *animate rope*; **Cost** 4,000 gp; **Price** 8,000 gp

NEW MONSTER TEMPLATES

Duergar wizards have mastered the art of crafting lifelike animals from base silver and gold. These extraordinary creations use the statistics of the base creature with the following modifications:

SILVER CREATURE TEMPLATE (CR + 1)

Rebuild Rules: **Type** changes to construct; **AC** natural armour increases by +4; **Immunities** gains construct traits; **Resist** gains cold 5; **HD** changes to 1d10; **Abilities** +4 to Strength, no Constitution and Intelligence score; **SQ** freezing burst

Freezing Burst (Ex): When a creature with the silver creature template is reduced to 0 hit points, its body shatters unleashing a burst of intense cold in a 10 ft. radius. This inflicts 4d6 cold damage (DC 10 +1/2 creatures Hit Dice + Constitution modifier

Reflex save halves). The cold persists for 1d3 rounds, dealing 2d6 points of cold damage to any creature in the area of affect.

GOLD CREATURE TEMPLATE (CR + 2)

Rebuild Rules: **Type** changes to construct; **AC** natural armour increases by +8; **Immunities** gains construct traits; **Resist** gains fire 5; **HD** changes to 1d10; **Abilities** +8 to Strength, no Constitution and Intelligence score; **SQ** flaming burst

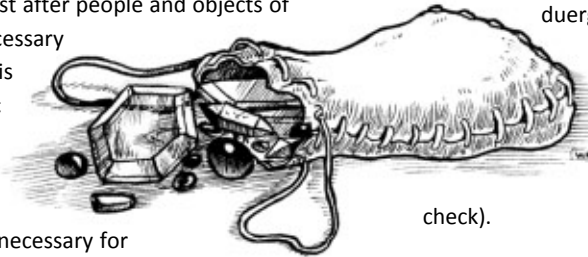
Flaming Burst (Ex): When a creature with the gold creature template is reduced to 0 hit points, its body erupts in a gout of flame and heat in a 10 ft. radius. This inflicts 6d6 fire damage (DC 10 +1/2 creatures Hit Dice + Constitution modifier Reflex save halves). The heat persists for 1d3 rounds, dealing 3d6 fire damage to any creature entering the area of affect.

DEALING WITH THE DUERGAR

Dealing with the avaricious and prideful Duergar of the Obsidian Citadel is a tricky and dangerous business. Their desire for the beautiful things possessed by the surface races wars with their resentment of “lesser” creatures. While the duergar are more than willing to craft custom-made items, dealing with them is more difficult than walking into the local magic store. Listed below are ideas for the GM to help create the feel of the sinister and sneaky duergar.

BUYING MAGIC ITEMS

While gold has its uses, the duergar heart craves more than glittering rocks. Their black souls lust after people and objects of beauty and these things are necessary currency to part a duergar with his most prized sword, shield or magic ring. The following, at the GM’s discretion, is the “cost” for various levels of enchanted items. GMs should adjust these as necessary for their campaign and decide what the duergar will and will not accept as payment.



- **Masterwork:** Masterwork items can be bought easily enough with the proper gold.
- **+1 enhancement or up to a 2,000 gp item:** These items can be paid for with gold or silver.
- **+2 enhancement or up to an 8,000 gp item:** A duergar only accepts half the payment in gold. The other half must be paid in valuable art objects or gems worth at least 100 gp per item. A humanoid with at least an 18 Charisma can be sold for the entire cost of the item.
- **+3 enhancement or up to an 18,000 gp item:** These items cannot be bought with gold or silver. Art objects or gems worth at least 250 gp each can be used in payment. Additionally, selling a humanoid with at least an 18 Charisma is equivalent to half the cost of the item. Finally, a humanoid with at least a 20 Charisma is worth the entire cost of the item.
- **+4 enhancement or up to a 32,000 gp item:** As above, except the art objects and gems must be worth at least 500 gp each and a humanoid with at least a 20 Charisma is only worth half the cost of an item. A creature with at least a 26 Charisma is sufficient to purchase the item on its own.
- **+5 enhancement or up to a 50,000 gp item and above:** Wondrous items of this value can only be crafted by the most expert of duergar craftsmen, but none possess the ability to forge weapons or armour of this power. At this level, the GM should decide what object or person of rare and incredible beauty or talent the duergar would accept in payment.

DEALING WITH THE DUERGAR

All magic weapons, armour and items the duergar produce carry a potent curse as described in the Craft Curse feat (page 8). All transactions for magic items are carried out by a duergar wizard. Often, the curse is triggered unbeknownst to the buyer at the time of purchase, depending on how well the buyer strokes the duergar’s enlarged ego.

A typical duergar wizard starts out as indifferent toward a buyer. However, the more powerful the item, the more the buyer has to show his appreciation for the duergar’s craft with a Bluff or Diplomacy check. A successful Intimidate check cows the

duergar but does not stop him from activating the curse. Use the following guidelines to adjust the difficulty of the skill check (In the case of an opposed Bluff check the duergar adds the difficulty modifier to his Sense Motive skill

check).

- **+1 enhancement or up to a 2,000 gp item:** +5
- **+2 enhancement or up to an 8,000 gp item:** +10
- **+3 enhancement or up to an 18,000 gp item:** +15
- **+4 enhancement or up to a 32,000 gp item:** +20
- **+5 enhancement or up to a 50,000 gp item:** +25

After the skill check is made, determine how much time passes before the item’s curse kicks in (see the Create Curse feat).

- **Success:** The duergar is placated but still does not relish the idea of the item being used by an inferior being. The curse activates after the death of the item’s new owner (the buyer).
- **Failure by 5 or less:** The duergar is slightly irritated and commands the item’s curse to activate in one year’s time.
- **Failure between 6-10:** A complete lack of respect or appreciation for his art by the buyer causes the duergar to command the item’s curse to activate in one month.
- **Failure between 10-15:** The duergar is horribly affronted by the buyer’s barbaric manners and seemingly lack of intelligence to recognize his genius. The item’s curse activates in one week.
- **Failure by 16 or more:** The duergar is nearly apoplectic with rage over the buyer’s insufferable manners and ingratitude. He quickly concludes business with the buyer and commands the item’s curse to activate within one day. If the buyer remains in the vicinity of the Obsidian Citadel for longer than a day, the duergar wizard leads an attack to recover the item from the buyer who he feels does not deserve to possess it.

CURSED ITEMS

Curses lurking in magic items are hard to identify; unless the check made to identify the item exceeds the DC by 10, the curse is not detected. If the item is known to be cursed, the curse can be identified using the standard DC to identify the item.

Removing Cursed Items: While some cursed items can be simply discarded, others force a compulsion upon the user to keep the item while other items reappear if discarded. These items can only be discarded after the character or item is targeted by a *remove curse* or similar magic. The DC of the caster level check to undo the curse equals 10 + the item's caster level. If successful, the item can be discarded on the following round, but the curse reasserts itself if the item is used again.

NEW CURSES

The following are additional cursed qualities that the GM can use in addition to those found in the *Pathfinder Core Rulebook*. The more powerful the item, the more severe the curse.

DEPENDENT CURSES

The item only functions in certain situation:

- Only functions when the wielder is at full hit points.
- Only functions during one specific hour of the day.
- Only functions if the character is alone.
- Only functions at night.
- Only functions when the character is asleep.
- Only functions within 10 ft. of a corpse.
- Only functions when the character is loudly singing.
- Only functions in complete darkness.

REQUIREMENT CURSES

The item has a requirement that must be met for it to be used:

- Character cannot bathe.
- Character must perform an hour-long ritual each day.
- Character cannot wear or possess any other golden items.
- Character must commit at least one evil act every day.
- Character cannot accept any kind of reward.
- Item must be bathed in the wielder's fresh blood each day (at least 10 hit points worth).
- The item must be placed in the hands of a corpse once a day.

WEAPON DRAWBACK CURSES

Some weapons are as dangerous to the wielder as his enemies.

- The weapon cuts the wielder for 1 hit point when drawn.
- The weapon's enhancement bonus becomes a penalty against creatures of the wielder's opposite alignment.
- All enemy creatures within 10 ft. that can see the weapon desire it and attack the wielder to the exclusion of all others.

- Any weapon property that deals damage, such as *flaming*, deals that damage to the wielder on a natural attack roll of 1.
- The weapon has a -4 penalty to confirm a critical hit.
- The weapon's range is halved.

ARMOUR DRAWBACK CURSES

Some armour is not as protective as the owner would hope.

- The armour attaches itself to the wielder's flesh, inflicting 5 damage, and cannot be removed for 12 hours once donned.
- The armour glows in darkness, conferring -15 penalty to Stealth checks.
- All threats on the wearer are automatically confirmed.
- The armour inflicts a -2 penalty on all saving throws.
- There is a 5% that when the wearer is struck, the armour seizes up, rendering the wearer immobile for 1d4 rounds.
- Buckles and straps on the armour constantly come undone, reducing its armour penalty by -2; it takes double the amount of time to don this armour.

ITEM DRAWBACK CURSES

Items that are activated by a spell trigger or command word may have one of these drawbacks.

- The item causes the wielder to become sickened for 2d4 rounds each time it is activated.
- The item deals 1 Charisma damage when activated.
- The item's command word is overly complex, requiring 2 rounds and a DC 15 Charisma check to complete.
- The item teleports to an unknown dimension for 1d4 hours when activated, reappearing later on the owner's person.
- If the item's power is used for more than one round, there is a 5% cumulative chance each round that the power fails.

WORN ITEM DRAWBACK CURSES

These drawbacks lurk in worn items whose powers constantly function (such as a *cloak of resistance +1*).

- When the wearer is attacking another creature, the item becomes unbearably hot or cold, dealing 1d6 damage each round. It returns to normal at the end of combat.
- Each day, the item has a 50% chance of manifesting the opposite effect; *example:* a +2 *belt of strength* confers a -2 penalty to Strength.
- There is a 25% chance each day that the item either reduces or enlarges the wearer by one size category for 24 hours.
- The item is mentally taxing on the wearer, imposing a -2 penalty to Intelligence, Wisdom and Charisma.
- The item makes the wearer clumsy, imposing a -6 penalty to Dexterity.

MINOR ENCOUNTERS

Duergar warriors form the backbone of the forces of the Obsidian Citadel. The warriors start out their training like most of the duergar, practising the craft of forging weapons and armour. The strongest duergar youth are further trained in the martial arts. The warriors patrol the Ebon Realm passages leading to the citadel or assist with raids on the surface world.

Obsidian Citadel scouts typically range far ahead of duergar patrols or warbands out raiding on surface. Their ranks are formed of duergar quicker and more nimble than others of their kind. When on the surface world, the scouts use their stealth and natural *invisibility* ability to gather intelligence on potential targets that the duergar wish to kidnap or steal.

Patrols: Duergar captains lead patrols of duergar warriors and scouts. They are grizzled veterans of many battles who have risen through the ranks. They typically ride a silver steed.

OBSIDIAN WARRIOR CR 4 (XP 1,200)
This humanoid is clad head to toe in armour, a wispy black beard protrudes from under his helmet.

Male duergar expert 2/warrior 4
LE Medium humanoid (dwarf)
Init -1; **Senses** darkvision 120 ft.; Perception +5 (+7 vs. stonework), Sense Motive +5
Speed 20 ft.; **ACP** -5; **Acrobatics** -6 (-10 jumping), **Climb** +1, **Ride** +0, **Stealth** +2
AC 17, touch 9, flat-footed 18; **CMD** 14 (18 vs. bull rush or trip) (+6 armour [mwk chainmail], -1 Dex, +2 shield [mwk heavy steel shield])
Immune paralysis, phantasms, poison; **Weakness** light sensitivity
Light Sensitivity (Ex) In bright sunlight (or within a *daylight* spell), duergar are dazzled.
Fort +7, **Ref** +0, **Will** +4; +2 vs. spells and spell-like abilities
hp 58 (6 HD)
Space 5 ft.; **Base Atk** +4; **CMB** +5
Melee mwk warhammer (Power Attack [-2/+4]) +7 (1d8+1/x3)

UNDERGROUND PATROL (EL 10; XP 9,600)

Opponents Obsidian Captain (1), Obsidian Warrior (6)
EL 9 (6,400 XP) Remove Obsidian Captain; **EL 11 (12,800 XP)** Add Obsidian Infiltrator.

Morale The patrol fights until half their numbers are gone or their captain is killed and then retreats.

Terrain caverns; **Encounter Distance** 4d6 x 10 ft.

This patrol guards one of the many passageways leading in and out of the Obsidian Citadel. They immediately attack any nonduergar or anyone not accompanied by a duergar. Half the warriors immediately turn invisible and try to flank around the intruders while the remaining duergar use *enlarge person* to block escape.

Ranged mwk light crossbow (range 80 ft.) +4 (1d8/19-20)
Spell-Like Abilities (CL 6; concentration +3; Extended Enlarge) 1/day—*enlarge person*, *invisibility*

Combat Gear bolts (20), *potion of cure moderate wounds* (2)

Abilities Str 12, Dex 9, Con 16, Int 10, Wis 13, Cha 4

Feats Extended Enlarge, Power Attack, Weapon Focus (warhammer)

Skills as above plus Appraise +4, Craft (armour) +5, Craft (weapons) +5, Disable Device -2, Intimidate +3, Knowledge (engineering) +4, Survival +5

Languages Common, Dwarven, Undercommon

Gear as above plus *dark goggles*

Enlarged, Obsidian Warriors have altered statistics:

LE Large humanoid (dwarf)

Init -2

Acrobatics -7 (-11 jumping), **Climb** +2, **Ride** -1, **Stealth** +1

AC 15, touch 7, flat-footed 17; **CMD** 15 (19 vs. bull rush or trip) (+6 armour [mwk chainmail], -2 Dex, +2 shield [mwk heavy steel shield], -1 size)

Ref -1

Space 10 ft.; **Base Atk** +4; **CMB** +7

Melee mwk warhammer (reach 10 ft.; Power Attack [-2/+4]) +7 (2d6+2/x3)

Ranged mwk light crossbow (range 80 ft.) +2 (2d6/19-20)

Abilities Str 14, Dex 7

Skills Disable Device -3

ABOVE GROUND PATROL (EL 10; XP 9,600)

Opponents Obsidian Captain (1), Obsidian Scout (3), Obsidian Warrior (4), Silver Steed (1)

EL 9 (6,400 XP) Remove two Obsidian Scouts, remove two Obsidian Warriors; **EL 11 (12,800 XP)** Add Obsidian Infiltrator.

Morale The patrol retreat when half their numbers are slain or their captain is killed.

Terrain mountains; **Encounter Distance** 4d10 x 10 ft.

This patrol guards the surface above the Obsidian Citadel. Their main job is to escort travellers with legitimate business to one of the many grottos lining the volcanoes. If provoked, the scouts turn invisible to get behind the enemy and target spellcasters while the warriors enlarge themselves before wading into battle.

Obsidian Scout

CR 2 (XP 600)

This bald humanoid has pale eyes and wears a shirt of black chainmail.

Male duergar expert 4

LE Medium humanoid (dwarf)

Init +2; **Senses** darkvision 120 ft.; Perception +8 (+10 vs. stonework), Sense Motive +6**Speed** 20 ft.; **ACP** -1; Acrobatics +1 (-3 jumping), Stealth +15**AC** 16, touch 12, flat-footed 14; **CMD** 12 (16 vs. bull rush or trip) (+4 armour [mwk chain shirt], +2 Dex)**Immune** paralysis, phantasms, poison; **Weakness** light sensitivity
Light Sensitivity (Ex) In bright sunlight (or within a *daylight* spell), duergar are dazzled.**Fort** +3, **Ref** +3, **Will** +5; +2 vs. spells and spell-like abilities
hp 28 (4 HD)**Space** 5 ft.; **Base Atk** +1; **CMB** +0**Melee** mwk warhammer +1 (1d8-1/x3)**Ranged** mwk light crossbow (range 80 ft.) +4 (1d8/19-20)**Spell-Like Abilities** (CL 4; concentration +1; Extended Invisibility) 1/day—*enlarge person*, *invisibility***Combat Gear** bolts (20), *potion of cure light wounds***Abilities** Str 9, Dex 14, Con 14, Int 10, Wis 13, Cha 8**Feats** Extend Invisibility, Skill Focus (Stealth)**Skills** as above plus Appraise +5, Craft (armour) +6, Craft (weapons) +6, Disable Device +8, Knowledge (engineering) +5, Survival +6**Languages** Common, Dwarven, Undercommon**Gear** as above plus *dark goggles***Enlarged, Obsidian Scouts have altered statistics:**

LE Large humanoid (dwarf)

Init +1

Acrobatics +0 (-4 jumping), Stealth +14

AC 14, touch 10, flat-footed 13; **CMD** 13 (17 vs. bull rush or trip) (+1 Dex, +4 armour [mwk chain shirt], -1 size)**Ref** +2**Space** 10 ft.; **Base Atk** +1; **CMB** +2**Melee** mwk warhammer (reach 10 ft.) +1 (2d6/x3)**Ranged** mwk light crossbow (range 80 ft.) +2 (2d6/19-20)**Abilities** Str 11, Dex 12**Skills** Disable Device +7**Obsidian Captain**

CR 6 (XP 2,400)

This humanoid is clad head to toe in ebony armour, a wispy black beard protrudes from under his helmet.

Male duergar expert 2/warrior 6

LE Medium humanoid (dwarf)

Init +0; **Senses** darkvision 120 ft.; Perception +5 (+7 vs. stonework), Sense Motive +6**Speed** 20 ft.; **ACP** -5; Acrobatics -5 (-9 jumping), Climb +1, Escape Artist -5, Ride +4, Stealth +3**AC** 20, touch 10, flat-footed 20; **CMD** 18 (+22 vs. bull rush or trip)(+7 armour [+1 *chainmail*], +3 shield [+1 *heavy steel shield*])**Immune** paralysis, phantasms, poison; **Weakness** light sensitivity**Light Sensitivity (Ex)** In bright sunlight (or within a *daylight* spell), duergar are dazzled.**Fort** +8, **Ref** +2, **Will** +6; +2 vs. spells and spell-like abilities
hp 69 (8 HD)**Space** 5 ft.; **Base Atk** +7; **CMB** +8**Melee** +1 *warhammer* (Power Attack [-2/+4]) +10/+5 (1d8+2/x3)**Ranged** mwk light crossbow (range 80 ft.) +8 (1d8/19-20)**Spell-Like Abilities** (CL 8; concentration +5; Extended Enlarge) 1/day—*enlarge person*, *invisibility***Combat Gear** bolts (20), *potion of cure moderate wounds* (2)**Abilities** Str 12, Dex 10, Con 16, Int 10, Wis 13, Cha 4**Feats** Extended Enlarge, Mounted Combat, Power Attack, Weapon Focus (warhammer)**Skills** as above plus Appraise +4, Craft (armour) +5, Craft (weapons) +5, Disable Device -1, Intimidate +5, Knowledge (engineering) +4, Survival +6**Languages** Common, Dwarven, Undercommon**Gear** as above plus *dark goggles***Enlarged, Obsidian Captains have altered statistics:**

LE Large humanoid (dwarf)

Init -1

Acrobatics -6 (-10 jumping), Climb +2, Ride +3, Stealth +2

AC 18, touch 8, flat-footed 19; **CMD** 19 (+23 vs. bull rush or trip) (-1 Dex, +7 armour [+1 *chainmail*], +3 shield [+1 *heavy steel shield*], -1 size)**Ref** +1**Space** 10 ft.; **Base Atk** +7; **CMB** +10**Melee** +1 *warhammer* (reach 10 ft.; Power Attack [-2/+4]) +10/+5 (2d6+3/x3)**Ranged** mwk light crossbow (range 80 ft.) +6 (2d6/19-20)**Abilities** Str 14, Dex 8**Skills** Disable Device -2**Silver Horse**

CR 2 (XP 600)

This shimmering silver steed moves with lifelike grace.

N Large construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +1, Sense Motive +1**Speed** 50 ft.; **ACP** 0; Acrobatics +2 (+10 jumping)**AC** 15, touch 11, flat-footed 13; **CMD** 19 (21 vs. trip) (+2 Dex, +4 natural, -1 size)**Immune** construct traits; **Resist** cold 5**Fort** +3, **Ref** +3, **Will** +1**hp** 45 (2 HD); freezing burst**Freezing Burst (Ex)** When the silver horse is reduced to 0 hit points, its body shatters unleashing a burst of intense cold in a 10 ft. radius. This inflicts 4d6 cold damage (DC 10 +1/2 creatures Hit Dice + Constitution modifier Reflex save halves). The cold persists for 1d3 rounds, dealing 2d6 points of cold damage to any creature in the area of affect.**Space** 10 ft.; **Base Atk** +1; **CMB** +5**Melee** 2 hooves +0 (1d4+2)**Abilities** Str 20, Dex 14, Con —, Int —, Wis 11, Cha 7

MAJOR ENCOUNTERS

These duergar are the elite defenders of the Obsidian Citadel. They deal with serious incursions into their realm, protect important personages and so on.

OBSIDIAN DESTROYER CR 8 (XP 4,800)
This brutish looking dwarf, clad in black half-plate, hefts a large, two-handed hammer.

Male duergar fighter (sunder specialist) 9
LE Medium humanoid (dwarf)
Init +1; **Senses** darkvision 120 ft.; Perception +1 (+3 vs. stonework), Sense Motive +1
Speed 20 ft.; **ACP** -6; Acrobatics -5 (-9 jumping), Stealth -1
AC 20, touch 11, flat-footed 19; **CMD** 23 (25 vs. sunder, 27 vs. bull rush or trip); Two-Weapon Defence (+2 AC, +3 damage) (+9 armour [+1 half-plate], +1 deflection [ring of protection +1])
Immune paralysis, phantasms, poison; **Weakness** light sensitivity
Light Sensitivity (Ex) In bright sunlight (or within a *daylight* spell), duergar are dazzled.
Fort +9, **Ref** +4, **Will** +4; +2 vs. spells and spell-like abilities
hp 90 (9 HD)

Space 5 ft.; **Base Atk** +9; **CMB** +12 (+18 to Sunder)
Melee +1 *lucerne hammer* (reach 10 ft.; Power Attack [-3/+6] +14/9 (1d12+7))
Atk Options Blinding Blow, Crushing Blow, Greater Sunder, Hand Crusher
Spell-Like Abilities (CL 9; concentration +6)
1/day—*enlarge person, invisibility*
Abilities Str 17, Dex 13, Con 16, Int 8, Wis 12, Cha 5
SQ bravery (+22), shattering strike, unbreakable defence (+2)
Feats Blinding Blow, Crushing Blow, Greater Sunder, Hand Crusher, Improved Sunder, Power Attack, Two-Handed Weapon Defence (maul), Weapon Focus (maul), Weapon Specialization (maul)
Skills as above plus Intimidate +4, Survival +8
Languages Common, Dwarven, Undercommon
Gear as above plus *dark goggles*

Enlarged, Obsidian Destroyers have altered statistics:

LE Large humanoid (dwarf)
Init +0
Acrobatics -6 (-10 jumping), Stealth -2
AC 19, touch 10, flat-footed 19; **CMD** 24 (26 vs. sunder, 28 vs. bull rush or trip); Two-Weapon Defence (+2 AC, +4 damage) (+9 armour [+1 half-plate], +1 deflection [ring of protection +1], -1 size)
Ref +3
Space 10 ft.; **Base Atk** +9; **CMB** +14 (+20 to sunder)
Melee +1 *lucerne hammer* (reach 10 ft.) +14/9 (3d6+8)
Atk Options Two-Weapon Defence (+2 AC, only +6 to damage)
Abilities Str 19, Dex 11

OBSIDIAN WIZARD CR 8 (XP 4,800)
This grey skinned dwarf has a black wispy beard that spills down over a dark robe embroidered with mystic runes.

Male duergar expert 2/wizard (evoker [armour]) 7
LE Medium humanoid (dwarf)
Init +1; **Senses** darkvision 120 ft.; Perception +7 (9 vs. stonework), Sense Motive +6
Speed 20 ft.; **ACP** 0; Acrobatics +1 (-3 jumping), Fly +5, Stealth +10
AC 14, touch 13, flat-footed 13; **CMD** 15 (19 vs. bull rush or trip) (+1 armour [bracers of armour +1], +1 deflection [ring of protection +1], +1 Dex, +1 dodge [Dodge])
Immune paralysis, phantasms, poison; **Weakness** light sensitivity
Light Sensitivity (Ex) In bright sunlight (or within a *daylight* spell), duergar are dazzled.
Fort +6, **Ref** +4, **Will** +11; +2 vs. spells and spell-like abilities
hp 59 (9 HD)
Space 5 ft.; **Base Atk** +3; **CMB** +3
Melee mwk dagger +4 (1d4/19-20)
Ranged mwk light crossbow (range 80 ft.) +5 (1d8/19-20)
Special Actions damage reduction
Damage Reduction (Sp [standard; 6/day]) An Obsidian Wizard grants a creature within 10 ft. DR —/2 for 3 rounds.
Spell-Like Abilities (CL 9; concentration +6)
1/day—*enlarge person, invisibility*
Wizard Spells Prepared (CL 7th; concentration +10 [+14 casting defensively or grappling]; spell penetration +10, arcane bond [ring])
4th—*stoneskin, weapon breaker* (DC 17)
3rd—*armour enervation* (DC 16), *dispel magic, obsidian shards* (DC 16)
2nd—*darkness, geyser* (DC 15), *lava bolt* (DC 15), *mirror image*
1st—*colour spray* (DC 14), *disguise self, mage armour, magic weapon, shield*
0—*detect magic, read magic*
Combat Gear *pearl of power* (1st level), *potion of cure moderate wounds* (2), *wand of lava bolts* (35 charges)
Abilities Str 10, Dex 13, Con 16, Int 17, Wis 14, Cha 4

RAIDING PARTY (EL 13; XP 25,600)

Opponents Obsidian Captain (1), Obsidian Destroyer (1), Obsidian Scout (2), Obsidian Warrior (4), Obsidian Wizard (1), Silver Steeds (2)
EL 12 (19,200 XP) Remove Obsidian Captain, Obsidian Destroyer, Obsidian Scout (1), Obsidian Warrior (1), Silver Steed (1); add Obsidian Infiltrator (1); **EL 14 (38,400 XP)** Add Obsidian Destroyer (1), Obsidian Infiltrator (1) and Obsidian Wizard (1).
Morale They fight until three quarters of their numbers are defeated and then flee in different directions.
Terrain varies; **Encounter Distance** 4d10 x 10 ft.

This raiding party can be encountered anywhere searching for captives. One carries a *net of constricting*.

Feats Combat Casting, Craft Magic Arms and Armour^B, Craft Wondrous Item, Create Curse, Dodge, Forge Ring, Scribe Scroll^B

Skills as above plus Appraise +10, Craft (alchemy) +8, Craft (armour) +12, Craft (jewellery) +8, Craft (weapons) +10, Disable Device +6, Knowledge (arcana) +13, Knowledge (dungeoneering) +8, Knowledge (engineering) +9, Knowledge (planes) +9, Linguistics +8, Spellcraft +13, Survival +8

Languages Aklo, Common, Dwarven, Undercommon

Gear as above plus *cloak of resistance +1*, *dark goggles*

Spellbook (divination, enchantment) as above plus 0—all; 1st—*alarm*, *animate rope*, *burning hands*, *endure elements*, *floating disc*, *hold portal*, *magic aura*, *magic missile*, *protection from chaos*, *protection from good*, *shocking grasp*, *unseen servant*; 2nd—*alter self*, *arcane lock*, *make whole*, *obscure object*, *protection from arrows*, *resist energy*; 3rd—*invisibility sphere*, *non-detection*, *protection from energy*

Enlarged, Obsidian Wizards have altered statistics:

LE Large humanoid (dwarf)

Init +0

Acrobatics +0 (-4 jumping), Fly +4, Stealth +9

AC 12, touch 11, flat-footed 11; **CMD** 16 (20 vs. bull rush or trip) (+1 armour [*bracers of armour +1*], +1 deflection [*ring of protection +1*], +1 dodge [Dodge], -1 size)

Ref +3

Space 10 ft.; **Base Atk** +3; **CMB** +5

Melee mwk dagger (reach 10 ft.) +4 (1d6+1/19-20)

Ranged mwk light crossbow (range 80 ft.) +3 (2d6/19-20)

Abilities Str 12, Dex 11

Skills Disable Device +5

Obsidian Infiltrator CR 7 (XP 3,200)

This bald dwarf's leather armour is as black as his soulless eyes.

Male duergar expert 2/rogue (burglar) 6

LE Medium humanoid (dwarf)

Init +7; **Senses** darkvision 120 ft.; Perception +12 (+14 vs. stonework, +15 vs. traps, +17 vs. stonework traps), Sense Motive +9

Speed 20 ft.; **ACP** 0; Acrobatics +12 (+8 jumping), Climb +10, Escape Artist +12, Stealth +18 (fast stealth)

AC 18, touch 14, flat-footed 14; **CMD** 19 (23 vs. bull rush and trip); +2 vs. traps

(+4 armour [*+1 studded leather*], +3 Dex, +1 dodge [Dodge])

Immune paralysis, phantasms, poison; **Weakness** light sensitivity

Light Sensitivity (Ex) In bright sunlight (or within a *daylight* spell), duergar are dazzled.

Fort +4, **Ref** +8 (+10 vs. traps; evasion), **Will** +6; +2 vs. spells and spell-like abilities

hp 55 (8 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +7

Melee +1 *short sword* +6 (1d6+2/19-20)

Ranged mwk hand crossbow (range 30 ft.) +8 (1d4/19-20)

Atk Options sneak attack (+3d6)

Spell-Like Abilities (CL 8; concentration +5; Extended Invisibility)

1/day—*enlarge person*, *invisibility*

Combat Gear *grappling vest*, *wand of sleep* (CL 1, 5 charges)

Abilities Str 12, Dex 16, Con 15, Int 14, Wis 12, Cha 4

SQ careful disarm, rogue talent (fast stealth, pernicious invisibility, unseen strike), trapfinding (+3), trap sense (+2)

Careful Disarm (Ex) Whenever an Obsidian Infiltrator attempts to disarm a trap using Disable Device, he does not spring the trap unless he fails by 10 or more. If he does set off a trap he was disarming, he adds double his trap sense bonus to avoid the trap. This ability replaces uncanny dodge.

Feats Agile Manoeuvres, Dodge, Extended Invisibility, Improved Initiative

Skills as above plus Appraise +7, Bluff +3, Craft (armour) +7, Craft (weapon) +7, Disable Device +17, Disguise +3, Knowledge (dungeoneering) +6, Knowledge (engineering) +6, Knowledge (local) +8, Sleight of Hand +12, Survival +6, Use Magic Device +6

Languages Common, Dwarven, Undercommon

Gear as above plus *dark goggles*, masterwork thieves' tools

Enlarged, Obsidian Infiltrators have the altered statistics:

LE Large humanoid (dwarf)

Init +6

Acrobatics +11 (+7 jumping), Climb +11, Escape Artist +11, Stealth +17 (fast stealth)

AC 16, touch 12, flat-footed 13; **CMD** 20 (24 vs. bull rush and trip); +2 vs. traps

(+4 armour [*+1 studded leather*], +2 Dex, +1 dodge [Dodge], -1 size)

Ref +7 (+9 vs. traps; evasion)

Space 10 ft.; **Base Atk** +4; **CMB** +7

Melee +1 *short sword* +6 (1d8+3/19-20)

Ranged mwk hand crossbow (range 30 ft.) +6 (1d6/19-20)

Abilities Str 14, Dex 14

Skills Disable Device +16, Sleight of Hand +11

Gold Dire Boar CR 6 (XP 2,400)

This shining golden boar snorts and paws at the ground.

N Large construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +1, Sense Motive +1

Speed 40 ft.; **ACP** 0; Acrobatics +0 (+4 jumping)

AC 23, touch 9, flat-footed 23; **CMD** 24

(+14 natural, -1 size)

Immune construct traits; **Resist** fire 5

Fort +4, **Ref** +4, **Will** +2

hp 62 (5 HD); flaming burst

Flaming Burst (Ex) When the gold dire boar is reduced to 0 hit points, its body erupts in a gout of flame and heat in a 10 ft. radius. This inflicts 6d6 fire damage (DC 10 +1/2 creatures Hit Dice + Constitution modifier Reflex save halves). The heat persists for 1d3 rounds, dealing 3d6 fire damage to any creature entering the area of affect.

Space 10 ft.; **Base Atk** +3; **CMB** +14

Melee gore +12 (2d6+15)

Abilities Str 31, Dex 10, Con —, Int —, Wis 13, Cha 8

PERSONA: REIGAL

A wild and unpredictable trickster, Reigal comes and goes as he pleases from the Obsidian Citadel, often leaving mischief in his wake.

Some scholars point to a distant link between the wild fey and the dwarves. Most scoff at this notion, especially the Duergar of the Obsidian Citadel. Unfortunately for them, the trickster duergar known as Reigal may prove the stories true. With the blood of the fey running through his veins, Reigal is always looking for trouble and frequently causing it.

Background: An uncle of the current king, Reigal is considered a member of royalty and accorded the grudging respect that position holds. When other duergar children were learning the trade of the forge, Reigal was off on an adventure, either running wild through the barren wastelands of the surface or off exploring the dark passages leading away from the Obsidian Citadel. Always restless, his blood spoke of a past union with the fey folk, the mere notion which horrifies the dour, practical duergar. This both pleases and angers Reigal at the same time. While one part of him enjoys shocking his uptight brethren, another part yearns for

acceptance. However, his very nature never allows him to get too comfortable in any one place. A wise duergar looks over his shoulder when Reigal is in residence and breathes a sigh of relief when he departs on one of his adventures.

Personality: Reigal is cordial and charming when he wants to be. He enjoys the open road and good company as much as any adventurer. However, his mood is fickle and quickly turns dark when he feels someone is “impinging” on his freedom. Lawful types immediately rub him up the wrong way. His pranks are done out of malicious and capriciousness and are usually deadly.

Mannerisms: Unlike his duergar kin, Reigal is quick to laugh and always has an inappropriate joke or snide comment to make. Often when dealing with people he dislikes, or is about to pay a

trick on, he can stop sniggering about their impending misfortune.

Distinguishing

Features: Reigal’s thick, black beard always seems to be moving as if blown by a gentle wind.

Reigal also has a perpetual squint.

HOOKS

Reigal enjoys casting *secure shelter* on lonely roads during stormy nights and using his magic to disguise himself as a harmless old hermit to lure travellers inside. Halfway through the night, Reigal may dispel the spell to leave them suddenly exposed to the environments, let in a monster to attack them, or leave them with a dangerous magical object.

While doing business with the Duergar at the Obsidian Citadel, Reigal lays the blame for his latest prank at the PCs feet. The only way to prove their innocence is to track down Reigal and trick or force a confession out of him.



Acting through proxies, Kavar Teethgrinder wants to teach Reigal a lesson. He has identified the circlet Reigal wears as a *circlet of sorcery*. Stealing the circlet would greatly reduce Reigal's magical power. Kavar decides that the perfect pawns for his game are the PCs – after all no duergar would take their word over his and the likelihood of them surviving the ensuing hunt is slim.

TACTICS

Reigal first uses his enchantment spells to gain more allies. He keeps his distance and uses Improved Feint to open up opponents to sneak attacks. If any opponents are still alive at this time, he unleashes his most powerful evocation spells. If engaged in melee, Reigal uses Acrobatics to escape.

REIGAL

CR 13 (XP 25,600)

This grey skinned humanoid's thick black beard moves as if stirred by a gentle wind.

Male duergar rogue 3/sorcerer (fey) 4/arcane trickster 7
CE Medium humanoid (dwarf)

Init +2; **Senses** darkvision 120 ft.; Perception +10 (+11 vs. traps, +12 vs. stonework), Sense Motive +5

Speed 20 ft.; **ACP** 0; Acrobatics +12 (+8 jumping), Escape Artist +11, Stealth +18 (fast stealth)

AC 20, touch 13, flat-footed 17; **CMD** 19 (+1 vs. traps); Mobility (+6 armour [+2 mithral chain shirt], +2 Dex, +1 dodge [Dodge], +1 natural [amulet of natural armour +1])

Immune paralysis, phantasms, poison; **Weakness** light sensitivity

Light Sensitivity (Ex) In bright sunlight (or within a *daylight* spell), duergar are dazzled.

Fort +6, **Ref** +11 (+12 vs. traps; evasion), **Will** +10 (+2 vs. spells and spell-like abilities)

hp 70 (14 HD)

Space 5 ft.; **Base Atk** +7; **CMB** +6

Melee +1 *short sword* +7/+2 (1d6/19-20)

Ranged +1 *seeking light crossbow* (range 80 ft.; Rapid Reload) +10/+5 (1d8+1/19-20)

Atk Options Improved Feint, impromptu sneak, sneak attack (+5d6)

Impromptu Sneak Attack (Ex [standard; 1/day]) Reigal can declare a melee or ranged attack to be a sneak attack on any opponent within 30 ft.

Special Actions laughing touch

Laughing Touch (Sp [standard; 7/day]) Reigal can make a creature burst out laughing for 1 round. The creature can only make a move action but defends itself normally. A creature affected by laughing touch is immune to its effects for 24 hrs.

Spell-Like Abilities (CL 14; concentration +18)

1/day—*enlarge person*, *invisibility*

Sorcerer Spells Known (CL 11th; concentration +15 [+19 casting defensively or grappling]; Bloodline Arcana [fey, +2 compulsion], Spell Focus [+1 enchantment]; tricky spells)

5th—*cone of cold* (DC 19), *dominate person* (DC 22)

4th—*crushing despair* (DC 21), *secure shelter*, *shadow conjuration* (DC 18)

3rd—*beast shape I*, *deep slumber* (DC 20), *dispel magic*, *hold person* (DC 20)

2nd—*acid arrow* (DC 16), *alter self*, *cat's grace*, *hideous*

laughter (DC 19), *touch of idiocy* (DC 19)

1st—*charm person* (DC 18), *disguise self* (DC 15), *entangle* (DC 15), *jump*, *magic missile*, *sleep* (DC 18)

0—*dancing lights*, *daze* (DC 17), *detect magic*, *detect poison*, *ghost sound* (DC 14), *mage hand*, *prestidigitation*, *read magic*, *resistance*

Tricky Spells (Su [standard; 4/day]) Reigal can cast a spell without somatic or verbal components as if using Still Spell or Silent Spell. The spell level or casting time does not increase.

Combat Gear *potion of cure moderate wounds* (2)

Abilities Str 9, Dex 14, Con 12, Int 13, Wis 10, Cha 14

SQ ranged legerdemain, rogue talent (fast stealth), trap finding (+1)

Ranged Legerdemain (Su [standard]) Reigal can use Disable Device and Sleight of Hand at a range of 30 ft. The DC of the skill check is increased by 5 and Reigal cannot take 10. The object must weigh 5 lbs. or less.

Feats Combat Casting, Dodge, Eschew Materials^B, Improved Feint, Mobility, Rapid Reload (light crossbow), Spell Focus (enchantment), Stealthy

Skills as above plus Appraise +6, Bluff +8, Disable Device +13, Intimidate +8, Knowledge (arcana) +10, Knowledge (dungeoneering) +7, Knowledge (geography) +7, Knowledge (local) +9, Knowledge (nature) +7, Sleight of Hand +7, Spellcraft +11, Use Magic Device +8

Languages Common, Dwarven, Elven, Undercommon

Gear as above plus *circlet of sorcery* +2, *cloak of resistance* +1, *robe of blending*

Enlarged, Reigal has altered statistics:

CE Large humanoid (dwarf)

Init +1

Acrobatics +11 (+7 jumping), Escape Artist +10, Stealth +17 (fast stealth)

AC 19, touch 12, flat-footed 16; **CMD** 20 (+1 vs. traps)

(+6 armour [+2 mithral chain shirt], +1 Dex, +1 dodge, +1 natural [amulet of natural armour +1], -1 size)

Space 10 ft.; **Base Atk** +7; **CMB** +8

Melee +1 *short sword* (reach 10 ft.) +7/+2 (1d6+1/19-20)

Ranged +1 *seeking light crossbow* (range 80 ft.) +8/+3 (1d8+1/19-20)

Abilities Str 11, Dex 12

Skills Disable Device +12

PERSONA: KAVAR TEETHGRINDER

The Obsidian Citadel's most accomplished weaponsmith, Kavar Teethgrinder is notorious for inlaying his weapons with the teeth of his victims.

Those who seek the finest weapons the Duergar of the Obsidian Citadel have to find the wizard, Kavar Teethgrinder. However, those wishing to deal with the ancient duergar must exercise caution. Extremely prideful, Kavar Teethgrinder is easily affronted and possesses a murderous temper. In particular, he harbours a deep-seated hatred towards humans.

The teeth of those that offend him wind up inlaying the hilts of the weapons he creates.

Background: As a young duergar, Kavar desired to see the outside world. Prompted by Reigal, he joined the trickster on one of his adventures. In an act of capriciousness, Reigal let the duergar fall into the hands of bandits. Sold into slavery, Kavar found himself using his burgeoning arcane talents to create fantastic jewellery for a human lord.

One day, after many years of gruelling captivity, he managed to befriend his captor's two sons and convinced them to help him escape. Kavar fled and repaid his captor's kindness and that of sons by slaying them, leaving behind two magical rings inlaid with their teeth. From that day on, Kavar turned his skills to the art of weapons, ones that would be beautiful and powerful enough to drive humans to madness to possess them.

In his heart, he still nurses a festering hatred for Reigal and only waits to make his move against him.

Personality: Kavar's time spent in captivity has made him paranoid. Humans dealing with Kavar suffer a -4 penalty to Diplomacy checks. Kavar prefers to bury himself in his work and only speaks when necessary and then usually only to scold his apprentices.

Mannerisms: Kavar mutters plans of vengeance and murder against humans and Reigal when he is crafting items and weapons.

Distinguishing Features: Kavar's fingers appear to be unnaturally bent and twisted as if broken repeatedly and then healed, however, they are surprisingly nimble.



HOOKS

While he is a violent curmudgeon, Kavar's knowledge of weaponry is vast. Adventurers sometimes seek him out to secure his help in repairing ancient weapons beyond the ability of most smiths to repair. Getting his help, though, is the difficult part – particularly if you are a human.

A rich warlord attempted to purchase a magic sword from Kavar who refused his offer. Barely escaping with his life, the warlord is asking for adventurers to steal the sword from the treacherous duergar. He will pay extra if they promise to teach Kavar a lesson.

KAVAR TEETHGRINDER

CR 12 (XP 19,200)

This wizened humanoid with dull gray skin wears a simple robe with what appears to be teeth sown into its back.

Male duergar expert 2/wizard (evoker [weapon]) 11
LE Medium humanoid (dwarf)

Init +2; **Senses** darkvision 120 ft.; Perception +6, Sense Motive +6

Speed 20 ft.; **ACP** 0; Acrobatics +2 (-2 jumping), Fly +9, Stealth +11

AC 20, touch 15, flat-footed 17; **CMD** 22

(+4 armour [*mage armour*], +2 deflection [*ring of protection* +2], +2 Dex, +1 natural [*amulet of natural armour* +1], +1 dodge [Dodge])

Immune paralysis, phantasms, poison; **Weakness** light sensitivity

Light Sensitivity (Ex) In bright sunlight (or within a *daylight* spell), duergar are dazzled.

Fort +5, **Ref** +5, **Will** +11, +2 vs. spells and spell-like effects
hp 73 (13 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +7

Melee mwk dagger +8/+3 (1d4+1/19-20)

Ranged *wand of scorching ray* (range 130 ft; 30 charges.) +8 (4d6 fire)

Atk Options energy burst, force weapon (5/day)

Energy Burst (Sp [standard & free; 1/day]) Kavar can infuse a weapon with elemental energy (acid, fire, ice or sonic) for 11 rounds (or until discharged). With a successful attack he can discharge the effect to deal 8d6 energy damage (DC 19 Reflex halves).

Force Weapon (Sp [standard; 5/day]) Kavar surrounds its weapon with force energy, extending its reach by 5 ft. for 5 rounds. The weapon deals damage normally, but he may discharge the effect to deal 1d6 force damage as part of an attack.

Spell-Like Abilities (CL 13; concentration +10)

1/day—*enlarge person, invisibility*

Wizard Spells Prepared (CL 11th; concentration +15 [+19 casting defensively or grappling]; spell penetration +13; arcane bond [ring], intense spells [+5 damage])

6th—*chain lightning* (DC 20), *globe of invulnerability*

5th—*cloudkill* (DC 19), *cone of cold* (DC 19), *greed* (DC 19)

TACTICS

Due to his paranoid nature, Kavar always has a number of offensive spells memorized.

If in danger, he casts *stoneskin*, followed by *globe of invulnerability*, and then unleashes his most potent evocation spells. Kavar slings spells indiscriminately with little thought for collateral damage.

If outmatched, he turns invisible, casts *expeditious retreat* and then *fly* to escape. However, he will return at an opportune moment to wreak his revenge.

4th—*black tentacles* (DC 18), *stone skin*, *wall of fire*, *weapon breaker* (DC 18)

3rd—*armour enervation* (DC 17), *dispel magic*, *fireball* (DC 17), *fly*, *obsidian shards* (DC 17)

2nd—*blur*, *geyser* (DC 16), *lava bolt* (DC 16), *make whole*, *scorching ray*

1st—*burning hands* (DC 15), *expeditious retreat*, *mage armour*, *magic missile*, *shocking grasp*

0—*acid splash*, *detect magic*, *mending*, *ray of frost*, *read magic*
Combat Gear *potion of cure serious wounds* (2), *ring of counterspells* (contains *fireball*), *wand of fireball* (27 charges, DC 13)

Abilities Str 13, Dex 14, Con 14, Int 18, Wis 12, Cha 4

Feats Brew Potion^B, Combat Casting, Craft Magic Arms and Armour^B, Craft Wand, Craft Wondrous Item, Create Curse, Dodge, Forge Ring, Scribe Scroll^B, Spell Penetration

Skills as above plus Appraise +14, Bluff +2, Craft (armour) +7, Craft (jewellery) +16, Craft (weapons) +20, Disable Device +7, Knowledge (arcana) +18, Knowledge (dungeoneering) +12, Knowledge (engineering) +13, Linguistics +10, Profession (jeweller) +7, Spellcraft +18, Survival +6

Languages Common, Dwarven, Gnome, Goblin, Ignan, Terran, Undercommon,

Gear as above plus *dark goggles*

Spellbook (divination and enchantment) as above plus as determined by the GM

Enlarged, Kavar Teethgrinder has altered statistics:

LE Large humanoid (dwarf)

Init +1

Acrobatics +1 (-3 jumping), Fly +8, Stealth +10

AC 19, touch 14, flat-footed 16; **CMD** 23

(+4 armour [*mage armour*], +2 deflection [*ring of protection* +2], +1 Dex, +1 natural [*amulet of natural armour* +1], +1 dodge, -1 size)

Space 10 ft.; **Base Atk** +6; **CMB** +9

Melee mwk dagger (reach 10 ft.) +8/+3 (1d4+2/19-20)

Ranged *wand of scorching ray* (range 130 ft; 30 charges.) +6 (4d6 fire)

Abilities Str 15, Dex 12

Skills Disable Device +6

READING STAT BLOCKS

Duergar of the Obsidian Citadel includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

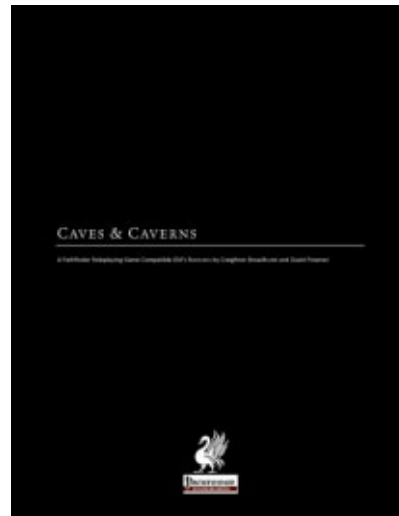
SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

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