

DUERGAR

The duergar are slavers that dwell in volcanic regions of the Underdark. They were once the thralls of mind flayers, but they turned to devils to help escape from bondage. Now, duergar acquire their own slaves by making raids into the surface world. They raid, pillage, and take prisoners when it suits them. A duergar living near the surface usually sells its slaves to markets in the Underdark or trades the slaves to duergar living deeper underground, where the slaves are more useful. Deep-dwelling duergar use captives as slave labour, and as sacrifices for their infernal altars.

Duergar are commonly sighted in borderland regions, where few patrols or militias can stand up to their attacks. A duergar slaver often learns the traditions and routines of surface-dwellers, putting those lessons to practice in its raiding techniques. A duergar raider might wait until fall harvest to attack, taking advantage of the large number of isolated, able-bodied workers in the fields.

All are **medium natural humanoid, dwarf (devil)**, with **speed 5** and **resist 10 fire, resist 10 poison**. All are **evil** and speak **Common, Deep Speech** and **Dwarven**.

Nature DC 16: Duergar are kin to dwarves, but their long association with infernal powers has given them strange abilities and a thirst for blood.

Dungeoneering or History DC 16, Nature DC 21: Duergar have a well-earned reputation as slavers. They rarely perform exhausting or risky tasks, relying instead on the work of slaves. A duergar recognizes the value of slaves, though, rarely tasking them with jobs that are deadly or unlikely to yield a high reward.

Most duergar slavers capture only those who exhibit physical prowess or exceptional skill. A duergar has no interest in enslaving the young, the sick, or the elderly; such individuals are often left dead as a result of duergar raids.

A duergar that lives in an outpost near the surface tends to actively raid settlements. For their raiding parties, duergar summon devils and employ troglodytes, ores, ogres, and other wicked races. A duergar outpost near the surface might host a significant tiefling population. A tiefling who embraces his or her infernal heritage often allies with duergar, who use the tiefling as an agent on the surface: a tiefling might become a member of a surface settlement, identifying choice victims for duergar slavers.

Deep-dwelling duergar make their homes in highly defensible areas of the Underdark, such as on islands in the middle of underground seas, in caverns surrounded by moats of lava, or on the edges of deep chasms. Their devilish nature leads duergar to prefer volcanic areas of the Underdark.

Dungeoneering or History DC 23: Long ago, duergar were members of a great clan of dwarves that delved deep into the Underdark and fell to a mind flayer assault. They endured uncounted years as slaves before fighting their way to freedom. Those duergar that escaped gained a perverse education from their captivity, becoming as corrupt as their former masters.

A duergar retains a vestige of its dwarven heritage. Other Underdark denizens often call upon duergar to build keeps, castles, and other structures of stone. A duergar also employs its slaves to mine valuable substances, such as gold, platinum, and gems.

Usually, a large number of slaves are overseen by a small number of duergar taskmasters. When the slaves are not working, they are treated like prisoners. A duergar keeps its slaves in defensible structures, discouraging outsiders from attempting to rescue them.

Duergar are always wary of attacks from mind flayers, aboleths, and other creatures that threaten to enslave them once again. Squads of a half-dozen or more soldiers patrol duergar strongholds, sometimes accompanied by devils or by duergar that have the psychic talent to detect mind flayers or aboleths.

Dungeoneering or History DC 31, Religion DC 36: The dwarves that suffered generations of servitude under the brutal mind flayers became duergar after they turned to the devils to help them gain their freedom. Believing that Moradin abandoned them during their enslavement, the duergar turned instead to the worship of devils. They swore dark oaths to the powers of the Nine Hells, who were only too happy to offer aid in exchange for loyalty.

The duergar embrace their mutually beneficial agreement with the infernal forces. Most duergar now take Asmodeus as their patron deity, and devilish power flows in their veins. Within their settlements, blood rites to infernal beings are common. Woe to the slave that has outlived its usefulness or angered a capricious duergar master.

Many of the fortress like cities that duergar inhabit have places that serve as embassies for devils. Throughout these cities, devils travel openly in the streets. Humanoid devils, particularly succubi, are the most common visitors. Sometimes a powerful devil ascends to power in a duergar settlement, taking an active hand in the compact with its residents and granting boons in exchange for service.

Duergar are typically slow to trust outsiders; an endorsement from a powerful devil is one of the few ways to gain the trust of a duergar. Although duergar might seem defensive or cautious, they quickly take advantage of their enemies' weaknesses, whether in combat or in social encounters.

Orc and Ogre lackeys

Orc Mob								Level 17 brute			
Huge natural humanoid (swarm)								XP 1600			
Hp	195	Bloodied		97				Initiative	+10		
AC	29	Fort	27	Ref	24	Will	24	Perception	+11, low light vision		
Speed	6 (8 when charging)										
Immune	forced mv from melee, ranged					Resist	½ melee, ranged		Vulnerable	10 cl, area	
Traits											
Threatening reach 2 sq											
Mob attack: an enemy that ends its turn within aura 1 takes 1d10+5 damage											
Standard Actions – at will											
*Wild axe swings (melee 2, one creature): +22 vs AC for 3d10+15 damage											
Swarm of axes (enemies in close burst 2): +22 vs AC for 2d10+10 damage											
Minor Actions – at will											
Thrown axes (ranged 5, one, two or three creatures; does not trigger OAs): +22 vs AC for 1d6+2											
Skills	Endurance +15, Intimidate +12										
STR	17	(+11)		DEX	11	(+8)		WIS	10	(+8)	
CON	15	(+10)		INT	8	(+7)		CHA	9	(+7)	
Alignment	Chaotic evil			Languages		Common, Giant					

A mob of 3 dozen leather armour, light shield, battle-axe and hand-axe wielding orcs

Ogre Bludgeoneer								Level 16 minion brute	
Large natural humanoid								XP 350	
Hp	minion							Initiative	+9
AC	28	Fort	30	Ref	24	Will	24	Perception	+9
Speed	8								
Standard Actions									
*Greatclub (melee 2, one creature): +21 vs AC for 15 damage									
STR	23	(+14)	DEX	13	(+9)	WIS	13	(+9)	
CON	25	(+15)	INT	4	(+5)	CHA	6	(+6)	
Alignment	Chaotic evil		Languages	Giant					

Hide armour, greatclub

Arena-trained Ogre								Level 16 brute	
Large natural humanoid								XP 1400	
Hp	193	Bloodied	96					Initiative	+10
AC	28	Fort	29	Ref	27	Will	26	Perception	+11
Speed	8								
Standard Actions									
*Greataxe (melee 2, one creature): +21 vs AC for 3d12+11 damage									
Vorpal sweep (R6; enemies in close burst 2): +21 vs AC for 2d12+7 and OG 10									
Skills	Intimidate +11								
STR	23	(+14)	DEX	19	(+12)	WIS	17	(+11)	
CON	23	(+14)	INT	8	(+7)	CHA	6	(+6)	
Alignment	Chaotic evil		Languages	Common, Giant					

Hide armour, greataxe

Ogre Dreadnought								Level 16 soldier	
Large natural humanoid								XP 1400	
Hp	156	Bloodied	78					Initiative	+13
AC	32	Fort	30	Ref	26	Will	28	Perception	+13
Speed	8								
Traits									
Threatening reach 2 sq									
Standard Actions									
*Greatsword (melee 2, one creature): +21 vs AC for 2d12+11 damage and immob until E _{ogre} 'sNT									
Triggered Action – R4,5,6									
No action if fail a saving throw: reroll with +2 bonus									
Skills	Athletics +20								
STR	24	(+15)	DEX	16	(+11)	WIS	20	(+13)	
CON	20	(+13)	INT	8	(+7)	CHA	23	(+14)	
Alignment	Chaotic evil		Languages	Common, Giant					

Plate armour, greatsword – it howls as it approaches!

Arbalester Battery

Arbalester Battery								Level 16 artillery	
Large natural animate (construct, homunculus)								XP 1400	
Hp	115	Bloodied		57		Initiative		+12	
AC	28	Fort	27	Ref	29	Will	27	Perception	+15, darkvision
Speed	6								
Immune	Disease, poison					Vulnerability		10 close, area	
Traits									
Guarded area: this is a 5sq x 5sq area to which it has been attuned by its creator									
Assemblage of devices: enemies may enter its square, but this is DT									
Standard Actions									
*Slam (melee 1, one creature): +23 vs AC for 3d6+8									
Bolts (at-will; ranged 20/40, 4 attacks, or 2 attacks if bloodied, plus 1 additional attack which must be vs a creature in its guarded area): +23 vs AC for 1d12+5									
Rain of bolts (R 5,6; creatures in area burst 1 within 20): +21 vs Ref for 2d12+4									
Minor Actions – at will, 1x/round									
Lash out (enemies in close burst 1): +23 vs AC for 3d6+8									
STR	15	(+10)		DEX	18	(+12)		WIS	15 (+10)
CON	13	(+9)		INT	5	(+5)		CHA	8 (+7)

Duergar troops

Duergar Miner								Level 15minion soldier XP 300	
Hp	minion							Initiative	+10
AC	32	Fort	29	Ref	26	Will	27	Perception	+9, darkvision
Standard Actions									
*Warhammer (melee 1, one creature): +20 vs AC for 9 damage									
Skills	Dungeoneering +14								
STR	17	(+10)	DEX	13	(+8)	WIS	14	(+9)	
CON	20	(+12)	INT	10	(+7)	CHA	7	(+5)	

Chainmail, warhammer

Duergar Thug								Level 16 minion brute XP 350	
Hp	minion							Initiative	+10
AC	28	Fort	29	Ref	27	Will	26	Perception	+10, darkvision
Standard Actions									
*Warhammer (melee 1, one creature): +21 vs AC for 15 damage									
Minor Actions – 1x/enc									
Infernal quills (ranged 3, one creature): +21 vs AC for 12 damage and OG 5 poison									
STR	14	(+10)		DEX	15	(+10)		WIS	15 (+10)
CON	18	(+12)		INT	10	(+8)		CHA	8 (+7)

Chainmail, warhammer

Devil-bred Duergar								Level 18 minion soldier XP 500	
Hp	minion							Initiative	+13
AC	34	Fort	32	Ref	28	Will	30	Perception	+11, darkvision
Standard Actions									
*Warhammer (melee 1, one creature): +23 vs AC for 13 damage									
Triggered Actions – at will									
If an adj enemy makes an attack that does not include the duergar as a target, then as an opp action it makes a warhammer attack: +23 vs AC for 13 fire damage									
STR	20	(+14)	DEX	14	(11+)	WIS	14	(+11)	
CON	22	(+15)	INT	10	(+9)	CHA	8	(+8)	

Chainmail, warhammer

Duergar Guard								Level 16 soldier XP 1400							
Hp	154	Bloodied	77					Initiative	+12						
AC	32	Fort	29	Ref	27	Will	27	Perception	+10, darkvision						
Standard Actions															
*Warhammer (melee 1, one creature): +21 vs AC for 2d10+12 or +23 vs AC for 2d10+6; <i>effect</i> the target is marked until the E _{target} 'sNT															
Minor Actions															
Infernal quills (1x/enc; ranged 3, one creature): +21 vs AC for 2d8+6 and OG 10 poison & -2 attack (SE both)															
Infernal anger (R5,6; personal): until S _{is} NT its warhammer becomes fiery and its melee attacks deal +8 fire damage, and if an adj enemy moves, it can shift 1 sq as an imm reaction															
Skills	Dungeoneering +15														
STR	14	(+10)	DEX	15	(+10)	WIS	15	(+10)							
CON	18	(+12)	INT	10	(+8)	CHA	8	(+7)							

Chainmail, warhammer

Duergar Shock Trooper								Level 18 brute XP 2000							
Hp	204	Bloodied	102					Initiative	+12						
AC	30	Fort	31	Ref	30	Will	30	Perception	+12, darkvision						
Standard Actions															
*Maul (melee 1, one creature): +23 vs AC for 4d6+18; <i>when Large</i> (melee 2, one creature): +23 vs AC for 6d6+24															
Minor Actions – 1x/enc															
Infernal quills (ranged 3, one creature): +23 vs AC for 2d8+8 and OG 10 poison & -2 attack (SE both)															
Triggered Action – free, when first bloodied during an encounter															
It becomes Large until the end of the encounter, occupying 4 squares: creatures and objects in the squares that it comes to occupy are pushed 1 sq															
Skills	Dungeoneering +15														
STR	14	(+10)	DEX	15	(+10)	WIS	15	(+10)							
CON	18	(+12)	INT	10	(+8)	CHA	8	(+7)							

Chainmail, maul

Some duergar champions are *elite* shock troopers: 2x hp, +2 to save, 1 AP, double attack as a standard action

Duergar Scout								Level 16 lurker XP 1400							
Hp	120	Bloodied	60					Initiative	+14						
AC	30	Fort	30	Ref	28	Will	28	Perception	+15, darkvision						
Standard Actions – at will															
*Warhammer (melee 1, one creature): +21 vs AC for 2d10+10, +4d12 if its target can't see it															
*Crossbow (ranged 15/30, one creature): +21 vs AC for 2d8+12, +4d12 if its target can't see it															
Underdark sneak (at will; personal): it is invisible until E _{its} NT or until it hits or misses with an attack															
Minor Actions															
Infernal quills (1x/enc; ranged 3, one creature): +21 vs AC for 2d8+8, +4d12 if its target can't see it and OG 10 poison & -2 attack (SE both)															
Shadow sneak (at will; personal, if in dim light or darkness and adj to a wall or an object that occupies at least 1 sq): it is invisible until E _{its} NT or until it hits or misses with an attack															
Skills	Dungeoneering +15, Stealth +15														
STR	13	(+9)	DEX	15	(+10)	WIS	14	(+10)							
CON	18	(+12)	INT	10	(+8)	CHA	8	(+7)							

Chainmail, warhammer, crossbow, 10 bolts

Duergar Raid Leader								Level 17 artillery (leader) XP 1600							
Hp	123	Bloodied	61					Initiative	+9						
AC	31	Fort	29	Ref	31	Will	27	Perception	+10, darkvision						
Standard Actions – at will															
*Warhammer (melee 1, one creature): +22 vs AC for 2d10+9															
*Crossbow (ranged 15/30, one creature): +24 vs AC for 2d8+15															
Command (ranged 5, one ally): the target makes a basic attack as a free action															
Minor Actions – 1x/enc															
Infernal quills (ranged 3, one creature): +24 vs AC for 2d8+7 and OG 10 poison & -2 attack (SE both)															
Skills	Dungeoneering +15														
STR	11	(+8)	DEX	13	(+9)	WIS	14	(+10)							
CON	15	(+10)	INT	18	(+12)	CHA	8	(+7)							

Chainmail, warhammer, crossbow, 10 bolts

Duergar cultists

Duergar Fleshtearer (attacks using smoking claws)								Level 17 lurker XP 1600	
Hp	125	Bloodied	62					Initiative	+16
AC	30	Fort	30	Ref	28	Will	28	Perception	+12, darkvision
Standard Actions									
*Claw (melee 1, one creature): +22 vs AC for 2d8+8 and OG 15 (OG 30 if its target can't see it)									
Quill stab (R when hits with claw attack; requires cbt adv; melee 1, one creature): +22 vs AC for 1d8 damage and OG 20 poison (OG 40 if its target can't see it) and -2 to attack (SE both)									
Underdark sneak (at will; personal): it is invisible until E _{its} NT or until it hits or misses with an attack									
Minor Actions									
Infernal quills (1x/enc; ranged 3, one creature): +22 vs AC for 1d8 and OG 20 poison (OG 40 if its target can't see it) & -2 attack (SE both)									
Shadow sneak (at will; personal, if in dim light or darkness and adj to a wall or an object that occupies at least 1 sq): it is invisible until E _{its} NT or until it hits or misses with an attack									
Skills	Bluff +13, Dungeoneering +17, Stealth +17								
STR	21	(+13)	DEX	19	(+12)	WIS	18	(+12)	
CON	17	(+11)	INT	12	(+9)	CHA	10	(+8)	

Leather armour

Framarth, Duergar Theurge (♀)								Level 17 controller XP 1600	
Hp	159	Bloodied	79				Initiative	+9	
AC	31	Fort	28	Ref	28	Will	30	Perception	+12, darkvision
Standard Actions									
*Warhammer (melee 1, one creature): +22 vs AC for 2d10+6 damage									
Hellbolt (at will; ranged 10, one creature): +21 vs Ref for 3d10+8 fire damage									
Brimstone Hail (R5, 6; creatures in area burst 2 within 15): +21 vs Ref for 6d6+8 fire and prone									
Vile Fumes (R when first bloodied; creatures in area burst 2 within 15): +21 vs Fort for 6d6+8 poison and blinded until E _{theurge's} NT									
Wave of Despair (1x/day; creatures in close blast 5): +21 vs Will for 6d6+8 psychic and slowed & dazed (SE both)									
Minor Actions – 1x/enc									
Infernal quills (ranged 3, one creature): +22 vs AC for 2d8+6 and OG 10 poison & -2 attack (SE both)									
Skills	Arcana +15, Dungeoneering +17, Religion +15								
STR	13	(+9)	DEX	12	(+9)	WIS	18	(+12)	
CON	15	(+10)	INT	15	(+10)	CHA	11	(+8)	

Robes, warhammer

Urwol, Master Smith (♂)							Level 17 controller XP 1600		
Hp	160	Bloodied		80				Initiative	+10
AC	32	Fort	29	Ref	30	Will	29	Perception	+12, darkvision
Standard Actions									
*Warhammer (melee 1, one creature): +22 vs AC for 2d10+6 damage									
Hellbolt (at will; ranged 10, one creature): +21 vs Ref for 3d10+8 fire damage									
Brimstone Hail (R5, 6; creatures in area burst 2 within 15): +21 vs Ref for 6d6+8 fire and prone									
Vile Fumes (R when first bloodied; creatures in area burst 2 within 15): +21 vs Fort for 6d6+8 poison and blinded until E _{Urwol's} NT									
Fire of the Forge (1x/enc; ranged 10 vs one, two or creatures within 5 sq of one another): +21 vs Fort for 7d6 fire and OG 10 fire and -2 to melee attacks (SE both)									
Iron Storm (1x/enc; creatures in area burst 1 within 10): +21 vs AC for 3d10+5 and dazed (SE), creates a zone that lasts until E _{Urwol's} NT (sustain standard, when sustained repeats the attack; as a move action may move the zone to a new area within range)									
Minor Actions – 1x/enc									
Infernal quills (ranged 3, one creature): +22 vs AC for 2d8+6 and OG 10 poison & -2 attack (SE both)									
Skills	Dungeoneering +15								
STR	13	(+9)	DEX	15	(+10)	WIS	14	(+10)	
CON	16	(+10)	INT	18	(+12)	CHA	11	(+8)	

Leather apron, warhammer

Duergar Infernal Consort								Level 17 controller XP 1600	
Hp	159	Bloodied		79	Initiative				+8
AC	31	Fort	30	Ref	28	Will	30	Perception	+9, darkvision
Standard Actions									
*Warhammer (melee 1, one creature): +22 vs AC for 3d10+9 damage, push 3 sq, and slowed until E _{consort's} NT									
Infernal Summons (at-will; creatures in area burst 1 within 5): +20 vs Ref for 4d6+6 fire; <i>Effect</i> : burst creates a zone of DT that lasts until E _{consort's} NT; a creature that enters the zone or ET there takes 10 fire									
Devil Possession (R5, 6 * charm; ranged 3, one creature): +20 vs Will, dominated until E _{consort's} NT, while dominated allies of target that ETadj takes 10 fire; at S _{target's} NT, consort slides it 3 sq as free action									
Minor Actions – 1x/enc									
Infernal quills (ranged 3, one creature): +22 vs AC for 2d8+6 and OG 10 poison & -2 attack (SE both)									
Skills	Dungeoneering +14, Religion +17								
STR	11	(+8)	DEX	10	(+8)	WIS	13	(+9)	
CON	20	(+13)	INT	19	(+12)	CHA	21	(+13)	

Leather armour, warhammer

Duergar Hellcaller								Level 18 artillery XP 2000	
Hp	132	Bloodied	66					Initiative	+13
AC	30	Fort	29	Ref	29	Will	31	Perception	+16, darkvision
Standard Actions									
*Mace (melee 1, one creature): +25 vs AC for 2d8+10 damage Infernal quills (at will; ranged 10, one creature): +25 vs AC for 2d8+6 fire and poison and OG 10 fire and poison & -2 attack (SE both) Quill Storm (1x/enc; creatures in area burst 2 within 10): +23 vs Ref for 2d8+6 fire and poison damage and OG 15 fire and poison and -2 to attack (SE both) Asmodeus's Ruby Curse (1x/enc * Fear; enemies in close blast 5): +22 vs Will for 4d8+15 psychic, and slide to nearest space outside the blast – this forced movement provokes OAs									
Minor Actions – 1x/enc									
Infernal quills quick strike (ranged 10, one creature): +25 vs AC for 2d8+6 fire and poison and OG 10 fire and poison & -2 attack (SE both)									
Triggered Actions – 1x/enc									
As an immediate interrupt when attacked in melee, it may shift to the nearest space beyond the attacker's reach and call a legion devil veteran to appear in its former space and become the target of the attack (the devil acts immediately after the hellcaller's initiative count, and is worth no XP)									
Skills	Arcana +14, Dungeoneering +16, Religion +14								
STR	14	(+11)	DEX	19	(+13)	WIS	14	(+11)	
CON	18	(+13)	INT	11	(+9)	CHA	22	(+15)	

Leather armour, mace

Legion Devil Veteran							Level 16 minion soldier			
Medium immortal humanoid (Devil)							XP 350			
Hp	minion						Initiative	+11		
AC	32 (34 adj to legion devil)		Fort	29	Ref	28	Will	26	Perception	+9, darkvision
Speed	7, teleport 3									
Standard Actions										
*Sword (melee 1, one creature): +21 vs AC for 12 damage, plus 6 fire damage if it willingly moves during its next turn										
STR	14	(+10)	DEX	13	(+9)	WIS	13	(+9)		
CON	14	(+10)	INT	4	(+5)	CHA	6	(+6)		
Alignment	Evil		Languages		Supernal					

Plate armour, heavy shield, longsword

Duergar Blasphemer								Level 20 controller (leader) XP 2800	
Hp	188	Bloodied	94					Initiative	+12
AC	34	Fort	31	Ref	31	Will	32	Perception	+16, darkvision
Traits									
Crush Nonbelievers (aura sight): the blasphemer and each ally within the aura scores critical hits against prone targets on a 19 or 20, and on a crit against a prone targets deals 10 extra fire and poison damage									
Standard Actions – at will									
*Greatclub (melee 1, one creature): +25 vs AC for 4d4+6 damage and OG 10 fire and necrotic Infernal quills (ranged 10, one creature): +25 vs AC for 2d8+8 fire and poison and OG 10 fire and poison & -2 attack (SE both) Eyes of Asmodeus (ranged 10, one creature): +24 vs Fort, weakened and marked until E _{blasphemer's} NT; <i>aftereffect</i> slowed (SE); <i>miss</i> slowed (SE)									
Minor Actions									
Preach submission (at-will 1x/round; one creature in close burst 10): +25 vs Will, marked (SE) or if already marked by the blasphemer then knocked prone									
Infernal quills quick strike (1x/enc; ranged 10, one creature): +25 vs AC for 2d8+8 fire and poison and OG 10 fire and poison & -2 attack (SE both)									
Triggered Actions – 1x/enc									
Sinner's slip: if an enemy marked by the blasphemer attacks it, as an immediate action +24 vs Will: the attack targets the attacker's nearest ally instead; if no target is available, the attacker is knocked prone and takes 6d6+12 psychic damage									
Skills	Bluff +18, Dungeoneering +21, Religion +20								
STR	14	(+12)	DEX	15	(+12)	WIS	23	(+16)	
CON	20	(+15)	INT	20	(+15)	CHA	16	(+13)	

Robes, greatclub

Duergar leaders

Duergar Blackguard				Level 19 elite soldier XP 4800			
Hp	356	Bloodied	178	Initiative +11			
AC	35	Fort	33	Ref	31	Will	31
				Perception +11, darkvision			
				Saves	+2	Action Points	1
Standard Actions							
*Blighted warhammer (melee 1, one creature): +26 vs AC for 3d10+11 and secondary attack: +22 vs Fort for OG 10 poison & -2 attack (SE both)							
Minor Actions							
Darkfire mark (at-will 1x/round; one enemy in close burst 10): target is marked and gains no benefit from any concealment until E _{blackguard's} NT, and if target ET farther from the blackguard than it began, or if it does not make an attack vs the blackguard during its NT, it takes 20 fire and necrotic							
Infernal quill burst (R4,5,6; one enemy in close burst 3): +24 vs AC for 2d8+8 and OG 10 poison & -2 attack (SE both)							
Triggered Actions – at will							
Infernal footwork: if an adj enemy moves or shifts away from the blackguard, as an imm reaction it shifts 2 sq to a sq adj to the triggering enemy; if the enemy is marked by it, it may then use <i>blighted warhammer</i> as a free action							
Skills	Dungeoneering +16, Intimidate +18, Religion +18						
STR	22	(+15)	DEX	11	(+9)	WIS	14 (+11)
CON	18	(+13)	INT	19	(+13)	CHA	18 (+13)

Plate armour, heavy shield, warhammer

Murkelmor, Paladin of Asmodeus (♂)				Level 19 elite soldier (leader) XP 4800			
Hp	360	Bloodied	180	Initiative +12			
AC	35	Fort	35	Ref	32	Will	33
				Perception +12, darkvision			
				Saves	+2	Action Points	1
Trait							
Asmodeus's demand (aura 5): allies in the aura gain a +4 bonus to damage rolls							
Standard Actions							
*Fearsome smite (melee 1, one creature): +26 vs AC for 4d6+18, push 2 sq, and Murkelmor may shift up to 2 sq adj to the target							
Fiery smite (R5,6; melee 1, one creature): +26 vs AC for 4d6+18 fire and necrotic, prone and OG 20 fire and necrotic							
Minor Actions							
Heal with fire (R6; melee 1, self or ally): target regains 50 hp, and until E _{target's} NT, anyone attacking it takes 10 fire and necrotic							
Infernal quills (1x/enc; ranged 3, one creature): +21 vs AC for 2d8+6 and OG 10 poison & -2 attack (SE both)							
Skills	Dungeoneering +17, Religion +16						
STR	19	(+13)	DEX	13	(+10)	WIS	17 (+12)
CON	20	(+14)	INT	15	(+11)	CHA	13 (+10)

Plate armour, maul

Duergar Underlord				Level 20 elite skirmisher (leader) XP 5600			
Hp	364	Bloodied	182		Initiative	+20	
AC	34	Fort	32	Ref	33	Will	31
Speed	7			Saves	+2	Action Points	1
Standard Actions							
*Warhammer (melee 1, one creature): +25 vs AC for 3d10+12; <i>effect</i> : any marking effect on the underlord ends and it shifts up to 3 sq							
Battlecrazed frenzy (R5,6; melee 1, one creature): +25 vs AC for 3d10+12 and the underlord shifts up to 2 sq and repeats the attack against an enemy it has not yet attacked this turn							
Minor Actions							
Underlord's command (at-will 1x/round; one ally in close burst 10): the target may use a free action to shift up to 3 sq and make a basic attack							
Infernal quills (1 x/enc; ranged 3, one creature): +25 vs AC for 3d10+5 and OG 10 poison & -2 attack (SE both)							
Triggered Actions – at will, 1x/round							
Infernal animation: if it starts its turn conscious and no ally within 20 sq has at least 1 hp, with no action required one ally within 20 sq returns to life with 1 hp and stands up as a free action; the ally acts immediately after the underlord's initiative count, automatically drops to 0 hp at the end of the encounter, and is worth no additional XP							
Skills	Dungeoneering +20						
STR	22	(+16)	DEX	26	(+18)	WIS	20 (+15)
CON	14	(+12)	INT	14	(+12)	CHA	16 (+13)

Chainmail, warhammer

Purple Worm

Purple Worm				Level 19 solo skirmisher			
Huge natural beast (blind)				XP 12,000			
Hp	728	Bloodied	364		Initiative	+17	
AC	33	Fort	33	Ref	31	Will	29
Speed	8, burrow 8 (tunnelling)				Perception	+14, blindsight 10, tremorsense 10	
Immune	blinded, gaze effects			Saves	+5	Action Points	2
Traits							
Unstoppable: while stunned, dazed or dominated may take immediate actions							
Frenzy: while bloodied, it may take an extra minor action during its turn							
Standard Actions – at will							
*Bite (melee 3, one creature): +24 vs AC for 4d8+9 and it shifts up to half its speed							
Devour whole (melee 3, one large or smaller creature): +22 vs Fort for 3d10+8 and swallowed (escape DC 24 or if worm drops to 0 hp – appear in an unoccupied adj square of target's choice): until it escapes, the target is restrained, does not occupy a square, and has line of sight and effect only to the worm and other creatures swallowed by it (if attack the worm using a close or area attack, all other swallowed creatures are also targeted); nothing has line of sight or effect to it except other creatures swallowed by the worm; at the end of each of its turns, it takes 30 acid damage							
Move Actions – at will							
Barrel Through: shift up to its speed, and make the following attack against an enemy each time it enters a sq adj to that enemy for the first time during the move: (melee 1) +22 vs Ref for 2d8+4 and push 2 sq							
Minor Actions – at will							
Fling (melee 3, one creature): +22 vs Fort for 3d10+8 and slide 4 sq							
Stinger impalement (melee 3, one creature): +24 vs AC for 2d8+3 and OG 15 poison and slide 4 sq							
Regurgitate (one creature swallowed by the worm): the target appears in a square of the worm's choice within 4 sq, is no longer swallowed, and takes 3d10+8 damage							
Triggered Actions – at will							
Thrash, immediate reaction if hit by an attack (melee 3, one or two creatures): +22 vs Ref for 2d12+11 and push 6 sq							
STR	25	(+16)	DEX	23	(+15)	WIS	21 (+14)
CON	22	(+15)	INT	2	(+5)	CHA	4 (+6)

Archons and Salamanders: cold damage → can’t shift until E_{its}NT

Ceiling of 30' at edges up to 60' in centre of tunnels and 100' in hydra cavern

Fumes (PCs only): at S_{PC's}T, End DC 17 or 5 poison and slowed E_{PC's}T (no check required if prone, if in marked area near hydra with vent in ceiling, or if on the other side of the river and out of the steam)

Lava (red): if enter, take 20 fire, prone, OG 20 fire & dazed (SE both once leave lava); if start turn on it, End DC 17 or prone; if move adj or start turn adj, 10 fire

Cooling lava (blue): DT, and if enter or start turn on it, 10 fire

River (green): fast flowing (2 sq at ST) and hot (if enter or start turn in it, 10 fire), squares above it and adjacent have to it steam which is lightly obscuring

Escarpments: Ath DC 10 to scramble up 5' as DT, DC 25 to treat as 1 sq move; cross-hatched rises are DT, provide cover to those behind them or prone on them

Fire Archon Ash Disciple (A)								Level 18 artillery	
Medium elemental humanoid (fire)								XP 2000	
Hp	150	Bloodied	75					Initiative	+17
AC	31	Fort	31	Ref	32	Will	27	Perception	+12
Speed	8								
Immune	Disease, poison				Resist	30 fire			
Standard Actions									
*Flaming fist (at will, melee 1, one creature): +18 vs Ref for 2d8+6 fire and OG 5 fire									
Rain of fire (enc, area burst 1 within 10, creatures): +21 vs Ref for 2d8+12 fire and OG 10 fire (miss: half damage and no ongoing damage)									
Cinder burst (enc, close burst 5, creatures): +21 vs Fort for 3d8+12 fire and blinded (SE)									
Flame wave (enc, close blast 5, creatures): +21 vs Ref for 3d8+12 fire, push 2sq, and OG 15 fire									
Move Actions – at will									
Flame step: teleport to within 3 sq of any fire creature within 20 sq of it									
Triggered Actions – no action, when reduced to 0 hp									
Death embers (close burst 5, creatures): +21 vs Fort for 3d8+12 fire and blinded (SE), and it is consumed in the burst, leaving only its metallic robes behind									
STR	20	(+14)	DEX	27	(+17)	WIS	16	(+12)	
CON	24	(+17)	INT	14	(+11)	CHA	15	(+11)	
Alignment	Chaotic evil		Languages	Primordial					

Metal robes (as scale armour)

Fire Archon Blazesteel (B)								Level 17 soldier	
Medium elemental humanoid (fire)								XP 1600	
Hp	182	Bloodied		91				Initiative	+17
AC	33	Fort	31	Ref	30	Will	26	Perception	+11
Speed	8								
Immune	Disease, poison				Resist	30 fire			
Traits									
If it has combat advantage against an enemy, it may make an additional <i>scimitar</i> attack against that enemy as a free action when it attacks									
Standard Actions									
*Scimitar (melee 1, one creature): +23 vs AC for 1d8+16 (crit 2d8+24) +1d8 fire (+2d8 fire with cbt adv), and marked until the end of its NT									
Triggered Actions – free, when first bloodied, and no action, when reduced to 0 hp									
Wounded fireburst (close burst 2, creatures in burst): +19 vs Ref for 10 fire and ongoing 5 fire									
STR	26	(+16)	DEX	24	(+15)	WIS	16	(+11)	
CON	22	(+14)	INT	14	(+10)	CHA	15	(+10)	
Alignment	Chaotic evil		Languages	Primordial					

Plate armour, scimitar

Salamander Archer (A)								Level 17 Artillery	
Large elemental humanoid (fire, reptile)								XP 1600	
Hp	126	Bloodied	63					Initiative	+11
AC	30	Fort	28	Ref	25	Will	24	Perception	+10
Speed	6			Resist	20 fire				
Standard Actions – at will									
*Tail lash (melee 2, one creature): +20 vs AC for 2d10 +6 fire									
*Longbow (ranged 20/40, one creature): +22 vs AC for 2d10 + 6 +2d6 fire									
Double attack: two <i>longbow</i> attacks, against the same target or two targets within 5 sq of one another									
Minor Actions									
Tail thrust (melee 2, one creature): +20 vs Ref, the target is pushed 1 sq									
STR	17	(+11)	DEX	22	(+14)	WIS	15	(+10)	
CON	18	(+12)	INT	11	(+8)	CHA	11	(+8)	
Alignment	Evil		Languages	Primordial					

Longbow, quiver of 30 arrows

Salamander Firetail (F)										Level 16 elite skirmisher									
Large elemental humanoid (fire, reptile)										XP 1400									
Hp	308	Bloodied	154							Initiative	+16								
AC	32	Fort	29	Ref	30	Will	26			Perception	+10								
Speed	6	Saves	+2	Resist	20 fire					Action Point	1								
Standard Actions																			
*Scimitar (melee 2, one creature): +21 vs AC for 2d10 + 4 (crit 2d10+24) and OG 10 fire																			
Double attack: two <i>scimitar</i> attacks																			
Trail of fire: it moves up to it speed, leaving a trail of fire behind it: creatures in squares adjacent to its path take 20 fire damage																			
Triggered Actions – immediate reaction, at will if an enemy moves to flank it																			
Tail lash (melee 2, triggering creature): +19 vs AC for 1d10 + 5 fire and slide 1 sq																			
Skills	Intimidate +13																		
STR	20	(+13)	DEX	22	(+14)	WIS	14	(+10)											
CON	18	(+12)	INT	9	(+7)	CHA	11	(+8)											
Alignment	Evil			Languages	Primordial														

2 scimitars

Salamander Lancer (L)										Level 16 Brute									
Large elemental humanoid (fire, reptile)										XP 1400									
Hp	191	Bloodied	95							Initiative	+11								
AC	30	Fort	28	Ref	25	Will	24			Perception	+10								
Speed	6					Resist	20 fire												
Standard Actions																			
*Longspear (melee 3, one creature): +20 vs AC for 1d12+6 and OG 5 fire																			
Whirlwind of fire (R6, close burst 3 using longspear, enemies): +20 vs AC for 2d12+6 and OG 10 fire																			
Minor Actions – at will																			
Tail lash (at will, melee 2, one creature): +18 vs Ref for 1d10 + 6 fire and slide 1 sq																			
Skills	Intimidate +13																		
STR	23	(+14)	DEX	16	(+11)	WIS	15	(+10)											
CON	21	(+13)	INT	9	(+7)	CHA	11	(+8)											
Alignment	Evil			Languages	Primordial														

Longspear

Flamekiss Hydra										Level 18 Solo Brute									
Huge natural beast (reptile)										XP 10000									
Hp	704	Bloodied	352							Initiative	+13								
AC	31	Fort	33	Ref	30	Will	29			Perception	+18, darkvision, all-around sight (no flanking)								
Speed	6	Saves	+5	Resist	15 fire					Action Points	2								
Traits																			
<i>Many headed</i> : it has four heads; when its hit points first fall below 528 , 352 and 176 , one of its heads is destroyed; when a head is destroyed it grows two heads at the S _{its} NT unless it takes cold or acid damage in the meantime; while dazed, it may nevertheless take a full complement of actions; while stunned or dominated, it may nevertheless take free actions and may use <i>hydra fury</i> as a free action on its turn; blindness affects only one head per effect <i>Threatening reach</i> within 3 sq																			
Standard Actions																			
*Bite (melee 3, one creature): +23 vs AC for 4d10 and OG 10 fire (OG 20 fire if the hydra is bloodied)																			
*Flame spit (ranged 10, one creature, does not provoke OAs): +21 vs Ref for 2d12+6 fire and prone																			
Flame kiss (R when it loses a head, creatures in cl blast 5): +19 vs Ref for 2d10+5 fire and push 3 sq and OG 10 fire (OG 20 fire if the hydra is bloodied)																			
Hydra fury (at will): attack as many times as it has heads, using any or all of the attacks above (if dazed, -1 attack per daze effect; if stunned or dominated, -2 attacks per effect; if only 2 heads left, +10 damage to each attack; if only one head left, +20 damage to the attack)																			
Free action, at will																			
If an enemy ends its turn within 3 sq, the hydra uses <i>bite</i> against it twice																			
STR	22	(+15)	DEX	18	(+13)	WIS	18	(+13)											
CON	24	(+16)	INT	2	(+5)	CHA	8	(+8)											

A piece of the Rod of 7 Parts is embedded in its neck; when it is bloodied, this will be evident as a head is lopped off