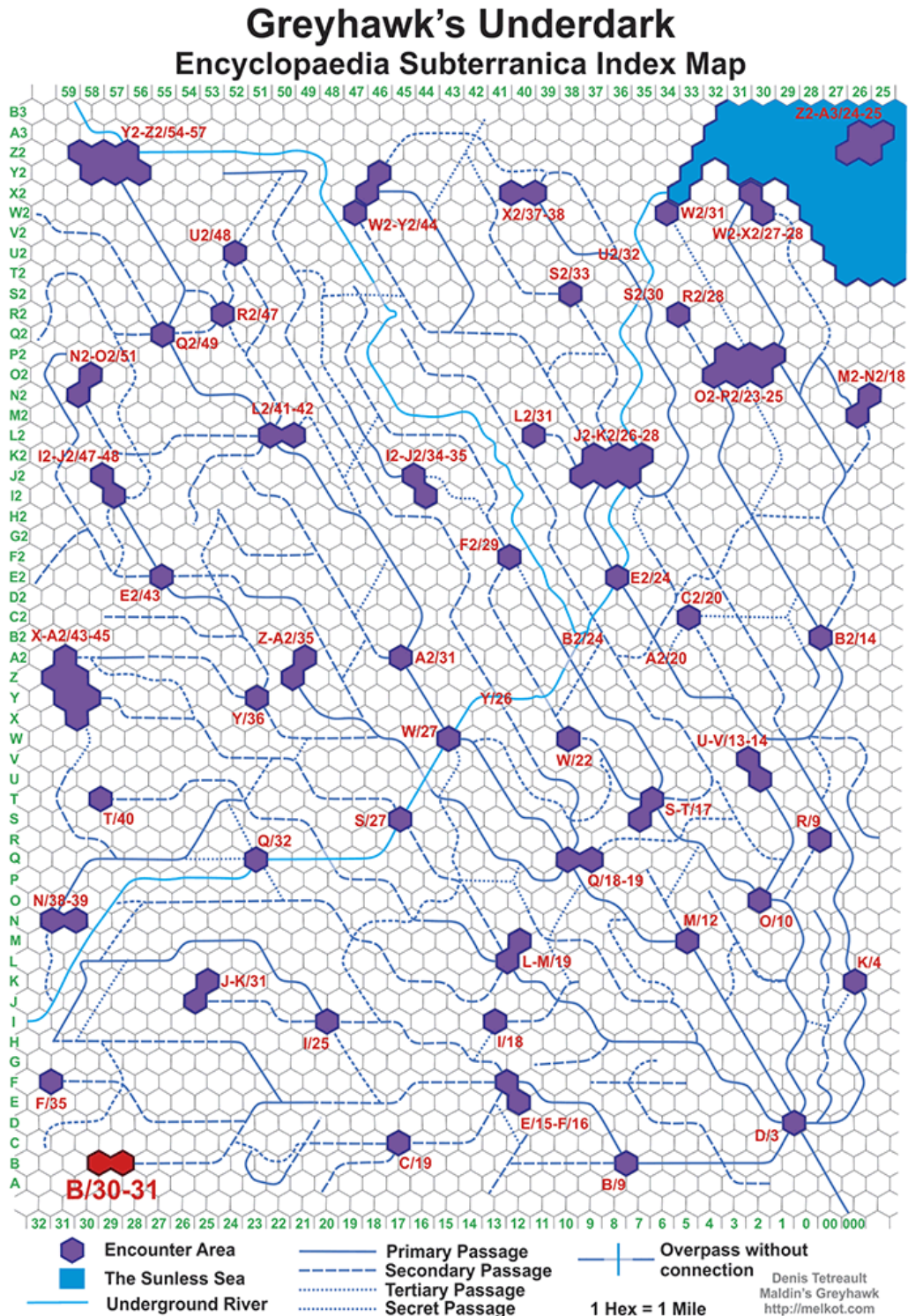


D4: ENCYCLOPÆDIA SUBTERRANICA

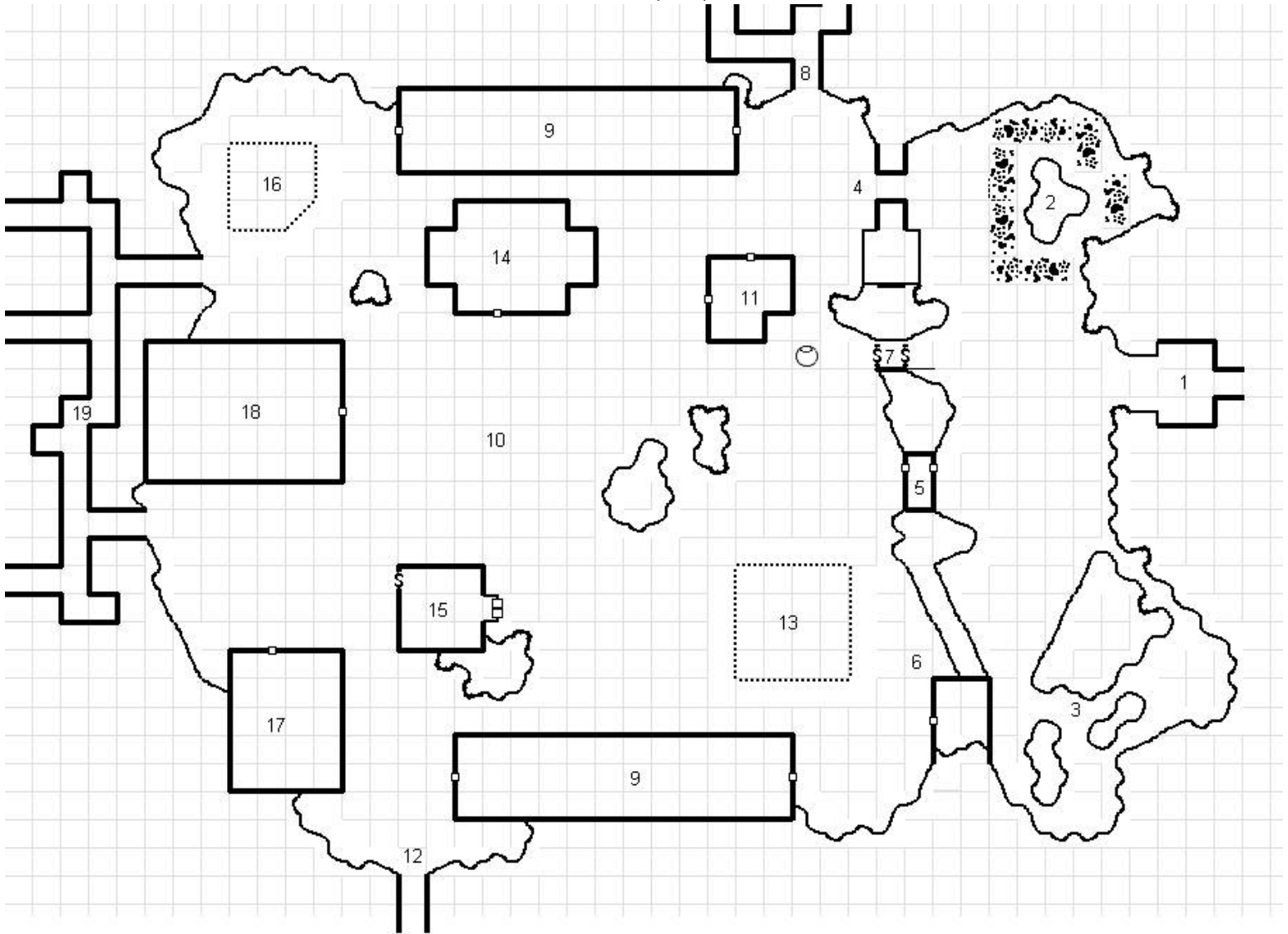
ENCOUNTER AREA B/30-31 The Duergar Redoubt

by eldersphinx



This encounter was developed as part of a collaborative exercise on the Dragonsfoot forums (<http://www.dragonsfoot.org>) to describe the rest of the "Depths of the Earth" from Dungeon Modules D1-3 by E. Gary Gygax, developing those areas illustrated on the map but not detailed in the modules themselves. For more information about D4: Encyclopædia Subterranea and the other encounter areas on the index map, visit **Maldin's Greyhawk - Greyhawk's Underdark** at <http://melkot.com/locations/underdark/underdark.html>

ENCOUNTER AREA B/30-B/31: MAP A



ENCOUNTER AREA B/30-B/31

The Duergar Redoubt by Eldersphinx

This large cave is home to almost three hundred duergar, their allies, pets, and slaves, and represents the largest concentration of these dark cousins of dwarvenkind within this region of the underworld. The duergar once controlled a much larger expanse of territory, but in recent decades have lost much ground to the drow, illithids, kuo-toa and other races; now only this outpost remains. Whether the duergar here have contacts among their kindred elsewhere in the campaign is left to the discretion of the Dungeon Master.

The entirety of the encounter area, except where noted, is composed of unworked stone caverns, with easily climbable walls and a ceiling that varies between fifteen and thirty feet in height. Thick stalagmites and stalactites, ranging in thickness and height from 2' to 10' wide and 4' or taller, are scattered throughout the cavern; stalagmites of 5' or greater thickness (and thus posing a real obstacle to ground movement) have been noted on the map. Other irregularities in the cavern floor have, however, been ground away by centuries of traffic by the duergar, and so no other hindrances to travel present themselves in this area.

Structures built by the duergar (encounter locations 4-6, 9, 11, 14-16, and 18) have masonry walls four inches thick, lack windows, and have ceilings two inches thick; they are built more for privacy than for shelter. The entirety of the external cavern is continually lit to a constant, twilight

glow by outcrops of luminescent moss.

The Dungeon Master should read the entirety of this encounter area carefully before play, as the duergar are well-organized and will react as a unit against any serious threat. A party that parleys or employs stealth may succeed in exploring much of the area without facing organized resistance; a group that engages in open combat at the first opportunity will face much heavier odds.

Running the Duergar

Nearly 300 duergar are resident in the Redoubt, all of whom will act in unison to drive back those that seek to invade their stronghold. Once hostilities have commenced, the anger of the duergar will be implacable and unceasing – any attempt to parley or negotiate a settlement will be met with disdain and contempt. The duergar will fight until they have achieved victory or are forever broken as a power within this area of the Underworld.

When utilizing the duergar as a force, it is important to remember their native psionic talents (of **expansion**, **invisibility**, **molecular agitation**, and **reduction** - see the MMII description). Of these powers, only the first is likely to be of battlefield use against experienced and prepared opponents, and the duergar realize this – they will not seek to waste psionic strength on other endeavors. If an intruder attempts to manifest psionic abilities of any description, the duergar will strike without mercy, using massed **Mind Thrusts** to drain the target's psionic potential and then

attempting **Id Insinuation** to take control.

The duergar also operate well as a military force, seeking to flank enemies, provide advancing warriors with cover fire with crossbows, and utilizing similar tactical principles. Their leaders have trained and fought together for literally decades, to the point where they can often predict each others' actions almost instinctively. They will work as a team without actual communication; the Dungeon Master should feel free to have separate forces of duergar maneuver in unison and in common support of one another, even in the chaos of a battlefield environment. Winning a pitched battle against a fully mobilized duergar force should be very difficult for even the most powerful band of adventurers.

Statistics for the lesser ranks of duergar are listed here, to avoid needless duplication below. The total number of duergar of each type present in the Redoubt is also listed, in the event that a massed-forces battle is fought. The Dungeon Master should feel free to use these numbers as a guideline, however, and not a limit of the total manpower available in the encounter area.

Duergar Veteran, 'common' duergar (177 present) – AC 4 (chain and shield); 1st-level fighter; H.P.: 7; armed with hammer and spear

Duergar Warrior (68 present) – AC 4 (chain and shield); 2nd-level fighter; H.P.: 12; armed with pick and light crossbow

Duergar Swordsman (18 present) – AC 2 (plate and shield); 3rd-level fighter; H.P.: 18; armed with hammer and short sword

Duergar Hero (17 present) – AC 2 (plate and shield); 4th-level fighter; H.P.: 23; armed with hammer and short sword

Statistics for additional duergar leaders in the Redoubt are provided in their associated encounter areas.

1. OLD GATEHOUSE: This point, where the tunnel widens into the expanse of the larger cavern, was once fortified by the duergar to defend their holdings. It was shattered in the most recent battle between the dark dwarves and their enemies, however, and has never been rebuilt. A thick and unstable field of rubble and debris remains, mostly avoided by the duergar. The true defenses of the area lie further within.

All ground movement through the marked area is reduced to two-thirds of maximum speed, at best, due to unstable footing and the need for constant detours. In addition, bits of rusted weaponry and other dangerous bits of metal have been abandoned within the rubble, so that any character crossing this location without paying careful attention to their steps has a base 20% chance of stepping on or tripping over some sharpened scrap for 2d4 hit points of damage. Note that a careful examination is likely NOT possible if the party is retreating from the encounter area at high speed, after a hostile encounter with the duergar!

2. MIDDEN HEAP: This pile of garbage, mold, and offal has been established as a waste dump for the duergar's activities. Though possessed of a truly vile smell and home to more than a few good-sized spiders, centipedes, and roaches, it is not inhabited and holds no treasure.

3. TROLL LAIR: This small series of caves has been taken over by a gang of nine trolls (H.P.: 43, 39, 39, 36, 35, 33, 30, 29, 27) that work for the duergar as enforcers and trackers. Though stupid and greedy, they are incredibly tough and possess a certain low cunning that serves the duergar quite well.

If encountered by a group of three characters or less, the trolls will attack on sight. The appearance of a larger party, however, will give them pause, and leave them amenable to parley, if the adventurers choose. The trolls' terms are simple - interlopers who provide sufficient amounts of either metal or

flesh may pass deeper into the Redoubt, untroubled by the trolls' wrath. Coinage must be at least 5,000 coins-worth, of any type - the trolls are dim enough to consider copper as equally valuable as platinum. Fresh meat is a bit easier for them to grasp - the corpses of at least four man-sized beings, or three pack animals, will suffice to earn the trolls' goodwill. Whether the adventurers agree to supply such is, of course, up to them.

Note that parleying with the trolls is only possible if the adventurers meet the trolls on their way into the Redoubt - characters who bypass this location and assault the duergar gates will likely find the trolls attacking them from behind! The trolls listen for the sounds of battle deeper within the cavern complex, and will head towards any battle at their best speed. In addition, any party chased into this encounter by a duergar force will find the trolls quite willing to tear them apart, even if an understanding was reached at an earlier date.

The spot marked with an 'X' in the rear of this cave holds a sizeable mound of old bones and other remnants of past meals, thrown here by the trolls as a sort of grisly trophy. Their pay and treasure, such as it is, has been buried beneath this pile - 3,239 copper pieces; 1,227 silver pieces; three agates worth 75 g.p. each; and a **wand of illusion** with 16 charges.

4. NORTHERN GATE: This gatehouse and barracks is manned at all times by a force of twenty duergar - fourteen of the 1st level of ability, four of the 2nd, and one each of the 3rd and 4th. All carry light crossbows, in addition to their normal weapons and armor, while on guard duty at this location, and, if attacked, will take cover behind walls and parapets in order to return fire.

The barracks area shown here has two levels, connected with a ladder and trap door. The lower level is a common area and training ground, where the majority of guards gather. The upper chamber contains weapon racks, barrelfuls of spare crossbow bolts, and also a trio of ballistae that can be quickly loaded and aimed at enemies attacking the gate from the east (inflicting 2d6 H.P. in damage, as per the siege engine rules - DMG p.108). The ballistae are not normally kept loaded, but can easily be manned if the duergar detect enemies approaching the gatehouse.

5. CENTRAL GATE: The fortifications at this location rise from floor to ceiling, blocking passage once the gate is shut. The garrison here is small, but well-trained, consisting of eight 2nd level duergar led by a pair of 4th level duergar. In the event of an attack on the Redoubt, these duergar are to remain in place as a reserve force, ensuring that one gate remains in the hands of the defenders for counter-sallies or (if necessary) evacuation. These warriors will thus never leave the gate in order to assist fighters elsewhere in the encounter area.
6. SOUTHERN GATE: This wide expanse of wall is guarded by no less than thirty duergar - though all but six are of but the 1st level. Of the leaders, four are of the 3rd level, one is a 4th level fighter, and one is a cleric/assassin of the 5th level of ability in each class. All the normal duergar stationed here are armed with light crossbow and spear in addition to other equipment.

If this gate is besieged, the duergar will take up a defensive stance behind walls and other cover, half using their spears to push away any combatants who attempt to scale the walls while the others volley with their crossbows. In the event of an attack on a different gate, twenty of the garrison will sally within three combat rounds, aiming to hit attackers in the flank. As part of these preparations, one duergar in four will activate their psionic power of expansion, using the effective 17 Strength provided to lift specially-prepared oversized shields. These 50# contraptions are of sufficient size to provide a +4 A.C. bonus against missile fire, as well as a +4 bonus to saves against **fireballs**, **lightning bolts**, and similar spells which inflict elemental damage. The shields can protect up to four duergar each,

though the bearer of a shield cannot wield weapons while carrying it, and thus makes no attacks.

The Duergar Gate Commander (AC 2 (plate and shield), 5/5 cleric/assassin; H.P.: 28, armed with broadsword, spear and light crossbow; carries a **cleric scroll** with **curse** and **hold person**) has the following spells.

First Level: command; cure light wounds; darkness

Second Level: chant; silence, 15' radius; spiritual hammer

Third Level: dispel magic

7. **SECRET PASSAGE:** This narrow, twisting passage was secretly carved long ago by a small group of enslaved svirfneblin. They hoped to use it as an escape route from their dire captivity, but succumbed to illness and overwork before the task could be completed; less than ten feet of rock separates the far end of the passage from the open air of the outer cavern. The duergar have never discovered the passage's existence, and a party with access to powerful magic (such as **passwall** or **disintegrate**) might be able to complete the work.

8. **NORTH MINE SHAFTS:** The mine shafts here extend upwards and downwards for several hundred feet, opening into small chambers at irregular intervals. This was the first area worked by the duergar upon their arrival, and has long since been stripped clean of valuable ores. The area has accordingly been all but abandoned, used nowadays mostly for the cultivation of edible fungi.

If the party has managed to explore the encounter area without fighting a pitched battle against the duergar, there is a non-cumulative 20% chance per hour spent within these shafts that they meet a group of 1-4 duergar of the 1st level of ability, on patrol and harvesting duty. If the characters are known to be loose within the Redoubt, however, this location will be absent of duergar, with those assigned here called to defend more vital areas of the complex.

9. **MAIN BARRACKS:** Each of these two long, low buildings (240' long, 50' wide) is simply and similarly constructed - a 10' wide central hallway, with doors opening on either side into 20' square bunkrooms or 10' by 20' officers' quarters. Each of the bunkrooms has beds, chests for personal belongings, etc. for eight common duergar. 2-4 off-duty or sleeping dark dwarves will be present in each of these rooms at all times under normal circumstances. The smaller quarters are each shared by two duergar of the 3rd level of ability, and there is a base 50% chance that any room will be inhabited by one of them, sleeping or preparing for sleep, when the party arrives.

10. **COMMON AREA:** This large, mostly open area is used for battle training, clan assemblies and general socialization, though it is as often empty as inhabited. Under normal circumstances, 0-2 (roll a d3 and subtract 1 from the total) groups, each of 1d4+1 duergar of the 1st level, will be off-duty and present in this place. In the event of hostilities, all duergar normally within the barracks locations, the smithy, and the mines will be mobilized here, then marched forth as a unit to combat intruders.

11. **SMITHYWORKS:** This sizeable complex is used by the duergar to smelt raw ore into bars of finished metal for storage, transport and trade, as well as forging weapons, tools, and similar items. Several dozen bars have been stockpiled here, and each has a value of either 5-30 g.p. (75% likelihood), 50-100 g.p. (20% likelihood) or 100-400 g.p. (5% likelihood). Note that random rolling for value should only be used if the adventurers randomly grab a few bars as carried loot to depart with; the total value

of the ingots is 5,000 g.p.. Each bar weighs some forty pounds.

The chief smith here is a female duergar of unusual size (almost 5' tall) and strength (18/51), possibly due to orcish ancestry, who melees as a 5th-level fighter. Her assistant and consort often aids in the production and enchanting of weapons and other profane items. He possesses the 4th level of ability as both an assassin and cleric. Another 2d4 duergar of the 2nd level, and 1d10 common duergar, are also here to provide aid and to perform simple tasks.

Duergar Smith (AC 2 (plate and shield); H.P.: 39; armed with **hammer +1** and short sword)

Smith's Assistant (AC 0 (plate, **shield +2**); H.P.: 21; armed with hammer, broadsword and twelve thrown darts)

First Level: cause fear; command; cure light wounds

Second Level: hold person; resist fire

The slag pit behind the smithy is ringed at all times by no less than sixteen lit torches, each made of slow-burning fungus and angled inwards over the pit. This is for a very good reason, as an enormous black pudding (H.P.: 72) makes the bottom of the pit its lair! Though well-fed by the base metal ores thrown over the side by the duergar, the pudding will seek to escape in search of other prey if the torches are snuffed or removed, emerging 1-3 turns after such action is taken. If the adventurers remain near the smithy, they will likely be attacked immediately; otherwise, treat the black pudding as a wandering monster.

12. **SOUTHERN MINE SHAFTS:** These mine shafts are recent work by the duergar, and, to date, have offered only small quantities of low-quality metals, barely worth the time to dig free. As a result, they are presently worked mostly by slaves, under the supervision of a very few duergar.

Each of the four entrances to this location is guarded by two common duergar, placed here more to block escape attempts by slaves than to deter intruders. Within the shafts themselves, three parties of miners generally operate - each consisting of 6-9 slaves (equipped with mining picks, but bound in chains that reduce base movement to 3") and two common duergar serving as guards. In the event of an attack, the southern mine shafts are evacuated, with all slaves being returned to their pen (location 17).

Because the mines here produce so little of value to the duergar, they will be less inclined to pursue adventurers into their depths if a battle breaks out and the party chooses to retreat to this location. Indeed, it is likely that the duergar will simply fortify the entrance and seek to starve their enemies out, light smoky bonfires in an attempt to suffocate the adventurers, or even collapse the mine entrance with the characters trapped inside! Dungeon Masters should remember that any such plot will likely take time and effort to be brought to fruition, allowing characters ample time to respond and escape. However, the duergar have not maintained this stronghold within the underworld without the ability to deal ruthlessly with threats.

13. **LIVESTOCK PEN:** This fenced location contains twenty good-sized subterranean lizards (5' long from nose to tail) kept by the duergar as livestock and very infrequent pack labor. Each has between 3-10 hit points, Armor Class 7, and no means of attack. If threatened, they will cower and attempt to flee.

14. **TAVERN:** The duergar use this location as a tavern, brewing and consuming fungal liquors, trading lies and stories, and sometimes brawling against one another. Accordingly, the

majority of the interior is a single, common room, strewn with tables, stools, and benches poorly constructed from a mix of dried fungus and stone. A cellar behind the bar is used to hold kegs of liquor and other supplies. The entirety of the place is dark and fairly cheerless, used more for escape from care than for merriment.

At any given time, the tavern will have many patrons present - 2d12 common duergar, 3d4 duergar of the 2nd level of ability, a 50% chance of 1-3 3rd level duergar, and likewise a 50% chance of 1-3 4th level duergar. There is also a 75% chance that a duergar swashbuckler is present.

Duergar Swashbuckler (AC 2 (plate and shield); HD 5; H.P.: 33; armed with hammer and short sword; carries a potion of invulnerability.)

15. CHAPEL OF DARKNESS: This location is the center of the duergar's dark faith, and may be dedicated to any evil deity already presented in the campaign setting, with the exception of Lolth or the Elder Elemental God, or to a new power of the Dungeon Master's own creation. Though the duergar are generally quite pragmatic and self-reliant in most matters, they do see the value in placating those profane powers which rule over the Underdark, and in achieving malefic aid to defend what they claim as theirs.

The chief priest of the duergar, a cleric/assassin of the 8th level of ability in each class, will be found here at all times, barely sleeping and ceaselessly invoking the blessing of his dark masters. He will generally be accompanied by his assistant (a 6th level assassin and 5th level cleric), as well as 2d4 duergar of the 2nd level of ability and 1d3 each of the 3rd and 4th levels. Though the lesser duergar are generally more fearful of the work occurring in this place than loyal, they will still fight to defend it against any intruders. If **detect evil** is used, the entirety of the chapel resonates strongly of malice and death.

Chief Priest (AC 2 (**bracers of defense AC5**, shield, dexterity bonus); H.P.: 36; armed with shortsword and whip, receives a +1 saving throw bonus against all magical attacks due to high Wisdom) wears a **ring of delusion** (believed to be a ring of fire resistance).

First Level: **command; cure light wounds (x2); protection from good; sanctuary**

Second Level: **augury; hold person; silence, 15' radius; spiritual hammer**

Third Level: **cause blindness; dispel magic; prayer**

Fourth Level: **cure serious wounds; sticks to snakes**

Assistant Priest (AC 1 (plate mail, shield, dexterity bonus); H.P.: 26; armed with shortsword and 6 daggers (which he will throw if given the chance)) wears a **brooch of shielding** (34 H.P. worth of absorption capacity remaining).

First Level: **command; cure light wounds (x2); darkness**

Second Level: **chant; hold person; silence, 15' radius**

Third Level: **bestow curse**

16. SLAVE PENS: This location is surrounded by high, strong fences, too high to climb over and too sturdy to easily break through by hand. The interior is filthy, ill-kept and cheerless - a place to be avoided at all costs, even by the standards of the duergar.

The pens are generally guarded by only four common duergar, who are equipped with whips and light crossbows, in addition to their other weaponry. Within the pens are 5-10 slaves,

ill-treated and malnourished, who spend most of their time in this place attempting to catch what little rest they can. If an invasion of the Redoubt has taken place, the number of slaves present increases to 30 (with others being transported from location 12) and the guard doubled to a total of eight common duergar.

The slaves of the duergar are, to a man, ill, dispirited, and beaten, both in mind and body. Months or (in a few unfortunate cases) years of abuse have driven all the hope from their sorry lives. They will not even attempt to free themselves unless their guards are defeated before their eyes and direct action taken to liberate them from captivity. Even if this occurs, less than one slave in three will be willing to take up weapons against their oppressors; the rest will simply attempt to flee the Redoubt by the fastest and safest road, in hopes of someday returning to their homelands.

17. HAUNTED BARRACKS: This building has not been used by the duergar for any purpose for more than a decade now. Its last residents were a savant of the wicked derro race, distant cousins of the duergar, and his entourage. However, the treaty that the derro had come to negotiate went sour, and the savant took his revenge by placing several magical traps and twisted pranks in this building before his departure.

Several dangers thus await the unwary. To begin with, up to three interior doorways (to be selected by the Dungeon Master) have been trapped with **explosive runes**, and will damage any who attempt to open the door in question. Two rooms have been affected by a **permanent illusion** which will make it appear as if 1d6+6 dwarf-sized skeletons are attacking any who enter; clerical Turn Undead will, of course, have no effect as this phantasm is not actually real! One room holds a flesh golem (40 H.P.) that will attempt to kill any being it encounters, pursuing them into the hallway and other rooms, though it will not leave the barracks. Finally, one room holds a **brazier of sleep smoke** that may be triggered by the unwary, and a **figurine of wondrous power** (chalcedon wolf), whose nature is detailed below.

18. HIGH BARRACKS: This large, two-story structure is home to the elite among the duergar, and will serve as the linchpin of their defenses if the gates are breached and invaders threaten the Redoubt. Any duergar forces that fail a morale check elsewhere in the area will attempt to retreat to this location if at all possible, and, if successful, will most likely rally and return to the fray within 1-3 turns. Such a situation will most likely continue until the duergar Lord is defeated, the enemies of the duergar retreat, or the entirety of the duergar clan is beaten in battle.

As a result of the importance of this location and the personages resident within, some special magical protections have been obtained. First, all surfaces within this building, as well as the stone of the cavern floor within and for 30' around in all directions, are immune to all forms of magic that might otherwise damage, transmute or reshape them (including **disintegrate, stone shape, transmute rock to mud**, and similar). Second, all doors within this building are enchanted with a special **wizard lock** that can be bypassed by any duergar (and has a 50% chance of being bypassed by other beings of dwarven heritage, such as surface dwarves), but otherwise cannot be opened normally by any being, including high-level magic-users! Third, and finally, magical spell effects that would normally be reflected by stone walls, most notably **lightning bolts**, are instead absorbed harmlessly when they intersect the building; the area of effect of a **fireball** is likewise absorbed without harm, rather than reshaping itself to fill its complete area of effect.

The lower floor of these barracks are much like the main barracks to the northwest - a total of ten 20' square chambers serving as quarters for six duergar of the 2nd level of ability

each (each with 1-2 inhabitants under normal conditions) and eight 10' by 20' rooms acting as quarters for two duergar Heroes apiece (each of which has a 50% chance to be occupied by a single duergar). In the rear of the building is a staircase leading to the upper floor of the barracks, which contains officers' quarters - eight rooms, each 20' square and serving as chambers for a single elite duergar fighter (choose two at random to be occupied, one by a Duergar Swashbuckler and one by a Myrmidon, as noted below) and a 20' by 40' suite that is home to the Lord of this domain. He will always be present in his quarters, unless defeated by the adventurers in open combat on the field of battle, and if his death is accomplished, all duergar within the Redoubt will suffer a -4 penalty to morale checks and, if failing, will attempt to abandon the Redoubt for good.

Duergar Swashbuckler (AC 2 (plate and shield); HD 5; H.P.: 31; armed with hammer and **short sword +1**)

Duergar Myrmidon (AC 2 (plate and shield); HD 6; H.P.: 40; armed with hammer and short sword) possesses a single packet of **dust of sneezing and choking**

Duergar Lord (AC -1 (**plate mail +2**, shield); HD 9; H.P.: 67; armed with hammer, morning star, and light crossbow) wears a **ring of shooting stars** and holds a **flask of curses**

The 30' by 50' chamber behind the lord's chambers is the treasure vault of the duergar, and can be entered either through the main door or through a secret entrance from the lord's room. The main entrance is locked and trapped, however (with a poisoned Type F needle), and entry into the chamber by any non-dwarf will result in the trigger of a **shadow magic** spell summoning a pair of will-o-wisps (each of only H.P. 12, thanks to the nature of the magic, but still quite dangerous) who will attack any being within the treasury until destroyed. The treasury itself holds the following items of value - 6,000 silver pieces; 1,500 gold pieces; twelve garnets, each with a value of 200 g.p.; a suit of **scale mail +3**; and a **broom of flying**.

19. WEST (MAIN) MINE SHAFTS: These are the largest set of mine shafts, worked at all hours by the duergar to bring forth iron, silver, copper, gemstones, and many other types of metal besides. Some of it is carefully traded to other denizens of the underworld in return for needed prizes, but most is kept and stored, or worked into weapons and other items of pleasure to the grim hearts of the duergar.

Though extensive in both their breadth and depth, the mine shafts are well maintained and in good repair. Indeed, many humans and halflings might even travel through them with little fear of the masses of stone overhead, and a surface dwarf might even find them cheery. At any time, as many as 4d8 duergar of the 1st level of ability and 4d10 duergar of the 2nd level are working these mines, overseen by 1d6 duergar of the 3rd level, an equal number of 4th level duergar, and also two swashbucklers, a myrmidon and a cleric/assassin.

Catching any of these workers unawares and separated from his fellows will require extreme cunning and stealth, however, for at the first sign of battle or intrusion anywhere in the Redoubt alarms will be sounded, resulting in all present assembling as a single relief force within the space of but one turn. The assembled duergar will then march forth, challenging any who would dare contest their control of their stronghold.

Duergar Swashbucklers (2) (AC 2 (plate and shield); HD 5; H.P.: 37, 36; armed with hammer, short sword and pick)

Duergar Myrmidon (AC 2 (plate and shield); HD 6; H.P.: 39; armed with hammer and short sword) carries a **poison of extra-healing**

Duergar Cleric/Assassin (AC 2 (plate and shield); HD 3/3; H.P.: 20; armed with short sword and light crossbow)

First Level: cure light wounds; protection from good

Second Level: chant

SO ENDS THE RECOUNTING OF THE DANGERS OF THE DUERGAR REDOUBT, THOUGH OTHER PERILS UNDOUBTEDLY AWAIT WITHIN THE DEPTHS OF THE EARTH

New Magic Items

Chalcedon Wolf

This **figurine of wondrous power** can change into the form of a dire wolf on command, once per day for a duration of up to 2 hours. It will fight, guard a location, or follow tracks by scent as its owner commands. The malice of the derro savant who last owned this object (fortunately, only partially successful in its aim) has created one exception to this, however - if summoned when in the presence of any being of dwarven blood, there is an unmodifiable 5% chance that the wolf will ignore all orders given, instead attacking any dwarves present until either it or its prey are dead. If the latter happens, the wolf immediately returns to figurine form. If the wolf is killed in battle, all powers of the figurine are lost forever.