

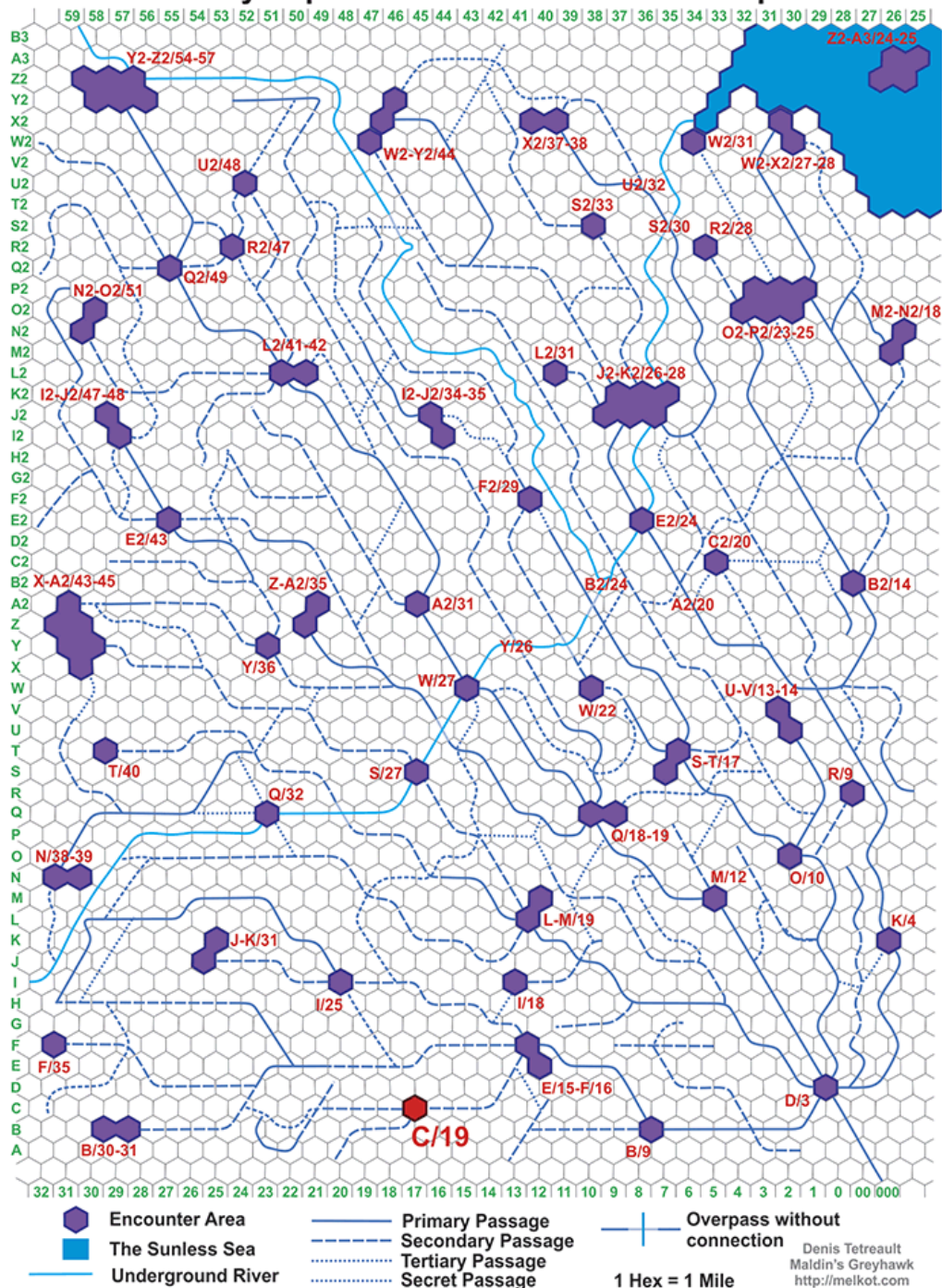
D4: ENCYCLOPÆDIA SUBTERRANICA

ENCOUNTER AREA C/19 The Duergar Guardpost

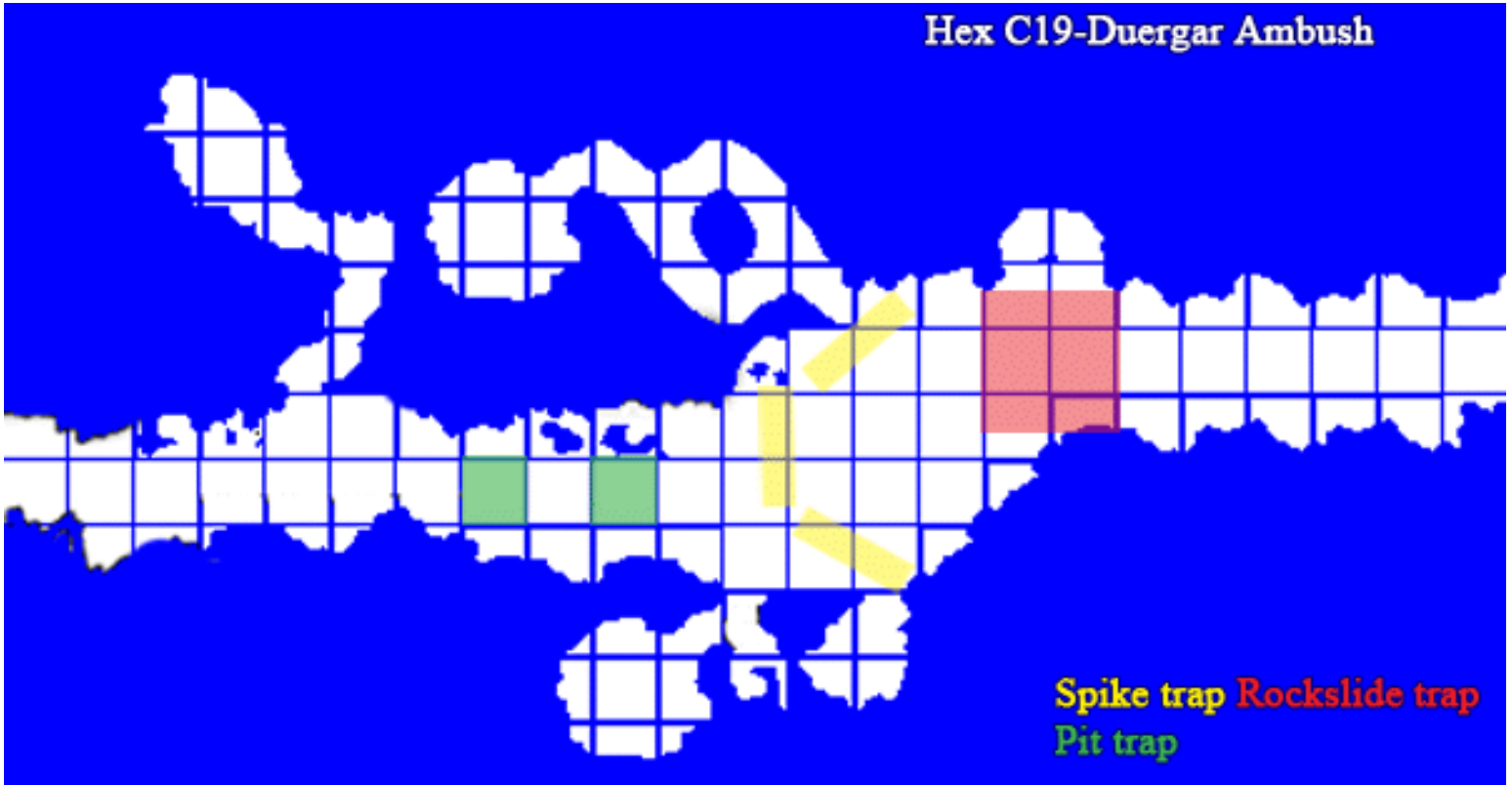
by SoulCatcher78

Jon Hammersley SoulCatcher78@gmail.com

Greyhawk's Underdark Encyclopaedia Subterranea Index Map



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 C/19

The Duergar Guardpost by SoulCatcher78

The tunnel ahead opens up into a small cavern whose sides have been at least partially shored with, most likely, hardened fungus stalks. The air in this part of the tunnels is noticeably drier than it has been recently and stalagmites and other drip-stone features are absent in the cavern ahead.

The Duergar of Clan Greyhammer maintain this guardpost and station a single Veteran in each tunnel passages to alert them of intruders. The Veterans each roam at the furthest extreme of the map, and, with their superior infravision, they can spot warm-blooded creatures from 120' away. Well trained, they also listen carefully and will likely hear from even further away those intruders who do not muffle the noise of their passage. They lack magical detection abilities though, so those intruders who somehow mask their presence may be able to catch the forward observer off guard and give themselves an edge in this encounter.

The Duergar ambush consists of a hand-triggered rockfall followed by a volley of heavy crossbow bolts discharged from concealment. The rockfall, designed to disable any mounted intruders or any flying/levitating creatures, does 3d6 H.P. damage and all those in the area of effect must save vs. paralysis to remain standing. Nets hold stones, ranging from pea-gravel sized to large boulders, against each wall and along the ceiling. Combatants who are knocked down spend the remainder of the round, or the next round if surprised, getting back to their feet. The Duergar are hiding under canvas covers, receiving 90% concealment, on the far side of their next line of defense, the spike traps, and discharge their volley from there. The Duergar Battle Leader will use the ensuing chaos to cast silence 15' radius against any obvious spell casters followed by hold person and darkness against the fighters.

The Duergar have cunningly prepared their positions and will try to lead their opponents into the traps. The first line of defense is a shallow trench (1 foot deep by 2 feet wide) that contains sharpened metal spikes. Anyone who charges into or through this trench suffers 1d6 H.P. damage each round they remain in the trench. The last line of defense, which the

Duergar reach if they are forced to fall back after 2 rounds of combat, is a pair of pit traps. The floors of these ten foot wide, ten foot deep, pits are studded with metal spikes. Anyone falling into the pit suffers 1d6 H.P. falling damage and an additional 2d6 H.P. damage from the metal spikes. The pits are covered and locked so that the Duergar may safely cross them, but may be activated with the pull of a cord. Once the cord removes the locking pins, they open if a twenty pound weight is placed on them.

The Duergar will retreat if they determine their opponents overmatch them, hoping to return with reinforcements from their clan, located in hex B30-31. Duergar guards will inform the other Duergar of their assailants, and the party should be hard pressed to get any future support from the Duergar. The Duergar have full access to their psionic abilities (expansion, invisibility, molecular agitation, and reduction) and use them to their full extent.

Duergar Skirmisher Statistics:

1 Duergar Battle Leader (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 at 7th level. The Battle Leader has the following spells:

- First Level:** cause fear; cure light wounds; darkness
- Second Level:** resist fire; silence, 15' radius; hold person
- Third Level:** dispel magic

1 Duergar Hero (AC 2 (plate and shield); 4th-level Fighter; H.P.: 23) armed with hammer, heavy crossbow and short sword.

2 Duergar Swordsmen (AC 2 (plate and shield); 3rd-level Fighter; H.P.: 18) armed with hammer and short sword.

4 Duergar Warriors (AC 4 (chain and shield); 2nd-level Fighter; H.P.: 12) armed with pick and heavy crossbow.

20 Duergar Veterans, 'common' Duergar (AC 4 (chain and shield); 1st-level Fighter; H.P.: 7) armed with hammer, spear, and heavy crossbow.

Each of the Duergar warriors carry 8 copper pieces, 4 silver pieces, and 2 gold pieces. The battle leader carries 8 copper pieces, 4 silver pieces, 12 gold pieces, and 2 platinum pieces. The side caverns contain their supplies and sleeping gear (all good quality equipment for those dwarf-sized or smaller), a map case (with several pieces of parchment, ink, and quills), and a map showing the current location, the most direct route to their home in ENCOUNTER AREA B/30-31, the ENCOUNTER AREA B/9, and the Drow outpost at ENCOUNTER AREA D/3.

The Duergar have three captives: a badly beaten and abused pair of orcs, who they use as pack beasts and a recently captured Dwarf. Biragould, the dwarf, is 5/5 Fighter/Thief (H.P. 42 (16 CON), alignment CG) who has escaped the doom of ENCOUNTER AREA B/9. He speaks for the orcs as well, referring to them as "Ed and Eddie." The orcs will flee at the first opportunity, fearing further ill-treatment at the hands of the party.