

DUERGAR OF THE OBSIDIAN CITADEL: COMPILED STAT BLOCKS

A companion document *Duergar of the Obsidian Citadel*



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CONSTRUCTS

CR 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

CR 6

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

DUERGAR

CR 2

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

CR 4

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)

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

CR 6

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

CR 7

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

CR 8

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

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*, *nondetection*, *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

CR 12

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 is 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)

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

CR 13

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

READING STAT BLOCKS

These notes explain how to read the included stat blocks. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks 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.