## Council of Savants

A circle of derro savants who live a life of privilege while the rest of the derro live in squalor

* The best 36 savants are admitted to the circle, and usually leave only up on their death
* They control members of some duergar clans through magic and guile
* Always looking for ways to extend their influence

## Merchant Council

Lairds and merchants who make sure commerce flows smoothly

* Employ slave labor to maintain trade routes
* Open to hiring explorers to check out possible new routes
* Expendable outsiders are hired as caravan guards

## Gracklstugh Military Specialized Warriors

### Stone Guard:

500 veteran warriors serve as bodygards, elite troops and secret police to the Deepking

### Darkhafts:

Deepking’s secret corps of psionic agents, travel with merchants as overseers and spies

### Kavalrachni:

Ride Steeders; most are from clan Xundorn (steeder breeders)

### Xarrorn:

Specialists trained with deadly flame lances; most are from clan Xardelvar (gas miners)

## Clan Cairngorm (Cairngorm Cavern)

Stone Giants, led by Stonespeaker Hgraam

## Keepers of the Flame (Themberchaud’s Chamber)

Order of Psionic Clerics tending to Themberchaud’s needs

* Enjoy great influence
* Help Horgar stay ahead of the machinations of the Council of Savants
* Vendetta against Gray Ghosts regarding stolen dragon egg

## Gray Ghosts (Whorlstone Tunnels area 8)

Thieves’ guild whose members are duergar and derro outcasts (calassabrak) and a few escaped slaves

## Empty Scabbard Killers

An order of psionic assassins (duergar soulblades); most believe they are a myth

* They abduct and train psionically gifted children
* Look out for worthy calassabrak to enlist

## Insane Derro Cultists (Whorlstone Tunnels area 10,12)

Smuggling cave bears bought from underdark smugglers into the tunnels

## Outcasts

* Derro – previously enslaved and now still unable to hold honest jobs
* Calassabrak – dishonored and shunned duergar

## Religion

Laduguer – LE patron of the duergar, god of self-reliance, defense, survival

Deep Duerra – LE – Laduguer’s mortal daughter who assended, goddess of cooperation & dominance

Diirinka – CE patron of the derro, god of cruelty, insanity & cleverness

Skoraeus Stonebones – N patron of the Stone Giants, the King of the Rock, god of buried things

# Who’s Who?

**Deepking Horgar Steelshadow V** – absolute monarch

**Shal** – the deepking’s royal consort, who is actually a succubus, disguised as a duergar woman

**Themberchaud the Wyrmsmith** – adult red dragon who keeps the city’s smelters and forges ablaze (quest)

**Stonespeaker Hgramm** – leader of the stone giants, priest of Skoraeus Stonebones

**Dorhun** – stone giant and Hgramm’s apprentice

**Rihuud** – stone giant who sprouted a second head and went mad

**Xalith Masq’il’yr** – female drow scout allied with house Mizzrym

**Errde Blackskull** – female duergar captain of the Stone Guard (quest)

**Gartokkar Xundorn** – male duergar head of the Keepers of the Flame (quest)

**Ylsa Henstak** – female duergar merchant (quest)

**Droki** – Male derro courier in the employ of the Gray Ghosts and the Council of Savants

**Werz Saltbaron** – Male duergar merchant & assassination target (quest)

**Uskvil, Aliinka & Zubriska** – leaders of the Gray Ghosts

**Loritho Bukbukken** – Duergar Gray Ghost Alchemist (Area 8)

**Narrak** – Derro cultist (warlock)

**Gorlak** – corrupt duergar guard at the gate

**Voosbur** – myconid adult, leader of the myconids in area 3

**Rumpadump** – myconid sprout, Stool’s friend

**Duergar** M Humanoid LE speed 25 Darkvision 120 CR1 (200)

AC 16 (scale mail, shield) STR DEX CON INT WIS CHA

26 HP +2 0 +2 0 0 -1

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| **War Pick** | **5ft** | **+4** | **1d8+2 p (2d8+2 p if enlarged)** |
| **Javelin** | **5ft or (30/100)** | **+4** | **1d6+2 p (2d6+2 p if enlarged)** |

**Invisibility (1/short or long rest)** turns invisible until it attacks or enlarges, or concentration is broken, up to 1 hour

**Enlarge (1/short or long rest)** increases in size – doubles damage dice, Adv on STR checks and saves, for 1 minutes (concentration not required)

**Languages**: Dwarvish, Uncommon

**Resistance**: Poison

**Advantage on saves** against poison, spells, illusions, and to resist being charmed or paralyzed

**Sunlight Sensitivity:** Disadvantage on Attack rolls and Perception checks relying on sight in sunlight

**Duergar Darkshaft** As **duergar** except: CR2 (450)

**Innate Spellcasting (Psionics)** INT-based; Save DC 10

**At will:** friends, mage hand

**1/day each:** disguise self, sleep

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**Duergar Kavalrachni** As **duergar** except: CR 2 (450)

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| **Heavy Crossbow** | **100/400** | **+4** | **1d10 p** |

**Mounted** on a Female Steeder

**Cavalry Training:** When the duergar hits with a melee attack while mounted, the steeder can make a melee attack against the same target as a reaction

**Duergar Keeper of the Flame** As **duergar** except: CR 2 (450)

**Innate Spellcasting (Psionics)** INT-based; Save DC 10

**At will:** friends, message

**3/day:** command

**Spellcasting (Psionics)** 3rd level caster; WIS-based; save DC 12

 **Cantrips:** guidance, mending, sacred flame

 **1st level (4 slots):** bane, inflict wounds, shield of faith

 **2nd level (2 slots):** enhance ability, spiritual weapon

**Duergar Soulblade** As **duergar** except: CR1 (200)

AC 14 (leather) STR DEX CON INT WIS CHA

18 HP 0 +3 0 0 0 +1

**Innate Spellcasting (Psionics)** WIS-based; Save DC 12; spell attack +4

**At will:** blade ward, true strike

**3/day each:** jump, hunter’s mark

**Create Soulblade:** create a visible shortsword-sized blade of psionic energy, disappears if it leaves duergar’s hand, or if the duergar is killed or incapacitated

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| **Soulblade** | **5ft** | **+5** | **1d6+3 force (2d6+3 force if enlarged)** |

(No War Pick or Javelin)

**Duergar Stone Guard** As **duergar** except: CR2 (450)

AC 18 (chain mail, shield) STR DEX CON INT WIS CHA

39 HP +4 0 +2 0 0 -1

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| **King’s Knife (shortsword)** | **5ft** | **+6** | **1d6+4 p (2d6+4 p if enlarged)** |
| **Javelin** | **5ft or (30/100)** | **+6** | **1d6+4 p (2d6+4 p if enlarged)** |

**Phalanx Formation:** Adv on Attack rolls and Dex saves while within 5ft of a duergar ally with a shield

**Duergar Xarrorn** As **duergar** except: CR2 (450)

AC 18 (plate mail) STR DEX CON INT WIS CHA

26 HP +3 0 +2 0 0 -1

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| **Fire Lance** | **10ft (disadv. at 5ft)** | **+5** | **1d12+3 p + 1d6 fire (2d12+3 p + 1d6 fire if enlarged)** |

**Fire Spray (Recharge 5-6):** from its fire lance the duergar shoots a **15 foot cone** of fire OR a **line of fire 30 feet long and 5 feet wide**. **3d6 fire** damage, half on a DC 12 Dex save.

**Derro** Sm Humanoid CE speed 30 Darkvision 120 CR1/4 (50)

AC 13 (leather) STR DEX CON INT WIS CHA

13 HP -1 +2 +1 0 -3 -1 **Stealth +4**

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| **Hooked Shortspear** | **5ft** | **+2** | **1d4-1 p** |
| **Light Repeating Crossbow** | **40/160** | **+4** | **1d8+2 p** |

**Light Repeating Crossbow** auto reloads 6 times then takes an action to reload

**Trip:** when the derro hits with the **shortspear**, instead of doing damage it can attempt to trip – the target must make a DC 9 Strength save or fall prone

**Languages:** Dwarvish, Undercommon

**Insanity:** Advantage on saves against being charmed or frightened

**Magic Resistance:** Advantage on saves against spells and other magical effects

**Sunlight Sensitivity:** Disadvantage on Attack rolls and Perception checks relying on sight in sunlight

**Derro Savant** As **derro** except: CR3 (700)

AC 13 (leather) STR DEX CON INT WIS CHA

49 HP -1 +2 +1 0 -3 +2  **Stealth +4**

**Spellcasting (5th level sorcerer)** CHA-based; Save DC 12; +4 to hit

 **Cantrips:** acid splash, light, mage hand, message, ray of frost

 **1st level (4 slots):** burning hands, chromatic orb, sleep

 **2nd level (3 slots):** invisibility, spider climb

 **3rd level (2 slots):** blink, lightning bolt

**Droki**  As **derro** except: CR2 (450)

AC 13 (leather) STR DEX CON INT WIS CHA

49 HP -0 +3 +1 0 -3 +3 **Stealth +5**

**Innate Spellcasting** CHA-based; Save DC 3

**At will:** minor illusion

**1/day each:** darkness, fear, shatter

**Sneak Attack:** **(1/turn)** 2d6 if attacking with advantage or within 5 ft of an ally

**Boots of Speed:** bonus action to activate or deactivate (click heels)

* Doubles walking speed
* Opportunity attacks against wearer are at disadvantage
* Operates for 10 minutes total; recharges on a long rest

**Narrak** As **derro** except: CR3 (700)

AC 12 (15 with ***mage armor***) STR DEX CON INT WIS CHA

40 HP -1 +2 +1 +2 -3 +3

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| **Shortsword** | **5ft** | **+4** | **1d6+2 p**  |

**Spellcasting (5th level warlock)** CHA-based; Save DC 13; +5 to hit; **2 2nd level slots (recharges on rest)**

 **Cantrips:** eldritch blast, friends, poison spray

 **1st level:** armor of Agathys, charm person, hex

 **2nd level:** hold person, ray of enfeeblement, spider climb

**Armor of Shadows** (recharges on short/long rest): Narrak casts mage armor on himself

**One with Shadows:** when he is in dim light or darkness, Narrak can become invisible until he movers or takes an action or reaction