

## The Obsidian Axe, 3rd Unit

The Obsidian Axe is a duergar warband that hails from the hidden city of Gloomforge (Alz Duerzak). This unit is primarily involved in operations related to the surface. Typical missions involve capturing slaves and searching for rare resources and artifacts.

*Typical Agents:* Duergar psychic warriors make up the bulk of the unit while rogues serve as spies (“darkhafts”). Occasionally a duergar cleric of Laduguer (“thuldor”) will accompany a dangerous mission. Slaves, such as goblins and derro, usually led by a blue, are used for minor jobs.

*Leaders:* General Brilmara Coalhewer (NE female duergar psychic warrior 9), chief commander of the unit; Ivar Goldcrown (LE male duergar cleric [Laduguer] 8), second in command, in charge of healing supplies and training of other thuldors.

*Symbol:* The insignia of the Obsidian Axe is a black battleaxe over three concentric blue circles. Each unit is denoted by a blue dwarven number-rune on the axe’s blade.

*History and Goals:* The 3rd Unit has been assigned to the surface. Their purpose is to gather slaves and other resources to fuel Gloomforge’s ongoing wars with the drow and the mind flayers. General Brilmara was assigned to the unit seven years ago and has proved a ruthless and capable leader, bringing in more slaves every year than any other unit. She is currently interested in the dwarven town of Whurlagg because of the small community of stonechildren<sup>1</sup> and gulgars<sup>2</sup> living nearby. Ultimately, she hopes to find a passage to the Elemental Plane of Earth in order to harvest the enormous riches there.

*Tactics:* The unit has made its base several days’ journey from the town of Whurlagg, deep in the Underdark. The General usually sends her darkhafts to scout the defenses of a town before she makes an assault. Her goblin and derro slaves have been attacking isolated groups of dwarven miners, which she is careful to make look like random attacks. All her duergar soldiers carry poisoned rations, not only because duergar like the taste, but because they might also find their way into an enemy’s stomach.

<sup>1</sup> *Races of Stone*

<sup>2</sup> *Monster Manual III*

### Slave Commander CR 2

Blue psion (telepath) 2

NE Small humanoid (goblinoid, psionic)

*Expanded Psionics Handbook* 189

**Init** +1; **Senses** darkvision 60 ft.; Listen +0, Spot +4

**Languages** Common, Goblin

---

**AC** 12, touch 12, flat-footed 11; **Psionic Dodge**  
**hp** 15 (2 HD)

**Fort** +3, **Ref** +1, **Will** +5

---

**Spd** 30 ft.

**Melee** masterwork quarterstaff +0 (1d4–2)

**Ranged** masterwork light crossbow +3 (1d6/19–20)

**Base Atk** +1; **Grp** –5

**Combat Gear** 10 bolts, *potion of cure light wounds*, *potion of cure moderate wounds*

**Power Points/Day** 10; **Powers Known** (ML 2nd)

1st—*inertial armor*, *mind thrust* (DC 14),  
*mindlink*, *psionic charm* (DC 14), *psionic daze* (DC 14)

---

**Abilities** Str 6, Dex 13, Con 14, Int 17, Wis 12, Cha 8

**Feats** Psionic Body, Psionic Dodge<sup>B</sup>

**Skills** Concentration +7, Gather Information +4, Hide +7, Move Silently +5, Psicraft +8, Ride +5

**Possessions** *cloak of resistance* +1

### Slave Commander CR 4

Blue psion (telepath) 4

NE Small humanoid (goblinoid, psionic)

*Expanded Psionics Handbook* 189

**Init** +1; **Senses** darkvision 60 ft.; Listen +0, Spot +5

**Languages** Common, Goblin

---

**AC** 13, touch 13, flat-footed 12; **Psionic Dodge**  
**hp** 29 (4 HD)

**Fort** +3, **Ref** +1, **Will** +5

---

**Spd** 30 ft.

**Melee** masterwork quarterstaff +1 (1d4–2)

**Ranged** masterwork light crossbow +4 (1d6/19–20)

**Base Atk** +2; **Grp** –4

**Combat Gear** 10 bolts, 2 *potions of cure light wounds*, *potion of cure moderate wounds*

**Power Points/Day** 26; **Powers Known** (ML 4th)

2nd—*brain lock* (DC 16), *concussion blast*,  
*inflict pain* (DC 16), *psionic suggestion* (DC 16)

1st—*inertial armor*, *mind thrust* (DC 15),  
*mindlink*, *psionic charm* (DC 15)

---

**Abilities** Str 6, Dex 13, Con 14, Int 18, Wis 12,

Cha 8

**Feats** Psionic Body, Psionic Dodge<sup>B</sup>, Psionic Endowment

**Skills** Concentration +9, Gather Information +6, Hide +8, Move Silently +5, Psicraft +10, Ride +5

**Possessions** *ring of protection +1*, 260 gp

**Description:** 3', 40 lbs. The skin of this diminutive goblinoid is an odd bluish shade. Its eyes are orbs of sapphire blue with black pupils that gleam with evil intelligence. It wears robes of moleskin leather and carries a simple iron staff. Males have dark blue hair and short goatees. Females have lighter hair usually tied in knots.

**Obsidian Warrior** **CR 3**

Duergar psychic warrior 2

LE Medium humanoid (dwarf, psionic)

*Expanded Psionics Handbook* 8, 195

**Init** +1; **Senses** darkvision 120 ft.; Listen +3, Spot +3

**Languages** Common, Dwarven, Undercommon

**AC** 21, touch 11, flat-footed 20

**hp** 21 (2 HD)

**Immune** paralysis, phantasms, poison

**Fort** +5, **Ref** +1, **Will** +2 (+2 vs. spells and spell-like effects)

**Weaknesses** light sensitivity

**Spd** 20 ft.

**Melee** crystal battleaxe<sup>1</sup> +5 (1d8+2/x3)

**Ranged** crystal composite longbow (+2 Str bonus) +3 (1d8+2/x3)

**Base Atk** +1; **Grp** +3

**Atk Options** Psionic Weapon

**Combat Gear** 20 arrows, 1 *potion of cure light wounds*

**Power Points/Day** 6; **Powers Known** (ML 2nd)

1st—*biofeedback*, *vigor*

**Psi-Like Abilities** (ML 3rd)

1/day—*expansion*, *invisibility*

**Abilities** Str 15, Dex 13, Con 14, Int 10, Wis 14, Cha 4

**SQ** duergar traits, stability

**Feats** Psionic Body, Psionic Weapon, Weapon Focus (battleaxe)

**Skills** Autohypnosis +9, Concentration +7, Move Silently -3

**Possessions** full plate, heavy steel shield, poisoned rations, 20 gp

**Expansion (Ps)**

Large humanoid (dwarf, psionic)

**AC** 19, touch 9, flat-footed 19

**Ref** +0

**Melee** crystal battleaxe +5 (2d6+3/x3)

**Ranged** crystal composite longbow (+2 Str bonus) +1 (2d6+2/x3)

**Grp** +4

**Abilities** Str 17, Dex 11

**Skills** Move Silently -4

**Obsidian Warrior** **CR 6**

Duergar psychic warrior 5

LE Medium humanoid (dwarf, psionic)

*Expanded Psionics Handbook* 8, 195

**Init** +1; **Senses** darkvision 120 ft.; Listen +3, Spot +3

**Languages** Common, Dwarven, Undercommon

**AC** 22, touch 11, flat-footed 21

**hp** 42 (5 HD)

**Immune** paralysis, phantasms, poison

**Fort** +7, **Ref** +3, **Will** +4 (+2 vs. spells and spell-like effects)

**Weaknesses** light sensitivity

**Spd** 20 ft.

**Melee** crystal battleaxe<sup>2</sup> +8 (1d8+3/x3)

**Ranged** crystal composite longbow (+3 Str bonus) +5 (1d8+3/x3)

**Base Atk** +3; **Grp** +6

**Atk Options** Power Attack, Psionic Weapon

**Special Actions** Psionic Meditation

**Combat Gear** 20 arrows, 3 *potions of cure moderate wounds*

**Power Points/Day** 17; **Powers Known** (ML 5th)

2nd—*detect hostile intent*, *dissolving weapon*

1st—*biofeedback*, *defensive precognition*, *vigor*

**Psi-Like Abilities** (ML 5th)

1/day—*expansion*, *invisibility*

**Abilities** Str 16, Dex 13, Con 14, Int 10, Wis 14, Cha 4

**SQ** duergar traits, stability

**Feats** Power Attack, Psionic Body, Psionic Meditation, Psionic Weapon, Weapon Focus (battleaxe)

**Skills** Autohypnosis +12, Concentration +10, Move Silently -2

**Possessions** +1 *full plate*, heavy steel shield, *cloak of resistance +1*, poisoned rations, 20 gp

**Expansion (Ps)**

<sup>1</sup> A small number (25%) carry flails and have the Weapon Focus (flail) feat instead.

<sup>2</sup> A small number (25%) carry flails and have the Weapon Focus (flail) feat instead.

Large humanoid (dwarf, psionic)  
**AC** 20, touch 9, flat-footed 20  
**Ref** +2  
**Melee** crystal battleaxe +8 (2d6+4/x3)  
**Ranged** crystal composite longbow (+3 Str bonus) +3 (2d6+3/x3)  
**Grp** +7  
**Abilities** Str 18, Dex 11  
**Skills** Move Silently -3

**Description:** 4'2", 135 lbs. (males); 4', 105 lbs. (females). This lanky, gray-skinned dwarf is dressed in drab full plate with the insignia of the Obsidian Axe on the left shoulder. It scowls at you and carries a battleaxe made of obsidian. Males are bald but have thin beards, and females are completely bald.

**Obsidian Infiltrator** **CR 3**

Duergar rogue 2  
LE Medium humanoid (dwarf, psionic)  
*Expanded Psionics Handbook* 8, 195  
**Init** +2; **Senses** darkvision 120 ft.; Listen +7, Spot +7  
**Languages** Common, Dwarven, Undercommon, Goblin, Terran

---

**AC** 16, touch 12, flat-footed 14  
**hp** 12 (2 HD)  
**Immune** paralysis, phantasms, poison  
**Fort** +2, **Ref** +6, **Will** +2 (+2 vs. spells and spell-like effects, evasion)  
**Weaknesses** light sensitivity

---

**Spd** 20 ft.  
**Melee** masterwork rapier +3 (1d6+1/18-20)  
**Ranged** masterwork composite shortbow (+1 Str bonus) +4 (1d6+1/x3)  
**Base Atk** +1; **Grp** +2  
**Atk Options** sneak attack +1d6  
**Combat Gear** 20 arrows, 2 *sleep arrows*, 2 *potion of cure light wounds*  
**Psi-Like Abilities** (ML 3rd)  
1/day—*expansion, invisibility*

---

**Abilities** Str 12, Dex 15, Con 12, Int 14, Wis 13, Cha 4  
**SQ** duergar traits, stability, trapfinding  
**Feats** Stealthy  
**Skills** Balance +4, Bluff +2, Diplomacy -1, Disable Device +7, Hide +9, Intimidate +4, Jump +3, Move Silently +13, Open Lock +7, Sleight of Hand +9, Spot +7, Tumble +7  
**Possessions** masterwork studded leather, masterwork buckler, *cloak of resistance +1*, poisoned rations, 25 gp

---

**Expansion (Ps)**

Large humanoid (dwarf, psionic)

**AC** 14, touch 10, flat-footed 13  
**Ref** +5  
**Melee** masterwork rapier +3 (1d8+2/18-20)  
**Ranged** masterwork composite shortbow (+1 Str bonus) +2 (1d8+1/x3)  
**Grp** +3  
**Abilities** Str 14, Dex 13  
**Skills** Balance +3, Hide +8, Jump +4, Move Silently +12, Open Lock +6, Sleight of Hand +8, Tumble +6

**Obsidian Infiltrator** **CR 6**

Duergar rogue 5  
LE Medium humanoid (dwarf, psionic)  
*Expanded Psionics Handbook* 8, 195  
**Init** +3; **Senses** darkvision 120 ft.; Listen +10, Spot +10  
**Languages** Common, Dwarven, Undercommon, Goblin, Terran

---

**AC** 18, touch 14, flat-footed 15; uncanny dodge  
**hp** 25 (5 HD)  
**Immune** paralysis, phantasms, poison  
**Fort** +3, **Ref** +8, **Will** +3 (+2 vs. spells and spell-like effects, evasion)  
**Weaknesses** light sensitivity

---

**Spd** 20 ft.  
**Melee** masterwork rapier +5 (1d6+1/18-20)  
**Ranged** masterwork composite shortbow (+1 Str bonus) +7 (1d6+1/x3)  
**Base Atk** +3; **Grp** +4  
**Atk Options** sneak attack +3d6  
**Combat Gear** 20 arrows, 3 *sleep arrows*, 3 *potion of cure light wounds*  
**Psi-Like Abilities** (ML 5th)  
1/day—*expansion, invisibility*

---

**Abilities** Str 12, Dex 16, Con 12, Int 14, Wis 13, Cha 4  
**SQ** duergar traits, stability, trapfinding, trap sense +1  
**Feats** Skill Focus (Tumble), Stealthy  
**Skills** Balance +5, Bluff +5, Diplomacy -1, Disable Device +10, Hide +13, Intimidate +7, Jump +3, Move Silently +17, Open Lock +11, Sleight of Hand +13, Spot +10, Tumble +14  
**Possessions** masterwork studded leather, masterwork buckler, *cloak of resistance +1*, *ring of protection +1*, poisoned rations, vials of poison (up to 900 gp), 40 gp

---

**Expansion (Ps)**  
Large humanoid (dwarf, psionic)  
**AC** 17, touch 12, flat-footed 14  
**Ref** +7  
**Melee** masterwork rapier +5 (1d8+2/18-20)

**Ranged** masterwork composite shortbow (+1 Str bonus) +5 (1d8+1/x3)

**Grp** +5

**Abilities** Str 14, Dex 14

**Skills** Balance +4, Hide +12, Jump +4, Move Silently +16, Open Lock +10, Sleight of Hand +12, Tumble +13

**Description:** 4'2", 135 lbs. (males); 4', 105 lbs. (females). This lanky, gray-skinned dwarf is dressed in leather armor made from some subterranean creature. It skulks about in the shadows, trying not to be seen. His clothing bears no identifying marks. Males are bald but have thin beards, and females are completely bald.

### Obsidian Thuldor

CR 5

Duergar cleric (Laduguer) 4

LE Medium humanoid (dwarf, psionic)

*Expanded Psionics Handbook* 8, 195

**Init** +1; **Senses** darkvision 120 ft.; Listen +4, Spot +4

**Languages** Common, Dwarven, Undercommon

**AC** 21, touch 11, flat-footed 20

**hp** 34 (4 HD)

**Immune** paralysis, phantasms, poison

**Fort** +8, **Ref** +3, **Will** +8 (+2 vs. spells and spell-like effects)

**Weaknesses** light sensitivity

**Spd** 20 ft.

**Melee** masterwork warhammer +6 (1d8+1/x3)

**Ranged** heavy crossbow +4 (1d10/19–20)

**Base Atk** +3; **Grp** +4

**Combat Gear** 10 bolts, *wand of cure light wounds*

**Spells Prepared** (CL 4th)

2nd—*darkness*, *lesser restoration*, *shield other*<sup>D</sup>, *spiritual weapon*

1st—*bless*, *divine favor*, *protection from chaos*, *sanctuary*<sup>D</sup> (DC 14), *shield of faith*

0—*cure minor wounds* (3), *detect magic*, *read magic*

Domains: Law, Protection

**Psi-Like Abilities** (ML 4th)

1/day—*expansion*, *invisibility*

**Abilities** Str 12, Dex 13, Con 16, Int 10, Wis 16, Cha 4

**SQ** duergar traits, stability

**Feats** Martial Weapon Proficiency (warhammer), Weapon Focus (warhammer)

**Skills** Concentration +7, Heal +11, Move Silently –3, Spellcraft +4

**Possessions** full plate, heavy steel shield, *cloak of resistance* +1, *elixir of truth*, poisoned

ration, 2 platinum rings for *shield other* (50 gp each), 65 gp

### Expansion (Ps)

Large humanoid (dwarf, psionic)

**AC** 19, touch 10, flat-footed 19

**Ref** +2

**Melee** masterwork warhammer +6 (2d6+2/x3)

**Ranged** heavy crossbow +2 (2d8/19–20)

**Grp** +5

**Abilities** Str 14, Dex 11

**Skills** Move Silently –4

**Description:** 4'2", 135 lbs. (males); 4', 105 lbs. (females). This lanky, gray-skinned dwarf is dressed in dull gray armor emblazoned with a broken arrow on the chest and the insignia of the Obsidian Axe on the left shoulder. It frowns at you disapprovingly and wields a warhammer. Males are bald but have thin beards, and females are completely bald.

### Ivar Goldcrown

CR 9

Duergar cleric (Laduguer) 8

LE Medium humanoid (dwarf, psionic)

*Expanded Psionics Handbook* 8, 195

**Init** +1; **Senses** darkvision 120 ft.; Listen +4, Spot +4

**Languages** Common, Dwarven, Undercommon

**AC** 25, touch 12, flat-footed 24

**hp** 64 (8 HD)

**Immune** paralysis, phantasms, poison

**Fort** +11, **Ref** +5, **Will** +11 (+2 vs. spells and spell-like effects)

**Weaknesses** light sensitivity

**Spd** 20 ft.

**Melee** masterwork warhammer +8/+3 (1d8+2/x3)

**Ranged** light crossbow +7 (1d8/19–20)

**Base Atk** +6; **Grp** +8

**Combat Gear** 10 bolts, 3 *scrolls of cure light wounds*

**Spells Prepared** (CL 8th)

4th—*lesser infernal transformation*<sup>1</sup>, *unholy blight*<sup>D</sup> (DC 17), *wrack*<sup>1</sup> (DC 17)

3rd—*bestow curse* (DC 16), *mass aid*<sup>1</sup>, *protection from energy*, *magic circle against good*<sup>D</sup>, *spikes*<sup>1</sup>

2nd—*bear's endurance*, *hold person* (DC 15), *lesser restoration*, *shield other*<sup>D</sup>, *spiritual weapon*

<sup>1</sup> *Spell Compendium* spell

1st—*bless, divine favor, obscuring mist, protection from chaos, sanctuary*<sup>D</sup> (DC 13), *shield of faith*  
0—*cure minor wounds* (3), *detect magic* (2), *read magic*

Domains: Law, Protection

**Psi-Like Abilities** (ML 8th)

1/day—*expansion, invisibility*

**Abilities** Str 14, Dex 12, Con 16, Int 10, Wis 16, Cha 4

**SQ** duergar traits, stability

**Feats** Brew Potion, Martial Weapon Proficiency (warhammer)

**Skills** Concentration +9, Heal +14, Move Silently –1, Spellcraft +6

**Possessions** +1 *full plate*, +1 *heavy steel shield*, *amulet of natural armor* +1, *cloak of resistance* +2, *ring of protection* +1, poisoned rations, 2 platinum rings for *shield other* (50 gp each), 5 gp

---

**Expansion (Ps)**

Large humanoid (dwarf, psionic)

**AC** 23, touch 10, flat-footed 23

**Ref** +4

**Melee** masterwork warhammer +8/+3 (2d6+3/x3)

**Ranged** light crossbow +6 (2d6/19–20)

**Grp** +9

**Abilities** Str 16, Dex 10

**Skills** Move Silently –4

**Description:** 4'3", 140 lbs. A lanky, gray-skinned dwarf with a neatly-trimmed white beard. He wears dull gray armor emblazoned with a broken arrow on the chest and the insignia of the Obsidian Axe on the left shoulder. The only thing that sets him apart from the other clerics is a small iron skullcap that covers his baldpate. He frowns at you disapprovingly and wields a warhammer.

**Personality and Goals:** As the unit's chief thuldor, it is Ivar's job to make sure all duergar under his command follow the teachings of Laduguer. He believes that hard work is its own reward and that joy is a useless emotion. Despite his dour attitude, he finds himself growing fond of the General and suspects that he might even love her in some fashion. Recently, he has been forcing himself to work harder every day in order to expunge these blasphemous feelings.

**General Brilmara Coalhewer** CR 10

Duergar psychic warrior 9

LE Medium humanoid (dwarf, psionic)

*Expanded Psionics Handbook* 8, 195

**Init** +1; **Senses** darkvision 120 ft.; Listen +3,

Spot +3

**Languages** Common, Dwarven, Undercommon

**AC** 25, touch 12, flat-footed 24

**hp** 83 (9 HD)

**Immune** paralysis, phantasms, poison

**Fort** +9, **Ref** +5, **Will** +6 (+2 vs. spells and spell-like effects)

**Weaknesses** light sensitivity

---

**Spd** 20 ft.

**Melee** +1 *deep crystal battleaxe* +11/+6 (1d8+4/x3)

**Ranged** +1 *composite longbow* (+3 *Str bonus*) +8 (1d8+4/x3)

**Base Atk** +6; **Grp** +9

**Atk Options** Deep Impact, Power Attack, Greater Psionic Weapon

**Special Actions** Psionic Meditation

**Combat Gear** 20 arrows, 3 *potions of cure light wounds*, *potions of cure moderate wounds*

**Power Points/Day** 35; **Powers Known** (ML 9th)

3rd—*dimension slide, empathic feedback, ubiquitous vision*

2nd—*body adjustment, detect hostile intent, dissolving weapon*

1st—*biofeedback, defensive precognition, vigor*

**Psi-Like Abilities** (ML 9th)

1/day—*expansion, invisibility*

---

**Abilities** Str 16, Dex 12, Con 16, Int 10, Wis 14, Cha 4

**SQ** duergar traits, stability

**Feats** Combat Manifestation, Deep Impact, Power Attack, Greater Psionic Weapon, Psionic Body, Psionic Meditation, Psionic Weapon, Weapon Focus (battleaxe)

**Skills** Autohypnosis +16, Concentration +15, Move Silently –1

**Possessions** +2 *full plate*, +1 *heavy steel shield*, *cloak of resistance* +1, *ring of protection* +1, poisoned rations, 170 gp

---

**Expansion (Ps)**

Large humanoid (dwarf, psionic)

**AC** 24, touch 10, flat-footed 23

**Ref** +4

**Melee** +1 *deep crystal battleaxe* +11/+6 (2d6+5/x3)

**Ranged** +1 *composite longbow* (+3 *Str bonus*) +6 (2d6+4/x3)

**Grp** +7

**Abilities** Str 18, Dex 10

**Skills** Move Silently –2

**Description:** 3'10", 95 lbs. This completely bald woman might be mistaken for a gray-skinned

gnome, although she would be tall for that race. Her left eye is hidden behind a patch, and her right is black as coal. Her armor is simple and functional.

**Personality and Goals:** Brilmara is as cruel as she is clever. She never talks about how she lost her eye, but those closest to her know that the only beings she truly fears are mind flayers. The teachings of Laduguer and the prosperity of Gloomforge mean nothing to her. Her only goals are advancing her own power and position and crushing all rivals beneath her feet. She secretly owns a small cache of brightly-colored gemstone jewelry, which she wears when she thinks no one is watching.