



D&D

WATERDEEP
DUNGEON OF THE MAD MAGE™



DUNGEONS & DRAGONS

Explore the mega-dungeon of Undermountain
in this adventure for the world's greatest roleplaying game

WATERDEEP

DUNGEON OF THE MAD MAGE™



CREDITS

Lead Designer: Christopher Perkins

Designers: Bill Benham, Lysa Chen, Kiel Chenier, Dan Dillon, Claire Hoffman, James Introcaso, Greg Marks, Alan Patrick, Ben Petrisor, Travis Woodall

Managing Editor: Jeremy Crawford

Editors: Matt Click, Scott Fitzgerald Gray, Kim Mohan, F. Wesley Schneider, Matt Sennett, Kate Welch

Art Director: Kate Irwin

Additional Art Direction: Shauna Narciso, Richard Whitters

Graphic Designer: Emi Tanji

Cover Illustrator: Cynthia Sheppard

Concept Artists: Daarken, Shawn Wood

Interior Illustrators: Mark Behm, Eric Belisle, Zoltan Boros, Clint Cearley, Sidharth Chaturvedi, Jason Felix, Emily Fiegenbuch, Lars Grant-West, Leesha Hannigan, Lake Hurwitz, Tyler Jacobson, Sam Keiser, Julian Kok, Mathias Kollros, Christopher Moeller, Scott Murphy, Vincent Proce, Craig J Spearing, Cory Trego-Erdner, Shawn Wood

Cartographer: Tim Hartin

Producer: Dan Tovar

Project Managers: Matt Warren, Stan!

Product Engineer: Cynda Callaway

Imaging Technician: Carmen Cheung, Kevin Yee

Art Administration: David Gershman

Prepress Specialist: Jefferson Dunlap

Other D&D Team Members: Bart Carroll, Pelham Greene, Ari Levitch, Chris Lindsay, Shelly Mazzanoble, Mike Mearls, Hilary Ross, Liz Schuh, Nathan Stewart, Greg Tito, Anna Vo, Trish Yochum

The following D&D books provided material and inspiration:

Boyd, Eric L., Ed Greenwood, Christopher Lindsay, and Sean K Reynolds. *Expedition to Undermountain*. 2007.

Greenwood, Ed. *Ruins of Undermountain*. 1991.

Rabe, Jean, Norm Ritchie, and Donald J. Bingle. *Ruins of Undermountain II: The Deep Levels*. 1994.

Schend, Steven E. *Undermountain: Maddgoth's Castle*. 1996.

———. *Undermountain: Stardock*. 1997.

———. *Undermountain: The Lost Level*. 1996.

Sennett, Matt and Shawn Merwin. *Halls of Undermountain*. 2012.

Special thanks to the hundreds of playtesters whose feedback made this latest incarnation of Undermountain more fun at every turn.

Disclaimer: The Mad Mage of Undermountain is not seeing visitors right now. Don't come down because, uh, we're renovating and everything is a mess. You won't find any treasure, and the buffet is closed until further notice. Ye gods, where did all these githyanki come from? As if the mind flayers weren't bad enough. What's that? You think you can plunder my home and get away with it? Ha! You don't have the experience points.

ON THE COVER

Adventurers are drawn to Undermountain like moths to a flame. Cynthia Sheppard illustrates a host of villains vying for control of the dungeon's depths. Heroes, watch your step!



620C465900001 EN

ISBN: 978-0-7869-6626-4

First Printing: November 2018

9 8 7 6 5 4 3 2 1

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

Printed in the USA. ©2018 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

CONTENTS

Dungeon Key	4	Level 9: Dweomercore	117	Level 18: Vanrakdoom	231
Undermountain Overview	5	What Dwells Here?	117	The Dark Fate of Lord Vanrak	
Running the Adventure	5	Exploring This Level	119	Moonstar	231
Dungeon History	6	Aftermath	134	What Dwells Here?	232
The Yawning Portal	6	Level 10: Muiral's Gauntlet	135	Into the Shadowfell	233
Adventure Hooks	7	What Dwells Here?	135	Exploring This Level	233
Undermountain Secrets	10	Exploring This Level	136	Aftermath	242
Dungeon Features	10	Aftermath	150	Level 19: Caverns of Ooze	243
Level 1: Dungeon Level	13	Level 11: Troglodyte Warrens	151	What Dwells Here?	243
What Dwells Here?	13	What Dwells Here?	151	Exploring This Level	244
Exploring This Level	14	Exploring This Level	152	Aftermath	252
Aftermath	26	Aftermath	158	Level 20: Runestone Caverns	253
Level 2: Arcane Chambers	27	Level 12: Maze Level	159	What Dwells Here?	253
What Dwells Here?	27	What Dwells Here?	159	Runestone Caverns	254
Exploring This Level	28	Exploring This Level	160	Stalagmite Tower	261
Aftermath	42	Aftermath	170	Aftermath	264
Level 3: Sargauth Level	43	Level 13: Trobriand's Graveyard	171	Level 21: Terminus Level	265
What Dwells Here?	43	What Dwells Here?	171	What Dwells Here?	265
Exploring This Level	44	Exploring This Level	172	Exploring This Level	266
Aftermath	58	Aftermath	178	Aftermath	276
Level 4: Twisted Caverns	59	Level 14: Arcturiadoom	179	Level 22: Shadowdusk Hold	277
What Dwells Here?	59	What Dwells Here?	179	What Dwells Here?	277
Exploring This Level	60	Exploring This Level	180	Exploring This Level	278
Aftermath	68	Aftermath	192	Tier 1	278
Level 5: Willowwood	69	Level 15: Obstacle Course	193	Tier 2	282
Magic of Willowwood	69	What Dwells Here?	193	Tier 3	285
What Dwells Here?	69	Exploring This Level	194	Aftermath	288
Exploring This Level	71	Aftermath	208	Level 23: Mad Wizard's Lair	289
Aftermath	80	Level 16: Crystal Labyrinth	209	Who Dwells Here?	289
Level 6: Lost Level	81	What Dwells Here?	209	The Dungeon	289
What Dwells Here?	81	Crystal Dungeon	210	Halaster's Tower	298
Exploring This Level	82	Stardock	214	Conclusion	302
Aftermath	94	Aftermath	220	Skullport	303
Level 7: Maddgoth's Castle	95	Level 17: Seadeeps	221	Reaching Skullport	303
What Dwells Here?	95	What Dwells Here?	221	Skullport Overview	303
The Caverns	96	Exploring This Level	222	Exploring Skull Island	304
The Castle	101	Aftermath	230	Exploring the Town	306
Aftermath	108			App. A: Dungeon Denizens	310
Level 8: Slitherswamp	109			App. B: Elder Runes Deck	318
What Dwells Here?	109			App. C: Secrets Deck	319
Exploring This Level	110				
Aftermath	116				



DUNGEON KEY

Door	Statue	Stalactite
Locked door	Pillar	Stalagmite
Double door	Altar	Mining cart and tracks
Smashed door	Covered pit trap	Forge
Secret door	Open pits	Stairs
One-way secret door	Cliff ledge	— Ladder
Secret trapdoor in floor	Sinkhole	→ Ballista
Brazier	Trap	→ Flame cannon
Submerged ramp	Polymorph trap	Sarcophagus
Dais/raised platform	Natural stone steps	Fireplace
⋮ Bars/Gate	Elevation lines	Throne
Rubble	Floating candle	~~~~~ Tapestry/curtain
Arrow slits	Pool of water	Magic circle
Window with bars	Well	Pentagram
Opening in ceiling	Slave pen	Thaumaturgic triangle

UNDERMOUNTAIN OVERVIEW

NDERMOUNTAIN IS THE LARGEST, DEEPEST dungeon in the Forgotten Realms. This book aims to touch on every major level of that vast, dangerous place.

Waterdeep: Dungeon of the Mad Mage is designed for characters of 5th through 20th level. You can run it as a stand-alone adventure or use it in conjunction with its precursor, *Waterdeep: Dragon Heist*, which is an adventure that takes characters from 1st level to 5th level.

RUNNING THE ADVENTURE

To run this adventure, you need the D&D fifth edition core rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*.

The *Monster Manual* contains stat blocks for most of the creatures found in this adventure. All other necessary stat blocks are included in appendix A. When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in appendix A or in the *Monster Manual*. If a stat block appears in appendix A of this book, the text tells you so.

Spells and equipment mentioned in the adventure are described in the *Player's Handbook*. Magic items are described in the *Dungeon Master's Guide* or, in the case of new items, the encounters in which they are found.

AREA DESCRIPTIONS

Undermountain is a series of interconnected dungeon levels, each one deeper than the last. Every dungeon level has its own encounter locations keyed to a map.

The adventure text often presents the most important features of a location in the form of a list with boldface headings for ease of reference. These key features are arranged in order of prominence or in the order in which characters are likely to notice them. These summaries are designed to help you process the information at a glance. If a listed feature requires further explanation, you'll find additional information about that feature after the summary.

ABBREVIATIONS

The following abbreviations are used in this product:

hp = hit points	LG = lawful good
AC = Armor Class	CG = chaotic good
DC = Difficulty Class	NG = neutral good
XP = experience points	LN = lawful neutral
pp = platinum piece(s)	N = neutral
gp = gold piece(s)	CN = chaotic neutral
ep = electrum piece(s)	LE = lawful evil
sp = silver piece(s)	CE = chaotic evil
cp = copper piece(s)	NE = neutral evil
NPC = nonplayer character	DM = Dungeon Master

CHARACTER ADVANCEMENT

The Levels of Undermountain table lists the dungeon's levels and the character levels for which they're designed. It's okay for characters to enter a dungeon level that's designed for a higher-level party; the encounters there will be more dangerous and taxing, but characters can retreat if things get too rough. Characters can also leave Undermountain, adventure elsewhere, and return to the dungeon once they're higher in level.

LEVELS OF UNDERMOUNTAIN

Level	Name	Character Level
1	Dungeon Level	5th
2	Arcane Chambers	6th
3	Sargauth Level	7th
	Skullport	7th
4	Twisted Caverns	8th
5	Wyllowood	8th
6	Lost Level	9th
7	Maddgoth's Castle	9th
8	Slitherswamp	10th
9	Dweomercore	10th
10	Muiral's Gauntlet	11th
11	Troglodyte Warrens	11th
12	Maze Level	12th
13	Trobriand's Graveyard	12th
14	Arcturiadoom	13th
15	Obstacle Course	13th
16	Crystal Labyrinth	14th
17	Seadeeps	14th
18	Vanrakdoom	15th
19	Caverns of Ooze	15th
20	Runestone Caverns	16th
21	Terminus Level	16th
22	Shadowdusk Hold	17th
23	Mad Wizard's Lair	17th–20th

Each dungeon level contains enough monster XP to ensure that characters who clear out the level can advance to the point where they're ready to take on the challenges of the next level down. You can also award XP for overcoming traps and for exceptional roleplaying with key NPCs. The Bonus XP Awards table provides recommended XP awards for such interactions.

BONUS XP AWARDS

Character Level	XP Award
1st–4th	50
5th–10th	250
11th–16th	1,000
17th–20th	2,500

DUNGEON HISTORY

More than one thousand years ago, the wizard Halaster Blackcloak (see appendix A) journeyed from a distant land to the base of Mount Waterdeep, perhaps acceding to the whispered summons of providence. Some believe he hailed from the nearly forgotten empire known as the Cradlelands. In ages past, humanity spread from the Cradlelands across Faerûn, originating from what is now the Plains of Purple Dust, a wasteland birthed out of a conflict with the gods. Others give Halaster less ancient origins, placing him among the early wizards of Netheril, or asserting that he came from a southern nation long since buried by sand and time. Whatever his origin, scholars have recorded that Halaster brought with him seven apprentices to Mount Waterdeep.

With the Seven guarding his back, Halaster tapped into his immense power to summon beings from other planes of existence to help him build a wizard's tower to dwarf all other wizard's towers. But as the seasons wore on, the Seven saw less and less of their enigmatic master. Halaster continued to use fell creatures from distant planes for tunneling and other construction beneath his tower, and the wizard kept the nature of most of his underground dealings a secret from the Seven. Eventually, Halaster's exploration broke into the Underhalls, a complex of tunnels and rooms built by the dwarves around a mithral mine beneath Mount Waterdeep. The architects of the Underhalls, the Melairkyn clan, had long ago been killed or dispersed, and warring duergar and drow had settled in the ruins. Halaster began a crusade against both the drow and the duergar, participating in wild hunts with extraplanar allies through the tunnels. The stubborn duergar dug in until the mithral was largely mined out; then they abandoned the Underhalls, leaving the drow to fight Halaster and his minions alone. The Mad Mage rounded up the remaining dark elves, trapping some of their souls for use in his dark magic, while twisting the bodies and enslaving the minds of others. Once he had wrung the drow of their usefulness, Halaster Blackcloak tunneled on, ever downward, indulging his inexplicable compulsion for delving deeper and deeper into the mountain.

Using his underground complex as a base of operations, Halaster traveled to other planes and distant lands, collecting strange and dangerous creatures to live as prisoners, servants, or guardians in Undermountain. Populating and defending the dungeon became an obsession. Over time, the mage's preoccupation with Undermountain electrified his eccentricities and infused him with an air of unconcealable madness.

Halaster's apprentices came and went. Some left only to return—inexplicably drawn down into Undermountain's depths. Others remained by his side. As they began dedicating more attention to their private obsessions, madness settled into their souls as well.

During the years Halaster quested on other planes and sequestered himself in his tunnels, his magnificent tower and its surrounding walls fell into ruin. In time, the city now known as Waterdeep developed in the shadow of Mount Waterdeep and spread down to the harbor. As the city sprawled outward over the years, it

A KNOT IN THE WEAVE

Where Waterdeep stands today, there once stood Aelinthaldaar, the capital city of the ancient elven kingdom of Illefarn. When the elves left, they used a powerful spell to erase all traces of their capital. This spell had the unintended side effect of creating a permanent knot in the Weave, the fabric through which all magic is channeled. This knot lies deep underground and isn't something that can be seen, felt, or undone, but it can cause madness to bloom in the minds of mortal beings who dwell near it for too long. The knot permeates Undermountain, and the madness it causes typically manifests as an obsession with the dungeon itself. Those affected by the knot in the Weave exhibit a subconscious desire to remain in or near the dungeon. Halaster and several of his apprentices fell prey to this obsession, as did many Melairkyn dwarves and Durnan, the proprietor of the Yawning Portal. Not all creatures that dwell in Undermountain succumb to its madness, and those who do aren't even aware that the dungeon has them in its clutches.

came to surround the ruins of Halaster's home. Undermountain was known to those early settlers, and they often sent criminals into its endless depths as punishment. So it was for many years, until an intrepid adventurer named Durnan delved into the labyrinth beneath the tower and returned alive, laden with riches and countless harrowing tales. Durnan used his new fortune to demolish the remnants of Halaster's tower and built an inn over the well he had used to descend into Undermountain, and call it the Yawning Portal. Durnan owns and operates the inn and tavern to this day, serving patrons and inviting the brave and foolish alike to test their mettle in the Dungeon of the Mad Mage.

THE YAWNING PORTAL

The Yawning Portal, a famous inn and tavern located near the eastern slope of Mount Waterdeep, derives its name from a 40-foot-diameter well that descends into the first level of Undermountain. Located in the center of the taproom, the well was once the outer shell of Halaster's mighty tower, which was demolished long ago. Its sheer walls are made of old mortared stones. Next to this gaping orifice hangs a winch with a simple rope-and-pulley mechanism that Durnan, the proprietor, uses to lower adventurers down the shaft and (sometimes) pull them up again. Durnan controls the winch himself and will transport only one adventurer at a time. The trip takes 10 rounds, down and up. The rope is stained with old blood and long enough to reach all the way to the floor of the dark room at the bottom of the 140-foot shaft (level 1, area 1).

Durnan charges adventurers 1 gp each to descend into the well, whether they opt to use the rope or not. The return trip also costs a piece of gold, sent up in a bucket in advance. He also readily accepts coin from patrons who want to place grisly bets on adventurers who dare explore Undermountain, and their odds of returning alive. "Five gold dragons says they're back before a tenday, minus the fighter, the wizard, and the cleric!" is the flavor of commentary often heard amid gales of drunken laughter.



The walls of the well are crumbly but have abundant handholds and footholds. They can be scaled without climbing gear with a successful DC 15 Strength (Athletics) check. No check is needed to enter Undermountain by using the rope-and-pulley system.

ADVENTURE HOOKS

Adventurers who hang around the Yawning Portal often find work delving into Undermountain on the errands of others. The characters might have their own reasons for venturing into the Mad Mage's dungeon, but the adventure hooks described in this section can be used as further motivation. These hooks are divided into two categories: starting quests and future quests. Adventurers are under no obligation to accept or complete any of these quests, though the promised rewards are often substantial enough to be tempting.

STARTING QUESTS

Starting quests are available to characters from the outset of their experience with Undermountain. Any of the quest givers described below might approach the characters shortly after their arrival at the Yawning Portal. The characters can accept as many or as few starting quests as they want. Based on the needs of your campaign, you might even introduce some starting quests of your own.

HUNT FOR MAGIC ITEMS AND SPELLBOOKS

Obaya Uday, a neutral good Chultan priest of Waukeen (god of trade), has traveled from the distant city of Port Nyanzaru on behalf of a wizard named Wakanga O'tamu to procure magic items from Waterdeep. When she learned about Undermountain, Obaya booked a room at the Yawning Portal in the hope of hiring adventurers to plunder the dungeon of its magical riches.

Obaya approaches the adventurers and offers to pay for any unwanted magic items they find in Undermountain. Obaya has secured her funds in Waterdavian banks and can pay handsomely within a matter of hours for any magic items the characters bring to her. The amount she's willing to pay is based on the item's rarity, as shown in the Magic Item Rewards table, and is nonnegotiable. Characters would be hard-pressed to find anyone willing to spend as much for these items as Obaya is, and she always pays in platinum pieces for ease of transport.

MAGIC ITEM REWARDS

Item Rarity	Obaya's Reward
Common	10 pp
Uncommon	50 pp
Rare	500 pp
Very rare	5,000 pp

Obaya is also interested in buying spellbooks for Wakanga O'tamu. She prices a spellbook based on the highest-level spell contained in it: 5 pp for 1st level, 25 pp for 2nd or 3rd level, 100 pp for 4th or 5th level, 250 pp for 6th or 7th level, and 500 pp for 8th or 9th level.

Once she has paid for 7,500 pp worth of magic items and spellbooks, Obaya hires a small squad of bodyguards, books passage on a merchant ship heading to Chult, and returns to Port Nyanzaru with her trove.

PAY A HARPER DEBT

A lawful good bard named Mattrim Mereg, known as Threestrings to his friends, plays a three-stringed lute at the Yawning Portal and is a much more talented musician than he pretends to be. In truth, Mattrim is a Harper spy who uses this busking gig to establish relationships with the Yawning Portal's unique clientele.

Mattrim needs a pouch of gold delivered to a female half-drow named Cal'al Claddani, who runs a tavern called the Flagon and the Dragon in Skullport. Cal'al provided shelter and healing to a wounded Harper spy in Skullport and is owed payment for her support. Mattrim's pouch contains three moonstones worth 50 gp each.

Once they deliver the pouch, characters can take refuge in a Harper hideout called Dalagor's Fortress, located on the uppermost level of Skullport. Mattrim tells the characters that a dragonborn mage named Felrax guards the place.

SEARCH FOR KRESSANDO ROSZNAR

A young noblewoman, Esvele Rosznar has been frequenting the Yawning Portal on busy evenings, keeping mostly to herself while sipping *zzar* and listening to gossip. Her family has a tarnished reputation, having once been banished from Waterdeep for slavery and other illegal acts. Although the Rosznar family is trying to regain its integrity and standing, several bad apples threaten to impede that progress with their sinister ventures. Esvele's brother, Kressando, was sent to Skullport to conduct secret meetings with the Xanathar Guild and gauge interest in setting up a slave trade in Skullport, far from the eyes of Waterdavian authorities. Esvele didn't learn of this meeting until after Kressando vanished, and she is determined to stop his scheming and see him returned to Waterdeep before he can further tarnish the Rosznar name.

Esvele takes one or more of the adventurers aside as they prepare to make their initial descent into Undermountain and asks them to keep an eye out for Kressando, a 22-year-old man with fair skin and dark curly hair, trained in the arts of stealth and thievery. She also tells them that Kressando wears a platinum signet ring bearing the Rosznar family crest (a diving white falcon on a field of blue) and an inscription of the family motto ("Fly high and stoop swift").

She promises that if the characters can facilitate Kressando's safe return or deliver proof of his whereabouts to Esvele, she will owe them a favor, adding that "You can trust in House Rosznar." (For more information on Esvele Rosznar, see *Waterdeep: Dragon Heist*.)

Characters won't find Kressando anywhere, but they might find his ring in the possession of a hobgoblin warlord named Azrok (see level 3, area 21n) and discover how Esvele's brother met his untimely end. Returning Kressando's ring to Esvele completes the quest and places her in the party's debt.

THRONE OF THE CORONAL

Volothamp Geddarm, famous explorer and raconteur, offers to buy the adventurers a round of drinks to celebrate their upcoming expedition into the Dungeon of the Mad Mage. Injected into the conversation is the following tale:

This story dates to the fall of Illefarn, an elven kingdom of the North. An alabaster throne belonging to Syglaeth Audark, the last coronal of Illefarn, disappeared from the capital city of Aelinthaldaar, where the Mad Mage built his tower and today stands Waterdeep. It's said that a group of dwarves feared the destruction of such a miraculous work of stonework and stole the throne right out from under the elves' slender noses. Where the dwarves hid it for so long, who knows? But should you find it in Undermountain, it would please the elves of the North to know it survives.

In truth, the ancient alabaster throne was spared the destruction of Aelinthaldaar by Coronal Audark himself, who ordered it placed in an underground vault. Despite the precaution, the throne was damaged in the calamity that befell the elven kingdom. After the fall of Illefarn, Melairkyn dwarves found the throne and bore it to their halls with the intention of repairing it and returning it to the elves.

If the characters find the throne (see level 3, area 14c) and inform Volo of its location, he shares this information with his elf friends, who express their gratitude by giving the party a beautifully crafted longbow and an elven quiver containing twenty silvered arrows. The bow bears the Elvish inscription "*Ai hond ebrath, uol tath shantar en tath lalala ol hond ebrath.*" This phrase translates to "A true friend, as the trees and the water are true friends." The elves eventually embark on their own expedition into Undermountain, with the goal of retrieving the throne.

FUTURE QUESTS

Future quests are available to adventurers only after they satisfy the prerequisites. The characters might need to enter and leave Undermountain several times before they're eligible to receive these quests.

EYE OF THE SPIDER

Prerequisite: Complete the "Search for Kressando Rosznar" quest

News of Kressando Rosznar's death is leaked to the publishers of several local broadsheets, along with the names of the adventurers who retrieved his signet ring from Undermountain. The news inspires Joroth Brighthelm, a dwarf spy for the Lords' Alliance, to visit the Yawning Portal.

MORE OF UNDERMOUNTAIN TO LOVE

There are vast sections of Undermountain, including hidden levels, beyond those described in this book. Halaster seals off portions of the dungeon that are undergoing construction or reconstruction until such time as they're ready for exploration. The DMs' Guild (dmsguild.com) is an excellent resource you can use to find and share expansions to Undermountain.

Joroth approaches the characters in plain clothes and asks them to keep their eyes open for Falkir's Fist, a band of four dwarf adventurers that disappeared in Undermountain over a year ago. The leader of the band, Falkir Gravelfist, is believed to have stolen a famous emerald called the Eye of the Spider from the Mirabarren embassy in Waterdeep weeks prior to his disappearance. Joroth believes Falkir is dead (divination spells have confirmed as much) but would like to see the gemstone returned to its proper owners to strengthen political ties between Waterdeep and Mirabar.

Joroth describes Falkir as a particularly stout dwarf wearing a helm shaped like a boar's head. He says the gemstone is a spherical emerald roughly three inches in diameter, with a small imperfection in its core shaped vaguely like a spider. The gemstone has no magical properties as far as he knows. Joroth offers the friendship of the Lords' Alliance as a reward, which can be useful if one or more of the characters find themselves in need of assistance in Waterdeep or another alliance city. (For more information on the Lords' Alliance and its role in Waterdeep, see *Waterdeep: Dragon Heist*.)

Characters who belong to the Lords' Alliance gain 3 renown (see "Renown" in chapter 2 of the *Dungeon Master's Guide*) for returning the Eye of the Spider to Joroth. Both the gemstone and Falkir's Fist can be found on level 10.

RETRIEVE A RUNESTONE FRAGMENT

Prerequisite: 12th level or higher

Volothamp Gedarm introduces the characters to a friend of his: a young captain of the City Watch named Jalester Silvermane. If the characters played through *Waterdeep: Dragon Heist*, they probably know him already. Jalester is a secret agent of the Lords' Alliance who reports to Lady Laeral Silverhand, the Open Lord of Waterdeep.

Unbeknownst to anyone but her closest confidants, Laeral's magic has begun to wane. She has researched a way to halt the decline, at least temporarily, but she needs a fragment of a magic crystal called the Runestone. The crystal was created by Halaster Blackcloak and secreted away in the depths of Undermountain. Laeral has sent Jalester to hire a band of adventurers to retrieve a pebble-sized fragment of the Runestone, which he can then deliver to Laeral in utmost secrecy.

Jalester tells the characters that he wants the fragment for himself and won't disclose its purpose, except to say that its recovery will help to ensure Waterdeep's security (a true statement). He describes the Runestone as a large, glowing, disk-shaped gem with Halaster's rune floating in it.

He does not mention a monetary reward for delivering a Runestone fragment to him; instead, Jalester offers the characters his lasting friendship—which can bring many benefits, considering his position in the City Watch. If the characters negotiate for more than Jalester's goodwill, they're also promised a *luck blade* with no wishes remaining. Jalester neglects to mention, however, that this weapon belongs to Mirt the Moneylender, one of the Masked Lords of Waterdeep. Mirt himself delivers the *luck blade* once the Runestone fragment is in Laeral's hands, but looks rather put out at the thought of parting with it. "Perhaps you might trade it back for dinner at my mansion?" he asks the characters politely. Allowing Mirt to keep his sword puts the Masked Lord in the characters' debt—a fine prize indeed for their efforts.

The characters can find the Runestone and cast-off fragments of it on level 20 of Undermountain.

SAVE THE DRAGON

Prerequisite: Complete the "Throne of the Coronal" or the "Eye of the Spider" quest

Word reaches Lady Wylynd Moonstar, matriarch of the Moonstar noble family of Waterdeep, that a party of adventurers has had some success in Undermountain of late. She learns all she can about these adventurers before sending her grand-nephew, a well-mannered half-drow named Helion Moonstar, to meet with them. Helion is Wylynd's heir apparent, and this mission is as much a test for him as it is for the adventurers.

Lady Wylynd is well over a hundred years old and senile, but she has never forgotten the dark blemish on her family's honor left by Vanrak Moonstar, who lorded over House Moonstar long ago. Vanrak and his small army of Shar worshipers fled into Undermountain to escape punishment for their many crimes in the city. It's Lady Wylynd's recollection that a longtime ally of the Moonstar family, a bronze dragon named Glyster, was asked or told to find Vanrak and bring him back to Waterdeep to face justice. The dragon found Vanrak but could not wrest him from the depths of Undermountain. Instead, the dragon became corrupted by Shar's magic and was transformed into a shadow dragon named Umbraxakar. In this evil form, the dragon fought by Vanrak's side for years, even serving as his mount from time to time.

Lady Wylynd believes it's her family's responsibility to free the dragon from Shar's evil grasp one way or another. She asks Helion to meet with the adventurers and convince them to find the shadow dragon in Vanrak-doom, one of the deeper levels of Undermountain, and break Shar's hold over him. Failing that, they should put the dragon out of his misery. In exchange for their help, Helion promises the friendship of House Moonstar, which comes with tangible benefits:

- Characters can trade magic items with representatives of House Moonstar, allowing free exchanges of magic items of similar rarity (subject to your approval).
- House Moonstar offers to fund any future expedition the characters decide to mount, providing maps, caravan services, and NPC followers as needed.
- House Moonstar can put the characters in touch with people who can give special training (see "Marks of Prestige" in chapter 7 of the *Dungeon Master's Guide*).

UNCOVER THE TELEPATHIC SPY

Prerequisite: 9th level or higher

An ulitharid (see appendix A) has been using telepathy to contact random people in the city and learn all it can about Waterdeep. Those the creature has contacted know nothing of the ulitharid's true nature, only that an alien intellect has reached out to them for information. Word of these telepathic intrusions has begun to spread throughout the city, gaining traction as more than just a mad rumor. Several of Durnan's regular patrons have spoken at length about it, and Durnan believes the source might be somewhere in Undermountain. In fact, he thinks a horrific, psionic monster called an elder brain might be lurking in the dungeon. Not wanting to alarm anyone with rumors of mind flayers, he keeps this conjecture to himself for now.

Durnan urges adventurers to find the source of the telepathic contact, learn its intentions, and put a quick and decisive end to it if those intentions are hostile. (The ulitharid awaits them on level 17.) If the party deals with the threat, Durnan promises to make sure the deed is never forgotten but offers no tangible reward.

UNDERMOUNTAIN SECRETS

Appendix C of this book contains the Secrets Deck—paper cards for you to photocopy and hand out to the players when their characters learn reliable information about Halaster and Undermountain.

Any character who spends at least four hours in the Yawning Portal is likely to overhear tall tales about the Mad Mage and his dungeon. Not all rumors are to be believed, however, and characters need keen ears and sharp insight to determine which stories have weight. Have each character make a DC 20 Intelligence (Investigation) check or Wisdom (Insight) check. If the check succeeds, the character learns a secret about Undermountain, and the player can draw a card from the Secrets Deck.

Players can hold onto these cards for later reference. When the characters meet an NPC in Undermountain who knows a fact, have one of the players draw another card from the Secrets Deck to determine what that NPC knows about Halaster and his dungeon.

JHESIYRA KESTELLHARP

Among the greatest of Undermountain's secrets is the story of Jhesiyra Kestellharp, who was one of Halaster's most gifted apprentices until it became clear to her that Halaster was irrevocably insane. She fled, but Halaster dragged her back to Undermountain and trapped her in the Citadel of the Bloody Hand, a dungeon complex under Mount Waterdeep connected to Undermountain. Jhesiyra escaped her prison when its wards failed during the Spellplague. To hide from Halaster, she magically confined herself in the stones of Undermountain. She now exists in a bodiless state, inhabiting the very dungeon itself. Halaster is unaware of Jhesiyra's presence but also wonders over her disappearance following the Spellplague.

Jhesiyra's plan is to use adventurers to defeat Halaster so that she can seize control of Undermountain. To that

end, she does everything in her power to keep adventurers in Undermountain alive. Her abilities are, however, limited in her current, bodiless form.

Jhesiyra can exert control over Halaster's magic gates, keeping adventurers from passing through them if she thinks they lack the might needed to defeat the perils beyond. In terms of game rules, characters are prevented from passing through a gate when their experience level fails to meet a prerequisite (the recommended character level for which the dungeon level is designed). Any character who doesn't qualify is pushed back without being harmed when trying to step through the open gate. Only a *wish* spell can allow a character to pass through. As the Dungeon Master, you can suspend this restriction and allow characters who don't meet the level prerequisite to pass through a gate, particularly if you think they have the resources to survive and overcome that dangers that await them.

Jhesiyra can't stop characters from moving between dungeon levels by more conventional means. Whenever they enter a dungeon level designed for characters of a higher experience level, Jhesiyra sends them the following telepathic warning in Common: "Turn back! You're not prepared for the danger that lies ahead!" Characters are free to ignore her warning. She can't and won't elaborate on the nature of the danger that awaits the adventurers or communicate with them in any other way, for fear of being detected by Halaster.

Powerful divination magic can reveal Jhesiyra's disembodied presence throughout Undermountain. But not even a *wish* spell or divine intervention will allow direct, two-way communication with Halaster's former apprentice.

DUNGEON FEATURES

For the sake of avoiding repetitive descriptions, common features of Undermountain are summarized here.

ALTERATIONS TO MAGIC

Halaster doesn't make it easy for creatures to enter or leave his dungeon. No spell other than *wish* can be used to enter Undermountain, leave it, or transport oneself from one level to another. *Astral projection*, *teleport*, *plane shift*, *word of recall*, and similar spells cast for these reasons simply fail, as do effects that banish a creature to another plane of existence. These restrictions apply to magic items and artifacts that have properties that transport or banish creatures to other planes as well. Magic that allows transit to the Border Ethereal, such as the *ethereallness* spell, is the exception to this rule. A creature that enters the Border Ethereal from Undermountain is pulled back into the dungeon upon leaving that plane.

Magic that summons creatures or objects from other planes functions normally in Undermountain, as does magic that involves an extradimensional space. Any spells cast within such an extradimensional space (such as that created by a *Mordenkainen's magnificent mansion* spell) are subject to the same restrictions as magic cast in Undermountain.

Spells can't destroy or alter the shape of Undermountain's magically protected ceilings, pillars, columns, walls, or floors. For example, an *earthquake* spell would not trigger a ceiling collapse or create fissures in Undermountain. Doors and furnishings, however, are not protected in this way.

While they are in Undermountain, characters who receive spells from deities or otherworldly patrons continue to do so. In addition, spells that allow contact with beings from other planes function normally.

SENDING SPELLS

Inside Undermountain, Halaster can't be contacted by means of *sending* spells. Any creature that tries to contact him with a *sending* spell is magically redirected to the Mad Mage's nothic secretary (see level 9, area 31). Each time it is contacted in this manner, the nothic replies with a string of expletives in Undercommon. Other things the nothic might say (in Undercommon) include the following:

- "Are you alive or just waiting to be conjured?"
- "Get out of my extradimensional space!"
- "There's a knot in the Weave! I can't untie it!"
- "Halaster's not home right now."

ARCHITECTURE

Undermountain is made up of a mixture of smooth, worked stone and rough-hewn stone, with the occasional intruding natural tunnel or cavern. A few levels have exceptional architectural features; for example, level 16, the Crystal Labyrinth, has walls, floors, and ceilings made of crystal.

CEILINGS

It's helpful to know the height of a ceiling, particularly if creatures in the area can climb or fly.

Rooms. A room's ceiling is at least as high as the room is wide, often higher. If a room's ceiling height isn't specified in the text, assume it's the minimum height.

Tunnels. A tunnel's ceiling is as high as the tunnel is wide, unless otherwise noted. Most tunnels in Undermountain are arched and have no visible structural supports. Exceptions are called out in the text.

DOORS AND SECRET DOORS

Normal doors (including double doors) are made of thick, sturdy wood fitted with iron hinges and handles, and protected against moisture by magic. Secret doors are fashioned of the same material as the surface in which they're set (usually stone) and require a successful DC 20 Wisdom (Perception) check to locate, unless noted otherwise. When they are closed, most doors and secret doors create airtight seals, keeping gases and gaseous creatures from passing through them; exceptions are noted in the text.

A one-way door can be manually opened only from one side (the other side has no handle or hinges). A *knock* spell or similar magic is needed to open a one-way door from the "wrong" side.

Not many doors in Undermountain have locks, but those that do sport locks of masterful craftsmanship. When confronted by a locked door, a character with

thieves' tools can pick the lock with a successful DC 20 Dexterity check.

A locked or stuck door can be forced open with a successful DC 20 Strength (Athletics) check. A creature that fails a check to force open a door can't make

HALASTER'S GOALS

The Mad Mage makes his presence known throughout this adventure. Most often, he's a distant observer, watching with amusement as adventurers contend with the denizens and other dangers of his dungeon. Other times, he appears before them in the form of a spectral eye or some other magical force. Why does he tolerate adventurers in his home? What's his aim? That's for you to decide.

This sidebar outlines several possible goals for Halaster. Choose one you like, or randomly determine Halaster's goal by rolling a d6. His goal can change at any time without explanation; he is the Mad Mage, after all.

Goal 1: Clean House. Halaster wants adventurers to clear out parts of his dungeon so that he can restock the tunnels with new threats from across the planes. He's unhappy about the amount of space the drow take up on levels 3, 10, and 12. He's also concerned that the conflict between the githyanki on level 16 and the mind flayers on level 17 could spiral out of control; consequently, he wants one side or the other (or both) eliminated.

Goal 2: Destroy Ezzat. An irksome lich named Ezzat has taken refuge on level 20, and Halaster wants adventurers to destroy the lich and its phylactery. Halaster has bound two genies (a dao and a marid) to level 19 and uses them to help adventurers accomplish this goal.

Goal 3: Strike Fear into Heroes' Hearts. Halaster wants fewer adventurers coming down the well to pester him and steal his valuable belongings. To that end, his goal is to terrify adventurers and send them screaming back to Waterdeep with horror stories that discourage others from descending into Undermountain.

Goal 4: Become Waterdeep's Shadow Lord. The Shadowdusks were Waterdavian nobles who descended into madness, taking refuge in Undermountain. Halaster wants to return them to power in the city above and use them as puppets to rule Waterdeep from below as its Shadow Lord. Adventurers can thwart Halaster's scheme by destroying the leaders of the Shadowdusk family and laying waste to their stronghold on level 22.

Goal 5: Find an Apprentice. Halaster is searching for one or more new apprentices worthy of his time and tutelage. He is cultivating talent on level 9, but he's also paying close attention to other arcane spellcasters who enter Undermountain. Of course, once the novelty of new apprentices wears off, Halaster will likely do the same thing he's done with all his previous apprentices: teach them ways to mutilate and destroy themselves.

Goal 6: Locate Jhesiyra. Somewhere in the back of his twisted, paranoid mind, Halaster believes that Jhesiyra Kestellharp is still alive and plotting to destroy him. He has no clue where Jhesiyra might be, but he can't rest until the mystery of her disappearance is solved and she's his prisoner once again. Halaster thinks he can use the adventurers to lure Jhesiyra out of hiding, but they turn out to be the same adventurers she's using to find and destroy him.

EXPANDING UNDERMOUNTAIN

Each dungeon level has tunnels that lead off the edge of the map. These tunnels can be ignored if you have no desire to expand the dungeon. If you choose to expand a level by creating new rooms of your own, you can attach your section of the dungeon to an existing map by using one of these connecting tunnels.

another attempt on the same door unless it has another creature or a tool (such as a crowbar) to assist.

If the direction in which a door opens becomes important, decide for yourself which area the door opens into.

ELDER RUNES

Elder runes are ancient symbols imbued with magical power. With years of study, any creature that can cast the *symbol* spell can learn an elder rune and add it to the selection of symbols that can be created with the spell. Halaster has spent lifetimes studying elder runes, inventing new ones, and harnessing their volatile magic. He likes to place them throughout Undermountain as hazards.

Appendix B presents several elder runes on paper cards that you can photocopy and cut out to create an Elder Runes Deck. When circumstances call for the appearance of an elder rune, a card is drawn from this deck to determine which rune appears and what it does.

Elder runes function as symbols cast using the *symbol* spell, with these changes:

- An elder rune has two possible effects: one beneficial (called the boon effect) and the other harmful (called the bane effect). The elder rune's creator chooses which effect occurs or can randomize it so that a die is rolled to determine whether the bane effect (odd die roll) or the boon effect (even die roll) is triggered.
- A triggered elder rune targets one or more creatures within 60 feet of it, according to the caster's specifications. Once the effect activates, the elder rune disappears and the spell ends.

A creature doesn't make a saving throw against an elder rune's boon effect. Saving throws made to resist the bane effect of Halaster's elder rune have a spell save DC of 22.

GATES

Halaster creates magic gates that allow instant travel between levels of the dungeon. He can also create gates that lead into and out of Undermountain, which he uses primarily to restock the dungeon with monsters. His old gates were destroyed by the Spellplague, but Halaster has replaced them with new ones, most of which have destinations confined to the dungeon. These gates are not subject to the restrictions outlined in the "Alterations to Magic" section.

Opening a gate in Undermountain usually requires a special key, the casting of a spell, or some other act. Halaster likes to leave clues to help adventurers solve each gate. A *legend lore* spell or similar magic can also reveal the proper way to open a gate.

An open gate acts as a two-way portal and typically remains open for 1 minute upon activation. Creatures peering through the open gate can see the destination beyond as though they are looking through an open doorway into that location.

A gate can't open within the area of an *antimagic field* spell or similar effect. *Dispel magic* has no effect on a gate, but a *wish* spell can permanently destroy a gate or force it open for up to 1 hour. A gate cannot be damaged or destroyed otherwise.

Halaster favors three kinds of gates:

Arch Gate. This gate looks like an archway chiseled into a blank wall. The archway is 10 feet high and 10 feet wide unless otherwise noted. Most of the gates in Undermountain are arch gates.

Mirror Gate. This gate consists of a wall-mounted mirror, ovoid or rectangular, encased in a carved stone frame. The mirror is 10 feet tall and 5 feet wide unless otherwise noted. All the gates leading to and from level 10 are mirror gates.

Standing Gate. This gate forms between two standing stones or pillars. Unless otherwise noted, these columns are 15 feet tall and spaced 10 feet apart, with a stone lintel resting horizontally atop them to form a rectangular opening. Because the gate is freestanding, one can pass through it from either direction.

ELDER RUNES ON GATES

When a gate opens, a random elder rune appears within its vertical plane. Draw a card from the Elder Runes Deck to determine which rune appears. Halaster usually has the rune target the first creature that passes through the open gate. Every so often, to keep the players guessing, you can have the rune trigger when the second or third creature passes through. Once an elder rune is triggered, it vanishes until Halaster recasts the *symbol* spell on the gate.

ILLUMINATION

Since the creatures that originally carved out Undermountain had darkvision and Halaster lights his way by using magic, areas of the dungeon are unlit unless otherwise noted.

A VISIT TO ALTERDEEP

If your party of adventurers is incapacitated or killed in Undermountain, you have an unusual option for keeping both them and the campaign alive: the characters could awaken in an alternate version of the Yawning Portal that is part of a psionically generated simulation of Waterdeep called Alterdeep, created by the ulithard on level 17.

If you choose this option, the characters are stabilized, brought to level 17 of the dungeon by mind flayers or their thralls, and placed in capsules called psipods. While unconscious and trapped in these psipods, the characters are immersed in the ulithard's realistic simulation of Waterdeep. Over time, they'll notice inconsistencies that suggest they're not where they appear to be, and they'll have chances to converse with the ulithard in its many guises and convince it to set them free. For more information on Alterdeep and its ulithard creator, see level 17.



LEVEL 1: DUNGEON LEVEL



HE DUNGEON LEVEL IS DESIGNED FOR FOUR 5th-level characters, and characters who defeat the monsters on this level should gain enough XP to reach 6th level.

WHAT DWELLS HERE?

Aside from hungry monsters, a bandit gang has made its home here, as have bugbears and goblins in league with the beholder crime lord known as Xanathar.

THE UNDERTAKERS

A gang of neutral evil human bandits calling themselves the Undertakers prey on gullible adventurers, demanding a toll of 10 gp per character for safe passage through this level of the dungeon. The bandits have taken over areas 6 through 8 and have spies watching area 1 to report on intruders.

The bandits are failed actors and singers who use disguise kits to appear as vampires. These disguises are elaborate and convincing (including wigs, theatrical clothing, makeup, fake fangs, and fake nails), but adventurers can see through the ruse with a successful DC 14 Wisdom (Insight) check.

The leaders of the gang, Uktarl Krannoc and Harria Valashtar, were lovers once, but their relationship soured recently. They're fed up with each other, and each is plotting to eliminate the other and take control of the gang. Harria is the likely winner of this conflict,

because she recently acquired a flesh golem that wandered up from level 2. Struck by Harria's resemblance to its creator, the golem has been pressed into service.

The Undertakers are aware that bugbears and goblins are spying on them (see "Xanathar Guild" below). If they encounter adventurers whom they can't extort or defeat, the bandits try to orchestrate a conflict between the adventurers and the goblinoids, which they hope will get rid of one or both groups.

XANATHAR GUILD

Nine bugbears (five of them under the control of intellect devourers) represent the Xanathar Guild on this level. They're charged with keeping adventurers from reaching the lower levels and thereby interfering with guild business. With the help of several goblins, the bugbears have set up guild watch posts in areas 23, 28, and 39.

The bugbears and their goblin lackeys are plotting to kidnap one of the leaders of the Undertakers and take that person back to Skullport to have an intellect devourer implanted in their skull, so that Xanathar can take control of the bandit gang. The bugbears have been spying on the bandits and will shortly begin testing their defenses. They are frightened by the flesh golem, though, and will offer to grant safe passage to any adventurers who promise to dispose of it. The bugbears don't keep their end of the bargain, but the goblins readily will do so out of self-preservation if all the bugbears and intellect devourers are dead.

WANDERING MONSTERS

Monsters wander this level in search of food or treasure. These creatures include carrion crawlers, ghouls, giant spiders, goblins, grells, gricks, oozes of all kinds, stirges, and wererats. If your game session needs a jolt, try using one of the following encounters or an encounter of your own design.

CARRION CRAWLERS

Three **carrion crawlers**, one creeping along the floor and two attached to the ceiling, approach the party and attack the first adventurers to come within reach of their mucus-coated tentacles. If a carrion crawler paralyzes a character with its tentacles, it continues to make bite attacks against that character on subsequent rounds as it feeds. The carrion crawlers are too stupid and hungry to flee in the face of certain death.

GOBLIN SKULL-HUNTERS

Pibble and Groin, two argumentative **goblins** with no affiliations of note, are scouring the dungeon for intact skulls to claim as trophies. Their constant bickering can be heard up to 60 feet away, and they flee when confronted by adventurers. If one or both goblins are captured, they can lead adventurers to the nearest Xanathar Guild watch post as well as describe its defenses, since they have observed the comings and goings of the guild's goblinoids for some time.

SHIELD GUARDIAN

The Dungeon Level is home to a meandering, defective **shield guardian** operating under the delusion that it's a wizard's apprentice, even to the extent of pretending to cast spells. The guardian returned to this level after its wizard master perished while exploring level 4; the shield guardian's amulet can be found there (level 4, area 16a). A rune on the shield guardian's head matches a rune inscribed on the back of its amulet.

When the shield guardian sees the characters, it wastes its actions on feeble gesticulations that suggest it's trying to cast harmful spells at them. It reverts to making normal attacks only if one or more characters enter its reach and make melee attacks against it. If the characters keep their distance and avoid harming the shield guardian, it ends its "attack" after a few rounds and wanders off, looking for other denizens to terrorize.

EXPLORING THIS LEVEL

All location descriptions for this level are keyed to map 1. Characters who descend into the dungeon from the Yawning Portal land in area 1 and can proceed from there.

1. ENTRY WELL

At the bottom of the Yawning Portal entry well is a dark, 40-foot-square room with the following features:

Exits. The only exit appears to be a tunnel that leads south before bending west. (There's also a one-way secret door to the north.)

Sandy Floor. A thin layer of sand covers the floor.

Hanging Shields. Dented, rusty shields adorn the walls, which are also covered with graffiti.

ONE-WAY SECRET DOOR

A one-way secret door built into the north wall can't be opened from the south without the aid of a *knock* spell or similar magic. Any character who finds the secret door also notices a 1-inch-diameter hole bored through it at a height of 5 feet. On the north side of the secret door, a human **bandit** quietly listens at the hole for sounds of newcomers descending the shaft. Upon hearing creatures enter the area, the bandit retreats to warn its confederates in areas 6, 8, and 9. Characters in the room can hear the bandit's soft, retreating footfalls with a successful DC 20 Wisdom (Perception) check.

SAND

A search of the sand yields some discarded gear (two iron spikes, an empty wineskin, a tinderbox, and a pair of pants sized for an adult human) and a random trinket dropped by a frightened adventurer. Roll percentile dice and consult the Trinkets table in chapter 5 of the *Player's Handbook* to determine the trinket.

SHIELDS

Sixty old shields hang on the walls; they break apart if disturbed in any way. Written in blood on the wall, concealed behind one of the shields, is the following message in Elvish:

Beyond the pillar forest, the Mad Mage waits.
Casting spells behind magic gates.

2. HALL OF MANY PILLARS

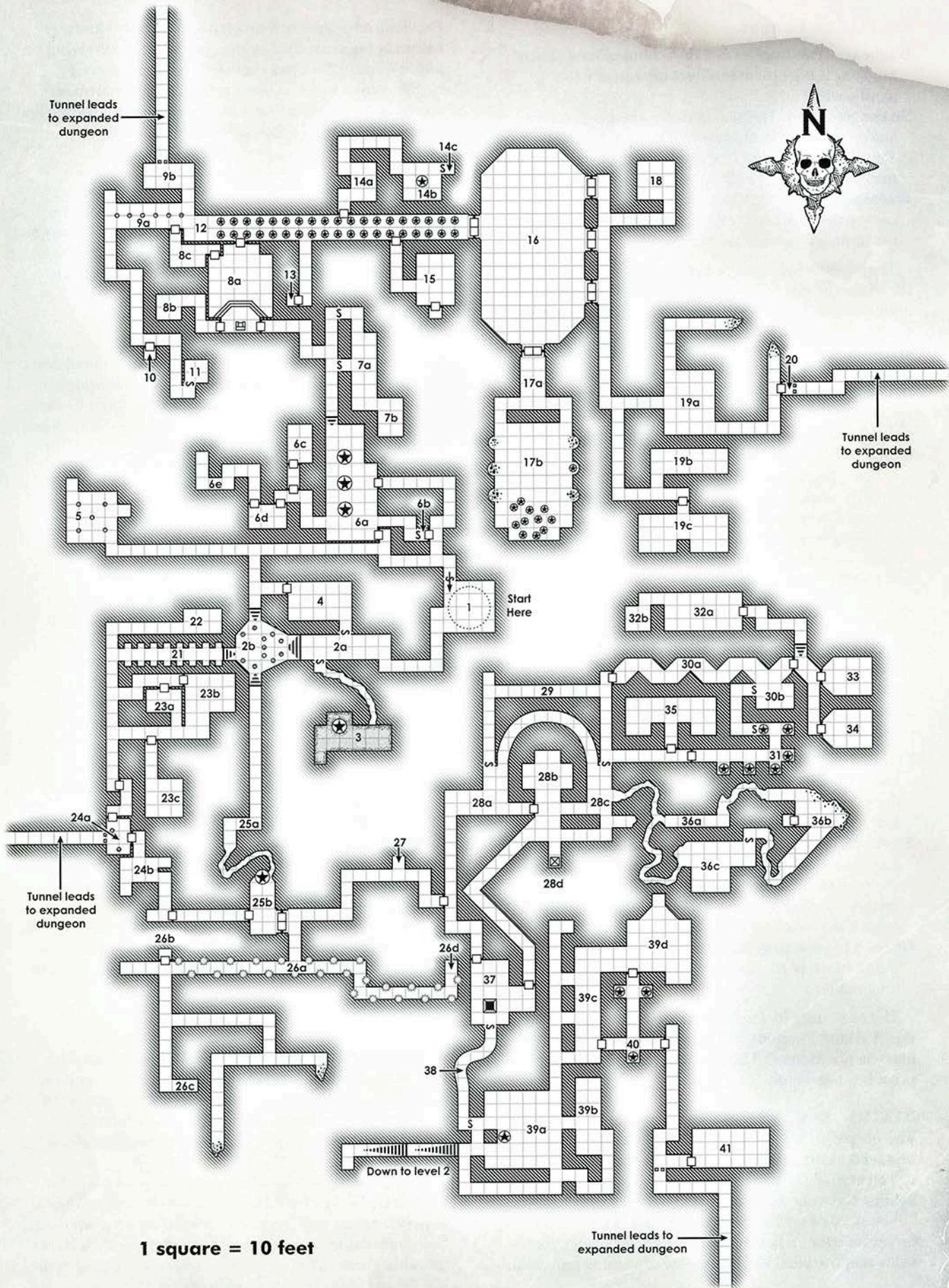
At the west end of a 20-foot-wide hall (area 2a), stairs descend 10 feet to a room lined with pillars (area 2b). Similar staircases descend into the room from 10-foot-wide tunnels leading north, west, and south.

2A. DEMON RELIEFS

Bas-Reliefs. Every 10-foot section of wall has a 9-foot-high, 4-foot-wide, 3-inch-deep door-shaped recess containing a bas-relief carving of a demon. Each relief depicts a different kind of demon (see below).

Skeleton. A kenku skeleton lies on the floor, one of its thin arms pointing toward a bas-relief of a nalfeshnee demon on the south wall. (Halaster artfully placed the skeleton here to help adventurers find the secret door to area 3.)

The carvings on the north wall of area 2a depict (from east to west) a balor, a barlgura, a chasme, a dretch, a glabrezu, a goristro, and a hezrou. The carvings on the south wall depict (from west to east) a marilith, a nalfeshnee, a quasit, a shadow demon, a vrock, and a yochohol. The recessed wall that contains the nalfeshnee carving has a secret door leading to area 3. The recessed wall that contains the dretch carving has another secret door, which leads to area 4. The dretch carving has half-inch spy-holes for eyes. These holes are detected when the secret door is found.



2B. PILLAR FOREST

Bugbears. Two **bugbears** hide behind pillars. (Each bugbear is host to an **intellect devourer** in its skull cavity.)

Snake Skeleton. The skeleton of a giant constrictor snake coils up the top half of the northernmost pillar. The snake skeleton is harmless and falls apart if disturbed, clattering loudly as it hits the floor.

Warning. The words “Certain death this way!” are carved in Common on the southeast wall, with an arrow pointing toward the southern exit.

The bugbears detect the approach of adventurers with the aid of the intellect devourers’ Detect Sentience trait and therefore can’t be surprised. As intruders approach their location, the bugbears withdraw down the southern tunnel and circle around to warn the goblinoids in area 23 of intruders. The bugbears know the perils of the western tunnel (area 21) and avoid it. Characters whose passive Wisdom (Perception) scores equal or exceed the bugbears’ Dexterity (Stealth) checks notice the hiding or fleeing bugbears.

When a bugbear drops to 0 hit points, the intellect devourer in its skull teleports out to seek a new host.

Secret Compartment. Inspection of the southernmost pillar reveals a loose stone in its base. Behind the stone is an empty compartment, its contents discovered and plundered long ago.

3. SLANTED ROOM

A secret door opens to reveal an empty 10-foot-square cubicle with a 5-foot-wide tunnel of rough-hewn stone leading away from it. The tunnel descends slightly until it reaches a room that smells like a sewer. The room contains the following features:

Flood. The floor of the room tilts—its west end is 6 feet lower than its east end. Foul sewer water covers the floor, barely reaching the east wall but deepening by 1 foot for every 10 feet of travel westward.

Statue. A wide alcove in the north wall contains a life-size statue of a sahuagin, submerged up to its chest in sewer water. The statue emits a dim purple radiance, its head is completely turned around, and one of its arms has broken off and is nowhere to be seen.

Ooze. A psychic **gray ooze** lurks beneath the murky water, north of the statue. (It’s invisible while underwater.)

The ooze uses its Psychic Crush action option (see the “Variant: Psychic Gray Ooze” sidebar in the “Oozes” entry in the *Monster Manual*) to attack anyone who approaches the statue.

STATUE

The purple aura around the sahuagin statue is harmless, and casting *dispel magic* on the statue removes it. The statue’s arm broke off long ago and rests now against the west wall, concealed beneath the dark water.

The statue’s head is hollow, with holes for eyes and a larger hole for its fanged mouth. Further inspection reveals that the head has screw threads and is removable.

Previous adventurers managed to unscrew it halfway before being scared off by the gray ooze. Unscrewing and removing the head exposes a hidden, charred compartment in the statue’s neck. The compartment contains melted wax from candles that were used to illuminate the statue’s head like a jack-o’-lantern.

WATER

The water seeps through cracks in the ceiling of the alcove, drips down the walls, and accumulates in the west end of the room before slowly leaking out through smaller cracks in the floor. The water is tepid, and not fit for drinking unless a *purify food and drink* spell is cast on it.

4. WITH SWORD IN HAND

Sword Stand. An unadorned wooden armor stand rests in the middle of the room, with a faintly glowing longsword stabbed into it. At the base of the stand lie the skeletal remains of a hand, amid stains of dried blood.

Distant Voices. Echoes of distant voices occasionally fill the room, emanating from 10-inch-long, 5-inch wide vents in the ceiling (see “Echoes” below).

Secret Door. A secret door leading south is obvious from this side (no ability check required). It has two eye-holes bored into it at a height of 5 feet, allowing a creature to peer into area 2a beyond.

The longsword is easy to remove from the armor stand, requiring no ability check. A *detect magic* spell reveals that the sword is magical. It sheds dim light in a 10-foot radius. It also carries a curse that prevents its wielder from dropping it. If the blade is pried from its wielder’s grasp, it instantly teleports back into the wielder’s hand. The curse can be ended by casting a *remove curse* spell or using similar magic on the sword’s wielder, or by chopping off the hand that holds the weapon. The skeletal hand on the floor belonged to the orc who last held the sword.

ECHOES

Vent shafts in the ceiling connect to shop cellars in the city above. These passages carry voices from Waterdeep, but the sound is distorted so badly that words at one end can’t be discerned by creatures at the other end. If the grills that cover the vent shafts are pried loose, a Tiny or gaseous creature could crawl through a shaft to escape Undermountain.

5. GRELL HIDEOUT

At the end of a long hall is a 50-foot-square room with five pillars made of mortared humanoid bones, painted black. Two **grells** float in separate alcoves to the north and the east. The floors of the alcoves are littered with the gnawed bones of past meals (mostly goblins and gricks).

The deep alcoves and black pillars provide cover for the grells. As the characters move into the room, they can spot one or both grells by succeeding on a Wisdom (Perception) check contested by the monsters’ Dexterity (Stealth) checks. The grells are hungry and eagerly pursue fleeing prey. They have no treasure.

6. UNDERTAKERS' WATCH POST

Several members of the Undertakers gang dwell here in their vampire disguises. If the **bandit** keeping an eye on area 1 through the secret door retreats here with news of the adventurers' arrival, add that individual to the forces arrayed here (one **bandit captain**, six **bandits**, and two **doppelgangers**). Once alerted, these forces gather in area 6a and wait for the adventurers to arrive so they can extort money from them.

6A. HALL OF THREE LORDS

Statues. Standing atop stone plinths in the middle of the room, facing east, are three 6-foot-tall statues depicting male Waterdavian nobles clad in decorative plate armor.

Bones and Broken Staff. Lying at the base of the central statue are the bones of a long-dead hobgoblin and a white wooden staff broken in half.

Carved into the stone base of each statue is a name: Elyndraun (south statue), Ruathyndar (central statue), and Onthalass (north statue). These names have been crossed out with chalk; beneath them, new names have been added in Goblin: Smelly Bottom, Stupid Skull, and Born Toothless, respectively.

A *detect magic* spell reveals the faintest, lingering trace of magic within both fragments of the staff. The staff can be repaired with a *mending* cantrip. The first time the intact staff is held, it wails, "Help! Thief! Criminal!" before its magic fades forever. If the wailing occurs here, the creatures in areas 6b and 6c hear the noise and come to investigate.

6B. RIGGED SECRET DOOR

Piled up against the west side of this secret door, undetectable from the east side, is a stack of old ceramic plates that fall and break when the door is opened, alerting any bandits in areas 6a, 6c, and 6d.

6C. UKTARL'S ROOM

Bandits. Unless they have been encountered elsewhere, four members of the Undertakers sit around a decrepit wooden table near the door: Uktarl Krannoc (NE human **bandit captain** with Performance +4), two human **bandits**, and a **doppelganger**, all disguised as vampires. They play cards using a marked deck that Uktarl carries around, and each has a stack of coins on the table.

Fresco. The entire northern wall is one large stone fresco depicting a rugged mountain, hollowed out with caverns containing tiny sculpted figures of dwarves. Behind the mountain, carved rays of brilliant sunlight fan out to the edges of the wall.

Tub. Beneath the mountain fresco, carved into the floor, is a large, recessed stone tub 8 feet long, 4 feet wide, and 2 feet deep.

Uktarl lies and cheats for fun, and he is quick to blame others for his failings as a leader. If he takes damage or sees any of his underlings slaughtered, cowardice compels him to retreat to area 7. The others flee to area 8 and team up with any bandits remaining there.

A character who inspects the stone fresco and succeeds on a DC 13 Wisdom (Perception) check discovers that one of the tiny dwarf figures is the top of a stone key slotted into a cavity that hides its teeth. The key is easily removed from the fresco and unlocks the stone box in area 14b. The bandits are unaware of the key's presence.

Uktarl keeps his bedroll inside the stone tub, along with a set of thieves' tools and enough stolen gear to create one explorer's pack.

Treasure. On the table are stacks of coins totaling 220 cp, 91 sp, and 85 gp, as well as a silver ring (25 gp) engraved with dwarven symbols commonly associated with fertility and sexual potency.

6D. SLEEPING QUARTERS

Furnishings. Eight bedrolls are spread out on the floor. Two battered and rusty oil lanterns, also on the floor, light the chamber.

Bandits. Unless they're encountered elsewhere, four human **bandits** sleep in their bedrolls. A **doppelganger** sits on another bedroll, keeping watch.

Treasure. Each bandit carries 1d6 gp in a pouch. The doppelganger has no interest in treasure and carries nothing of value.

7. VAMPIRE HAVEN

These chambers once served as a true vampire's lair. The Undertakers use the crypt to hide from the dungeon denizens they can't rob or kill.

Characters who find the secret door leading to this area notice a 1-inch-diameter hole bored through it a few inches above the floor. This hole allowed the ancient vampire to enter and leave its lair in mist form.

7A. HALL OF RETREAT

If they are forced to retreat to this hall, Uktarl (area 6) and Harria (area 8) make their final stand here, still blaming each other for their failures. This hall has the following features:

Bedrolls. A dozen empty bedrolls lie on the dusty floor.

Frescoes. Faded frescoes cover the walls, depicting villagers and farmers being terrorized by a giant bat.

7B. CRYPT

This area contains a cobweb-draped wooden coffin resting on a 2-foot-high block of gray stone. The coffin is intact and has an obvious 1-inch-diameter hole bored into its foot panel. The coffin's lid is unlocked.

A thin layer of grave dirt inside the coffin has been flattened down, suggesting that a creature once slept here. A vial of holy water rests atop the dirt. The coffin is otherwise empty.

8. BANDIT HEADQUARTERS

Dominating the area is a throne hall (area 8a). Side chambers (areas 8b and 8c) serve as a base for members of the Undertakers, who investigate loud noises in the throne hall.

8A. HALL OF THE BONE THRONE

Dead Wyvern. In the middle of the room lie the bones, skull, rotted leather wing flaps, and stinger of a wyvern, intermingled with shards of clear crystal.

Throne. At the south end of this 70-foot-high vaulted room, marble steps form a dais upon which stands a large, high-backed throne made of interwoven, bleached bones. Each of the throne's bone armrests is carved to resemble a fanged snake (see "Bone Throne" below).

Torch Brackets. Empty torch brackets made of fluted, discolored bronze protrude from the walls.

Halaster trapped the wyvern in a floating crystal sphere and left it here as a guardian, but adventurers released and slew the creature long ago. The wyvern's remains lie alongside the fragments of its crystaline prison.

Bone Throne. The throne is impervious to all damage. Its velvet seat cushion serves as the hinged lid of an empty hidden compartment. Whatever treasure the compartment once held was stolen by adventurers long ago.

The throne's serpent armrests magically animate and bite anyone who sits on the throne or raises the seat's lid. Each snake makes a single melee weapon attack (+8 to hit) and deals 3 (1d4 + 1) piercing damage on a hit. Any creature bitten by a snake must make a DC 13 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one. After each snake makes one attack, the armrests revert to their inanimate state until triggered again.

8B. HARRIA'S ROOM

Bandit Captain. Unless awakened by loud noises, Harria Valashtar (NE human **bandit captain** with Performance +4) sleeps on a cot against the south wall. She is disguised as a vampire but doesn't wear her fangs while sleeping.

Golem. A **flesh golem** under Harria's control stands guard in the middle of the room.

Furnishings. Other furnishings include a lit lantern, which rests atop a wooden trunk painted with pictures of clowns; a frayed circular rug; and a folding wooden privacy screen. The trunk is unlocked and contains a disguise kit, as well as a small selection of theater costumes and props.

Harria is a greedy, treacherous, and vindictive young woman who considers herself the world's most underrated actress and singer. She isn't able to control the golem once it goes berserk, and she retreats to area 7 if things turn bleak.

8C. MASTERS OF DISGUISE

Bandits. Sitting in chairs around a long stone table are five human **bandits** (members of the Undertakers, all disguised as vampires) and a **doppelganger** (disguised to look like a sixth human vampire).

Lanterns. Two glowing oil lanterns hang from chains above the table.

Supplies. On the table are three disguise kits and three backpacks. Each backpack is stuffed with 11 days of rations.

Posing as vampires, the bandits and the doppelganger try to extort money from passing adventurers. If that doesn't work, they attack until it becomes clear they're outmatched, whereupon they flee to area 6 in search of reinforcements.

Treasure. Each bandit carries 1d6 gp in a pouch. The doppelganger has a similar pouch, plus a tiger eye gemstone (10 gp) tucked into its boot.

9. PLUNDERED HALLS

This corner of the dungeon sees little traffic, though other adventurers have plundered it in the past.

9A. PILLARED WAY

Pillars. Six pillars pockmarked with tiny indentations stretch the length of the hall. (The indentations held gemstones, which were stolen long ago.)

Alcove. An alcove in the northwest corner contains a rusty pile of armor (the remains of a suit of animated armor that was destroyed years ago by adventurers).

9B. ROTTED CORPSE

The maggot-ridden corpse of a dead human lies face-down on the floor next to a discarded scimitar, a light crossbow, and a money pouch.

During a battle to rid area 12 of giant spiders, the Undertakers lost one of their own. They left his body here to rot. A successful DC 10 Wisdom (Medicine) check reveals that the bandit died from spider bites and the ensuing poison. The bandit's leather armor is punched full of holes, but his weapons are intact. The money pouch is empty.

10. CUBICLE OF SKULLS

Skulls tumble into the hall when the door to this 10-foot-square room is pulled open. The entire room is filled to the ceiling with the skulls of dead adventurers and other humanoids who crossed Halaster. Thousands of skulls have accumulated here; they're harmless, if a bit macabre. The cubicle contains nothing else.

11. ROOM OF SECRETS

Helm. A green copper helm with a protective visor lies on the floor, draped in cobwebs.

Throne. Against the back wall, atop a marble riser, stands a slender throne also made of green copper and covered with cobwebs.

Treasure. There is nothing remarkable about the copper throne or helm, and neither object detects as magical. But if a character wears the helm while sitting on the throne, a tube-shaped compartment in the ceiling above opens and a *wand of secrets* falls out onto the character's head (which the helm conveniently protects).

12. HALL OF HEROES

Statues. Life-size granite statues of human warriors, facing inward, stand atop two rows of pedestals that run through the hall.

Web-Covered Ceiling. The ceiling of this long hall is 20 feet high, arched, and lightly obscured by thick webs.

Dead Spiders. Three giant spiders lie dead at various points in the hallway, riddled with crossbow bolts. (Members of the Undertakers killed them.)

The hall holds thirty-eight statues, nineteen in each row. Their nameplates have been severely chipped or defaced, as have many of the statues' features.

EASTERN DOORS

Halaster has placed an elder rune (see "Elder Runes," page 12) on the double door leading to area 16, set to trigger when the doors are opened. Draw from the Elder Runes Deck to determine which rune appears. The elder rune targets a random creature in this hall and within 60 feet of the doors.

13. EMPTY ROOM

At the end of this hall is a door leading to an empty 10-foot-square room. A regional effect could manifest in this room or in the hall outside, at your discretion (see "Halaster's Lair," page 311).

14. LITTLE BOX OF HORRORS

Halaster has placed some nasty surprises in this corner of the dungeon.

14A. SLOPING TUNNEL

This room is empty. The north tunnel gradually slopes down 20 feet to area 14b.

14B. HEART IN A BOX

Acid. The room's domed ceiling is 15 feet high at the edges and 30 feet high in the middle. The dome is filled with sizzling acid that defies gravity as it floats 15 feet above the floor.

Statue. An 8-foot-tall statue of a four-armed fish monster (a petrified **sahuagin baron** with no trident) stands in the middle of the room, facing north. Its webbed hands clutch an ornate, 1-foot-square stone box with a lid and a keyhole (see "Box" below).

Secret Door. At the north end of the east wall is a secret door.

The acid floating in the domed area overhead is held there by magic. Opening the stone box without using the proper key causes the acid to fall. When the acid falls, each creature in the room takes 11 (2d10) acid damage. Any creature that starts its turn in the acid takes the same damage again. The acid floods the room to a depth of 5 feet and flows 40 feet out into the hall leading back to area 14a before slowly draining out through tiny holes in the floor, losing 1 foot of depth per minute.

Box. The box can be unlocked and opened while the statue holds it. Prying it from the statue's grasp requires a successful DC 20 Strength (Athletics) check and causes the petrified sahuagin baron to revert to flesh, attacking with its teeth and claws.

The box's key is hidden in area 6c. The box can also be opened with a *knock* spell or unlocked with thieves' tools and a successful DC 15 Dexterity check. Opening the box without the proper key, however, causes the acid overhead to plunge.

The box's interior is lined with thin sheets of lead to thwart certain forms of divination magic, including the *detect magic* spell. Inside the box is the dry, withered heart of a tiefling wizard (see area 24b). A *detect magic* spell reveals an aura of necromancy magic around the heart, while an *identify* spell or similar magic reveals its magical properties. A creature that has a heart in its own body can attune to the withered heart as though it were a magic item. When it does so, the withered heart switches places with the attuned creature's living heart, which has the effect of killing the creature instantly. The creature's living heart then withers and dies, and it gains the same properties as the tiefling's heart, allowing it to be passed on in the same way.

14C. SECRET ROOM

This 10-foot-square room is empty.

15. ARMORY

Racks. Cobwebs enshroud rows of old weapon racks, many of which have collapsed under their own weight.

Axe. A door in the south wall has a handaxe embedded in it.

Although its presence might be mistaken for a warning, the handaxe is ordinary and signifies nothing. It can easily be pulled free from the door.

SOUTH ROOM

Behind the door with the handaxe is a 10-foot-square room with a 1-foot-thick, 5-foot-diameter stone sharpening wheel set into the floor. Pressing down on a stone pedal previously turned the wheel, but the mechanisms under the floor have seized up with age, and the wheel no longer turns.

16. MANTICORE DEN

Manticores. Three **manticores** dwell here. They immediately attack anyone who isn't Halaster or his "food troll" (see area 18).

Makeshift Beds. Three large piles of soiled, torn tapestries and curtains, intermixed with humanoid bones and broken bits of stone, serve as beds for the manticores.

Scrying Eye. If the characters leave after killing the manticores and later return, they find one of Halaster's scrying eyes floating in the middle of the chamber (see "Halaster's Lair," page 311). It studies the characters for a minute or two before disappearing without a sound.

TREASURE

A search of the manticores' nests yields the following: a chain shirt, a flail, a wooden flute (2 gp), a pouch containing 14 sp and 29 cp, a pouch containing 21 gp, and a silver necklace with a bloodstone pendant (250 gp).

17. STONE TEMPLE PILEUP

A wide foyer (area 17a) leads to a desecrated temple that feels more like a tomb (area 17b).

17A. FOYER

The desiccated corpse of an unusually large basilisk lies in the middle of the floor on its back, its shriveled tongue hanging out and all six feet sticking up in the air. Clutched in one of its clawed feet is a transparent orb.

The basilisk was killed by previous adventurers and left here. Anyone who inspects the corpse discovers that the basilisk died from wounds consistent with weapon attacks and destructive spells. Two **giant centipedes** reside in the corpse. If the basilisk is disturbed, the centipedes emerge and attack the nearest creature.

Treasure. The basilisk clutches a *driftglobe*. The creature's claw must be pried open to release the globe.

17B. DESECRATED TEMPLE

Ceiling. The ceiling is 60 feet high.

Petrified Creatures. Eleven lifelike statues in a variety of poses are clustered together in the south end of the room. (These statues are petrified creatures.)

Statues. Alcoves along the walls once held six statues, but five of them lie toppled and smashed to pieces on the floor. The sixth statue, located in the middle alcove along the east wall, remains intact and appears to be made of glistening black stone. (The sheen is due to a **black pudding** that coats the statue.)

The black pudding has 120 hit points and is held in stasis by Halaster's magic. The stasis ends and the pudding attacks if it is touched or harmed.

The statue's stone features are impossible to discern while the black pudding covers it. Once the pudding sloughs off, characters who succeed on a DC 15 Intelligence (Religion) check realize that the statue depicts Gond, the god of invention. A character who worships Gond automatically succeeds on the check. The five toppled statues once depicted other gods, but now they lie smashed beyond recognition.

The assembly of petrified creatures includes five unfortunate adventurers (a male human, a male half-orc, a female elf, and two male halflings) and six unlucky monsters (two kobolds, three goblins, and a carrion crawler).

Treasure. A copper crown with six arrowhead-shaped malachite spires (75 gp) hangs from one of the carrion crawler's stony tentacles.

18. TROLL'S DEN

A filthy, 30-foot-square room lies at the end of a long hall, and a putrid stench fills both the room and the hallway.

A voracious **troll** hunkers in the room's southwest corner and attacks interlopers on sight. It can't be surprised by adventurers who are noisy or who approach with uncovered light sources.

Halaster charmed the troll so that once a day it is compelled to fetch food from area 19a and deliver it to the manticores in area 16. A successful *dispel magic* cast on the troll (DC 15) ends the charmed condition on it but has no effect on its vile disposition. The troll pursues any fleeing prey.

19. YE OLDE FEAST HALLS

These rooms have the following features in common:

Furnishings. Two 20-foot-long, 5-foot-wide stone tables stand in the middle of each room, flanked by stone benches.

Hanging Rods. Iron rods designed to hold tapestries are bolted to the walls near the ceiling. The tapestries have long since turned to dust, leaving the rods bare.

19A. SERVANTS' FEAST HALL

This room reeks. A *detect magic* spell reveals auras of conjuration magic around the tables. Every day at dawn, piles of rotting meat materialize atop the tables, courtesy of Halaster. Sometime between dawn and dusk, the troll in area 18 visits the room, spends an hour devouring half of the meat, and dutifully delivers what's left to the manticores in area 16.

19B. GUARDS' FEAST HALL

Under one of the tables in this room is a copper tankard with a hinged lid (25 gp).

19C. NOBLES' FEAST HALL

The door to this room doesn't open easily. Inside, propped against the door, is the maggot-eaten corpse of a female dwarf adventurer wearing tattered leather armor and a matching leather skullcap. In one skeletal hand, she clutches a dagger; in the other, an empty tin flagon. On a bench in the room is her burglar's pack, complete except for the lantern and the flasks of oil.

20. BEYOND THE GREEN DOOR

Set into the wall of a dead-end tunnel is a door made of green wood. Mounted on the front of the door is a cast-iron carving of a smiling, bearded face. Although vaguely sinister in appearance, the ornament is harmless, as is the door.

Behind the door is an empty 10-foot-square room or, if you choose to expand the dungeon beyond this room, a passage that leads to another section of level 1.

21. HALL OF MIRRORS

Mirrors. Niches, each 3 feet deep, line the north and south walls. Mounted on the back wall inside each one is a large, oval glass mirror in a heavy stone frame—sixteen mirrors in all.

Torch Stub. The blackened end of a burnt-out torch lies on the floor in the middle of the corridor.

Five of the sixteen mirrors are magical and radiate auras of illusion magic while in the area of a *detect magic* spell. When a humanoid passes between the two westernmost mirrors, a shadowy duplicate of that creature emerges from each of those mirrors. These duplicates are hostile toward all creatures except each other. A duplicate reduced to 0 hit points or targeted by a *dispel magic* spell vanishes in a wisp of inky smoke. Otherwise, each duplicate disappears after 1 minute. The duplicates use the **shadow** statistics, with these changes:

- The duplicates are unaligned constructs similar in size to the creature that spawned them. (Each duplicate's hit points stay the same regardless of the original creature's size.)
- They can't create undead shadows.

Three other mirrors (your choice) are empty frames containing illusory glass that has no substance. These false mirrors conceal small shelves that are carved into the walls behind them. Casting *dispel magic* on one of these mirrors ends the illusion and reveals the hidden shelf beyond.

TREASURE

Two of the shelves are bare. The third holds a bronze mask molded to resemble Halaster's visage (50 gp).

22. EMPTY ROOM

A few burned torch stubs and discarded potion bottles suggest that adventurers stop here from time to time, perhaps to rest. The room is otherwise empty.

23. WORG'S EYE WATCH POST

The Xanathar Guild maintains a watch post here, called "Worg's Eye" by the bugbears that command it. The goblinoids stationed here, two **bugbears** and fifteen **goblins**, can't be surprised if they know trouble is on the way. If the two **bugbears** in area 2b managed to make it this far, add them to the roster of enemies.

23A. NIMRAITH'S FATE

Goblins. Six bored **goblins** play here. The goblins have turned a human skeleton into a marionette and dangled it from ropes attached to the ceiling so that they can make it dance around the room. The goblins chant "Nimraith! Nimraith! Nimraith!" as it bobs about.

Cleft Shield. Two halves of a cloven wooden shield lie in the room's northwest corner. Each half of the cloven shield has letters etched into it. One half reads "Nimr." The other reads "aith."

The goblins fearfully obey the bugbears in area 23b. If their leaders are killed, the goblins flee to area 28 (by way of areas 24 and 25).

Held together with moldy string, the yellowed skeleton is all that remains of Nimraith, a human adventurer who perished in Undermountain over a century ago.

23B. SHATTERED STATUE

Bugbears. Two **bugbears** stand guard. Each bugbear has an **intellect devourer** in its skull cavity.

Noise. The goblins in the adjoining room (area 23a) are noisy enough to be heard here.

Shattered Statue. The remains of a shattered statue lie in the middle of the room. (The bugbears are trying to reassemble it.)

The bugbears detect the approach of adventurers with the aid of the intellect devourers' Detect Sentience trait and therefore can't be surprised. When a bugbear drops to 0 hit points, the intellect devourer inhabiting its skull teleports away to seek a new host.

This nonmagical statue has broken into seventeen fist-sized chunks of black stone. (Restoring it will take the bugbears a month.) Any character who succeeds on a DC 15 Intelligence (Investigation) check can ascertain what the statue depicted: three male human warriors standing together on a stone mound, facing outward and clutching swords.

23C. GOBLIN DEN

Unless the watch post is on alert, nine **goblins** sleep on the floor, their weapons and shields in easy reach.

The goblins fearfully obey the bugbears in area 23b. If their leaders are killed, the goblins flee to area 28 (by way of areas 24 and 25).

24. HALLS OF HOPELESSNESS

Goblins and bugbears pass through these rooms often. No creatures live here, however.

24A. OLD GATE

Pillars. Two stone pillars with a 10-foot-wide arch between them support the 20-foot-high ceiling.

Orc Bones. Near the base of each pillar are the skeletal remains of two orcs. (Adventurers killed and robbed these four orcs long ago, leaving nothing of value.)

One of Halaster's magic gates once stood between the pillars but was destroyed during the Spellplague. The gate's destruction left behind a lingering aura of wild magic that can be perceived with a *detect magic* spell. When a creature passes between the pillars, roll a d12 and consult the following table to determine what happens:

d12	Effect
1-2	The creature must make a DC 12 Constitution saving throw against the lingering magic, taking 22 (4d10) force damage on a failed save, or half as much damage on a successful one.
3-7	Nothing happens.
8-11	The creature, along with anything it is carrying or wearing, turns invisible for 1 hour. The effect ends if the creature attacks or casts a spell.
12	For the next 24 hours, each nonmagical weapon carried by the creature glows with a faint purple light and becomes a +1 weapon.

24B. DEAD MAGE

Bones. Moldy bones have been swept into a deep alcove in the south wall.

Dead Prisoner. Hanging from rusty manacles on the back wall of an alcove to the east is a tiefling skeleton missing its legs. Written on the wall above the skeleton in dried blood are the following words in Infernal: TALK TO ME.

A tiefling mage was cast out of Dweomercore, the secret academy on level 9, for spell theft and for being a suspected agent of the Arcane Brotherhood (a society of renegade wizards based in Luskan). Halaster killed the tiefling as a precaution and hung its skeleton here as a macabre decoration. If a *speak with dead* spell is cast on the skeleton, it answers whatever questions it must to satisfy the conditions of the spell and then intones, "Look for the little dwarves under the mountain! One of them hides the key to my heart!" This clue refers to the stone fresco in area 6c and the magic heart in area 14b.

25. EXCAVATION SITE

Goblins in league with the Xanathar Guild dug a tunnel that connects a dead-end hallway (area 25a) with a partially collapsed hall (area 25b).

25A. DEAD GOBLIN

Dead Goblin. A dead goblin lies on the floor. (A bugbear caved in its skull for falling asleep on the job.)

Tools. Three pickaxes and two shovels rest atop piles of rubble at the mouth of a 5-foot-wide, 5-foot-high tunnel that meanders through collapsed stone.

25B. HEADLESS STATUE

Half-buried in stone debris at the north end of this partially collapsed hall is a headless stone statue of a nude woman. Characters who take time to clear the rubble find the statue's head, which resembles the head of a cobra with its fangs bared.

26. CLEAN TUNNELS

These tunnels are 10 feet high with flat ceilings. They're swept clean on a regular basis by the gelatinous cube that characters first encounter in area 26c. Halaster has also placed a gate to level 10 here (see area 26d).

26A. HALL OF MANY CANDLES

Candles. The hall is brightly lit by flickering tallow candles that float in shallow niches along the walls. The candles produce heat but no smoke.

Clean Hall. The corridor is conspicuously free of dust and debris.

Each of the twenty-five niches contains two lit candles. Although wax runs down the sides of the candles, it never drips off them onto the niche, nor do the candles ever seem to be diminished or consumed.

A *dispel magic* cast on any candle causes all the candles to extinguish, then fall to the floor and break upon impact. A candle taken from its niche becomes an ordinary candle that doesn't float and burns down as any normal candle would.

26B. EMPTY CLOSET

Behind this door is an empty, 10-foot-square room.

26C. Ooze Your Janitor?

Just around this corner is a **gelatinous cube**. The first character to walk around the corner is surprised by the cube unless that character has a passive Wisdom (Perception) score of 15 or higher.

26D. MIRROR GATE TO LEVEL 10

This tunnel comes to a dead end, mounted on the north wall of which is a mirror gate to level 10 (see "Gates," page 12). Worked into the mirror's stone frame is the graven image of a human wizard wielding a wand. The rules of this gate are as follows:

- The gate opens for 1 minute when the mirror is touched with a magic wand that has at least 1 charge remaining.
- Characters must be 11th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page

10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).

- A creature that passes through the gate appears in area 8 on level 10, in the closest unoccupied space next to the identical gate located there.

27. HIDDEN DEMIPLANE

Bas-Relief. Carved into the back wall of this alcove is a shallow niche containing a bas-relief sculpture of a nude, heavyset man playing a harp (see below).

Half a Pole. Lying on the floor of the alcove is a broken half of a 10-foot pole.

Close inspection of the bas-relief reveals the following inscription carved into the harp, in Common:

Gaze upon me with bronzed visage
And secrets shall I reveal.

A *detect magic* spell reveals a strong aura of conjuration magic in the alcove. Any character who steps into the alcove wearing the bronze Halaster mask found in area 21 is transported to a demiplane (see "Demiplane" below). Any nonmagical object anchoring the character to the Material Plane, such as a rope or a pole held by another creature, is sheared or snapped off as the character crosses the threshold.

DEMIPLANE

The demiplane looks like a 30-foot-square stone room with the following features:

Misty Portal. A mist-filled open doorway leads back to the dungeon alcove on the Material Plane.

Half a Pole. The other half of the broken 10-foot pole lies on the floor just inside the doorway.

Portrait. Hanging upside down on one wall is a tall, wood-framed painting of Halaster Blackcloak.

Simulacrum. Seated in a high-backed oak chair in front of the painting is a simulacrum of the Mad Mage himself (created by the *simulacrum* spell).

When it meets a character for the first time, Halaster's simulacrum says, "Well, don't just stand there like a boob. Ask me three questions about Undermountain. Two of my answers will be true, and one will be false."

The simulacrum knows everything that Halaster knows and makes good on its offer, answering the character's first question with a lie and the second and third questions with the truth. After answering three questions, it turns to slush and is destroyed. The simulacrum won't provide any additional information and can't leave the demiplane. The demiplane remains even after the simulacrum is destroyed.

Removing the Halaster mask does not affect the demiplane. By tossing the mask through the misty doorway, a character inside the demiplane can enable others to use it to enter from the Material Plane.

28. GRICK SNACK WATCH POST

The Xanathar Guild maintains a watch post here, called "Grick Snack" by the bugbears that command it. Two bugbears and six goblins are stationed in this area.

28A. WEST CHAMBER

Two **bugbears** stand guard in this empty room. When confronted by any threat, they retreat along the curved northern tunnel to area 28c, gather reinforcements, and make their stand in area 28b.

Secret Door. A secret door in the north wall opens into a tunnel leading north. The watch post defenders are unaware of it.

28B. OBELISK OF THE EYE

Obelisk. In the north end of this room stands a 14-foot-tall granite obelisk with a lidless eye carved near its top on the south-facing side. The bottom half of the obelisk is covered with dirty, bloody handprints.

Alcoves. Wide alcoves surround the obelisk to the west, north, and east. They contain a dozen goblin beds made of bundled rugs and torn fabric. (The beds have nothing of value.)

A *detect magic* spell reveals a faint aura of divination magic surrounding the obelisk, and the goblinoids believe (incorrectly) that Xanathar can see through the obelisk's eye to keep watch on them.

The first character to touch the obelisk with a bare hand receives the following telepathic message in Common: "I cast my eye into the future and see in yours a perilous descent. South of here, beyond a secret passage, waits the Two-Headed King. Look to his left. There you will see the path you are destined to take." These words seem to emanate from within the obelisk and are meant to sound soothing, but a character who hears the words can discern a hint of subdued madness in them with a successful DC 15 Wisdom (Insight) check. (The obelisk was created by Halaster and sounds just like him.) The obelisk's "vision" refers to the secret passage at area 38, the two-headed statue in area 39a, and the stairs west of the statue that lead down to level 2.

Casting *dispel magic* on the obelisk renders it non-functional. Toppling the obelisk requires a successful DC 25 Strength (Athletics) check and causes it to break into myriad pieces on the floor.

28C. EAST CHAMBER

Goblins. Unless they are led elsewhere, six **goblins** cower behind broken halves of a stone table tipped on its side. (They peer around the table's edges with their bows aimed at the rough-hewn tunnel leading east.)

Corpses. Lying on the floor between the goblins and the tunnel are two dead goblins (one headless) and a dead grick, riddled with goblin arrows.

Secret Door. A secret door in the north wall opens into a tunnel leading north and east. The watch post defenders are unaware of it.

The goblins have orders to kill any gricks that emerge from the eastern tunnel. Having lost several of their companions to the gricks in area 36, the goblins are jittery and afraid for their lives.

28D. CONCEALED SPIKED PIT

The 10-foot-square section of floor at the end of this tunnel doubles as the lid of a 30-foot-deep pit with stone spikes at the bottom. Any creature weighing 50 pounds

or more that stands on the lid falls into the pit as the lid swings open, taking 10 (3d6) bludgeoning damage from the fall and 11 (2d10) piercing damage from the spikes. The lid remains open for 1 hour, then automatically snaps shut as the trap resets.

A character searching the tunnel for traps spots the pit with a successful DC 15 Wisdom (Perception) check. Hammering spikes between the edges of the lid and the surrounding walls keeps the pit from opening.

Dead Goblin. A dead goblin is impaled through the head by a spike at the bottom of the pit. Its gear lies nearby. A scimitar, a shortbow, and a quiver with 9 arrows lie near the goblin's impaled corpse. The dead goblin also has a lucky charm: a desiccated dwarf thumb.

29. EYE SEE YOU!

Hanging Shields. Sixteen old shields bearing emblems from long-forgotten human, dwarven, and elven realms hang on the north and south walls of this tunnel.

Scrying Eye. As the characters traverse the corridor, a large floating eye surrounded by glowing motes of light appears ahead of them. This is one of Halaster's scrying eyes (see "Halaster's Lair," page 311). It studies the characters for a minute or two before disappearing without a sound.

30. MAD ELEMENTAL

This area consists of a zigzagging hall (area 30a) and a guard room (area 30b). A berserk **air elemental** is trapped here. Its howls can be heard throughout the area. Assume it's in area 30b when the characters first arrive.

The elemental can tell when someone opens the door at either end of the zigzagging hall or the secret door in the guard room. As soon as it hears a door open or feels a slight change in air pressure, it rushes toward the open doorway, attacking all creatures in its path.

30A. ZIGZAGGING HALL

This hall was designed to thwart archers by reducing their line of sight. Other than a few scattered bones on floor, it contains nothing of interest.

30B. GUARD ROOM

Lying on the floor is a battered helm, a tattered suit of leather armor, two halves of a shattered wooden shield, a rusty longsword, a rotting quiver, several broken arrows, and a longbow with a snapped string.

A secret door in the west wall leads to a dusty tunnel that connects to area 31.

31. DELVERS' HALL

Wererat. A **wererat** named Sylvia Featherstone scours the hall in her giant rat form.

Statues. Cobweb-covered statues of dwarves stand atop 2-foot-high pedestals in alcoves. (One of the northernmost statues has been pushed aside, leaving grooves in the floor and clearing a path to a secret door that opens into a tunnel connecting with area 30b.)

If cornered, Sylvia assumes hybrid form and claims that she is searching the dungeon for food. If accused of lying, she explains that she is looking for treasure to buy food in Skullport (which is another lie). In fact, Sylvia is one of Xanathar's spies and is searching for secret doors that lead to unexplored areas of the dungeon—information the beholder considers valuable. If threatened, she tries to rejoin her companion in area 35. If captured, she takes every opportunity to try to escape. She wears no armor, carries no weapons, and has nothing of value on her. She is familiar with levels 1, 2, and 3 of Undermountain but lies about what's there unless magically compelled to speak the truth.

32. VIP SUITE

The Melairkyn dwarves built these rooms for honored guests in the Underhalls. The door to this suite is carved with the image of a stern, heavily armored dwarf warrior locked in a defensive stance behind a shield.

32A. EMPTY BEDCHAMBER

Every wall of this empty room is carved with a floor-to-ceiling fresco of a cavern wall, giving the room a cave-like quality.

32B. BATHROOM

The southern half of the room contains a sunken basin with a drain at the west end and a stone drain plug nearby. A heavy stone spigot sticks out of the south wall above the basin.

Surprisingly, this facility still works. When the spigot is turned, clean, hot water pours into the basin. The water is supplied and heated by natural sources below.

33. NORTH DORMITORY

Carved into the walls, 2 feet off the floor, are eleven bare stone shelves meant to serve as beds. Each shelf is 7 feet long and 3 feet deep with an arched ceiling 4 feet above it.

34. SOUTH DORMITORY

This room is identical to area 33 except for one detail: lying in one of the beds is an elf skeleton draped in cobwebs. It wears hide armor and clutches an oak quarter-staff, both in serviceable condition.

35. HALL OF RATS

The door to this room hangs slightly ajar, and the sound of squeaking rats emanates from within. The room has these features:

Giant Rats. Ten **giant rats** scour the room for food.

Wererat. An obese giant rat is sleeping on the seat of a crumbling stone throne that stands on a dais opposite the door. (This creature is a shapechanged **wererat** named Flyndol Greeth.)

Fountains. Not visible from the door are two semicircular fountains built into the south wall, one in each half of the room (see "Fountains" below).

Flyndol Greeth is a lazy wererat who serves Xanathar out of fear, not loyalty. He's waiting for his companion,

Sylvia, to return (see area 31). If threatened, Flyndol commands the giant rats to cover his escape. If escape is impossible, he surrenders but won't give his captors any useful information unless they charm him. He carries nothing of value.

FOUNTAINS

Each fountain consists of a blue marble basin enclosed by a 1-foot-high stone retaining wall with drainage holes on the inside of the rim to prevent overflow. Carved above each basin is a bas-relief of a dwarf's face with an open mouth. Water from an underground river once flowed out of the mouths and into the basins, but no longer. Both basins are dry, and the dwarves' stone beards are stained and discolored.

36. LOST HALLS

These halls are connected by 5-foot-wide, tube-like passages of rough-hewn stone that slope up and down. Dust hangs in the air here.

36A. GRICKS!

Gricks. Two **gricks** in the middle of this partially collapsed hall attack all who enter.

Debris. The floor is littered with small rocks and pebbles, broken statuary, and jagged chunks of masonry big enough to crush a man's skull.

36B. TRAPPED FELLOW

Gricks. Five **gricks** lurk in the diagonal hallway to the south. They attack all who enter.

Trapped Adventurer. The sound of weeping comes from behind a closed door in the west wall (leading to a 10-foot-square closet). A small hole has been drilled through the middle of the door.

An adventuring party called the Fine Fellows of Daggerford descended into Undermountain one tenday ago. One of its members, a thief named Kelim the Weasel (NE human **spy**), wandered off, snuck into this corner of the dungeon, found a spellbook left behind by a long-dead adventurer, and inadvertently aroused the gricks. With his escape route cut off, Kelim sealed himself in the closet to avoid being eaten. He drilled a small hole in the door so that he could peer out of it and get some fresher air. He wants to sneak out while the gricks are asleep or distracted, but he's too scared to leave. He has been without food or water for two days.

If rescued, Kelim gives his saviors a stolen spellbook as a token of gratitude. Beyond that, he's an unreliable coward who will betray anyone to save his own skin. He doesn't know where the rest of his adventuring party is (see level 2) and doesn't seem to care.

Treasure. The stolen spellbook contains the following spells: *blight, burning hands, comprehend languages, darkvision, dispel magic, false life, feign death, gust of wind, invisibility, lightning bolt, and sleep*.

Kelim also carries an explorer's pack (with its perishable supplies mostly depleted) and a pouch containing 5 pp, 24 gp, and 4 sp.

36C. UPSIDE-DOWN THRONE

Sleeping Grick. A grick alpha is coiled up in the southernmost section of the room and appears to be asleep. The creature recently gorged itself on goblins and is not hungry. If the characters stay at least 10 feet away from it and cause it no harm, it ignores them.

Reverse Gravity. Directly above the grick, on the 20-foot-high ceiling, is an upside-down stone throne, seated upon which is a mummified minotaur with gems embedded in its eyes (see “Treasure” below). A greataxe lies at the foot of the throne.

Debris. Stone debris is strewn across the floor and ceiling.

Secret Door. This secret door is hidden in the east corner of the north wall. The gricks can’t open it.

The top half of the room is under the effect of a permanent *reverse gravity* spell. The effect takes hold of any creature or object more than 10 feet off the floor. A successful *dispel magic* (DC 18) ends the effect, causing creatures and objects on the ceiling to fall if there’s nothing to counteract the effect of normal gravity on them.

Treasure. The mummy is inanimate, and its great-axe is nothing special. One of the gemstones in the mummy’s eyes is a banded agate (10 gp), the other a zircon (50 gp).

37. MAP ROOM

Four members of an adventuring party called the Fine Fellows of Daggerford rested here several days ago. An argument between them turned violent, leading three members to kill and dispose of the fourth. The room has the following features:

Map. A 30-foot-wide, floor-to-ceiling map is carved into the west wall (see “Fresco” below).

Open Pit. In the middle of the room is a 10-foot-square open pit. A **revenant** is trapped in the pit and can be heard moving around inside it.

Secret Door. A secret door is hidden in the south wall. It opens into a curved tunnel (area 38).

MAP CARVING

This elaborate image is a cross-section map of Undermountain, with what is clearly Mount Waterdeep and the City of Splendors at the top, and twenty-three hollowed-out dungeon levels stacked below it. Each dungeon level has its own stylistic side view, but no names or details are included to suggest what a level is called or what it contains. Three features stand out:

- Next to the third level is a bas-relief of a flaming skull.
- Next to the sixteenth level is a bas-relief of a comet.
- Next to the twenty-third (lowest) level is a bas-relief of a tower with a tiny rune engraved above it.

Close inspection reveals that the flaming skull, the comet, and the tower are buttons that can be pressed.

Flaming Skull. This carving represents Skullport. Each time this button is pressed, a magical, disembodied male voice fills the room and says in Common, “Gate access to Skullport disabled.”

Comet. This carving represents Stardock, the asteroid orbiting Toril that is connected by a gate to level 16. Each time this button is pressed, a magical, disembodied male voice fills the room and says in Common, “Gate access to Stardock from level 16 only.”

Tower. This carving represents Halaster’s extradimensional tower, and the tiny glyph above it is Halaster’s rune. If this button is pressed, a magical, disembodied male voice fills the room and says in Common, “Gate access to Halaster’s Tower from level 23 only.”

PIT

The open pit used to be 30 feet deep, but now the bottom 10 feet of the hole are filled with stone rubble. Its sides are smooth and can’t be ascended or descended without magic or climbing gear.

REVENANT

When a half-elf cleric of Waukeen named Halleth Garke accused his adventuring companions of withholding treasure from him, the other members of the Fine Fellows of Daggerford (not including Kelim in area 36b, who had already wandered off) beat Halleth to death and threw his body into the pit. Halleth “awoke” the next day as a revenant, compelled to find and kill the three who murdered him. Unfortunately for him, he is unable to climb out of the pit without assistance and has been pacing down there for days.

If the characters pull him up, Halleth points to the secret door in the south wall and offers to join the party until he locates his “friends,” a shield dwarf named Copper Stormforge and two humans named Midna Tauberth and Rex the Hammer. Halleth no longer has access to his cleric spells, and his companions stole his gear (including his holy symbol), along with a wholly incorrect map of the Sargauth Level (level 3). He is willing to let the characters keep the map once they help him confront his killers and retrieve it. He believes the map is authentic and accurate. When the three Fine Fellows die, Halleth becomes a corpse again; if the characters helped him, award them XP as though they had defeated the revenant in combat. See level 2 for more information on Halleth’s killers.

38. SECRET TUNNEL

This curved corridor is hidden behind secret doors and connects areas 37 and 39. Humanoid footprints in the dust suggest that a lot of traffic passes through here.

39. BIG EARS WATCH POST

These chambers house the level’s main Xanathar Guild watch post, called “Big Ears” by the bugbears that command it. Instead of posting lookouts, the watch post’s defenders (three **bugbears**, nineteen **goblins**, and two **ettins**) rely on a **shrieker** to warn them of intruders.

39A. HALL OF THE TWO-HEADED KING

Characters will most likely enter this hall through the secret door in the west wall. This 30-foot-high room has the following features:

Statue. A deformed granite statue stands on the east side of a large stone column, facing eastward.

Staircase. West of the statue, stairs descend 200 feet to level 2. (These stairs are not immediately visible to characters entering through the secret door.)

Noise. The sound of squabbling goblins emanates from a tunnel leading north.

The statue is life-size and depicts a dwarf king standing atop a 3-foot-high stone pedestal. Sprouting from the king's neck is a deformed, mostly featureless second head with an elongated, toothless mouth. The inscriptions on the pedestal have been worn away. On the king's brow rests an engraved stone circlet, and his large hands grasp the handle of a stone warhammer, the head of which is planted at his feet.

Halaster used *stone shape* spells to create the statue's second head and rub away the inscriptions on the pedestal. Even the Mad Mage is unaware, however, that the statue hides a secret. Any character who examines the statue and succeeds on a DC 15 Wisdom (Perception) check notices that the king's warhammer is a separate piece of stone that can be rotated. When the warhammer is turned so that the weapon's backside faces forward, the pedestal rises another 3 feet, revealing an open cavity that contains a magic circlet identical to the one worn by the statue—but fashioned from gold rather than stone.

Treasure. The gold circlet is a *circlet of blasting*.

39B. BUGBEAR DEN

Three **bugbears** sit in the middle of the floor, eating from a sack of dead rats and stirges. One of them has an **intellect devourer** in its skull, which is controlling it like a puppeteer. Because of the intellect devourer's Detect Sentience trait, the bugbears can't be surprised by the adventurers. When the intellect devourer's host drops to 0 hit points, the intellect devourer teleports away to seek a new host.

39C. GOBLIN HALL

Goblins. Nineteen loud, mean, starving **goblins** bicker and fight over scraps of moldy food in this long hall.

Dead Goblin. A twentieth goblin lies dead on the floor, the victim of an argument that ended badly.

39D. OLD FORGE

Ettins. Two **ettins**, a female named Krung-Jung and a male named Bokk-Nokkin, live in this foul-smelling room. Branded on each of their foreheads is the symbol of Xanathar: a circle with ten equidistant spokes radiating outward from it and a dot in the center.

Forge. A blackened forge dominates the north wall. The magic that once heated the forge expired long ago. The ettins keep their treasure inside it (see "Treasure" below). An iron anvil stands atop a 3-foot-high circular stone dais in front of the hearth.

Hammer. Hanging above the anvil from thick iron chains is a 7,000-pound stone hammer, 10 feet long and 8 feet wide. Carved into one side of its stone head are the Dwarvish runes for earth and water; the other side is carved with similar runes for air and fire.

Trophies. A 10-foot-wide, 20-foot-long, 2-foot-high slab of stone dominates the southeast corner of the forge. The ettins' latest trophies—two dead and rotting carion crawlers—lie atop it.

The ettins lived in the Underdark until Xanathar's minions found them. The brands on the ettins' foreheads signify their servitude under the beholder.

Treasure. Stored at the back of the forge are two large sacks. One sack contains 1,400 cp and 350 sp. The other contains 120 iron ingots worth 5 sp each. Each ingot weighs 1 pound and is stamped with a hammer on one side and an anvil on the other.

40. FEARFUL MIMICRY

Statues. This T-shaped hall has three alcoves, two to the north and one to the south. In each alcove is a beautifully carved granite statue depicting an 8-foot-tall, helmed elf warrior hefting a spear.

Mimic. Stone rubble is piled up behind the statue in the southernmost alcove. The spear held by this statue appears to be made of gold. (Both this statue and its spear are a **mimic**. The creature uses its fake gold spear as a lure.)

The mimic is a Large specimen with 75 (10d10 + 20) hit points. It knocked over the original statue and pushed the broken pieces into the back of the alcove, assuming the shape of the statue afterward.

41. CRACKED CEILING

Stirges. A 5-foot-wide, 30-foot-long, 45-foot-deep crack has opened in the middle of the 30-foot-high ceiling, spilling rubble onto the floor. Twenty **stirges** roost at the top of this fissure.

Tools. Old pickaxes and shovels are stored in two stone wheelbarrows parked in the northwest corner.

The stirges hang like bats in the ceiling fissure and descend en masse to feed on creatures that make too much noise or shine light up at them. Bugbears come here occasionally to catch and kill stirges for food.

AFTERMATH

Defeating the Undertakers means that future parties of adventurers can explore this level of the dungeon without paying tolls for safe passage. The gang's removal, however, also allows bugbears, goblins, wererats, and other Xanathar Guild operatives to set up new watch posts in the bandits' former hideouts.

Destroying the Xanathar Guild outposts makes this level a much safer place for a while, but it also spells the end of the force that kept the grells, the gricks, and other predatory monsters in check. Such creatures begin to expand their territory, occasionally bumping up against one another with predictably bloody results.

One thing that never changes is the steady influx of new blood from the Yawning Portal. At any time, another group of adventurers might descend to seek their fortune in Undermountain. Such a group, perhaps encountered as the characters make their way back to Waterdeep, could greet the characters as friendly rivals or as competition that must be eliminated.



LEVEL 2: ARCANE CHAMBERS



HIS LEVEL OF UNDERMOUNTAIN IS DESIGNED FOR four 6th-level characters. Those who overcome this level's challenges should amass enough XP to reach 7th level.

WHAT DWELLS HERE?

A tribe of goblins has claimed many rooms on this level and erected a bazaar. These goblins oppose the Xanathar Guild and its beholder overlord. The rest of the dungeon is infested with sentient magical experiments and leftovers from the days when Halaster's apprentices used this level as a laboratory. The characters might also encounter a troublesome drow, a wererat gang, and members of a doomed adventuring party.

GOBLINS

The Rustbone tribe of goblins has claimed an old throne room (area 1) and turned it into a bazaar. The Xanathar Guild wants to shut down the market before it attracts too many surface dwellers, while the goblins fight to keep it open. Admission into the goblin bazaar is free, but non-goblinoids are closely watched.

The goblin boss, Yek, recently found a magic circlet that transformed him into a human (see area 1f). After his initial surprise passed, Yek warmed to the transformation. After all, it made him taller. The other goblins quietly resent taking orders from a human and would like to see Yek returned to normal. They might conspire with adventurers toward that end, offering them the circlet as a reward for undoing Yek's "curse."

XANATHAR GUILD

The Xanathar Guild aims to secure this level, plunder it thoroughly, and return valuable items to Skullport to be sold, thus boosting the town's sagging economy. There are two Xanathar Guild watch posts on the level, and each one has a leader: a drow named Shunn "Spider Eyes" Shurreth commands the northern watch post at area 9, and a human berserker named Nadia the Unbent leads the southern watch post at area 20.

Wererats recently stole a stone key from the southern outpost. Shunn believes that the key unlocks something important (though he doesn't know what that might be) and wants to reclaim it. He intends to capture a wererat and ransom it for the safe return of the key. He offers 50 gp to anyone who brings him a wererat captive or the location of the wererats' hideout (area 14).

DROW AND WERERAT GANG

A drow mage in league with the Zhentarim has set up a hidden base on this level (area 14). The drow, Rizzeryl, has eight wererats in his employ. The Xanathar Guild is aware of the wererats, but not their drow master.

Rizzeryl has the stone key that the wererats stole from the Xanathar Guild. He thinks it might unlock a Melairkyn vault hidden somewhere on this level, but he's wrong. In fact, the key opens a magic gate that connects levels 6 and 8 of Undermountain. The drow will give up this key in exchange for his life or the destruction of the Xanathar Guild outposts on this level.

FINE FELLOWS OF DAGGERFORD

Characters who explore this level might encounter three members of the Fine Fellows of Daggerford, an evil adventuring party. If Halleth the revenant (see level 1, area 37) accompanies the characters, he uses his Vengeful Tracker trait to lead the party to his former companions so he can repay them for their betrayal. These three “Fine Fellows” are:

- Copper Stormforge, a dwarven thief, values gold above all. He has been captured by goblins and imprisoned in area 1e.
- Midna Tauberth, a human priest of Shar, thinks she can do everything herself. The perils of this level have forced her to take refuge in area 11b.
- Rex the Hammer, a human warrior, seeks fortune and glory, and doesn’t care whom he steps on to achieve it. The characters find him at the mercy of the mezzoloth in area 13g.

MUTATED APPRENTICES

Halaster handed over this level to his fervent pupils, almost all of whom were driven mad by their studies and mutated by the magic they wrought, becoming gibbering mouthers and nothics. A mezzoloth summoned from the Lower Planes to serve as a wizard’s assistant now rules over them all.

WANDERING MONSTERS

Monsters wander this level of Undermountain in search of food or treasure. Such monsters include carrion crawlers, gricks, mephits, owlbears, and spectators. If your game session needs a greater challenge, try adding one or more of these monsters to an encounter of your own design.

EXPLORING THIS LEVEL

All location descriptions for the Arcane Chambers are keyed to map 2.

1. GOBLIN BAZAAR

In this monstrous market live forty goblins. Half of them are guards, and the other half are traders. The goblin boss and his retinue lurk in area 1e.

1A. BAZAAR SIDE ENTRANCE

Detritus. Trash and debris litter the floor.

Bas-Reliefs. The walls are adorned with bas-reliefs that once depicted dwarves carrying supplies. The dwarves’ faces have been chipped away and replaced with cartoonish goblin heads drawn in charcoal.

Noise. Banging noises can be heard to the north. (The goblins in area 1b are building a wooden stage there.)

1B. AUCTION HALL

The goblins are erecting a stage against the north wall of this 20-foot-high chamber using wood stolen from elsewhere in Undermountain. Once the stage is complete, the goblins plan to auction slaves and other valuable merchandise here. The stage will be quite large when it’s finished but is still in the preliminary stages of

assembly. A pile of wrecked wooden furniture lies in the area’s northwest corner.

Seven **goblins** are here. Three of them are using stone hammers to pound rusty nails through decrepit wooden planks. The other four are clustered in the middle of the room, passing around a scroll on which someone has drawn a crude blueprint of a stage. If attacked, these goblins retreat to area 1d. They otherwise pay no attention to strangers.

Treasure. The goblins carry a total of 27 cp and 15 sp.

1C. GIBBETS AND GRAVY

Four iron gibbets hang from chains hooked to the 10-foot-high ceiling. The gibbets are empty except for one that holds a wailing **goblin** named Glom.

Glom was caught stealing food intended for the goblin boss, Yek. She hasn’t eaten in two days and happily provides information or her service as a guide in exchange for food or freedom. She knows about the magic circlet that turned Yek into a human and where the goblin boss keeps the rest of his treasure (area 1f).

Glom knows the general layout of this level of Undermountain, the positions of the Xanathar Guild outposts, and the location of the stairs leading down to level 3. Glom eagerly betrays her liberators if someone with more food and the promise of a better life comes along.

The lock on Glom’s gibbet can be picked with thieves’ tools and a successful DC 15 Dexterity check. It can also be broken off with a successful DC 20 Strength (Athletics) check or a solid weapon blow.

1D. MARKET HALL

Ceiling. This room has a soaring, 60-foot-high ceiling supported by two rows of stone pillars.

Goblin Vendors. The middle of the chamber is taken up by eight vendor stalls. Twenty-two **goblins** are here, sixteen vendors (two per stall) and six guards who stand in pairs near the exits to areas 1e, 1f, and 8.

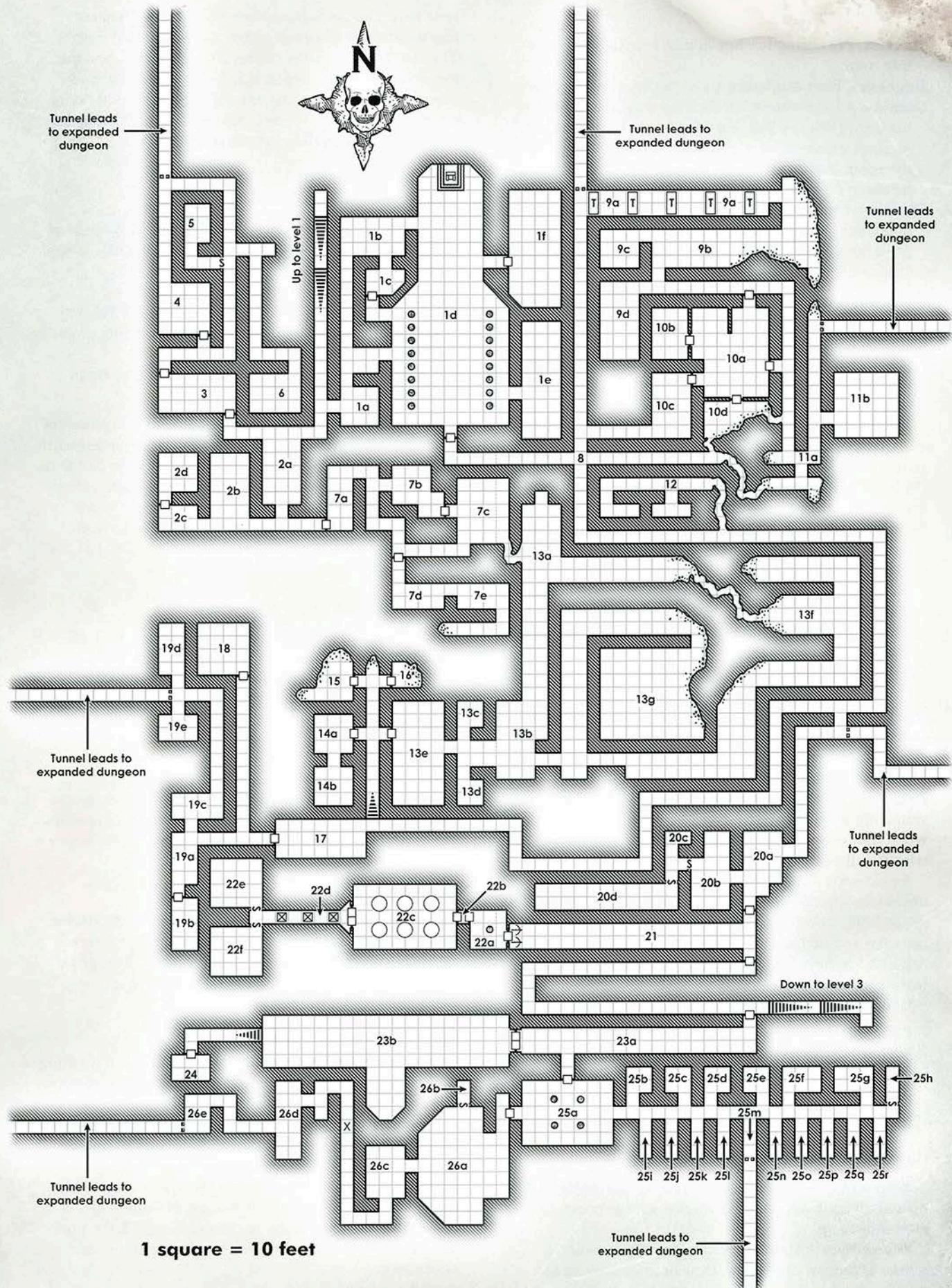
Throne. A granite throne stands against the north wall atop a rectangular stone dais.

The goblin vendors buy and sell stolen goods, including items listed in chapter 5 of the *Player’s Handbook*—particularly armor, shields, weapons, adventuring gear, tools, trade goods, food, and drink. The goblins buy goods at half the normal price and sell them at three times the normal price. Their food is of poor quality but edible. A character who succeeds on a DC 12 Charisma (Intimidation or Persuasion) check can bargain a goblin down to half its asking price for an item.

The goblin guards have orders to keep the peace. If a brawl or a battle erupts, they attack with the goal of knocking troublesome visitors unconscious. Visitors whom the guards subdue are dragged out of the market and left in area 8 without their weapons or treasure. (Any treasure the goblins take is placed in area 1f.)

Throne. Yek sits here when he deigns to preside over the market. The throne has been draped with animal skins and festooned with monster skulls and trinkets twisted up in wire.

Treasure. The goblin guards have a total of 25 cp and 20 sp. Each goblin vendor carries a fat pouch with 3d6 gp, 3d8 sp, and 3d10 cp in it.



1E. YEK THE TALL

Torches. Flickering torches in iron brackets light this room.

Bugbears. Four bugbears stand in the room's corners.

Goblins. A handsome man wearing a golden circlet on his brow (Yek the Tall, a **goblin boss** in altered form) reclines on a mound of cushions at the north end of the room, eating an apple. Ten **goblins** (Yek's toadies) lie about on moldy cushions around him.

Prisoner. Chained to the south wall is a male dwarf clad in leather armor who has been gagged. He has copper-orange hair, but his beard has been shaved off (see "Shaved Dwarf" below).

The bugbears work for Yek because he pays them. A bugbear abandons Yek and returns home to Skullport (on level 3) if given a bribe of 5 gp or more.

If Yek orders the goblins into battle, they fight reluctantly. If half are killed or incapacitated, the rest flee. The goblins also run away if Yek is slain.

Yek wears a gold circlet (see "Treasure" below) that has transformed him into a beautiful adult male human. In this form, his size is Medium. If the characters humble themselves before Yek and appeal to his vanity, they are treated fairly. If they attempt to steal from him or have harmed any of his underlings, Yek sentences them to death and orders his goblin toadies and the bugbears to attack. Yek joins the fray only in self-defense.

If the characters and Yek part company on peaceful terms, three of Yek's goblin toadies try to speak to the characters afterward, away from the goblin boss. They plead with the characters to end Yek's "curse" by stealing the circlet that has transformed the goblin boss into a human. They don't have a plan for doing so and are hoping the characters can devise one. The toadies can get all the other goblins out of the hall, but they have no control over Yek's bugbear bodyguards.

Shaved Dwarf. The beardless dwarf is Copper Stormforge, a member of the Fine Fellows of Daggerford adventuring party. His hatred for goblins increased tenfold when they chopped off his beard, and if he is set free, he tries to kill every one of them.

As a reward for setting him free, Copper gives his liberators what he claims is an authentic map of the Sar-gauth Level (level 3). Copper folded the map into a tiny package and tucked it between his butt cheeks to hide it from his captors. He doesn't realize the map is fake and utterly worthless.

Copper is a shield dwarf **scout**, with these changes:

- Copper is neutral evil.
- He has these racial traits: He speaks Common and Dwarvish. His walking speed is 25 feet. He has darkvision out to a range of 60 feet, advantage on saving throws against poison, and resistance to poison damage.
- He has no weapons.

Treasure. The goblins under Yek carry a total of 60 cp and 25 sp. Each bugbear carries a large pouch that contains 15 gp.

Yek's circlet is an uncommon magic item called a *circlet of human perfection*. Only humanoids can at-

tune to it. The circlet transforms its attuned wearer into an attractive human of average height and weight. The circlet chooses the physical characteristics of the form, such as age, gender, skin color, hair color, and voice. Except for size, the wearer's statistics and racial traits don't change, nor do items worn or carried by the wearer. Removing the circlet ends the effect.

1F. YEK'S TREASURE

This room contains the following treasure:

- A gruesome diorama featuring the stuffed corpses of a beholder and six goblins, all of them in battle poses and adorned with costume jewelry
- An ivory chessboard on a low stone table
- A 9-foot-tall, 3-foot-wide framed painting of Yek, depicting him in his regal human form, standing proudly with his golden circlet on his brow
- A hefty, iron-banded wooden chest with iron rings for handles

Characters who loot the diorama find fifteen pieces of costume jewelry worth 1 gp each. The ivory chessboard is worth 25 gp. The wooden chest is filled with 2,000 sp.

The painting of Yek has no real value, though a clever character can sell it for 50 gp by convincing a naive buyer that the painting depicts a figure of historical importance; doing so requires a successful DC 13 Charisma (Deception) check.

2. KALABASH'S CHAMBERS

Kalabash was one of Halaster's apprentices, though not one of the original seven. He has been trapped in a pocket dimension for hundreds of years now and is completely insane. Characters might stumble across him as they explore his chambers.

2A. WATER PUMP

In the center of this room is a rusted iron hand pump and a deep stone basin. This pump draws water from a spring between levels of the dungeon. Using an action to crank the pump draws $1d4 + 1$ gallons of potable water into the stone basin.

2B. ABANDONED LABORATORY

This room is filled with dusty tables and cauldrons. Its stone hearth is cold. Piled atop the tables are alchemical tools and equipment, all of it ancient to the point of being unusable. Disturbing the laboratory in any way alerts the specter in area 2c.

2C. WIZARD'S KITCHEN

This decrepit kitchen contains an oven range, a washing basin, a hearth bearing a covered cook pot, and shelves filled with pots, pans, and cooking tools.

A **specter** hides in the covered cook pot, emerging if the lid is lifted or if the specter is disturbed by noises from area 2b. The specter can command four nearby pots and pans to do its bidding; treat these objects as **flying swords** that deal bludgeoning damage instead of slashing damage. If the specter is defeated, the pots and pans clatter to the ground, becoming inanimate once more.

2D. KALABASH'S BEDROOM

The door to this room bears a sign written in Common that reads, "Kalabash's Room. Do not enter unless your name is Halaster." The room contains the following:

Furnishings. A dusty bed stands with its headboard against the north wall. At the foot of the bed rests a locked wooden chest (see "Trapped Chest" below). A desk in the southeast corner has stacks of musty old tomes atop it (see "Treasure" below).

Summoning Circle. An old rug woven with arcane symbols lies in the middle of the floor. (Beneath the rug, painted on the stone floor, is a 10-foot-diameter summoning circle that has been partially erased.)

The summoning circle hidden under the rug radiates an aura of abjuration magic under the scrutiny of a *detect magic* spell, but three of its activation glyphs have been erased. A character who examines the circle and succeeds on a DC 15 Intelligence (Arcana or Investigation) check can reconstruct the circle and, with blood or paint, reapply the missing glyphs in 1d10 minutes.

If the circle is completed, it immediately summons Kalabash (CE male Calishite human **mage**). Appearing in the middle of the circle, Kalabash attacks any creatures he sees. He is intoxicated and suffers the effects of the poisoned condition until he sobers up or until the condition is ended with a *lesser restoration* spell or similar magic. Erasing part of the completed circle causes Kalabash to be whisked back to his pocket dimension.

The only item of value Kalabash has is his spellbook, which contains all the spells he has prepared. He also carries around an empty wine flask.

Trapped Chest. The wooden chest is of solid construction, and its steel lock is warded with a magic trap. Picking the lock requires thieves' tools and a successful DC 15 Dexterity check. If that check does not succeed, or if anyone tries to break or smash the lock, the mechanism releases a small bolt of lightning that deals 10 (3d6) lightning damage to the creature tampering with it (no saving throw). The chest is empty except for a note in Common that reads, "Retirement fund. Don't spend this on ale, Kalabash!"

Treasure. The desk has twenty old books on it. Each book is blank and can be sold for 10 gp.

3. HALASTER PUPPET

Both doors to this room are difficult to open because furniture inside has been piled against them. A successful DC 15 Strength (Athletics) check forces open either door. Apart from these crude barricades, the room contains the following:

Automaton. An animated, life-size puppet of Halaster Blackcloak is hard at work on an experiment. The puppet is made primarily of wood and canvas, with a shoddy gray cloak draped over its shoulders. Dozens of cloth eyes have been sewn into the cloak.

Table. The puppet looms over a stone table covered with dusty alchemical equipment and vials of various solid and liquid substances, but nothing valuable or dangerous.

The puppet responds to any movement within 20 feet of it and threatens any creature that comes closer, shouting in Halaster's voice, "Terrible and painful magical death! Fireballs and lightning bolts! Begone!" It speaks and understands Common, but voices nothing but empty threats and a desire to continue its "work" undisturbed. If asked what it's working on, it shouts, "Magic!" and chuckles. A character who watches the puppet work and succeeds on a DC 10 Intelligence (Arcana) check ascertains that the puppet isn't doing anything other than mixing harmless substances while muttering gobbledegook.

The puppet is a Medium construct with AC 10, 8 hit points, a walking speed of 20 feet, immunity to poison and psychic damage, and ability scores of 10. It can't be charmed or frightened, and it is not subject to exhaustion. It speaks and understands Common, has no attacks, and falls to pieces if reduced to 0 hit points or if a successful *dispel magic* spell (DC 15) is cast on it. Hidden inside the puppet is a flask of alchemist's fire that shatters as the puppet falls to pieces, causing its remnants to catch fire. The breaking flask does no harm to nearby creatures.

If the puppet is destroyed, Halaster's voice magically calls out, "Auugh! Now who will find the cure to filth fever?!" before trailing off into silence.

4. ABANDONED CAMP

The Xanathar Guild had a base camp here, but it was forced to abandon the place after a run-in with the Fine Fellows of Daggerford.

This room is strewn with rotten supplies and the remains of a fire pit. Three bugbear corpses and an intellect devourer's body are heaped in the northeast corner. Searching the corpses reveals a scrap of parchment with the following phrase written on it in Common: "As many as there are stars in the sky." This is the pass phrase to safely enter the Xanathar Guild outpost at area 9.

5. ARCH GATE TO LEVEL 4

This dusty room is hidden behind a secret door disguised to look like a plain section of wall.

Embedded in the middle of the room's north wall is a stone arch, its frame engraved with images of falling coins. The arch's keystone has a tiny slot in it. This is one of Halaster's magic gates (see "Gates," page 12), and its rules are as follows:

- Feeding a gold coin into the slot in the keystone causes the coin to disappear and the gate to open for 1 minute. Other coins placed in the slot disappear but don't open the gate.
- Characters must be 8th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 11c on level 4, in the closest unoccupied space next to the identical gate located there.

6. MUSIC OF THE DEAD

The hallway leading to this chamber is filled with the haunting sound of a harpsichord playing. The room contains the following:

Harpsichord. In the middle of the room is a harpsichord made entirely of bones, with human, dwarf, ogre, and halfling finger bones for keys. Sombre music emanates from it.

Carving. Carved into the north wall is a single measure of musical notes. They are faded and difficult to read.

The bone harpsichord has been enchanted to play on its own but stops when a living creature comes within 10 feet of it. A *detect magic* spell reveals an aura of conjuration magic around the harpsichord and a smaller aura of necromancy magic emanating from something inside it.

Any character who has proficiency with a musical instrument can correctly play the displayed notes on the bone harpsichord. Any other character who tries to do so must make a DC 20 Intelligence (Performance) check. A successful check causes a decorative skull above the keys to fall away, revealing the treasure (see "Treasure" below). On a failed check, the performer must make a DC 15 Constitution saving throw. If the saving throw fails, the performer takes 22 (4d10) necrotic damage, and the flesh of its hands is eaten away, leaving bleached white (but functional) skeletal hands.

Treasure. Hidden inside the harpsichord is a *spell scroll* of *raise dead*. Correctly playing the musical notes opens a hidden compartment that contains the scroll. Smashing or breaking open the harpsichord damages the scroll, rendering it useless.

7. SHOCKING DISCOVERIES

Several chambers where mining equipment and copper ore were once stored are now occupied by laboratories devoted to experiments in electricity and necromancy. Trenzia, one of Halaster's new apprentices, conducts her research here.

7A. TRENZIA'S WORKROOM

This well-maintained workroom reeks of rotting flesh and ozone. Odd metal instruments designed for measuring electricity rest atop tables, along with several loose scraps of parchment with notes that include terms such as "rate of decay" and "accumulation of charge."

Log Entry. A thorough search of the room yields a scrap of paper that was once part of Trenzia's log. It reads, "Day 1: Halaster has granted me this abandoned copper mine in the Arcane Chambers. Finally, I have access to the components needed for my experiments." Everything beyond that point is smudged and illegible.

7B. GOUL BARRELS

Barrels. Twelve sealed wooden barrels covered in dust rest against the walls. Three are empty, three contain fist-sized chunks of copper ore (50 gp worth of copper per barrel), and the remaining six each have one **ghoul** crammed inside. Disturbing any of these barrels causes all six ghouls to burst forth and attack.

Hammock. A hammock laden with blankets hangs from anchors in the north wall (see "Log Entry" below).

Copper-Plated Door. A copper-plated door is set into the southeast corner.

The copper-plated door is connected to the lightning grid in area 7c. Unless the creatures in area 7c have been destroyed, the door emits a soft hum when approached. A creature that touches the humming door must make a DC 10 Dexterity saving throw, taking 10 (3d6) lightning damage on a failed save, or half as much damage on a successful one. A creature wearing metal armor has disadvantage on the saving throw.

Log Entry. Tucked into the folds of the hammock's moldy blankets is another page from Trenzia's log. The only legible text reads as follows: "Day 3. I no longer trust the other apprentices. What they see as mysticism I know to be science! I can't stand their incantations and their mutterings any longer. If any of them try to intrude on my laboratory again, they're in for a truly shocking surprise!"

7C. TRENZIA'S LABORATORY

Trenzia turned this laboratory into a giant lightning trap, sacrificing herself in its construction.

Copper Tiles. The floor is plated with copper tiles.

Lightning Skull. The metal-coated skull of a half-elf (Trenzia) floats around the room, giving off crackling sounds as it electrifies the floor with rays of lightning (see "Trenzia" below).

Golem. A **flesh golem** stands in the middle of the room amid destroyed tables, shards of broken glass, and rusty mining equipment.

Chute. A 5-foot-wide, 5-foot-high chute in the southeast corner curves downward, descending 20 feet to area 13a. (The chute contains plenty of handholds and foot-holds. No ability check is required to descend it.)

Trenzia. After she was driven mad by her scientific and necromantic experiments, Trenzia convinced Halaster to transform her into a **flameskull**, with these changes:

- The skull has resistance to fire damage and immunity to lightning damage.
- It has the *lightning bolt* spell prepared instead of *fireball*.
- Replace its Fire Ray attack option with a Lightning Ray attack option that deals lightning damage instead of fire damage.

On each of its turns, the skull uses its action to electrify the copper-plated floor with its lightning rays. The floor remains electrified until the start of the skull's next turn. While the floor is electrified, any creature that steps onto the copper tiles or starts its turn in contact with them takes 10 (3d6) lightning damage. Instead of taking damage, the flesh golem regains 10 hit points whenever it starts its turn on the electrified floor.

If the skull is destroyed and later rejuvenates (see the flameskull's Rejuvenation trait), it resumes electrifying the floor and defending the room, with or without the golem.

Flesh Golem. The flesh golem has instructions to kill all intruders and never leave the room. It obeys these and the skull's other commands until it goes berserk. If the golem attacks Trenzia's skull in its berserk frenzy, the skull uses its next action to try to calm the golem. While attempting to calm the golem, the skull can't electrify the floor.

7D. MINING WOES

Three **ghasts** hunker down behind the door leading into this room, waiting to attack.

This room contains the remains of a mining operation. Pickaxes and hammers litter the floor, as do the gnawed bones, torn black robes, and rubber boots of a female half-elf wizard. Notably absent is the half-elf's skull. (The bones and clothing belonged to Trenzia. Halaster fed her body to the ghasts.)

7E. COPPER VEIN

Copper Vein. An exposed bit of stonework has a thick vein of copper ore running through it.

Litter. A scrap of paper lies on the floor.

The scrap of paper is another partial entry from Trenzia's log that reads, "Day 10. With lightning and copper wires, I created a pack of ghouls. Hal was not impressed. He says I'm not ready for Dweomercore and its arcane secrets. I'll show him. His flesh golem has given me an idea for a trap more devious than any Hal could devise. Lightning—is there anything it can't do?"

8. FRESCO CROSS HALL

Frescoes on the walls of this four-way intersection depict shield dwarves at work. Magic causes the images to move. The dwarves roll and stack barrels, carve blocks of stone, drink from stone tankards, and so forth. As the characters make their way down each hall, the dwarves wave at them and occasionally wink. These animated frescoes are harmless.

9. SPIDER EYES WATCH POST

The Xanathar Guild claims this corner of the dungeon. Shunn Shurreth, a drow exile favored by the beholder crime lord, commands the forces stationed here.

9A. TRAPPED HALL

Bugbears. Two **bugbears** stand guard at the east end of this long hall, where it narrows to a width of 10 feet.

Dart Traps. The northern wall conceals five poison dart traps, triggered by hidden pressure plates in the floor marked T on map 2.

The bugbears, Bolgus and Bulkar, disarm the poison dart traps when Xanathar Guild members approach. When unfamiliar creatures approach from the west, Bolgus shouts for them to halt and Bulkar asks, "How many eyes does Xanathar have?" The correct reply is, "As many as there are stars in the sky." If anyone gives them the wrong pass phrase, the bugbears invite them forward but don't disarm the traps.

If the characters approach from area 9b without a Xanathar Guild escort, the bugbears attack them.

Poison Darts. The five poison dart traps are embedded in the walls north of the pressure plates. A character who searches the hall for traps and succeeds on a DC 15 Wisdom (Perception) check spots the nearest pressure plate and the dart holes in the wall north of it.

When more than 20 pounds of weight are placed on a pressure plate, four darts shoot from the north wall. Each dart makes a ranged attack (+8 to hit) against a random target above the pressure plate. On a hit, a dart deals 2 (1d4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. Each trap can be triggered three times before its supply of darts is exhausted.

Hidden Lever. A lever, concealed by a false section of stone near where the bugbears stand, arms and disarms the poison dart traps. A character who searches the area finds the false stone and lever with a successful DC 15 Wisdom (Perception) check.

9B. SHUNN'S GANG

Lanterns. Battered oil lanterns rest atop toppled blocks of stone, illuminating this partially collapsed hall.

Furnishings. Crates, barrels, and seven wooden cots line the walls.

Xanathar Guild. Seven Xanathar Guild members (NE human **thugs**) and their leader, Shunn "Spider Eyes" Shurreth (see "Shunn Shurreth" below), gather around a campfire in the middle of the hall. Two **intellect devourers** have taken residence in the skulls of two Xanathar Guild members. The creatures use their Detect Sentience trait to telepathically detect intelligent creatures approaching.

Shunn and his thugs can't be surprised if the intellect devourers sense intruders approaching. If an intellect devourer's host is killed, it tries to find another.

Shunn Shurreth. A drow priestess of Lolth placed a curse on Shunn and forced him into exile after he displeased her. The curse partially transformed him into a spider, giving him eight red arachnid eyes, a mouth full of fangs, and black bristles sprouting from his slender limbs. A *remove curse* or *greater restoration* spell restores Shunn's natural form, but Shunn doesn't want the curse lifted. His horrific appearance strikes fear into the hearts of his comrades-in-arms and has earned him favor with Xanathar. Shunn believes that returning to his normal form might weaken his influence over his gang and diminish his status in the Xanathar Guild.

Shunn is a **drow elite warrior**, with these changes:

- Shunn is lawful evil.
- While cursed with spider features, he can climb difficult surfaces, even across ceilings, without needing to make an ability check.

Shunn moves and converses with an eerie grace and prefers diplomacy over violence when dealing with adventurers. If the characters seem interested in a truce, Shunn offers them 50 gp if they find the wererats that are troubling his gang and return the stone key that they stole. Shunn's gang found the stone key on this level of Undermountain and is still searching for the lock that it fits into.

If he or his thugs are attacked, Shunn Shurreth calls for bugbear reinforcements from area 9d. Shunn's goal in any conflict is to capture his enemies and haul them to Skullport as trophies. Once there, the prisoners are brought to Skull Island and left to the tender mercies of Commander Sundeth (see "Skullport," page 303).

Supplies. The barrels and crates here contain enough water and dry food to sustain a single person for 600 days or Shunn's gang for 30 days.

Treasure. The thugs carry a total of 14 gp in coin. On a black cord around his neck, Shunn wears a silver key (5 gp) that unlocks the silver-bound chest in area 9c.

9C. GANG'S TREASURE

Barrels. Stone racks spanning the walls contain barrels that are so rotted and old that they fall apart when handled. (The ale and water once stored in them have long since evaporated.)

Table and Chest. A large stone table in the middle of the room is draped with cobwebs. A silver-bound wooden chest rests atop it.

Treasure. The chest has a built-in lock that Shunn Shurreth's silver key opens. The lock can also be picked with thieves' tools and a successful DC 15 Dexterity check. The chest contains 100 gp, which Shunn uses to pay his gang.

9D. BUGBEAR BARRACKS

Ten **bugbears** sleep on the dusty floor of this room. They investigate any commotion they hear in area 9b.

10. OOZE TEMPLE

These four rooms comprise a temple devoted to water and oozes. All doors leading to these rooms are decorated with symbols of water, and each door forms an airtight seal when shut.

10A. SKULL IN THE CUBE

Clean. This 30-foot-high room is swept clean, with no trace of dust or debris.

Frescoes. The walls are carved with frescoes depicting horrific cyclopean cities of black stone submerged beneath raging seas.

Giant Ooze. A **gelatinous cube** measuring 30 feet on a side is trapped in the room. The monster is situated in the northeast corner when the characters first arrive. Floating in the center of it is a dwarven skull sheathed in glass. Any character who succeeds on a DC 15 Wisdom (Perception) check can tell that the skull is suspended in an enormous gelatinous cube, not levitating.

A *detect magic* spell reveals an aura of transmutation magic around the skull, which belonged to a duergar. Halaster preserved within the skull the duergar's magical ability to enlarge itself. The skull now has the power to enlarge the gelatinous cube, and the skull's glassy coating protects it from the cube's digestive acid. Removing the skull from the gelatinous cube causes the cube to shrink to its normal size (10 feet on a side). The skull has no magical properties other than its ability to enlarge gelatinous cubes (and potentially other oozes, at your discretion).

While enlarged by the duergar skull, the gelatinous cube has the following modified statistics:

- The cube is Gargantuan and can hold up to nine Large creatures or up to thirty-six Medium or smaller creatures inside it at a time.
- It can make up to four Pseudopod attacks on its turn, and it makes Strength checks and Strength saving throws with advantage.
- When the cube shrinks back to normal size, any creatures that it can no longer contain are expelled into unoccupied spaces around it.

10B. FLOODED ROOM

This laboratory, with a 20-foot-high ceiling, is completely filled with 24,000 cubic feet of salt water created by a spell gone awry. Opening the door causes the water to empty into area 10a. Creatures within 20 feet of the opened door are caught in the deluge and must make a DC 12 Strength saving throw. Any creature that fails the saving throw is knocked prone and takes 5 (1d10) bludgeoning damage.

Once the water is released, it fills both rooms to a depth of half an inch. Swept into area 10a with the water is the putrid, rotting corpse of a human wizard in green and purple robes. This is what remains of Salamanth, one of Halaster's more foolish apprentices.

Treasure. A search of the room reveals overturned tables, waterlogged books destroyed by salt water, and a glass wand (the dead wizard's arcane focus), which is worth 25 gp.

10C. ALTAR TO JUIBLEX

False Altar. In the middle of this 20-foot-high room is a limestone altar topped with a misshapen mound of gold that looks like it was poured on the altar in molten form and left there until it cooled and hardened. (The mound of gold is an **ochre jelly** of unusual color trapped in magical stasis.)

Wall Carvings. Black mildew drips from lidless eyes and gaping mouths carved into the walls. (The wall carvings represent the all-consuming demon lord Juiblex. Though ghastly, the depictions are harmless.)

Close examination of the altar reveals that it bears an inscription in Abyssal that reads, "A gift of flesh, willingly given, can feed our eternal hunger." A character who inspects this "mound of gold" can ascertain its true nature with a successful DC 12 Intelligence (Nature) check. A *detect magic* spell reveals an aura of transmutation magic around the ochre jelly, suggesting the presence of the stasis field.

The stasis field immobilizes the ooze but also renders it impervious to damage. This magic is dispelled when it comes into contact with flesh or is targeted by a successful *dispel magic* spell (DC 17). Freed from its stasis, the ochre jelly attacks.

10D. CAVED-IN ROOM

This room has partially caved in, but someone has bored tunnels through the collapsed sections, granting access to dungeon hallways south and east of here. The floor is covered with dust and debris, but the room contains nothing of interest.

11. MIDNA'S LAIR

An apprentice of Halaster's claimed this area as her own work space centuries ago, using her mastery of the *unseen servant* spell to create multiple invisible helpers. Even after her death, her unseen servants persisted, waiting for her to return. Midna Tauberth, one of the Fine Fellows of Daggerford, recently intruded upon this hall and is using it as a rest area.

11A. HALL OF DEGENERATION

The walls of this passage are painted with images of wizards succumbing to madness and being transformed into nothics. One particularly vivid image shows shafts of eerie green light exploding out of a spellbook and changing a wizard into a gibbering mouther.

11B. MASTER OF THE UNSEEN

Flickering torchlight created by *continual flame* spells spills out of this room into the hall. The 15-foot-high vaulted chamber contains the following:

Light. Freestanding iron torch sconces in the four corners of the room have *continual flame* spells cast upon them.

Midna. Midna Tauberth (NE female human **priest** of Shar) relaxes in one of several overstuffed chairs in the middle of the room, waited on by nine **living unseen servants** (see appendix A). Around her neck, she wears two holy symbols: one shaped like a gold coin (the symbol of Waukeen, god of trade), the other a black disk outlined in purple (the symbol of Shar, god of darkness and loss).

Furnishings. Empty bookshelves and desks line the walls. Against the south wall stands a long banquet table bearing fresh foodstuffs on copper platters and copper flagons filled to the brim with wine. A portrait of a smiling Halaster hangs above the table.

Each day at dawn, the platters and flagons on the table are mystically replenished with fresh food and wine, courtesy of Halaster's magic. The effect produces enough food and wine for twelve people. The magic persists as long as the table remains in this room and there is dishware capable of containing the bounty.

Midna Tauberth. Midna isn't interested in sharing her newfound lair with others. She advises characters to leave or face the wrath of her invisible servants. If they don't leave at once, she orders the servants to beat them senseless. If the servants seem to be losing the fight, she calls them off and, in the interest of self-preservation, apologizes for her boorishness and allows the newcomers to partake of the food and wine on the table.

If Halleth the revenant (see level 1, area 37) is present, he tries to kill Midna and reclaim his holy symbol of Waukeen. Midna stole it from Halleth's corpse and shrinks away from his revenant while commanding the living unseen servants to defend her. If Midna is slain and the holy symbol of Waukeen is returned to Halleth, the revenant's thirst for vengeance abates, and both it and the holy symbol turn to dust.

Living Unseen Servants. The unseen servants obey Midna's commands because she reminds them of their creator. They follow Midna and can leave the room to

fulfill her wishes. Midna has no way to distinguish one servant from another, meaning that when she utters a command, all the servants follow that command. She can't issue orders to a single servant without the others performing the same task.

Treasure. Midna's holy symbol of Shar is a small disk carved from obsidian on a silver chain. The holy symbol of Waukeen is a small gold disk stamped with the god's visage in profile. The holy symbols are worth 25 gp each.

The smiling portrait of Halaster is 3 feet wide and 5 feet tall. It has no magical properties, but is worth 25 gp, though it's awkward to transport.

12. DWARVEN TOOLS

These hallways are lined with crumbling stone tables and shelves upon which rest sturdy dwarven anvils, whetstones, tongs, hammers, chisels, and other tools.

ARCH GATE TO LEVEL 5

Embedded in the wall at the end of the westward hallway is an arch gate (see "Gates," page 12). Close inspection reveals the image of a dead tree carved into its keystone. The rules of this gate are as follows:

- Touching the arch with a dead twig or branch causes the gate to open for 1 minute.
- Characters must be 8th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 3b on level 5, in the closest unoccupied space next to the identical gate located there.

13. MUTATED APPRENTICES

Once a dwarven mithral mine, this section of the dungeon is home to apprentices whose attempts to unlock the secrets of the Weave transformed them into gibbering mouthers and nothics.

13A. DUMATHOIN'S ALTAR

Gibbering Mouther. A **gibbering mouther** wanders the hall to the east, attacking other creatures on sight.

Equipment. Overturned mine carts and discarded mining equipment lay scattered across the floor.

Altar. A red stone altar covered with small, dirty handprints stands in the northern alcove.

The altar is a 3-foot-tall, 500-pound tapered block of dark red stone engraved with Dwarvish prayers to Dumathoin, the Keeper of Secrets under the Mountain. Greasy goblin handprints cover the altar, which any dwarf would consider a desecration. Any character who takes the time to clean the altar gains the following magical boon: all secret doors are plainly visible to that character for the next 24 hours. A character who willfully desecrates the altar and then cleans it doesn't gain this boon. (Dwarven gods are not very forgiving.)

Treasure. Beneath one of the overturned mine carts are four chunks of mithral ore, each worth 25 gp and weighing 10 pounds.

13B. WALL OF RUST AND BONES

Bisecting this room is an 8-foot-high, 2-foot-thick wall of hobgoblin skeletons and rusty armor, with a 2-foot gap between the top of the wall and the ceiling. A Tiny creature can pass through narrow openings in the wall. Climbing over the wall requires a successful DC 12 Strength (Athletics) check. The wall can be easily broken apart or pushed down, but doing so creates a lot of clatter and summons the nothics from area 13e.

13C–13D. VACANT WASHROOMS

Inside each of these rooms is a rusted water pump (inoperable), basins, and stone toilets separated by thin slate dividers.

13E. "NOTHIC TO SEE HERE!"

An *arcane lock* spell has been cast on the western door. Rizzeryl the drow mage (see area 14) can pass through the portal. Other creatures must force the door open with a successful DC 25 Strength (Athletics) check.

Nothics. Four **nothics** lurk here (see below).

Equipment. Low-lying stone shelves along the walls are stuffed with crumbling pairs of dwarven boots. Rusty dwarven helmets and dusty goggles with tattered leather straps hang on pegs above them.

The nothics are insane and attack most creatures they encounter. They are easily and quickly cowed by displays of magic, however. Once they realize they're in the presence of one or more spellcasters, the nothics become slightly more cooperative. They know that several bipedal rat creatures are holed up on the other side of the western door, and that their master is a "purple-skinned elf wizard with red eyes and white hair."

13F. GIBBERING MINE

The walls in this partially collapsed section of the dungeon are streaked with veins of copper. Three **gibbering mouthers** have gathered here and begin to jabber as other creatures approach. They fight until killed.

13G. STRIKE IT RICH

The characters hear sounds of battle as they traverse the hall leading to this 10-foot-high room, which has partially collapsed and contains the following:

Light. The room is lit by a single lantern resting in the middle of the floor.

Equipment. Mine carts about the room contain glittering heaps of copper ore.

Battle. A wounded warrior named Rex the Hammer (LE male Illuskan human **champion** with 22 hit points remaining; see appendix A) has been backed into the southeast corner by a vicious **mezzolith** and two **nothics**. Three dead nothics (killed by Rex) lie on the floor near them.

The mezzolith was summoned and bound to Undermountain by Halaster. Its task is to prevent intruders from looting the dungeon. It uses telepathy to command the nothics, which serve it out of fear.

Rex the Hammer. Rex was the founder and leader of the evil adventuring party known as the Fine Fellows of Daggerford. Despite hearing rumors about the dangers

of Undermountain, Rex assumed (based on the success of Durnan and other capable explorers) that the Fine Fellows would run roughshod over the monsters dwelling within. Boy, was he wrong. Like most villainous groups, the Fine Fellows lacked cohesion. Fed up with his companions' bickering, Rex struck off on his own. He was searching this room for loot when the mezzolith and the nothics came in behind him, cutting off his escape.

If the characters come to his rescue, Rex expresses his gratitude before quaffing the healing potion in his backpack (see "Treasure" below). On the surface, he seems to be amiable, confident, and eager to discover Undermountain's secrets. He's happy to join the party for an equal share of any loot found. Once he's back at full health (or close to it), though, Rex sheds his civil veneer and tries to bully the characters into following his orders, berating and threatening anyone who defies him. The bullying gets worse until Rex is forcibly ousted or the party dissolves.

Treasure. Rex's backpack lies next to one of the mine carts. It contains a silvered shortsword, a 30-foot-long coil of hempen rope, 2 days of rations, a flask of oil, a pouch containing 13 gp, and a *potion of healing*. The oil lantern in the middle of the room belongs to Rex as well.

The mine carts contain over a thousand chunks of copper ore, each weighing 10 pounds and worth 1 gp. The carts are so old that their axles are bent and rusted, rendering them inoperable.

14. BASE DE RÉSISTANCE

These two chambers have been claimed by a drow mage named Rizzeryl, his summoned quasit minion, and eight wererats. At least for now, Rizzeryl and the wererats are staunch allies.

Rizzeryl works for two groups: House Auvryndar, a low-ranking drow house from Menzoberranzan that is slowly and secretly consolidating its power in Undermountain, and the Zhentarim, which is trying to drive the Xanathar Guild out of Skullport. His ties to the Black Network make Rizzeryl an enemy of the Xanathar Guild, which currently controls Skullport and is trying to secure the uppermost levels of Undermountain.

Rizzeryl has begun haranguing the Xanathar Guild forces on this level with the help of the wererat gang, which hails from Skullport. The drow wizard and the wererats have no quarrel with adventurers who leave them alone.

14A. RIZZERYL'S HIDEOUT

The door to this room has a mural painted on the outside depicting a darkmantle descending on an unsuspecting dwarf who is admiring a gleaming gemstone. An *arcane lock* spell has been cast on the door. Rizzeryl the drow mage and his wererat gang can pass through the door, while other creatures must force it open with magic or a successful DC 25 Strength (Athletics) check.

The room contains the following:

Drow. Rizzeryl the **drow mage** sits on a chair in the southwest corner while resting in a trance. If he hears someone coming through the eastern door, he casts *greater invisibility* on himself.

Table. A wooden table in the center of the room bears a map made of loose stones arranged to form walls and doors (see “Tabletop Map” below).

Rizzeryl likes to be invisible as he engages intruders in conversation, hoping to learn their intentions. Any noise here alerts the wererats in area 14b, who remain hidden until Rizzeryl calls for them.

Rizzeryl offers the adventurers a reward if they destroy both Xanathar Guild outposts on this level (areas 9 and 20) and return with the heads of both guild leaders, whose names, he tells them, are Nadia the Unbent and Shunn Shurreth. Rizzeryl doesn’t reveal the nature of the reward, other than to say it will make the party’s exploration of Undermountain easier. If the characters deliver the heads of Nadia and Shunn, Rizzeryl gives them a stone key hidden in this room (see “Secret Compartment” below). If the characters attack him, Rizzeryl calls forth the wererats to defend him while he summons a **quasit**. If the adventurers overcome these forces, Rizzeryl trades the stone key for his life.

Rizzeryl knows the way to Skullport through level 3 and might share this information with friendly adventurers who have helped him. He refrains from divulging his allegiance to House Auvryndar. He will, however, reveal his allegiance to the Zhentarim if one or more characters identify themselves as members of that faction. If they need assistance, Rizzeryl urges such characters to seek out Bosskyn Gorr, a tiefling member of the Black Network who operates in Skullport. Rizzeryl also informs them that servants of Xanathar will allow safe passage to anyone who openly brandishes Xanathar’s symbol (see below).

Secret Compartment. Beneath Rizzeryl’s chair is a loose floor tile that conceals a hidden compartment, which can be found with a successful DC 15 Wisdom (Perception) check. It contains three items: Rizzeryl’s leather-bound spellbook (which holds the spells he has prepared, plus *arcane lock* and *sendings*), a 12-inch-long stone key, a 12-inch-long driftwood wand with the symbol of Xanathar (a circle with ten equidistant spokes radiating outward from its circumference) carved at one end. Rizzeryl uses this nonmagical wand to slip past the guardian in area 20a and to move through Skullport unmolested.

The stone key weighs 10 pounds and bears the following inscription in Dwarvish: “Meet me on the Lost Level. Find my twin in Slitherswamp.” A *detect magic* spell reveals an aura of conjuration magic around the key, which opens a magic gate that connects levels 6 and 8 of Undermountain (see level 6, area 34b, and level 8, area 3, for more information on each gate). Rizzeryl knows that levels 6 and 8 of Undermountain are called the Lost Level and Slitherswamp, respectively, but he hasn’t explored either level.

Tabletop Map. The wererats have carefully arranged the loose stones on the table to form an accurate map of this level of Undermountain; the map, however, omits the chambers hidden behind secret doors (areas 5, 20c, 20d, 22e, 22f, 25h, and 26b). There’s no easy way to transport this map without knocking the stones out of alignment and rendering the map useless.

14B. WERERAT BARRACKS

Eight **wererats** in human form sleep on dirty cots in this room. They are loyal to the Zhentarim and determined to push the Xanathar Guild out of Skullport and Undermountain.

The wererats are short, unkempt humans of mixed age with thin limbs, beady eyes, and nervous tics. They clad themselves in filthy, smelly, ill-fitting clothes. Their leader is a crass, middle-aged woman named Ziltsa Il-varren. She is mean-spirited but has a good rapport with Rizzeryl, whose intelligence she admires. The others are a degenerate bunch of inbred, light-fearing weirdos who’ve spent too many years living underground. The men are named Frek, Henk, and Kozrik, and the women are Arreth, Elabbor, Kreena, and Sybilee.

Treasure. An unlocked wooden chest against the south wall holds 30 gp, a copper tankard similar to those found in area 22a (5 gp), a battered and tarnished silver scepter topped with a Dwarvish rune meaning “justice” (25 gp), and three worthless, dog-eared chapbooks entitled *Out of the Inferno, Vols. 1, 2, and 3* (a tawdry series about a tiefling romance).

15. DUSTY THRONE

Ruins. Much of this room collapsed long ago, and what remains is covered with dust.

Footprints. Footprints (left by wererats in human form) crisscross the dusty floor.

Throne. A plain stone throne stands against the south wall. Beyond it, heaps of rubble fill a collapsed tunnel.

A search of the throne and the surrounding room yields nothing of value. The wererats in area 14 have already searched the area thoroughly.

16. PARTIALLY COLLAPSED ROOM

The back of this room has collapsed, filling the chamber with dust and debris. No one has been here in ages, and nothing of value remains.

17. HUNGRY RUST MONSTERS

This old festival hall has an arched ceiling 30 feet high and contains the following:

Rust Monsters. Two **rust monsters** are fighting over a rusted steel helmet in the middle of this room, casting it about as they knock each other around.

Wall Decor. The walls are decorated with bas-reliefs of dwarves singing and drinking. A dozen empty iron torch brackets are mounted to the north and south walls at 10-foot intervals.

The rust monsters can’t find enough ferrous metal to satisfy their hunger. The helm provides a momentary distraction that characters can use to cross the hall safely after they first arrive. The next time they come here, though, the rust monsters are waiting for them.

The torch brackets bolted to the walls are beyond the rust monsters’ reach but make irresistible snacks if fed to the creatures. Tearing loose a torch bracket requires an action and a successful DC 15 Strength (Athletics) check. One bracket is enough to distract the rust monsters for 1d6 minutes.

18. COLD STORAGE

The Melairkyn dwarves used this chamber for cold storage. Halaster has turned it into a trap. The room has the following features:

Cold. The room is bitterly cold.

Glowing Rune. The walls rise 10 feet, then angle inward, forming a pyramidal roof with a 40-foot-high apex. Inscribed on the sloped north wall is a 10-foot-tall Dwarvish rune that glows with a faint blue light.

Any character who understands Dwarvish knows that the oversized rune on the north wall is an ancient symbol meaning “cold.” A *detect magic* spell reveals an aura of conjuration magic around the rune. The rune’s magic lowers the room’s temperature to 0 degrees Fahrenheit.

When a spell is cast in this room (including one cast from a magic item), the giant rune flashes and deals 36 (8d8) cold damage to all creatures in the room. Once the rune has released this cold energy, it can’t do so again for 1 hour.

19. GIANT SPIDER DEN

Giant spiders make their home here despite countless attempts by adventurers to get rid of them.

19A. ARACHNID DOWN

Clutter. Narrow paths wind between scattered piles of broken furniture and garbage.

Chandeliers. Two iron chandeliers, once anchored to the 20-foot-high ceiling, have fallen—their ropes cut. One has crashed into a pile of debris. Pinned beneath the other chandelier is a dead giant spider.

19B. OLD BEDCHAMBER

Dead Spider. A dead giant spider, its body shot full of arrows and scorched by fire, lies next to a broken wooden bed against the east wall.

Armoire. Standing against the south wall is a wooden armoire draped in cobwebs.

Treasure. The armoire contains the skeletal remains of a halfling adventurer who was trapped inside by giant spiders and starved to death. The skeleton is clad in a chain shirt and wears a *ring of swimming* on one bony finger. Characters who search the armoire also find an explorer’s pack (minus water and rations).

19C. STICKY WEBS

This room is full of thick, sticky webs (see “Dungeon Hazards” in chapter 5 of the *Dungeon Master’s Guide*). The webbing stretches all the way to areas 19d and 19e.

Any tugging or burning of the webs in this area alerts the giant spiders in area 19d, which creep down the hallway to investigate.

19D. SPIDER WARREN

Five **giant spiders** lair here and attack all intruders.

19E. SPIDER LARDER

Dense webbing fills this room as well (see area 19c for rules). Suspended within the webs are six cocoons. Five contain the desiccated corpses of four goblins and a nothic. The sixth contains a **swarm of insects (spiders)** that bursts forth and attacks if the cocoon is torn open.

Treasure. The dead nothic has no treasure. A thorough search of the goblin corpses yields 20 cp, 18 sp, 5 gp, and a silvered dagger.

20. DEAD EYES WATCH POST

The Xanathar Guild forces stationed here include five human thugs, eight bugbears, and their leader, Nadia the Unbent. A beholder zombie provides added security.

20A. BEHOLDER ZOMBIE

Watcher. A **beholder zombie** floats near the 20-foot-high ceiling of this chamber, out of melee range. Painted in white around its central eye is a circle with ten equidistant spokes radiating outward from its circumference (Xanathar’s symbol).

Noise. Sounds of mock battle emanate from the tunnel to the west (leading to area 20b).

The beholder zombie attacks anyone who enters the room without brandishing or wearing the symbol of Xanathar. Combat in this room brings reinforcements from area 20b.

20B. WATCH POST BARRACKS

Xanathar Guild. Unless they are drawn to area 20a by sounds of combat, the following creatures are training here: a 7-foot-tall, powerfully built woman with shaggy black hair and pale skin named Nadia the Unbent (NE female Illuskan berserker), five human **thugs** (three women and two men), and five **bugbears**.

Blood Circle. Painted in blood on the middle of the floor is a 10-foot-diameter circle with ten equidistant spokes extending outward from its circumference (Xanathar’s symbol).

Hammocks. Fifteen leather hammocks are hooked to stone brackets that protrude from the walls at regular intervals.

Secret Door. A secret door in the west wall leads to area 20c.

If she’s here, Nadia the Unbent stands in the middle of the bloody circle, armed with a 10-foot-pole, and is using it to knock about her underlings in a contest to see who, if anyone, can push her out of the circle. Nadia relishes any opportunity to fight and kill, and she hurls herself and her forces into battle without a second thought.

20C. ARCH GATE TO LEVEL 6

This hallway has three alcoves:

- The two southernmost alcoves contain secret doors to areas 20b and 20d, respectively.
- The alcove to the north has an arch embedded in its back wall. Carved into the arch’s keystone is an image of a rust monster.

Arch Gate. The arch is one of Halaster's magic gates (see "Gates," page 12). The Xanathar Guild forces nearby are aware of the gate but don't know how to activate it. Its rules are as follows:

- Touching the arch with a nonmagical item made entirely of ferrous metal (such as an iron spike) reduces the item to powdered rust and opens the gate for 1 minute.
- Characters must be 9th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 24 on level 6, in the closest unoccupied space next to the identical gate located there.

20D. SECRET ARMORY

This 20-foot-high room is hidden behind a secret door and contains the following:

Bugbears. Three **bugbears** have broken away from the main group in area 20b to search this room for treasure. They have worked their way to the east end of the room and aren't expecting trouble.

Racks. Weapon and armor racks stand like library bookshelves in the middle of the room, with dusty, web-filled aisles between them.

Sharpening Wheel. Half embedded in the floor in the middle of the room is a 1-foot-thick, 6-foot-diameter stone sharpening wheel. A stone pedal next to the wheel causes it to turn when stepped on.

One of the bugbears is rummaging through a collection of dwarven morningstars and casting undesirable ones onto the floor. The other two are fighting over a rusty shield embossed with a symbol resembling a stylized goblin skull.

The room contains dozens of suits of plate armor, scale armor, and chain mail, as well as scores of shields, battleaxes, morningstars, warhammers, war picks, and javelins. Most of these items have deteriorated to the point of being useless and irreparable. Rust has eaten away the metal, and dampness has rotted the leather straps and bindings on the shields and armor.

21. ANIMATED BALLISTAE

Light. The arched, 30-foot-high ceiling of this long hall is studded with glowing red crystals that cast dim light throughout the hall. (Crystals pried out of their fixtures go dark.)

Animated Ballistae. Parked in front of the door to area 22a are two animated ballistae.

Each animated ballista is a Large wood-and-iron construct with AC 15, 50 hit points, a walking speed of 30 feet, immunity to poison damage, and the following ability scores: Strength 14, Dexterity 10, Constitution 10, Intelligence 3, Wisdom 3, and Charisma 1. It has blindsight out to a range of 120 feet and is blind beyond this distance. It can't be blinded, charmed, deafened, frightened, paralyzed, petrified, or poisoned, and it can't right itself if knocked prone. As an action, it can fire a magic bolt of fire (+6 to hit) at a target it can perceive,

dealing 16 (3d10) fire damage on a hit, but it can't attack any creature directly above it. Treat each ballista as a monster with a challenge rating of 2 (450 XP).

The ballistae can't perceive (and thus they ignore) creatures that keep to the easternmost 60-foot section of the hallway. Once they detect intruders, however, the ballistae amble forward on hinged legs to close the distance. If a ballista has nothing to attack on its turn, it returns to its starting position.

22. GARRUX'S BREWERY

This complex was built by a dwarf named Garrux, who served as Master of Ale and Provisions for the Melairkyt dwarves.

22A. ALE DISPENSER

Pillar. A stone pillar in the middle of the room has a ring of six copper spigots jutting out of it, 3 feet above the floor.

Bas-Reliefs. Carved into the walls are twenty bas-reliefs depicting drunken dwarves in different poses. One hand of each dwarf protrudes from the wall. Three of these hands grasp copper tankards.

The stone pillar has copper pipes running through it. These pipes connect to the vats in area 22c. When the brewery was operational, dwarves could draw ale from the pillar into tankards to quench their thirst.

Nothing happens if five of the six spigots are turned. Turning the sixth spigot causes a patch of green slime (see "Dungeon Hazards" in chapter 5 of the *Dungeon Master's Guide*) to pour out of it.

Treasure. There used to be twenty copper tankards secured to the wall carvings, but most of them have vanished over the years. (One can be found in area 14b.) The three remaining tankards are worth 5 gp each.

22B. "BREWERS ONLY!"

Nestled between areas 22a and 22c is a 10-foot-high, 10-foot-square room. A brass plaque bolted to the western door has the following words stamped into it in Dwarvish: "BREWERS ONLY! Others keep out! By order of Garrux, Master of Ale and Provisions."

22C. ALE VATS

Vats. Six stone vats, arranged in two rows of three, dominate this 20-foot-high room.

Doors and Barrels. A double door in the west wall has stacks of old barrels on both sides of it (see "Barrels" below). The doors are painted with images of two dwarves in profile, facing each other while standing on sideways barrels.

The Melairkyt dwarves stored ale in these vats. Each vat is a hollow, slightly bulging stone cylinder 10 feet high and 10 feet in diameter, with 6-inch-thick walls. A copper spigot is embedded in the vats on the side facing the nearest wall, at a height of 3 feet. A narrow stone staircase curls up the exterior of each vat to the top, which is fitted with a hinged copper lid. The vats' interiors are lined with copper and have a pipe at the bottom that runs under the floor to the ale dispenser in area 22a.

Four of the vats are empty, their contents having long since evaporated or been depleted. The southwest vat contains a **beholder zombie**, which rises out of the vat and attacks if disturbed.

Barrels. There are thirty empty barrels, all made of iron-banded zurkhwood (a woody fungus). Most are in such poor condition that they can no longer hold liquids without leaking, but clever characters can use them to safely avoid the pit traps in area 22d.

22D. BARREL RUN

Beyond a 10-foot landing, this hall gradually slopes down toward the west.

Secret doors at the west end of the hall open into areas 22e and 22f, respectively. Dwarves used to fill barrels of ale and roll them down this hall to be stored in the secret chambers.

Pit Traps. The Melairkyn dwarves built three 20-foot-deep pits in the sloped floor to guard their ale supplies. The pits' covers blend in with the surrounding floor, though a successful DC 15 Wisdom (Perception) check detects each pit.

When a creature weighing 50 pounds or more steps on a pit's cover, it swings open like a trapdoor, causing the creature to spill into the pit below and take 2d6 bludgeoning damage from the fall. The lid is spring-loaded and snaps closed after the creature falls through. A successful DC 20 Strength check is necessary to pry the lid open. A character in the pit can also attempt to disable the spring mechanism from the inside with a successful DC 15 Dexterity check using thieves' tools, provided that the mechanism can be reached and the character can see in the dark.

Wedging at least two iron spikes between the pit's lid and the surrounding floor prevents the lid from opening, thereby making it safe to cross. The lid can also be magically held shut with an *arcane lock* spell or similar magic. The dwarves constructed the pit covers so that they won't open if an object is rolled over them. A character can circumvent the traps by climbing into an empty barrel and rolling down the hall or climbing onto a barrel and balancing atop it as it rolls down the hall. Balancing atop a barrel as it careens down the hall requires a successful DC 20 Dexterity (Acrobatics) check.

22E. NORTH ALE STORAGE

This chamber is hidden behind a secret door.

The room's walls climb 10 feet, then angle inward to form a pyramidal cap with a 30-foot-high apex. Stacked in the middle of the room are one hundred forty zurkhwood barrels banded in iron. The barrels form a 21-foot-high pyramid with a base measuring seven barrels on a side. Engraved on the lid of each barrel is a magical glyph that radiates an aura of abjuration magic under the scrutiny of a *detect magic* spell.

Treasure. Each barrel contains 40 gallons of dwarven ale that has been magically preserved for centuries. Removing a barrel's lid or breaking the barrel causes its glyph to fade away, ending the preservation spell on that barrel. If the ale is marketed as "Melairkyn Ale," "Undermountain Ale," or something similar, characters can sell a barrel of it for 40 gp in Waterdeep. A full barrel of ale weighs approximately 400 pounds.

22F. SOUTH ALE STORAGE

This room is identical to area 22e, except the pyramid of barrels has collapsed. Most of the barrels lie smashed on the floor. Fifty-nine of them remain intact, their ale preserved. Another three appear to be intact but are, in fact, three **mimics** placed here by Halaster. The three hide within 10 feet of one another and fight together.

23. RUINED DWARVEN TEMPLE

These rooms once formed a temple dedicated to the dwarven god Dumathoin, the Keeper of Secrets under the Mountain, but Halaster has destroyed and replaced most of their original contents.

23A. DEFACED DWARVES

Light. The walls climb 15 feet, then angle inward to create a peaked, 30-foot-high ceiling. The sloped upper walls have red glowing crystals set into them. These crystals fill the hall with dim light. (Crystals pried out of their fixtures go dark.)

Carvings. The lower walls were once lined with carvings depicting dwarves pushing mine carts toward the west, but these works have been defaced and, in some cases, replaced with stony tentacles that protrude from the walls.

Dwarf-Guarded Doors. A 20-foot-tall double door stands closed at the west end of the hall. Carved into the walls flanking the double door stand armored dwarves, their stony beards flowing out of great helms that conceal their facial features.

Halaster used magic to distort the wall carvings almost beyond recognition and to create tentacle-like protrusions that weren't part of the original design. These tentacles writhe as creatures pass by them—a harmless effect created by the Mad Mage.

23B. HALL OF DEAD DRAGONS

Ceiling. The 30-foot-high vaulted ceiling of this room is supported every 20 feet or so by thick stone arches.

Skeletal Displays. Standing in the hall are the skeletons of four Huge dragons, their bones held together by wire and cement. A few pieces of each dragon have broken off and fallen to the floor. A fifth dragon skeleton in a similar state of disrepair fills an alcove to the south.

This hall contains the posed, inanimate skeletons of five adult dragons—one each of brass, bronze, copper, gold, and silver. The gold dragon skeleton occupies the southern alcove, while the others are lined up in the main hall. The skeletons are harmless.

24. DEAD ADVENTURER

What was once a dwarven shrine is now the tomb of a long-dead adventurer.

Splayed across a broken stone bench in the middle of the room are the skeletal remains of a tiefling clad in rotted leather armor. The skeleton clutches a quarterstaff that has become brittle with age. A tattered backpack contains adventuring gear that has rotted or rusted away.



Casting a *speak with dead* spell on the skeleton reveals that the tiefling, Savir, was a monk who fell prey to a cloaker. Savir's spirit doesn't know what became of his adventuring companions or the cloaker. If questioned about Undermountain, Savir's spirit reveals that there's an elven tomb nearby with a secret door in the north wall that neither he nor his companions could open. (The spirit is referring to area 26a but doesn't remember how to get there.)

25. CREATURE STORAGE

Halaster uses these chambers as a storage facility for creatures that he has captured and petrified. He restores them to flesh using the elven magic in area 25a.

25A. CARYATIDS OF RESTORATION

Caryatids. Supporting the 20-foot-high ceiling are four pillars of white marble, each shaped in the likeness of a stoic female elf in flowing robes with a flowering branch clutched to her chest. The caryatids face inward.

Modron. Circling the caryatids counterclockwise is a **quadrone** with its bow at the ready. It makes clicking and clacking noises as it walks.

Bas-Reliefs. The walls are carved with bas-reliefs of unicorns and bare-branched trees.

A *detect magic* spell reveals an aura of abjuration magic around the pillars. Touching a pillar while speaking the proper command phrase ("Elf magic!") causes a pale light to fill the area between the four pillars, ending the following conditions on a creature in that area: blinded, deafened, petrified, poisoned, and stunned. This magical effect can be activated four times, once for each pillar touched. The pillars regain their magic at the next dawn.

The caryatids lose their magic if even one is destroyed or toppled. A caryatid has AC 17, 90 hit points, and immunity to poison and psychic damage. It can be toppled with a successful DC 30 Strength (Athletics) check.

Quadrone. Halaster found this rogue modron, decided to adopt it, and gave it a name: Halastron. The modron considers Halaster its friend and follows his orders to the best of its ability. Its orders are as follows:

- Remember its name.
- Defend itself.
- Attack anything that tries to damage or topple the caryatids.
- Walk in a counterclockwise circle around the caryatids when not defending itself or the pillars.

The quadrone speaks and understands the Modron language only. It knows that the caryatids can restore petrified creatures to flesh, having seen them in action, and it has heard Halaster speak the command phrase to activate the caryatids. Its instructions don't prevent it from communicating with strangers or sharing information with them. It knows almost nothing about Undermountain and disintegrates if reduced to 0 hit points.

25B–25R. LIFELIKE STATUES

Stored here are creatures that have been turned to stone by Halaster, as summarized in the Petrified Creatures table. Each can be restored to flesh with a *greater restoration* spell or similar magic. A restored creature acts in accordance with its nature. For example, the grick in area 25b is likely to attack all other creatures out of hunger. When Halaster wants to restore a petrified creature to flesh, he uses a *telekinesis* spell to transport it to area 25a, then relies on the magic of the pillars there.

Area 25h. This room is hidden behind a secret door and contains a lifelike statue of Halaster. Casting a *greater restoration* spell on the statue or subjecting it to the magic of the caryatids in area 25a triggers a *magic mouth* spell cast on the statue that says, "Fools!"

Area 25m. If you expand the dungeon to the south, an illusory wall behind the petrified mind flayer conceals a tunnel beyond. The illusory wall has no substance, allowing creatures to pass right through it.

Area 25r. The petrified wererat looks like a statue of a wiry young man grasping a shortsword. This wererat is not part of Rizzerry's gang (see area 14) but tries to join it if given the chance. His name is Zarn Kassifax.

PETRIFIED CREATURES

Area	Creature(s)	Area	Creature(s)
25b	4 bullywugs	25k	1 kenku
25c	3 gricks	25l	1 lizardfolk
25d	2 drow	25m	1 mind flayer
25e	4 rust monsters	25n	1 nothic
25f	5 troglodytes	25o	1 orc war chief
25g	6 goats	25p	1 giant badger
25i	1 boar	25q	1 quaggoth
25j	1 constrictor snake	25r	1 wererat (human form)

26. ANCIENT ELVEN TOMB

These chambers are much older than the dwarf-hewn chambers that surround them, as evidenced by the crumbling walls, the slanted floors, and the thin streams of dust pouring down through cracks in the sagging ceiling. Halaster converted this tomb for the elven dead into a series of test chambers that now lie abandoned.

26A. DO NOT FEED THE OWLBEARS!

Owlbears. Two owlbears left here by Halaster are hungry and attack anything that enters this room.

Sarcophagi. A dozen elven sarcophagi arranged about this dusty room have been reduced to rubble.

Carvings. Time and neglect have all but destroyed wall carvings that depict elves mounted on elk, parading through a forest as the seasons change around them.

Secret Door. A secret door in the north wall leads to area 26b.

Treasure. Characters who search the room for treasure find a 10-pound clay pot lying amid some rubble near the south wall. The pot is painted with images of a bare-footed elf druid leading a march of small, uprooted shrubs that seem to be walking of their own accord.

A *detect magic* spell reveals an aura of transmutation magic around the pot, which is a common wondrous magic item called a *pot of awakening*. If one plants an ordinary shrub in the pot and lets it grow for 30 days, the shrub magically transforms into an **awakened shrub** at the end of that time. When the shrub awakens, its roots break the pot, destroying it. The awakened shrub is friendly toward whoever planted it. Absent commands from its creator, it does nothing.

26B. SECRET TOMB

In the middle of the dusty tomb rests a 7,500-pound alabaster sarcophagus atop a 1-foot-high block of granite. The lid of the sarcophagus is carved in the likeness of a regal elf of indeterminate age and gender, with a yawning cat stretching on the elf's chest. The cat is part of the lid's carving, not a separate sculpture.

A character who inspects the sarcophagus closely and succeeds on a DC 17 Wisdom (Perception) check realizes that it's a solid block of alabaster with a fake lid carved to appear openable—a false tomb built to confound would-be treasure-hunters.

26C. HALASTER'S CRUSHING EYE

Destroyed Tables. Three stone tables lie strewn about the room, surrounded by ceramic shards that were once funerary urns. (The owlbears in area 26a are responsible for the destruction.)

Sloped Hall. A 10-foot-wide, 10-foot-high hallway to the south slopes gently upward to area 26d and contains a rolling sphere trap.

The 10-foot-square section of floor marked X on map 2 is a pressure plate. When 20 or more pounds of pressure depress this plate, a 10-foot-diameter stone sphere painted to look like a bloodshot eyeball careens from an alcove at the top of the sloped hallway and down the passage toward area 26c. With a successful DC 20 Wisdom (Perception) check, a character searching the hall for traps can spot the pressure plate. Wedging four or more iron spikes or similar objects under the pressure plate prevents the trap from activating.

When the sphere is released, all creatures present roll initiative, and the sphere rolls initiative with a +8 bonus. On its turn, it moves in a straight line until it reaches a corner, then changes direction to follow the sloped tunnel until it comes to rest in area 26c. The sphere can

move through other creatures' spaces, and creatures can move through its space, treating it as difficult terrain. Whenever the sphere enters a creature's space or a creature enters its space while the sphere is rolling, that creature must succeed on a DC 15 Dexterity saving throw or take 55 (10d10) bludgeoning damage and be knocked prone.

A creature within 5 feet of the sphere can attempt to slow it down by using an action to make a DC 20 Strength check. On a successful check, the sphere's speed is reduced by 15 feet. In the sloped hallway, this reduction lasts only until the end of the sphere's next turn. If the sphere's speed drops to 0 on a flat surface, it stops moving and is no longer a threat.

26D. BLOODLETTING CHAMBER

This 10-foot-high room holds a row of six slanted stone tables intended for ritualistic bloodletting. Each table is fitted with rusty shackles and leather straps. Under the lower end of each table, set into the floor, is a shallow, circular stone basin for collecting blood.

26E. ABANDONED STUDY

Makeshift Desk. The lid of a stone sarcophagus rests atop two misshapen blocks of stone, creating a makeshift desk at the south end of the room. Behind it is a high-backed chair made of charred wood that has one armrest missing.

Wall Niches. Beyond the desk and chair, dusty books are crammed into niches in the south wall. Similar niches in the other walls contain tall, alabaster funerary urns covered with dust and cobwebs (seventeen in all).

Treasure. The alabaster urns are cracked, chipped, and worthless. They contain nothing but dust—for the most part. Buried in the dust inside one of the urns is a tiny white pouch containing *dust of disappearance*.

The books cover the subjects of alchemy, dwarven and elven history, engineering, gemcraft, the study of monstrosities, and weather prediction. All of them are falling apart, but stuffed among the mundane tomes is a badly burned wizard's spellbook that still contains the following spells: *comprehend languages*, *crown of madness*, *darkvision*, *gaseous form*, *ray of sickness*, *remove curse*, *Tenser's floating disk*, and *unseen servant*.

AFTERMATH

If they're weakened but not eradicated, the goblins begin constructing traps around the perimeter of their market to better protect themselves against aggressive adventurers and bad neighbors. They favor collapsing roofs, falling nets, and poison darts (see "Sample Traps" in chapter 5 of the *Dungeon Master's Guide*). The goblins also train and deploy giant rats, using them as watchdogs. Some of these might be Rizzeryl's wererats in rat form, sent to infiltrate the goblin lair and spy on adventurers who find their way to the goblin bazaar.

Destroying the two Xanathar Guild outposts allows the goblins to expand their territory. Unless the goblins are also wiped out, goblin patrols become more common throughout this level of the dungeon.



LEVEL 3: SARGAUTH LEVEL

THE SARGAUTH LEVEL IS DESIGNED FOR FOUR 7th-level characters, and characters who defeat the monsters on this level should gain enough XP to reach 8th level. This level of Undermountain is connected to the subterranean settlement of Skullport by way of tunnels, as well as the River Sargauth itself (see “Skullport,” page 303). More ancient than Skullport is the town of Stromkuhldur, whose ruins lie half-buried in the heart of the Sargauth Level. Goblinoids and drow vie for control of these ruins, which were previously inhabited by the Netherese and the Melairkyn dwarves.

WHAT DWELLS HERE?

The subterranean town of Stromkuhldur lies divided in chunks by ancient cave-ins that drove away its original inhabitants. Since then, many factions have fought over this outpost. Currently the drow of House Auvryndar and the goblinoids of the Legion of Azrok are teetering on the brink of a war that Halaster and the Xanathar Guild both seek to foment.

HOUSE AUVRYNDAR

A drow priestess of Lolth named Trissa Auvryndar and her retinue have assumed control of a section of Stromkuhldur (area 20) and converted a temple once dedicated to Dumathoin into a hatchery for giant spiders. Under Trissa's command, the drow have begun secret experiments using humanoids as incubators for giant spider eggs.

LEGION OF AZROK

Azrok, the son of a hobgoblin warlord, was born blind. Such a curse would ordinarily have spelled his doom in hobgoblin society, but Azrok's mother was a sorcerer, and she refused to allow her son's misfortune to dictate his destiny. She crafted a *dagger of blindsight*, which young Azrok used to defend himself and perceive his surroundings. The dagger allowed Azrok to become the powerful soldier and leader he was fated to be, and he was quickly promoted up through the ranks until none stood above him. Other goblinoids believed he was blessed by Maglubiyet, the great god of war. Azrok wisely hid the true source of his “godsgift” to perpetuate the myth.

Age granted Azrok wisdom and the desire to carve out a domain of his own. He led his forces to Stromkuhldur, and they rid the place of grimlocks and troglodytes that dwelled there. He sired an heir, ensuring that his legacy would last beyond his lifetime. His son, Azrokkog, chafed at his father's sedentary nature and left to wage wars of his own, eventually returning to Undermountain with a new name—Doomerrown—and a new purpose (see “Level 14: Arcturiadoom,” page 179).

The Legion of Azrok, which has lived in Stromkuhldur for three decades, is in turmoil. Azrok was recently forced to give up a portion of his domain to encroaching drow, and did so with nary a fight. This has sent shock waves through his legion. What caused this strange lack of courage in their great warlord? Has age finally taken its toll?

In reality, a band of duergar thieves posing as merchants recently stole Azrok's *dagger of blindsight* and fled using their invisibility. News of the theft reached the drow of House Auvryndar and spurred them to take over the eastern section of Stromkuhldur. Lurkana, Azrok's wife and strongest captain, tried to cover up her husband's blindness, but her efforts were undone by a mind flayer acting as Skullport's ambassador. This mind flayer secretly implanted intellect devourers in the skulls of several goblins in Azrok's court, and these goblins are spreading the truth of Azrok's blindness throughout Stromkuhldur to further besmirch his reputation and demoralize his troops.

The hobgoblins under Azrok remain loyal to him, but many of the goblins and bugbears have fled to Skullport to join the Xanathar Guild. Compounding Azrok's and Lurkana's woes is the likelihood that House Auvryndar is planning another attack to seize more territory. Fears of a Xanathar Guild offensive emerging from Skullport also play in the back of Azrok's mind. Meanwhile, Lurkana searches for aid in finding the duergar thieves who stole the *dagger of blindsight* and returning it to her.

SIDE QUEST: RETRIEVE AZROK'S DAGGER

Adventurers who enter western Stromkuhldur (area 21) are brought before Azrok and Lurkana (in area 21n) as a manner of protocol. After Azrok guarantees their safety in his settlement, Lurkana takes them aside and offers a reward for the safe return of her husband's magic dagger. She emphasizes that without the dagger, the invading drow and the Xanathar Guild might conquer Stromkuhldur and become immensely more powerful. She reminds the adventurers that the Legion of Azrok has never once threatened Waterdeep—but the drow or the guild might leap at the chance to do just that.

Lurkana knows that the thieves who stole the dagger are duergar of Clan Ironeye, and she thinks they might be hiding in Skullport. (Characters who make discreet inquiries in Skullport can learn that a large contingent of duergar from Clan Ironeye resupplied in Skullport and drank ale at a local tavern called the Black Tankard before heading deeper into Undermountain. The tavern's tight-lipped duergar proprietor, Droon Stonedark, denies everything. The characters can catch up to the duergar of Clan Ironeye on level 6.)

If the characters accept her quest, Lurkana suggests they search Skullport first and points them in the right direction (beyond area 23). She also suggests that they speak with Skullport's ambassador to Stromkuhldur (the mind flayer in area 21g) to see if it knows anything. She cautions them not to harm the ambassador in any way, so as not to fray relations any further.

Reward. In exchange for the dagger, Lurkana is prepared to pay 1,000 gp delivered in a locked chest along with the key. If the characters demand more, she is willing to increase the payment to 1,500 gp and throw in two bugbears and five goblins as bodyguards and scouts. Unknown to Lurkana, two of the goblins have intellect devourers in their skulls and act as secret spies for Xanathar. The bugbears and other goblins serve the adventurers well, but being evil and greedy, they become increasingly difficult to control over time.

SEA HAGS OF THE SARGAUTH

Eager to expunge the drow occupying his dungeon, Halaster has summoned a coven of sea hags from the frigid waters of the River Sargauth. The hags have gathered followers that oppose the drow, including grimlocks and troglodytes.

EXPLORING THIS LEVEL

All location descriptions for this level are keyed to map 3. As one gets closer to the River Sargauth, the echoes of its sluggish waters become ambient.

1. CATACOMBS

These catacombs are part of a temple complex formerly dedicated to the dwarven god Dumathoin, patron of mining and exploration and the protector of the dwarven dead. The catacombs have the following features:

Carvings. The smooth-carved walls bear engraved imagery of mountains marbled with veins of glittering minerals, and the marble floor is caked in dust.

Tombs. Shelf-like niches carved into the walls are stacked three high. Each of these open tombs contains the dust-covered bones of a long-dead dwarf.

The dwarves laid to rest here were all worshipers of Dumathoin. Characters who search each shelf also find fragments of metal armor so old that they turn to dust at the lightest touch, as well as tiny stone beads with holes bored through them. A character who inspects the beads and succeeds on a DC 20 Intelligence (History) check recalls that ancient dwarves braided the beards of their dead using these stone beads.

2. DEAD EXPLORER

The partially rotted remains of a male human lie in a corner of this cavern. What's left of his face is twisted into a silent scream.

A successful DC 13 Wisdom (Medicine) check reveals several grisly wounds on the corpse, including one on his neck where the skin has peeled outward, suggesting that something emerged from within. This human died after spider eggs hatched inside his body and the creatures swarmed out of him.

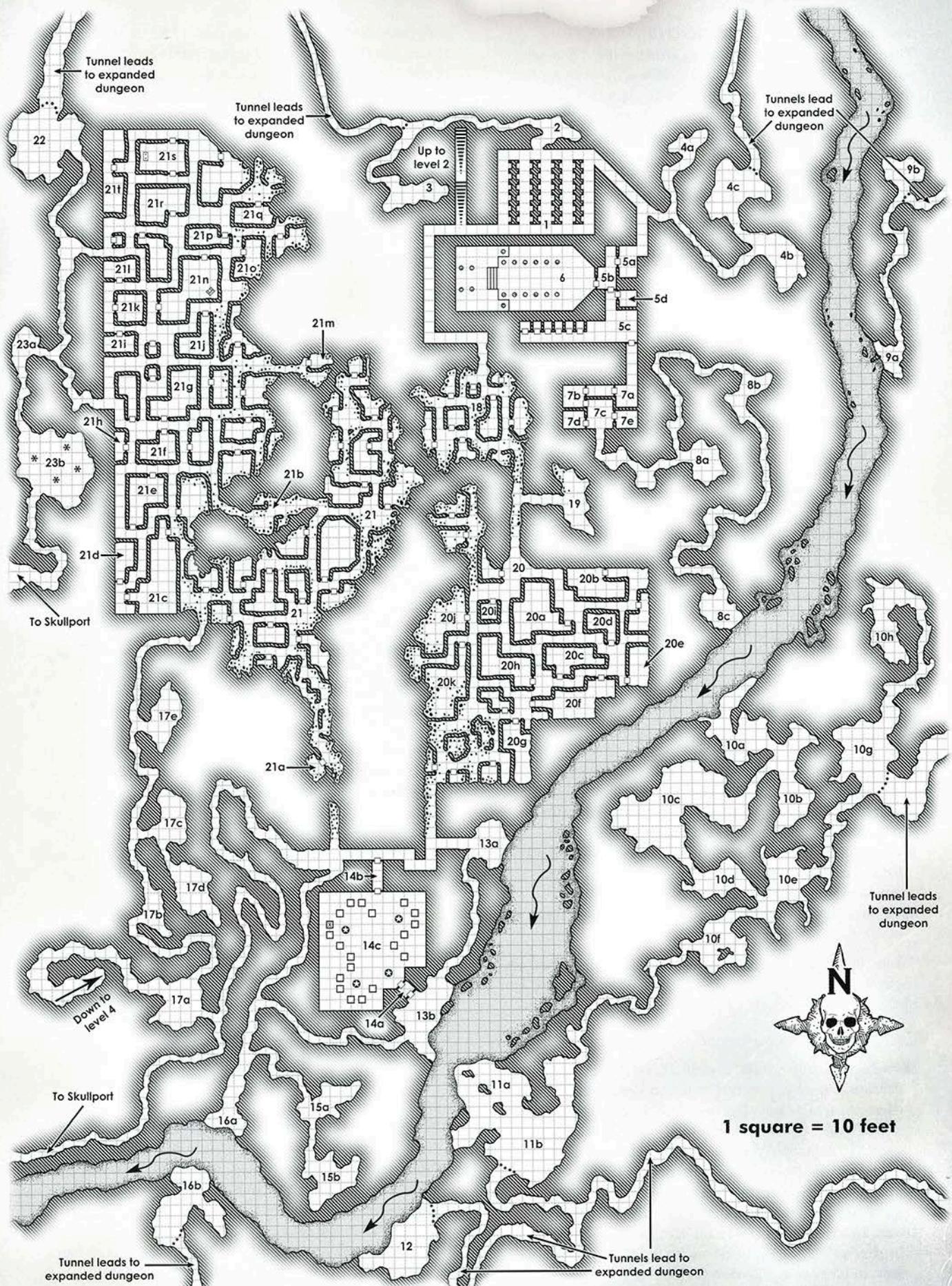
3. GRICK AMBUSH

Three **gricks** hide at the end of this tunnel and attempt to ambush the characters.

4. WEBBED TUNNELS

Spiderwebs drape across these tunnels, clinging to creatures as they pass until the webs are brushed or burned away. Ghostly faces glimpsed in the webs are actually random patterns among the threads.

Web-covered areas count as difficult terrain, but they're not strong enough to restrain anyone. A character can use an action to burn a 5-foot cube of web with a torch or to cast a spell that deals fire damage, which clears all the webs in the spell's area.



4A. WANDERING QUAGGOHTHS

Three **quaggoths** serving as guards for the drow are patrolling this 10-foot-high area. When they detect intruders, one tries to run to area 5 to sound the alarm while the remaining two attack. On the second round of combat, the clamor attracts the spiders in area 4b.

4B. PHASE SPIDER LAIR

Four **phase spiders** lurk in this 20-foot-high cave. If they hear the characters approaching, they shift to the Ethereal Plane and try to ambush the characters.

4C. GOBBLED GOBLINS

Webs. This cave is filled with webs. Several 3-foot-long bundles wrapped in spider silk are suspended in the webs.

Strange Face. Spiders have woven a giant, webbed face of Halaster that looks down from the 20-foot-high ceiling with hollow eyes.

Stained Floor. The uneven floor is stained a rusty red.

The drow feed wandering goblins to the phase spiders. A character who succeeds on a DC 12 Wisdom (Perception) check notices that one of the bundles is wriggling slightly. The bundle contains a **goblin** named Greech, who has been mutilated by spiders and drained of his blood. The goblin has 3 hit points left and is missing his tongue. He tries desperately to bargain for his life using grunts and frantic sign language.

5. HOUSE AUVRYNDAR

This area outside the old temple of Dumathoin marks the beginning of the drow settlement. All the chambers have flat, 10-foot-high ceilings.

5A. WELCOMING COMMITTEE

Guards. Four **quaggoths** guard this entryway. If any quaggoths fled from area 4a, they are waiting here, along with a male **drow mage** named Ilnor Telenna, who has come to investigate.

Webs. Thick cobwebs stretch between the walls and form a canopy across the ceiling, from which hundreds of tiny spiders dangle on silken threads.

Web Bundles. Two large bundles of spider silk flank the entry door.

The spider silk bundles are sticky but easily torn open to reveal two stout statues of dwarves—one bearing a pickaxe, the other a chisel and hammer.

5B. TROGLODYTE FOOLS

Miners. Sparkling veins of gold stripe this hall. These minerals were preserved by the ancient dwarves for their natural beauty, but currently four **troglodytes**—slaves of the drow—are mining the veins with pickaxes. (If the troglodytes hear combat in area 5a, they drop their pickaxes and flee to area 6.)

Webs. The ceiling is covered with webs that conceal a **giant spider**. It attacks the adventurers from above.

Door. The west door to area 6 is emblazoned with a bronze relief of a mountain with a fist-sized depression in its center. The door is locked.

Bronze Relief Door. A successful DC 13 Intelligence (Religion) check reveals that the relief resembles the symbol of Dumathoin but is missing a gem. Placing any gem in the depression unlocks the door. The door can also be opened with a *knock* spell or similar magic, or by a character who uses thieves' tools and succeeds on a DC 20 Dexterity check.

Treasure. The gold veins are actually pyrite (fool's gold), which a character can determine by succeeding on a DC 13 Intelligence (Nature) check. The mineral is lovely, but not of great value. The troglodytes have chipped off twenty 1-pound chunks of pyrite (5 sp each).

5C. PRISON

Cells. The west end of this hall has six cells with barred doors of rusted iron.

Grimlocks. Six **grimlocks** terrorize the prisoners in the cells by reaching between the bars with bone clubs. (They don't have keys to unlock the cells.)

T'rissa Auvryndar (see area 6) carries the keys to the cells. The lock on each cell door can be picked with thieves' tools and a successful DC 10 Dexterity check. The rusty bars can be torn away from a door with a successful DC 21 Strength (Athletics) check. The cells' occupants are as follows:

- Geldax Breer (NG male half-elf **commoner**) occupies the easternmost cell. He is a Waterdavian lamplighter abducted several nights ago by the drow (and doomed to become a sacrifice to Lolth unless he escapes).
- Lurrash, an unarmed male **hobgoblin**, occupies the next cell. He is loyal to Warlord Azrok, and the drow are planning to interrogate him for information.
- The next cell is occupied by the maggot-laced corpse of a grell that starved to death while in captivity.
- The three westernmost cells are occupied by armed male **drow** named Quave, Narlros, and T'mek. They are being tested by T'rissa Auvryndar, who is hungry for a new consort. The drow are all malnourished and have weeping wounds from the lashes of a scourge. Each has 8 hit points remaining. While locked in their cells, they attack intruders they can see with their hand crossbows.

5D. SUN ELF

The door to this chamber is barred from the outside. Confined inside is a prisoner named Marta Moonshadow. Fascinated by drow culture, Marta hoped to join the ranks of House Auvryndar but was captured and locked up instead. She seeks an opportunity to prove her worth to the drow.

Marta is a sun elf **mage**, with these changes:

- Marta is neutral evil.
- She has the following racial traits: She speaks Common, Draconic, Dwarvish, Elvish, and Undercommon. She has darkvision out to a range of 60 feet. She has advantage on saving throws against being charmed, and magic can't put her to sleep. Add *ray of frost* to her list of known cantrips.
- Her spellbook and her arcane focus were taken from her. (The characters can find them in area 20b.)

6. TEMPLE OF DUMATHOIN

This ancient temple of Dumathoin has been converted into a vile hatchery for giant spiders by Trissa Auvryndar and her followers. It contains the following:

Dais. Trissa Auvryndar, a **drow priestess of Lolth**, stands atop a raised dais at the back of the hall, presiding over a group of four **drow** (two females named Ardulace and Dhessril, and two males named Izzatlab and Yriltorn) and three **giant spiders**. If the characters didn't encounter the **drow mage** in area 5a, he is present as well.

Spiders. Scores of tarantula-sized baby giant **spiders** creep and crawl throughout the room. (Unless they're destroyed, most of them will mature into full-size giant spiders in a matter of weeks.)

Web Cocoons. Stone pillars hold up the 30-foot-high arched ceiling, which is concealed by a thick canopy of spiderwebs. Strung between the pillars and bas-relief carvings of towering dwarves protruding from the walls are humanoid corpses cocooned in spider silk.

Sacrifice. The back wall of the temple is carved with a towering bas-relief of a mountain. Lashed to the mountain with sticky webs is a struggling and gagged male **drow** with sacks of spider eggs clinging to his body.

Trissa is as malevolent as the demonic god she worships and refuses to speak to non-drow, let alone negotiate with them. Trissa stabilizes dying characters so that they can be implanted with spider eggs (see "Spider Eggs" below).

The male drow lashed to the wall is named Krenrak. He was Trissa's consort until she grew bored with him. If set free, he fights against Trissa and the other drow—but baby spiders burst from his chest 2 rounds after his release, killing him.

Trissa carries a ring of iron keys that unlock the cells in area 5d, as well as a separate iron key to area 20d.

DEAD PRISONERS

The corpses hanging in the webs are the desiccated husks of prisoners who served as incubators (and later meals) for the spiders crawling about the room. Among the dead hobgoblins, goblins, and grimlocks are humans, dwarves, halflings, tieflings, and gnomes who were kidnapped from Skullport and Waterdeep. They all bear similar wounds, with the skin peeled outward.

SPIDER EGGS

If the party is defeated, stabilized characters awaken after 1d4 hours to find themselves cocooned in sticky webs and suspended 10 feet off the floor, with spider eggs implanted in their bodies. A cocooned character is restrained and can use its action to try to escape by making a successful DC 15 Strength check.

Spider eggs implanted in a host hatch in 2d12 hours, killing the host as the baby spiders chew their way out. This infestation functions like a disease. A *lesser restoration* spell or similar magic cast upon the host kills the spider eggs, ending the threat.

7. PAIN AND PLEASURE

Trissa Auvryndar has converted these temple barracks into torture chambers. The screams of the drow in areas 7d and 7e echo throughout this space.

7A. ENTRYWAY

This room is empty, but cries of pain can be heard coming from beyond the door.

7B. UNUSED TORTURE CHAMBER

The walls of this room are lined with coiled whips, daggers, and other menacing tools. A small table in the center is covered with a pristine, white silk sheet.

7C. LOUNGE

Guards. Four female **drow** named Balwiira, Olorgyl, Restryn, and Ulraelle stand guard in the corners of the room, enjoying the screams coming from areas 7d and 7e.

Circle. In the middle of the floor is a 10-foot-diameter circle of entrails surrounded with ghastly script written in blood (see "Abyssal Circle" below).

Furnishings. Four chaise longues carved from dark wood and padded with spider silk cushions are spread around the edges of the room.

Tunnel. A natural tunnel splits the middle of the south wall, and howling winds echo from deep within.

The drow guards have orders to kill all non-drow on sight, including driders that fail to heed the terms of their exile. The torturers in areas 7d and 7e investigate sounds of combat here, leaving their prisoners tied up in those rooms.

Abyssal Circle. The script around the circle is written in Abyssal. Anyone who understands the language and succeeds on a DC 15 Intelligence (Religion) check can ascertain the circle's purpose, which is to send drow to the Abyss as part of a ritual known as the Test of Lolth. Any drow who fails this test returns from the Abyss horrifically transformed into a drider and is instructed to flee by way of the southern tunnel and never return, lest they be killed. Drow who pass the test return to this chamber as they were, with Lolth's blessing and nothing more.

7D. WATER TORTURE

Narizmar. A nude male **drow** named Narizmar Do'ett is strapped to a sturdy table positioned beneath a suspended 80-gallon water barrel. A spider silk hood covers his head. (His weapons, shirt, and armor lie in a pile in the northeast corner.)

Sylkress. Unless she is drawn to area 7c by sounds of combat there, a female **drow elite warrior** named Sylkress Auvryndar stands at the far end of the table, gripping a pair of ropes that cause the barrel to tilt and disgorge water when they are pulled.

Sylkress is convinced that Narizmar has pledged his loyalty to another female drow, and she means to learn the identity of this rival for Narizmar's affections. Narizmar actually spread rumors of the affair himself, so that Sylkress would torture him and thereby see his

value. In short, the two are enjoying themselves at each other's expense.

If he must, Narizmar can free himself from the leather straps with a successful DC 15 Dexterity (Sleight of Hand) check. Once free, he tries to arm himself. He obeys Sylkress above all others and would willingly sacrifice his life to save hers.

Sylkress defends herself, but if she is reduced to half her hit points or fewer, she calls for mercy and supplies characters with the following information in exchange for her freedom:

- The drow invasion of the Sargauth Level is just a precursor to a full-scale attack on Skullport.
- Sylkress's older sister, T'rissa, is breeding giant spiders to bolster the drow forces on this level (see area 6). T'rissa believes her experimental new incubation method will create larger and more formidable spiders.
- Sylkress's twin sister, Melith, has taken a small force down to the Twisted Caverns (level 4) to establish a presence on that level.

7E. WHIPPING ROOM

Unless combat in area 7c draws their attention, two female **drow** named Pellonnia Auvryndar and Ghirith Nhlran are engaged in a consensual act of torture in this room, which has the following additional features:

Drow. A large, rotating platform with leather straps takes up most of the room. Pellonnia is strapped to the platform while Ghirith lashes her with a scourge.

Gear. Lying on a chair in the northeast corner are Pellonnia's armor and weapons.

Pellonnia and Ghirith are lovers. If she must, Pellonnia can slip free of her bonds with a successful DC 15 Dexterity (Sleight of Hand) check. Once free, she tries to arm herself. As a daughter of House Auvryndar, she uses her status in the house as a shield, claiming that she's worth more alive than dead. If captured or cornered, she is willing to divulge the following information in exchange for her freedom:

- House Auvryndar's main stronghold in Undermountain is in Muiral's Gauntlet (level 10) and is under the direct command of her mother, Vlonwely.
- Her oldest sister, T'rissa, has orders from their mother to secure the Sargauth Level as a prelude to a full-scale attack on Skullport.
- Another of her older sisters, Melith, has gained a foothold in the Twisted Caverns (level 4) and is waging a campaign of violence against the kuo-toa on that level.

8. WAILING TUNNELS

Drow who fail the Test of Lolth (see area 7c) and transform into driders are banished to these tunnels. Foul magic of the demon goddess Lolth creates howling winds in these passages that mimic the anguished wails of drow who failed her divine test.

8A. WEBS IN THE WIND

The winds are loudest here, stirring the thick webs that fill this cave and evoking ghostly shapes.

8B. MAD DRIDER

A **drider** driven mad by the wailing winds covers its ears in a futile attempt to block out the noise. When the characters enter the room, it begins shrieking, "Make it stop!" in Elvish. If the characters cast a *silence* spell around the drider, it enjoys the respite and allows them to pass through its cave unharmed. Otherwise, it attacks them in a demented rage.

8C. PIRATE RHYME

This cave abuts the sluggish River Sargauth and is filled with web curtains that undulate in the howling wind. Behind these curtains, carved into the west wall, is an old pirate rhyme:

If Skullport's where ye wish to be,
With the Sargauth's flow go ye.
If pirate booty is what ye crave,
Fight the surge to the captain's grave.

Downriver. Characters who follow the river southwest eventually reach Skullport.

Upriver. The river's current is not particularly strong, and characters can easily make their way upriver to area 9 to find the "pirate booty."

9. CAPTAIN'S GRAVE

Skullport was once a haven for pirates, one of whom came here to hide her treasure—only to die from a poisoned cask of ale shortly thereafter.

9A. RIVER'S EDGE

This cave at the river's edge contains a weathered backpack left by an adventurer who met a grisly end in area 9b. A crowbar and a 50-foot coil of hempen rope are strapped to the outside of the backpack. Inside the pack are five torches too damp to light, a hammer, a tinderbox, a skillet, a half-empty water skin, and seven days' worth of spoiled rations.

9B. DEMON-GUARDED TREASURE

Two **barlguras** crawled out of the Underdark and made a home here. Alerted by approaching light or the echoes of footfalls, they turn invisible and wait to ambush newcomers.

Treasure. Slumped against the west wall is the moldy skeleton of a human pirate clutching a rusty shortsword in one hand and a wooden tankard in the other. A shattered wooden cask lies nearby. Careful examination of the wall above the skeleton reveals a slot carved into the stone. The slot has the same width and depth as the pirate's rusty blade. If this shortsword or one like it is inserted into the slot, a loose rock in the ceiling falls away, and with it comes a moldy old chest. The chest splinters when it hits the floor, spilling out its contents: 500 sp, a sharkskin pouch containing five moss agates (10 gp each), a pair of bone dice (1 gp), a 6-inch-tall empty obsidian bottle carved in the shape of a wizard's tower with a removable cork roof (50 gp), a pearl necklace (250 gp), and a shriveled sea elf's head with a *potion of water breathing* stuffed in its mouth (with the vial's cork sticking out).

10. CAVES OF THE RIVER COVEN

All the caves in this area are cold and damp, with water dripping from the ceiling to form shallow pools of water everywhere.

10A. BLACK PEBBLE CAVE

This 8-foot-high cave abuts the River Sargauth. Its floor is covered with wet black pebbles that crunch underfoot. The sound of footsteps on the pebbles is loud enough to alert the grimlocks in area 10b.

10B. GRIMLOCKS

Having eluded the drow so far, ten **grimlocks** huddle in the back of this 10-foot-high cavern. They feed on fish from the River Sargauth and fight only in self-defense.

10C. SEA HAG COVEN

This 30-foot-high natural cave smells like brine and seaweed. It is home to a coven of three **sea hags** in league with Halaster Blackcloak. Each hag has a **giant crab** pet that follows her around and obeys her commands. The cave's other features are as follows:

Noise. The sound of splashing geysers (see area 10d) echoes throughout.

Pools. The uneven floor has many shallow pits filled with dirty water. The hags use these pits as baths and hide in them if they see lights approaching or hear unfamiliar footsteps.

Decor. A vast variety of shells are embedded in the slick, algae-coated walls.

If the characters previously met with Aderian Dusk, the lantern merchant of Skullport, the sea hags are already acquainted with them thanks to the *hag eye* pendant that Dusk wears. In this case, they address the characters in familiar tones and ask them if they took time to sample some of Skullport's local ales. Otherwise, they politely introduce themselves as Coral Black, Gurge Brine, and Caldra Cuttlefingers.

While all three hags are alive, they gain the Shared Spellcasting trait, as described in the "Hag Covens" sidebar in the "Hags" entry in the *Monster Manual*. The hags aren't spoiling for a fight with non-drow, because Halaster has tasked them solely with ridding the Sargauth Level of the dark elves. The hags keep their affiliation with Halaster a secret and pretend to be harmless shell collectors with no enemies to speak of. They use adventurers to do their dirty work, promising not only safe passage through their caves but also information meant to turn them against the drow. Throughout the conversation, they supply the following observations:

- "A drow priestess has defiled an ancient dwarven temple on the other side of the river, turning it into a profane breeding pit for spider abominations."
- "The drow are kidnapping folk from the city above. Those not fed to the spiders are sacrificed to the vile demon goddess worshiped by the drow."
- "The drow have already infiltrated Skullport and found its defenses lacking. An invasion is imminent. The capture of Skullport will give the drow a firm base from which to strike into the heart of Undermountain. What's next? Waterdeep?"

10D. WATER GEYSERS

Small geysers bubble throughout this 20-foot-high cave, spouting jets of briny water that soak the roof.

10E. STONE CAULDRON

Cauldron. In the middle of this 20-foot-high cave, the floor bulges and forms a 5-foot-diameter stone cauldron.

Decor. Ship rigging and tattered sails hang from the ceiling like web strands and torn curtains.

The stone cauldron, created by Halaster, is filled to the brim with murky water and has five rusty iron keys at the bottom. (These keys unlock the shackles in area 10g.) The cauldron has AC 17, 60 hit points, and immunity to poison and psychic damage. If reduced to 0 hit points, the cauldron cracks and is destroyed. The sea hags use the cauldron as a focus for their *scrying* spell.

The first time a creature other than a sea hag disturbs the water or damages the cauldron, an elder rune materializes above it (see "Elder Runes," page 12). Draw from the Elder Runes Deck (see appendix B) to determine which rune appears. The elder rune targets a random creature within 60 feet of it.

Any creature that drinks a pint or more of water from the cauldron must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour per pint consumed.

10F. GNAWED BONES

The walls of this cave are stacked neatly with goblin, hobgoblin, troglodyte, and giant spider bones that have been picked clean by the sea hags.

10G. LARDER

The sea hags shackle their food here. Old chains bolted to the walls end in five sets of rusty shackles, the keys to which are hidden inside the cauldron in area 10e. A character with thieves' tools can pick each lock with a successful DC 15 Dexterity check.

Two prisoners are chained here when the characters arrive: an unarmed **goblin** named Lerk and a 13-year-old boy named Delvin Stormshore (CG male Illuskan human **commoner** with no weapons).

The hags caught Delvin after he and a friend "borrowed" a rowboat and used it to explore the sea caves near Skullport. When the sea hags attacked, Delvin's friend leaped out of the boat and managed to swim away, but Delvin wasn't so lucky. He's so cold and scared that he stammers when he tries to talk.

For its own amusement, the wicked goblin has been tormenting Delvin by threatening to eat him before the hags return. Since the boy can't see in the dark, he mistakes the bullying goblin for his jailer, not another prisoner. If rescued, Delvin insists that the characters call him "Del" and gladly offers to carry their gear for them.

Like most goblins, Lerk is a cowardly bully. He's very hungry and begs characters for food and freedom.

10H. HAGS' HOARD

Ceiling. This cave has a jagged, 30-foot-high ceiling.

Wreckage. A 20-foot-high mountain of rotted-out rowboats fills the back 40 feet of this damp cave.

Jutting like needles from the mound are shattered,

barnacle-covered spars that were once masts. At the top of the mountain of junk is a crow's nest that contains the sea hags' treasure (see "Treasure" below).

Wall Decor. Hanging from iron spikes pounded into the walls are dozens of captain's wheels plundered from sunken ships and festooned with skulls.

Figurehead. Leaning against the south wall is a ship's figurehead carved in the form of a wailing banshee.

The rowboat wreckage is difficult terrain, and sections of it are prone to collapse. Any creature that ends its turn on the wreckage must succeed on a DC 10 Dexterity saving throw or fall prone.

The waterlogged figurehead stands 8 feet tall and weighs 1,200 pounds. A *detect magic* spell reveals an aura of abjuration magic around it. Casting *dispel magic* on the figurehead renders it nonmagical. Unless its magic is dispelled, the banshee figurehead lets out a tremendous wail if any creature other than a sea hag approaches within 10 feet of the crow's nest. The banshee's wail echoes throughout the cavern and can be heard as far away as area 10c. If the hags survive, they gather reinforcements from areas 10a and 10b and rush to defend their precious treasure.

Treasure. The crow's nest contains 2,000 cp inside a lidless wooden chest, 250 sp inside a tin urn, an umbrella, a set of weaver's tools, an ebony walking cane with an octopus-shaped handle made of pewter (25 gp), and a cracked spyglass (250 gp).

11. RECLUSE

A drider lives here. The sea hags in area 10 use it to guard the "front door" of their lair.

11A. PETRIFIED PRINCE

Maw. This yawning cave resembles the maw of some great fish. Natural columns of rock support the 30-foot-high ceiling.

Statue. In the middle of the cave stands a half-crumbled statue of a princely human clad in plate armor, his sword drawn and at the ready.

A medusa lived in these caverns many years ago until adventurers got the better of her. The crumbled statue is all that remains of one of her victims.

11B. COCOON FOREST

Driders Spellcaster. A drider lurks in the smaller cave to the north and emerges to confront intruders who enter by way of area 11a. This drider has the Spellcasting trait described in the sidebar that appears in the "Driders" entry in the *Monster Manual*.

Statues. The main cave has a 40-foot-high ceiling filled with the petrified victims of a medusa that once lived here. The drider has wrapped these statues in thick webs, creating an eerie forest of gray cocoons. Strung between these cocoons are web strands that create difficult terrain.

The drider clings to the walls, staying out of reach of melee weapons while casting spells or shooting its longbow. As it attacks, it says over and over in Elvish, "The queen is mad—mad at me. She is mad as mad can be."

Pulling apart the web cocoons or setting them on fire reveals the Petrified creatures hidden inside them. The creatures include several drow, kuo-toa, and troglodytes, as well as a few dwarf miners and human pirates. All of them are locked in poses of combat, with expressions of fear on their faces.

12. BOO-TY HUNTERS

The shape of this riverside cavern resembles a clamshell. The **ghosts** of three human pirates named Algarr Grimitide, Liddie "Slurrtongue" Peddlekant, and Fishbone Jim move in and out of the rocks, searching for buried treasure. They attack creatures they perceive as competitors and ignore any others.

The ghosts can't rest until they find hidden treasure. The characters can get the ghosts' attention by offering to lead them to a hidden hoard (such as the one in area 9b) or to a location near the river where the characters have buried treasure themselves. The ghosts can follow the party or possess characters but can't stray more than 100 feet from the River Sargauth. Once they find what they're looking for, they cackle and dance about madly, then vanish forever. Characters who lay the ghosts to rest in this way should receive XP as if they had defeated them in combat.

13. RIVERSIDE CAVES

These rooms contain conveyances the characters can use to travel up and down the River Sargauth.

13A. DROW RAFTS

The drow use rafts to ply the River Sargauth. Leaning against the walls are two 10-foot-square rafts made of zurkhwood logs lashed together with thick spiderwebs. Resting nearby are six 10-foot poles that the drow use to guide the rafts up and down the river.

13B. FERRYMAN'S REST

This 20-foot-high cave abuts the River Sargauth and has the following features:

Door. An ornate stone door embedded in the northwest wall is flanked by bas-reliefs of helmed dwarves, their faces chipped away by vandals. An inscription carved into the door's molding has also been damaged, rendering it indecipherable.

Ferry. A black gondola, its hull carved with leering eyes, is moored at the river's edge and ferried by a black-robed tiefling **skeleton** clutching a 10-foot pole, which it uses to guide the boat.

The gondola and the skeletal ferryman are all creations of Halaster. The gondola, which can hold up to seven Medium creatures and their gear, is a Large object with AC 11, 50 hit points, and immunity to poison and psychic damage.

The tiefling skeleton understands Common and Infernal, but can't speak. It plies the River Sargauth in whichever direction its riders want to go. When the characters reach their destination, the tiefling extends a bony hand, expecting a payment of one coin per passenger. If it doesn't receive the proper payment, both it and the boat fade away. Characters who destroy the skeleton or use

an effect that turns undead against it can commandeer the gondola—but without its proper pilot, the ship is attacked whenever it enters a section of the river marked with a wavy arrow. Roll a d6 and consult the following table to determine the nature of the attackers:

d6 Creatures

- | | |
|-----|---|
| 1–2 | Four minotaur skeletons rise from the river bottom. |
| 3–4 | Seven shadows crawl into the boat. |
| 5–6 | Four will-o'-wisps materialize above the boat. |

14. STONECARVERS' HALL

The Melairkyn dwarves hauled blocks of unworked stone here to be carved into doors, statues, and other forms.

14A. SOUTH ENTRANCE

A 4-foot-square block of stone has fallen from the ceiling of this hall and cracked in two on the floor. The block was released when someone stepped on a hidden pressure plate in the floor. (The trap failed to hit its intended target and no longer poses a danger to anyone.)

Innermost Door. This thick stone door is flanked by bas-relief carvings of dwarves, their faces and beards chipped away. A dwarf can open the door, but no other creatures can do so except by using a *knock* spell or similar magic. The door has AC 15, 75 hit points, and immunity to all damage except force damage and damage dealt by adamantine weapons.

14B. NORTH ENTRANCE

In the middle of the hallway, crushed beneath a 4-foot-square block of stone that has fallen from the ceiling, is a goblin. Only its gangly legs are visible. (The goblin stepped on a pressure plate that caused the block to fall, and the trap no longer poses any danger.)

Innermost Door. This thick stone door has the same appearance and properties as the one in area 14a.

14C. HALL OF STONE

Big Xorn. An unusually large xorn, 10 feet tall and 10 feet wide, sleeps soundly in the middle of the room. While asleep, the creature remains standing, its mouth and eyes closed, its arms hanging limply with knuckles scraping the floor.

Stone Cubes. Twenty cubes of solid granite measuring 8 feet on a side are arranged about the chamber. One cube near the west wall, marked with an X on map 3, is fake (see “Fake Cube” below).

Statues. Four unfinished statues situated around the room have piles of chipped stone around their bases.

Until it escaped captivity and hid here, the xorn was one of Halaster’s prized pets, raised on a steady diet of magic gemstones to dramatically increase its size. It comes and goes by phasing through the walls, and it enjoys the quiet solitude that this chamber provides. A successful DC 16 Dexterity (Stealth) check allows a creature to cross the room quietly without waking the xorn, but the check is made with disadvantage if the creature is carrying coins or gemstones, since the xorn can detect such treasures by scent even while it is

asleep. The discovery of intruders in its lair provokes its anger, causing it to attack.

The **xorn** has a challenge rating of 8 (3,900 XP) and the following changes to its statistics:

- The xorn is Large and has 103 (9d10 + 54) hit points.
- Its Strength is 20 (+5), and its melee weapon attacks have a +8 bonus to hit. Its claw attacks have a reach of 10 feet and deal 9 (1d8 + 5) slashing damage on a hit, and its bite attack deals 22 (5d6 + 5) piercing damage on a hit.

Fake Cube. Although similar in appearance to the granite blocks, this 8-foot cube is hollow with 3-inch-thick plaster sides. A dwarf within 10 feet of the cube can tell at a glance what it’s made of, as can a character who taps the cube with a hammer or a similar tool. Any creature weighing more than 50 pounds that stands on the cube falls into it as the plaster gives way underfoot.

The cube contains a chipped alabaster throne of elven design, sturdy in construction yet elegant in form. It is intricately carved to resemble bundled branches and twigs, with a tiny songbird perched on one end of its back. There used to be five carved songbirds perched atop the throne, but four have been broken off and lost.

The throne was carved by the elves of Illefarn, an ancient kingdom of the North. It disappeared from its capital (located where Waterdeep stands today) shortly before the kingdom’s destruction 2,500 years ago. The Melairkyn dwarves found it in damaged condition and planned to return it to the elves as a gift after repairing it. Dwarven adventurers later found it and hid it in hopes of returning when they had a means of getting it out of the dungeon, but they didn’t make it back. Finding the throne and informing Volo of its whereabouts completes a quest (see “Throne of the Coronal,” page 8).

As one of the oldest surviving relics of Illefarn, the throne is priceless. It has two minor magical properties:

- A creature sitting in the throne can’t tell a lie.
- The throne is surprisingly light for its size, weighing only 500 pounds.

Unfinished Statues. Represented by the statue icons on map 3, these four unfinished samples of dwarven stonework, from north to south, are:

- A mostly finished statue of a female dwarf priest carrying a stone censer
- A half-finished statue of a cheery dwarf girl riding on the shoulders of her beaming father, whose lower body has not yet been carved
- A half-finished stone door carved with the image of a heavily armored dwarf clashing axes with a minotaur
- A mostly uncarved block of stone from which the features of an ornate stone brazier are emerging

15. WAY TO WYLOWOOD

The drow cornered and killed several troglodytes in these caves after the reptilian creatures refused to be enslaved.

15A. BATTLE SCENE

The floor here is stained with blood and strewn with a dozen spent bolts from hand crossbows. A character

who inspects the bolts and succeeds on a DC 15 Intelligence (Nature) check finds evidence of drow poison on the bolts, but the poison has lost its potency.

15B. ROTTING TROGS

Stench. A putrid stench fills this 10-foot-high cave, courtesy of three rotting troglodyte corpses riddled with crossbow bolts. Closer examination reveals nasty puncture wounds (from poisoned drow shortswords).

Arch Gate to Level 5. Embedded in the southeast wall is a stone arch, its keystone and base stones each bearing an engraving of an old man clutching a staff.

The stone arch is one of Halaster's magic gates (see "Gates," page 12). Its rules are as follows:

- The gate opens for 1 minute when the arch is tapped three times with a staff of any kind.
- Characters must be 8th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 6i on level 5, in the closest unoccupied space next to the identical gate located there.

16. CROSSFIRE CAVES

Four drow sentries watch for river incursions from Skullport. The drow fire crossbows at enemies as they pass between the two caves.

16A. NORTH LEDGE

Two male **drow** hide on this ledge, 6 feet above the water. They are brothers named Varaun and Veszdar. If one is killed, the other flees and alerts the drow in area 20.

16B. SOUTH LEDGE

Hidden atop this 8-foot-high ledge are two male **drow** named Molkoth and Quilolvir and a female **drow elite warrior** named Meridin Helvirae. Meridin commands this guard post. She carries a 30-foot-long coil of spider silk rope tied to a grappling hook, which the drow use to swing across the river.

A side cave contains the remnants of an old campfire and the skeletal remains of a halfling adventurer who was robbed and killed by his companions. There's no treasure left to be found here.

17. DANGEROUS PATHS

These caverns stand between the drow and goblinoid settlements on this level.

17A. CONTESTED CAVERN

Guards. Eleven **hobgoblins** and a **hobgoblin captain** are stationed in this 20-foot-high cave.

Blood. Bloodstains on the floor hint at violent skirmishes that took place here in the past.

Descending Tunnel. A tunnel to the west slopes steeply downward to level 4, area 1.

House Auvryndar and the Legion of Azrok have been fighting for control of this cave for months. The faction that controls this cave controls access to level 4 of

Undermountain. The goblinoids under Warlord Azrok hold it currently, and the hobgoblins' orders are to defend it against drow incursions. The captain, Kliyuse the Skull Cleaver, has further instructions to direct adventurers northward to the goblinoid settlement (area 21), denying them access to level 4 until they have met with Azrok and Lurkana. If the characters go where they are directed, Kliyuse assigns two hobgoblins to see that they reach the settlement safely and promptly.

17B. BUGBEAR SENTRY

Hunkered down near the eastern wall of this 15-foot-high cave, gnawing on old bones, are six **bugbears** with orders to attack any non-goblinoids traveling through here without an escort.

17C. KEEPERS OF THE PURPLE WORM

This 15-foot-high side cave is mostly empty except for two **goblins** huddled at the north end. The goblins, Dribblespit and Zob, found a treasure buried in the ruins of Stromkuhldur (see "Treasure" below) and brought it here to inspect it more closely. The goblins are oblivious to the danger nearby (see area 17d) and won't give up their newfound treasure easily.

Treasure. Each goblin has half of a 6-inch-tall purple worm statuette carved out of a lustrous purple stone. If the two halves are reattached using a *mending* cantrip, the statuette can be sold for 125 gp. It weighs 5 pounds.

17D. NEROZAR THE DEFEATED

Floating in the middle of this 30-foot-high cavern is a beholder zombie named Nerozar and three **gas spores** that closely resemble it. Any character who can see the gas spores can discern their true nature with a successful DC 15 Intelligence (Nature) check.

Nerozar has the statistics of a **beholder zombie**, but its Disintegration Ray is replaced with the following:

Telekinetic Ray. If the target is a creature, it must succeed on a DC 14 Strength saving throw, or the zombie moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the zombie's next turn or until the zombie is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The zombie can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or container.

Nerozar uses its Telekinetic Ray to direct the gas spores on collision courses with intruders. The gas spores' poison has no effect on the beholder zombie.

Nerozar challenged Xanathar for lordship of Skullport and lost. Skullport's mind flayer ambassador (see area 21g) brought Nerozar's animated corpse with it to Stromkuhldur, but Azrok wouldn't allow the beholder zombie to remain in the settlement, so the mind flayer left it here, where it sprouted the gas spores.

17E. OTYUGH LAIR

This 10-foot-high side cavern is piled high with refuse and rotting corpses, under which hides an **otyugh**. The otyugh is a friend to the goblins, hobgoblins, and bugbears of Azrok's Hold (area 21), who supply it with

plenty of carrion. It won't ordinarily attack goblinoids or anyone escorted by them. It will, however, attack any creature that dares to root through its garbage pile.

The corpses in the garbage pile are the remains of drow, quagoths, bugbears, goblins, and hobgoblins that were killed in skirmishes between the Legion of Azrok and House Auvryndar. The bodies have been stripped of all armor, weapons, and valuables, and some are missing chunks of flesh—a feast for the otyugh.

18. ABANDONED CAVERN

This 30-foot-high cavern contains part of the ancient settlement of Stromkuhldur. Crumbling, single-story buildings stand empty, their roofs caved in and their insides picked clean. Sections of the cavern ceiling show signs of collapse, with rocks scattered across the floor.

19. CHIMERA'S LAIR

Trissa Auvryndar's pet **chimera** lounges atop a pile of coins in the southern half of this 15-foot-high cavern. The chimera can be placated with food and shiny trinkets; otherwise, it attacks adventurers who come too close to its hoard.

The chimera's hoard contains 600 ep, 2,000 sp, and 10,000 cp.

20. DROW TOWN

An ancient earthquake collapsed sections of Stromkuhldur, dividing the town into smaller caverns. After driving the Legion of Azrok out of this eastern cavern, the drow of House Auvryndar assumed control of it. The cavern has the following features:

Ruins. The 30-foot-high cavern is a deathly quiet maze of crumbling stone buildings, many of which have partially collapsed. The buildings' walls are 10 feet high, and their roofs have mostly caved in.

Webs and Spiders. Webs are strung between the buildings, but they're not thick enough to inhibit movement. Nine **giant spiders** roam the alleys between the buildings in search of prey.

The giant spiders creep about in groups of three. Additional forces stationed here include a male drow elite warrior named Ranaghax Auvryndar, twelve male drow, three grimlocks, and three quagoths. If an alarm is raised, these forces gather with the giant spiders to seek out and destroy intruders.

Buildings not keyed on the map are assumed to be empty rooms. The rest are described below.

20A. KITCHEN

Odor. The smell of meat stew wafts from this building. **Servants and Guards.** Inside, a manacled **bugbear** and three **goblins** shackled together by the ankles are preparing meals under the watchful eye of three male **drow** guards named Raelphar, Rizryn, and Xebyl.

Furnishings. Stone counters are spread throughout the room. A large cauldron is hung above a fire in the southwest corner.

Raelphar carries a key to the bugbear's manacles, and Rizryn has a ring of keys that unlock the goblins'

shackles. Without these keys, a successful DC 15 Dexterity check made using thieves' tools opens each lock.

If released from captivity, the goblinoids arm themselves with improvised weapons and flee to area 17a by way of the south tunnel. The bugbear's name is Blarg. The goblins' names are Globby, Bootlick, and Earstabber.

What's for Dinner? The simmering cauldron contains a hearty stew of ripplebark fungus and troglodyte meat.

20B. T'RISSA'S QUARTERS

Two male **drow** guards named Krivven and Yazdriirn stand outside the door. They deny entry to all but Trissa and immediately attack intruders. The building holds the following features:

Stuffed Heads. Mounted to the walls are the stuffed heads of several bugbears, hobgoblins, and goblins.

Chest. A locked chest of dark wood, carved in the likeness of a spider with eyes of red crystal, rests in the western alcove. (The key to the chest is hidden in the mouth of a mounted goblin head nearby.)

Furnishings. A bed with a canopy of spiderwebs fills the eastern alcove. Other furnishings include a dresser and a vanity that has an empty frame where the mirror should be.

The chest's lock can be picked by using thieves' tools and making a successful DC 15 Dexterity check, or opened with a *knock* spell or similar magic.

Treasure. The eight red crystal eyes on the chest can be pried loose and are worth 5 gp each. Inside the chest are three shelves stacked vertically.

The top shelf holds an onyx spider figurine (25 gp), eight sticks of incense (1 gp each), and a dagger with a tiny reservoir built into its hilt that holds up to three doses of a liquid poison.

The middle shelf contains a folded spider silk robe, dyed black, with tiny golden spiders sewn into it (90 gp). Hidden in the folds of the robe is a *potion of healing* in a crystal vial.

On the bottom shelf rests a birchwood wand (an arcane focus) and a leather-bound spellbook that belong to Marta Moonshadow (see area 5d). The book contains the following spells: *chromatic orb*, *cone of cold*, *counterspell*, *detect magic*, *dispel magic*, *enlarge/reduce*, *fireball*, *fly*, *greater invisibility*, *ice storm*, *identify*, *mage armor*, *magic missile*, *magic weapon*, *misty step*, *polymorph*, *shield*, and *suggestion*.

20C. QUAGGOOTH DEN

Three **quagoths**, one of which is a quaggoth thonot (see the sidebar in the "Quaggoth" entry in the *Monster Manual*), feast from a trough in the middle of this room. The trough contains bloody troglodyte entrails and other less identifiable fixings. Non-drow intruders are attacked on sight.

20D. DEMON MIRROR

The door to this building is locked, and Trissa Auvryndar (see area 6) carries the only key. The lock is old and can be picked by using thieves' tools and making a successful DC 12 Dexterity check.

The building is full of cobwebs, and a 3-foot-tall oval mirror hangs on the western wall. Eerily realistic spiders are carved into its stone frame, almost appearing to twitch and crawl. When a creature approaches within 5 feet of its reflection in the mirror, the reflection disappears and is replaced with the shadowy face of a giant spider obscured by smoke.

The creature in the mirror is a projection of a yochlol demon in the service of Trissa's mother, Vlonwelv. If the figure standing before the mirror is Trissa or someone who looks exactly like her, the spider offers a warm greeting in Elvish with its clicking mandibles and demands to know why efforts have been started to conquer the Twisted Caverns (level 4) when Stromkuhldur and Skullport have yet to be taken.

If a creature that is clearly not Trissa stands before it, or if the yochlol realizes it has been fooled, the demon assumes its true waxy form, stares back with its one glaring red eye, and screams in Abyssal, "I know who you are!" The mirror then falls and shatters on the floor.

20E. TREASURE DOWNSTREAM

River of Fish. A vein of turquoise runs through the east wall diagonally, looking like a stream. The granite in the vein has been carved to look like a school of trout.

Stone Basin. A large, empty basin is carved into the floor at the northern end of the room.

The vein of turquoise runs from the top right corner of the east wall to the bottom left, heading down toward the empty basin. The trout carvings appear to be swimming upstream, away from the basin. Close examination of these carvings reveals that the fish can be rotated. The first time all the fish are turned so that they appear to be swimming downstream, a hidden valve in the basin opens and fills the container with 50 gallons of fresh water. Swimming in the water is a tiny emerald fish.

Treasure. The emerald fish swims around the basin until it is scooped out with a successful DC 10 Dexterity check, at which point the fish transforms into an *elemental gem* (water). The water remains in the basin after the fish is removed and does not drain away. Nothing happens if the trout carvings are rotated again.

20F. UNOCCUPIED QUARTERS

Eleven padded bedrolls are spread throughout this room atop stone slabs. Each bed is paired with a small chest that doubles as a side table. The chests are unlocked and contain simple black clothes.

20G. DROW BARRACKS

Twelve bedrolls are spread out on the floor of this room. Six off-duty male **drow** and a male **drow elite warrior** relax here, but they quickly snatch up their weapons at the first sign of trouble. The drow are named Alybbrin, Chasmas, Jarkorl, K'yordred, Szorth, and Xebrek. The drow elite warrior, Ranaghax Auvryndar, is regaling the other drow with a reenactment of a one-on-one battle he had with a hobgoblin captain of the Legion of Azrok, which ended with the captain catching Ranaghax's poisoned blade in the neck. His telling of the tale is loud enough to be heard by characters listening at the door.

Ranaghax, Trissa's older brother, is subordinate to her and all other female drow in his house. He knows his place and eagerly awaits the opportunity to claim the rest of Stromkuhldur when Trissa finally gives the order to do so.

Treasure. Ranaghax wears an obsidian scarab brooch inscribed with the insignia of House Auvryndar (25 gp), and he carries 35 gp in a web pouch.

20H. OLD DINING HALL

Lanterns. Anchored to the rafters by short chains are four unlit iron lanterns.

Furnishings. A solid stone table fills the west side of the room. The table, sized for dwarves, has shorter legs than most. Stone benches run the length of the table on either side, and a single stone chair stands at each end.

20I. WATER CLOSET

A male **drow** named Balok sits on a latrine bucket in this chamber and is embarrassed to be caught in such a compromising position. If the characters attack him, he tosses the bucket at one of them as a distraction and flees to area 20g. (Treat the bucket as an improvised weapon that deals no damage but douses the target in stinky filth on a hit.)

20J. TROGLODYTE MOB

A horrible stench fills this chamber, the floor of which is covered with loose rocks.

Twelve captured **troglydites** are confined to these quarters, but the guard stationed outside their door has slipped away to area 20i. If anyone other than a drow opens the door, the troglodytes seize the chance to escape. On their turn, they try to stampede their way to freedom and are loud enough to trigger an alarm. Troglydites that escape head south and disappear into the dark waters of the River Sargauth.

20K. GATHERING OF GRIMLOCKS

Stench. This room reeks of death and decay.

Grimlocks. Three **grimlocks** are picking hair out of their teeth in the middle of the room.

Detritus. The room is strewn with rocks, heaps of splintered armor, and broken weapons. (The armor and weapons were taken from dead goblinoids. None of this gear is salvageable.)

Characters who follow the scent of decay discover a pile of severed goblin and hobgoblin heads tucked behind a wall of rocks near the south end of the room.

21. AZROK'S HOLD

The largest unburied section of Stromkuhldur is held by the Legion of Azrok and is called Azrok's Hold. As rumors of Azrok's blindness spread quietly through the settlement, fears mount of an impending attack from the drow in Stromkuhldur or from Skullport. A shroud of gloom and anxiety hangs over the normally raucous settlement, which has the following features:

Ruins. The 30-foot-high cavern is a maze of single-story stone buildings, many of which have partially col-

lapsed. Most of the buildings have 10-foot-high walls and no roofs.

Streets. The narrow “streets” between the buildings are strewn with trash and filth. Harmless rats scurry around every corner.

Banners. Hanging from several structures are tattered yellow banners bearing Azrok’s sigil, a bloody handprint inside a hollow red triangle.

Patrols. Four bands of hobgoblins patrol Azrok’s Hold. Each patrol consists of three **hobgoblins** and a **hobgoblin captain**, who interrogates visitors and demands to see their identification papers.

Visitors entering Azrok’s Hold are greeted by two **bugbears**. Drow are attacked on sight. Others may enter and move through Azrok’s Hold, provided they have the proper identification papers. Visitors without papers are escorted by the bugbears to area 21c for processing.

Once each party member has papers, the bugbears take the characters to see Azrok in area 21n. This meeting is not optional, since tribute must be paid to the hobgoblin warlord in return for his hospitality. Afterward, characters can move freely about Azrok’s Hold, coming and going as they please. (Visitors need to register again only if they lose their papers.) If the characters wander the streets on their own, use the Random Encounters in Azrok’s Hold table as needed.

RANDOM ENCOUNTERS IN AZROK’S HOLD

d10 Encounter

- | | |
|------|---|
| 1 | Halaster’s scrying eye (see “Halaster’s Lair,” page 311), which observes the characters silently for a minute before disappearing |
| 2 | A goblin child (noncombatant) eating a dead rat |
| 3 | A goblin hauling a bucket of garbage to area 17e |
| 4 | 1d4 goblins with shovels, either digging through rubble or heading to a dig site |
| 5 | 1d3 bugbears who sneer at visitors and make rude comments as they pass by |
| 6 | A bugbear with an intellect devourer in its skull that tries to lure characters to area 21f |
| 7 | Preeta Kreepa (see area 21m) |
| 8–10 | Three hobgoblins and a hobgoblin captain keeping the peace and checking visitors’ identification papers |

Combat behind closed doors probably doesn’t raise an alarm, but any loud disturbance in the streets is likely to put the entire settlement on alert. As it happens, the Legion of Azrok’s military has been winnowed down by recent altercations with the drow. The current defenders of Azrok’s Hold include eight bugbears, thirty-two goblins, twenty hobgoblins, four hobgoblin captains (including Lurkana), Azrok the hobgoblin warlord, and two worgs. These forces don’t include goblinoids in league with the Xanathar Guild or other visitors, nor do they include noncombatants such as children.

Buildings not keyed on the map are assumed to be empty rooms. The rest are described below.

21A. “KREK”

At the end of a street of mostly collapsed buildings is a canted door with a bugbear marionette hanging next to it. Gouged into the door frame is the word “Krek” (a Goblin word meaning “this for that” or “trade”).

The walls of the shop on the other side of the door have caved in, and the space that remains is filled with piles of junk and well-worn adventuring gear. The shop’s proprietor is an **oni** disguised as an old hobgoblin named Kinrob. If a character is looking to procure an item on the Adventuring Gear table or the Tools table in chapter 5 of the *Player’s Handbook*, there’s a 25 percent chance that Kinrob has the item in question and will trade it for one or more items of equal or greater value.

Kinrob’s true nature is a well-known “secret” in the Legion of Azrok, and fear of the oni has rendered the surrounding neighborhood a ghost town. Azrok placates the oni by giving it newborn goblins to feed on. The first time the characters visit Kinrob, a **bugbear** enters to deliver a goblin child in a basket, then skulks away. Kinrob puts the meal aside until its business with the characters is concluded, then politely shows them the door.

Princess Doll. One of the items in Kinrob’s junk pile is a sackcloth doll with button eyes and a gold cloth tiara with tiny gemstones sewn into it (2 gp). The characters can trade for this item like any other and return it to its proper owner (see area 21b).

21B. SAD HUGGYBUG

Huggybug, a goblin child, cries alone in a rubble-strewn passageway. Between sobs, she explains that an older goblin stole her princess doll and traded it for a shovel from the “Gob Gobbler.” If the characters ask where the toy was taken, she leads them to area 21a but fearfully refuses to go inside.

Treasure. If the characters return the doll to Huggybug, she gives them a turquoise dolphin figurine (25 gp) in gratitude.

21C. REGISTRATION CENTER

Clerks. Six **goblins** with ink quills sit behind a row of makeshift desks, ready to scribble the names of visitors into dog-eared ledgers and issue identification papers. Glowing oil lanterns hang above each desk from chains anchored to the ceiling.

Manager. A **hobgoblin** wearing cracked half-moon spectacles sits behind a stone lectern and greets all those who enter, directing each new arrival to one of the available goblin clerks.

Visitors are required to carry identification papers at all times in Azrok’s Hold. The goblins behind the desks interview visitors, draw crude pictures of them, and fill out papers with their names, races, ages, heights, eye color, skills, and home cities. The same information is also entered in a large ledger. Inquiries about other visitors are met with silent stares, because the goblins have instructions not to reveal any of the information.

Once all the characters are registered and have identification papers, the hobgoblin behind the lectern rings a bell, and two **bugbears** appear to escort the visitors to area 21n, where they are expected to pay deference to Warlord Azrok.

21D. ARMORY

Two **hobgoblins** guard racks of mundane weaponry.

21E. HOBGOBLIN BARRACKS

The old furnishings were cleared out of this chamber to make room for thirty-two wooden cots. Five **hobgoblins** rest here between patrols.

21F. BRAIN-DOG KENNEL

The mind flayer ambassador (see area 21g) has been luring goblinoids into this building and implanting intellect devourers in their skulls. The chamber has the following features:

Wreckage. The floor is strewn with wrecked furniture and broken crates.

Goblins. Feeding on rats in the middle of the room are two **goblins** and a **goblin boss**, all with **intellect devourers** implanted in their skulls.

Brain-Dogs. Two more **intellect devourers** hide among the wreckage. They target intruders with their Devour Intellect action option.

21G. XANATHAR'S AMBASSADOR

A **mind flayer** named Ulquess resides here, serving as the ambassador from Skullport. Ulquess has been implanting intellect devourers in the skulls of goblinoids, turning them into spies loyal to Xanathar. If its plot is discovered, the mind flayer has no choice but to telepathically summon its thralls from area 21f to kill anyone who knows its secret. (It hides the bodies in area 22.)

The room's centerpiece consists of two elegant chairs made of petrified wood arranged atop a circular rug. On a slender table between the chairs is a makeshift, three-tiered Dragonchess set assembled from myriad pieces of other sets. The mind flayer conducts business here while seated casually in one of the chairs.

If the characters are meeting with the ambassador at Lurkana's urging (see "Side Quest: Retrieve Azrok's Dagger," page 44), the mind flayer politely discourages them from visiting Skullport, claiming that it's not safe for adventurers. It also tells them an Undermountain secret, hoping they'll be lured away by the mystery. Draw a card from the Secrets Deck (see appendix C).

Treasure. A thorough search of the room yields an unlocked iron coffer containing 100 gp that the ambassador uses for bribes.

21H. GOBLIN DEN

The door to this structure is ajar, with snores emanating from within. Sleeping in a pile to the north are twelve **goblins**. Their weapons and shields lie in a heap to the south. The goblins are reluctant combatants, easily intimidated by shows of strength. If they're being massacred, the survivors flee to area 23a.

21I. VISITORS' QUARTERS

Visitors who are on friendly terms with Azrok and Lurkana can rest here. The door has no lock. The chamber contains enough bedroom furniture to accommodate eight guests.

21J. ALE STOREHOUSE

Azrok buys cheap ale from Gyudd's Distillery in Skullport and stores it here. The door is shut from within and has a small, iron-barred window. Forcing open the door requires a successful DC 22 Strength (Athletics) check. Standing inside the room is a **hobgoblin** guard with a horn. It uses an action to blow the horn and sound an alarm if someone tries to break into the storehouse.

The chamber contains thirty 5-gallon casks. Eight of them hold Wyrmwizz, a muddy swill, and the rest are empty.

21K. CAPTAINS' BARRACKS

The furnishings were cleared out of this room to make space for nine wooden cots. Two **hobgoblin captains** rest here between patrols.

21L. VISITORS' QUARTERS

This chamber is identical to area 21i.

21M. PREETA KREEPA

Dug out of a mostly collapsed section of Stromkuhldur is a stone hovel in a cave lit by *continual flame* spells cast in several old cauldrons lying among the rubble.

The door to the hovel is ajar, and harmless rats scurry in and out in a constant stream. Inside the hovel, feeding bits of juicy moss to the rats, is a mage named Preeta Kreepa. She served as an assistant to Arcturia, one of Halaster's apprentices, until Arcturia transformed her into a monstrous horror. Preeta looks like an old woman with two beholder eyestalks sprouting from her eye sockets. Her mouth, twice as large as it should be, is filled with sharp, pointed teeth. She wears the flayed, slippery, translucent skin of a kuo-toa as a cloak.

For years, the Legion of Azrok left Preeta alone. Now the growing hostilities with the drow have prompted Azrok to call on her for help. Preeta understands the threat posed by the drow and is using *animate dead* spells to raise drow corpses, creating forces that Azrok can call upon to bolster his defenses. She keeps these undead warriors locked in area 21q.

Preeta is a **mage**, with these changes:

- Preeta is chaotic neutral.
- She has darkvision out to a range of 120 feet, and she speaks Common, Dwarvish, Goblin, and Undercommon.
- As a bonus action or a reaction, she can shoot one of the following eye rays at one target she can see within 120 feet of her:
 - Fear Ray.** The target must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
 - Paralyzing Ray.** The target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fear Ray. The target must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Paralyzing Ray. The target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If the characters promise not to harm her, Preeta shares two Undermountain secrets with them. Determine each secret by drawing a card from the Secrets Deck (see appendix C).

SIDE QUEST: FREE ALUSSIARR

Preeta Kreepa knows that Arcturia uses the blood of a "magical man" named Alussiarr as a material component in her horrid transformation rituals. She suggests that the characters free this man to prevent Arcturia from creating new abominations. Preeta knows that Alussiarr is a prisoner in Arcturiadom, the fourteenth level of Undermountain, but she doesn't know that Alussiarr is a rakshasa.

Treasure. Preeta carries a spellbook bound in lizard hide that contains all the spells she has prepared, plus *animate dead*, *animate objects*, and *fabricate*.

21N. AZROK'S HALL

Two **hobgoblins** stand guard outside this building, one in front of each door. They allow registered visitors to enter after checking their identification papers.

This structure once housed a dwarven smithy, and the decor suggests as much. Its contents are as follows:

Azrok and Lurkana. In the northeast part of the room, Azrok the **hobgoblin warlord** sits on a throne of bleached skulls, with one foot resting on an iron anvil and one hand on the pommel of his greatsword. He wears a helm that covers most of his face and darkens his eyes. Whispering in his ear is his wife Lurkana, a formidable **hobgoblin captain**.

Goblinoids. Attending the warlord are two **bugbears**, four **hobgoblins**, and six **goblins**. One of the bugbears has an **intellect devourer** hidden in its skull and acts as a spy for Xanathar while feigning loyalty to Azrok.

Worgs. Gnawing on humanoid bones in the southwest part of the room are two **worgs** loyal to Azrok and Lurkana.

Adventurers brought before Azrok are expected to offer tribute. He is more interested in oaths of fealty than in tangible gifts, but he accepts whatever he's offered. Unless the characters make fools of themselves, Azrok grants them his protection for the duration of their stay in his settlement. Any character who interacts with him and succeeds on a DC 17 Wisdom (Insight) check realizes that the hobgoblin warlord is blind but is hiding that fact, never looking directly at anyone. The characters also see a ghastly pendant on a cord around his neck—a severed human finger that wears a platinum signet ring (see "Lord Rosznar's Ring" below).

When the characters are done speaking with Azrok, Lurkana takes them aside and offers them a quest (see "Side Quest: Retrieve Azrok's Dagger," page 44). If they refuse, Lurkana scowls and kicks them out.

If combat breaks out, the hobgoblins stationed outside immediately raise a general alarm, causing all forces loyal to Azrok to converge on the area.

Lord Rosznar's Ring. The ring worn around Azrok's neck bears the symbol of House Rosznar of Waterdeep: a diving white falcon on a field of blue. Inscribed on the inside of the band are the words "To Kres—Fly high and stoop swift." The ring is worth 25 gp.

The finger upon which the ring rests once belonged to Kressando Rosznar, who came to Azrok's Hold after failing to make progress in dealings with the Xanathar Guild in Skullport. The young nobleman was looking to set up a slavery ring in Undermountain, with slaves flow-

ing down from Waterdeep and money flowing up into House Rosznar's coffers as well as Azrok's war chest.

Azrok was intrigued by the proposition but found Kressando condescending. He killed the nobleman for failing to show the proper respect. Kressando's gutted corpse was fed to the otyugh in area 17e, but Azrok kept the finger as a trophy. If the characters want to retrieve the ring to complete a quest (see "Search for Kressando Rosznar," page 8), they'll have to kill Azrok, charm him into relinquishing it, or steal it while he's incapacitated. The warlord does not give it up otherwise.

Stay a While. If the characters are looking for a safe place to rest and are on good terms with Azrok, Lurkana orders one of the goblins to escort them to area 21i or 21l. After showing the characters to their quarters, the goblin tells them where they can buy adventuring gear (area 21a) and rations (area 21t).

21O. GOBLIN ORPHANAGE

The sound of screaming goblin children issues from small cracks in the walls of this building. Inside, two **goblin bosses** are minding twenty goblin children (noncombatants). The bigger children are being taught how to bully the smaller ones, shoving them around and hurling insults. The goblin bosses remain here even if an alarm sounds elsewhere.

Trinket. Various broken toys lie scattered about. A thorough search yields an intact trinket (roll on the Trinkets table in chapter 5 of the *Player's Handbook*).

21P. ARCH GATE TO LEVEL 6

Embedded in the west wall of this otherwise empty chamber is an arch gate to level 6 (see "Gates," page 12). The keystone of this arch is carved to look like a gold dragon wyrmling, its mouth agape. The rules of this gate are as follows:

- The gate opens for 1 minute when a gemstone worth at least 100 gp is placed in the dragon's mouth, which causes the dragon head to animate and chomp down on the gem (destroying it).
- Characters must be 9th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 36c on level 6, in the closest unoccupied space next to the identical gate located there.

21Q. MORGUE

Nine drew **zombies** stand perfectly still in the middle of this room, which is cluttered with cobwebs, rubble, and wreckage. The zombies obey Preeta Kreepa (see area 21m) and attack anyone else who gets too close.

21R. AZROK AND LURKANA'S QUARTERS

Standing in front of the door to this chamber is a tired **goblin** named Salt Nose, so named because he has white freckles on his broad snout. He's suffering from three levels of exhaustion and is trying to keep a 10-foot pole steady with trembling hands. From the top of the pole hangs Azrok's banner: a bloody handprint inside a hollow red triangle on a sheet of yellow-dyed flesh.

Lurkana uses the banner as a form of punishment; she makes disobedient or incompetent underlings stand outside these quarters for hours or even days on end with no food, no water, and only the banner to keep them company. Salt Nose spilled a plate of food on Azrok's lap and fears that he will spend what little remains of his life here. Characters who take pity on him earn his trust, and he readily tells them where to find things in Azrok's Hold. If information is what the characters seek, Salt Nose suggests they speak with Preeta Kreepa, a strange creature that has lived in Stromkuhldur since before the goblinoids came (see area 21m).

The building is empty except for a large bed covered with furs. Azrok and Lurkana come here to rest.

21s. AZROK'S WAR CHEST

Two **hobgoblins** stand guard outside this chamber, one in front of each door.

What was once a shrine to the dwarven pantheon is now Azrok's treasury. The room contains the following:

Toppled Idols. Dozens of stone idols of dwarven gods have been toppled from their bases and smashed on the floor.

Altar. A low altar near the west wall is covered in dried blood. Piled around it are drow shortswords, hand crossbows, shields, and skulls.

Statuette. Atop the altar rests a 7-inch-tall statuette of Maglubiyet, the goblin god of war, carved from blood-red stone. It is not valuable.

Chests. Flanking the altar are two iron treasure chests without locks (see "Treasure" below).

Stealing Azrok's treasure deprives the warlord of the funds he needs to ensure his troops' loyalty. News of the robbery causes most of the bugbears and goblins, as well as half of the hobgoblins, to flee Azrok's Hold and seek employment as mercenaries in Skullport.

Treasure. One iron chest contains 180 gp, 450 sp, and 600 cp. The other holds a dwarven ear horn made of brass (1 gp), a gold-plated candlestick shaped like a pillar of fire (25 gp), three obsidian scarabs inscribed with the insignia of House Auvryndar (25 gp each), and a stoppered gourd containing a *potion of animal friendship*.

21t. RATIONS

A painted wooden sign mounted above this building's recessed door depicts a goblin chomping down on a rat sandwich. Inside, three **goblins** busily assemble packs of rations consisting of baked mushrooms, rat jerky, cakes of dry moss, and other underground edibles. The rations are stored on shelves, and visitors can purchase a small parcel containing 1 day of rations for 5 sp.

Treasure. The goblins keep their proceeds in a small wooden coffer. The coins are added to Azrok's war chest (see area 21s) at the end of every day. The coffer currently contains 35 sp.

22. BARRELSTALK GARDEN

Spores. Clouds of harmless and dimly luminescent spores hang in the air.

Fungi. The cave contains a giant garden of barrelstalk fungi (see "Barrelstalk," page 59).

Gardeners. Three **goblins** are tending the garden and killing the spiders, rats, and other vermin that infest it. These goblins shy away from any confrontations with the adventurers.

23. WAY TO SKULLPORT

Weakened by the drow, the Legion of Azrok now fears incursions from Skullport. Azrok has placed sentries here to watch for trouble.

23A. RIPPLEBARK CAVERNS

Guards. Five **hobgoblins** stand watch in the middle of this 20-foot-high cave.

Fungus. A shelf-like fungus resembling a mass of rotting flesh clings to the north wall. The fungus is called ripplebark (see "Ripplebark," page 60).

If the characters approach from the south, heading toward Azrok's Hold (area 21), the hobgoblins demand to know their business but allow them to pass if the group's intentions aren't hostile. If the party includes one or more drow, the hobgoblins attack instead. Characters traveling away from Azrok's Hold aren't questioned, but they are warned not to harm the shriekers in area 23b.

23B. IMMATURE SHRIEKERS

Conical Roof. This enormous cavern has a conical roof that rises to a peak 50 feet overhead.

Spores and Gardens. The air is full of harmless, dimly luminescent spores that form clouds around gardens of moss and fungi.

Shriekers. Planted among the other fungi are four Small (3-foot-tall) **shriekers** with 7 (2d6) hit points each, their locations marked with asterisks on map 3.

Characters who have encountered shriekers before can spot the young ones in this chamber with a successful DC 11 Intelligence (Nature) or Wisdom (Perception) check. Each shrieker cries out when a creature or a bright light comes within 30 feet of it, alerting the guards in area 23a.

AFTERMATH

If the forces of House Auvryndar are defeated but the Legion of Azrok remains, the goblinoids reclaim and fortify their lost caverns (areas 18 through 20). If the converse occurs and the Legion of Azrok is wiped out, the drow secure the rest of Stromkuhldur. If both factions are defeated, the level becomes a playground for explorers from Skullport.

Any good fortune visited upon the Legion of Azrok is temporary, as more of Azrok's goblinoids come under Xanathar's sway. Once the beholder has implanted intellect devourers in the skulls of Azrok and Lurkana, it uses the Legion of Azrok as a bulwark to halt any drow advancement into Skullport. The sea hags of the River Sargauth join forces with Xanathar to hold the drow at bay.



LEVEL 4: TWISTED CAVERNS

D

ESIGNED FOR FOUR 8TH-LEVEL CHARACTERS, THIS level of Undermountain contains enough XP to advance such a group halfway to 9th level. The Twisted Caverns feature an aboleth, which is a legendary monster. Review the "Aboleth" entry in the *Monster Manual* before running this level of the dungeon to help you run the monster effectively.

WHAT DWELLS HERE?

Control of this level is contested between an aboleth and a tribe of kuo-toa. The drow of House Auvryndar watch this conflict intently, waiting to see who comes out on top before making any push of their own. Various other Underdark species vie for a place in these caverns.

ABOLETH

Illuun the aboleth, along with its pet chuuls and enslaved troglodytes, has taken over the lake cavern (area 16) and pushed the kuo-toa out. Its presence has tainted the underground river, killing off fish and other river dwellers that provide sustenance to the kuo-toa. Illuun plans to take over the entire level as a step toward gaining control of Undermountain and then Waterdeep.

The aboleth rarely leaves its watery lair and relies on its servants to capture new slaves.

HOUSE AUVRYNDAR

A drow contingent led by a drow priestess of Lolth has holed up in areas 11 and 12. These forces report to

Trissa Auvryndar on level 3 and are preparing to challenge whoever perseveres in the conflict between the aboleth and the kuo-toa. These drow control access to one of the magic gates on this level.

KUO-TOA

The kuo-toa on this level were pushed out of the lake cavern (area 16) and away from their nesting caves (area 24) by the aboleth. They have taken refuge in areas 20 and 21 while the kuo-toa archpriest, Noolgaloop, creates an idol of a new god. The archpriest hopes the god will come to life and destroy the aboleth. Noolgaloop is using random items and the body parts of various creatures to craft the idol.

The kuo-toa don't trust drow and attack them on sight, but they tolerate non-drow adventurers who agree to help bring Noolgaloop's vile god to life or are willing to face the aboleth in battle.

FUNGI

The northwest caves (areas 1 through 7) hold numerous species of fungi. Many of these fungi are edible or have useful properties. Species of fungus found on this level and elsewhere in Undermountain include the following.

BARRELSTALK

A barrelstalk is a cask-shaped fungus that can be tapped and drained of the water inside it. A single barrelstalk contains $1d4 + 4$ gallons of fresh water. Its husk provides $1d6 + 4$ pounds of food.

BLUECAP

Dubbed “the grain of the Underdark,” a bluecap is a tall, slender mushroom with a bright blue, bell-shaped cap. Although bluecaps are inedible, their spores can be ground to make a nutritious, bland flour. Bread made from bluecap flour is known as sporebread or bluebread. One loaf is equivalent to 1 pound of food.

RIPPLEBARK

This shelf-like fungus resembles a mass of rotting flesh, but it’s surprisingly edible. Though it can be eaten raw, it tastes better roasted. A single sheet of ripplebark yields 1d4 + 6 pounds of food.

TIMMASK

Known as “devil’s mushroom,” a timmask is a 2-foot-tall toadstool with orange and red stripes across its beige cap. Uprooting or destroying a timmask causes it to expel a 15-foot-radius cloud of poisonous spores. Creatures in the area must succeed on a DC 14 Constitution saving throw or be poisoned. While poisoned in this way, a creature is under the effect of a *confusion* spell with a duration of 1 minute. When the spell effect ends, the poisoned condition also ends.

TRILLIMAC

A trillimac is a mushroom that grows to a height of 4 to 5 feet and has a broad, gray-green cap with a light gray stalk. The cap’s leathery surface can be cut and cleaned for use in making maps, hats, and scrolls; its surface takes on dyes and inks especially well. The stalk can be cleaned, soaked in water for an hour, then dried to make a palatable food akin to bread. Each trillimac stalk provides 1d6 + 4 pounds of food.

TONGUE OF MADNESS

A tongue of madness looks like a large human tongue. Although it is edible, it holds no nutritional value. A creature that eats this fungus must succeed on a DC 12 Constitution saving throw or compulsively speak aloud its every thought for the next hour. The effect can be ended with a *lesser restoration* spell or similar magic.

ZURKHWOOD

A zurkhwood is a mushroom that can grow up to 40 feet high. Its large, grain-like spores are edible (one specimen provides 1d4 + 4 pounds of food), but the fungus is more important for its hard and woody stalk. Zurkhwood is one of the few sources of timber in the Underdark; it is used to make furniture, containers, bridges, and rafts, among other things. Skilled crafters can use stains, sanding, and polishing to bring out different patterns in a zurkhwood stalk.

EXPLORING THIS LEVEL

The following locations are keyed to map 4. A tributary of the Sargauth River called the River of the Depths enters Undermountain here and flows down to level 5.

Unless otherwise noted, all tunnels on this level are 20 feet high, and caverns are 30 to 50 feet high. Most of the floors on this level are uneven and covered in dirt and bat guano. Because of this soft ground, Wisdom

(Survival) checks made to track creatures on this level are made with advantage.

1. FUNGUS FOREST

Fungi. Mossy paths run between patches of stout trillimac and a forest of towering zurkhwood whose caps scrape the 40-foot-high ceiling.

Clearings. Throughout the cavern are small clearings where the fungi have been torn out of the mossy ground.

Characters who search for tracks and succeed on a DC 10 Wisdom (Survival) check find several large, bare footprints made by the ettin who regularly feeds on the mushrooms in this cavern.

2. JIBBER-JABBER

Ettin. An ettin inhabits this dripping cave.

Stalactites. Needle-sharp stalactites stud the 30-foot-high ceiling.

Fungi. Barrelstalk, bluecap, and ripplebark fungi grow in irregular patches throughout the cavern.

The ettin’s heads are named Jibber and Jabber, and they get along well—an unusual state of affairs for an ettin. This situation might be the result of the ettin’s having a comfortable home and all the food it could desire. The ettin also has a friendly neighbor in the Alchemist (see area 4), who provides Jibber-Jabber with compost that transforms the water in barrelstalk mushrooms into mead. The only thing Jibber-Jabber is missing in its simple life is treasure to ogle. If the characters offer it 50 gp or more in coins, gems, and shiny art objects, the ettin allows them to pass through its domain and even harvest some fungus if they please. Jibber-Jabber might also impart the following useful information.

- “Spider people” (drow) are living in the caves to the east. They are new neighbors.
- The “fishy folk” (kuo-toa) and the “stinky lizards” (troglodytes) seem troubled and are moving about more than usual. (The ettin has not yet encountered the aboleth and knows nothing about its conflict with the kuo-toa.)
- The water in the river has started to taste bad. (The ettin has not yet been poisoned by the water, which the aboleth has tainted with its presence.)

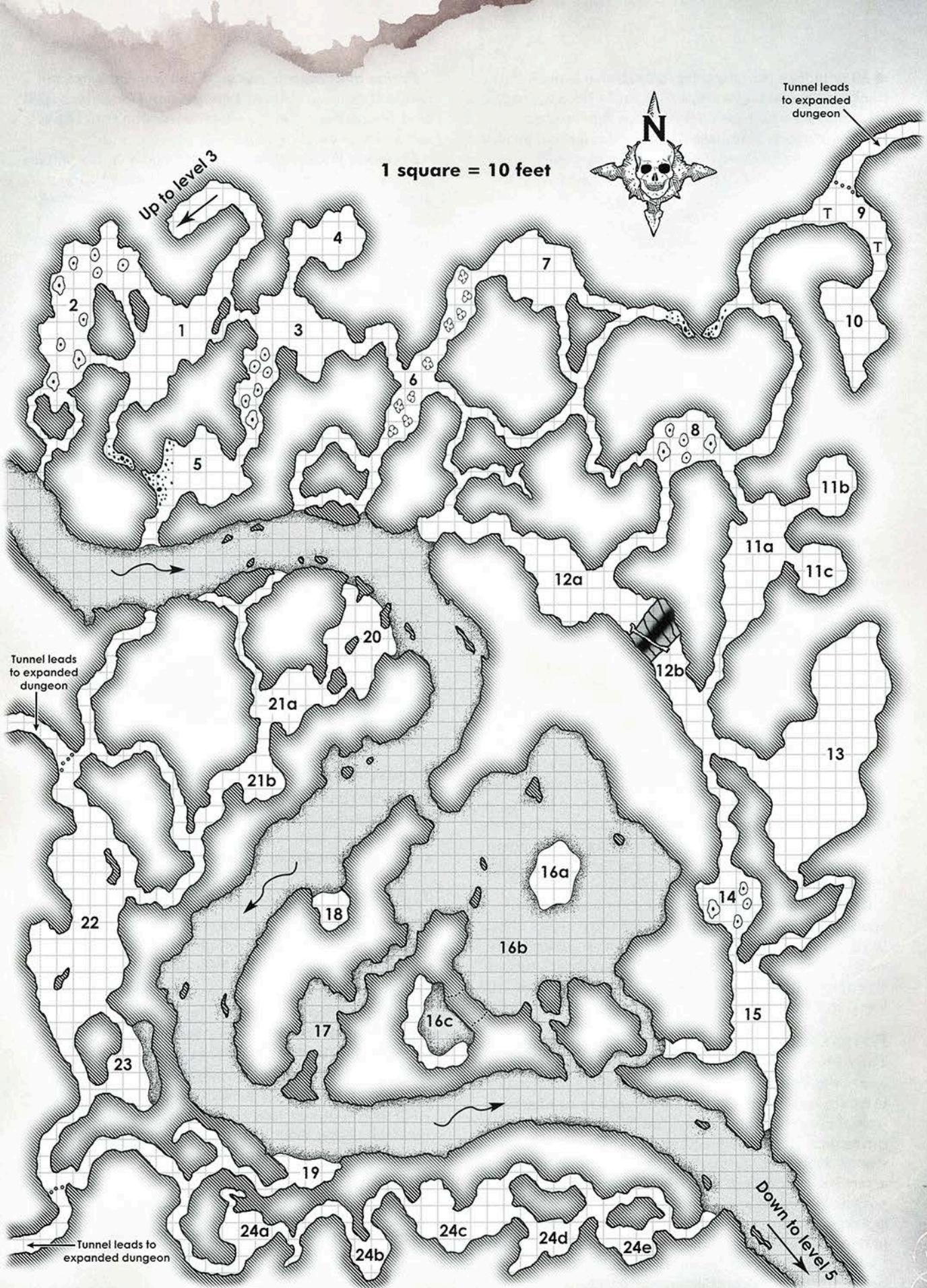
If the characters look like they could use more help, the ettin suggests they talk to the Alchemist and points them eastward. Jibber-Jabber describes the Alchemist as “smart, handsome, and small, but with a big smile.”

3. DEATH FROM ABOVE

Fungi. Gardens of barrelstalk, bluecap, timmask, and trillimac fill the cavern. Between the garden patches meander paths that lead to and from the various exits.

Piercers. Stalactites cover the ceiling of the wide tunnel that leads south (to area 5). Eight **piercers** lurk among them.

Any character who searches for tracks along a path can make a Wisdom (Survival) check. On a check total



MAP 4: TWISTED CAVERNS

of 20 or higher, the character finds the back-and-forth tracks of several bugbears, a troll, and a hook horror.

Characters who have darkvision or light sources bright enough to illuminate the ceiling can avoid piercer drops by steering clear of the stalactite formations, and attempts to do so are automatically successful. If no such attempts are made, a single piercer drops on the first light-carrying creature to cross the cavern. Whether it hits or misses, this piercer can't attack again until it makes the long, slow climb back to the cavern ceiling. After the first piercer drops, avoiding the cavern's stalactite formations becomes a simple matter.

4. THE ALCHEMIST

In this cavern, a **green slaad** posing as a human alchemist makes its home. Its lair has the following features:

Gourds. The walls are set with shelves at various heights. They hold numerous gourds, most of which contain failed alchemical elixirs.

Stone Block. A rough-hewn block of stone in the middle of the cave serves as a table. It is covered with a set of alchemist's supplies.

Almost a year ago, the green slaad was drawn to Undermountain, deprived of its control gem, and set loose by Halaster. It has explored several levels of the dungeon in its quest to find the gem. For now, it has adopted the guise of a scatterbrained, shabbily dressed young man who has, for reasons he would rather not divulge, set up an alchemist's lab in this cave. The slaad refers to itself only as "the Alchemist" and claims to have been kidnapped by Halaster from someplace it can't remember.

The Alchemist bargains with creatures for materials it needs, trading potions for fungi and equipment. What it's really looking for is its control gem, which it senses is close by (see area 21a). It doesn't want help finding the gem, though, for fear that the treasure might fall into the hands of those who try to control the slaad. If the characters obtain the gem and return it to the Alchemist, it cheers, turns invisible, and flees with the gem.

If the characters seem interested in knowing more about the Twisted Caverns, the slaad warns them about the ropers in area 6. Also, it has struck up a friendship with the "two-headed giant" in area 2 and urges the characters to speak with it, since it has lived on this level for a long time.

POTIONS FOR SALE

The Alchemist is happy to trade potions for supplies. For one potion, it demands 20 pounds of edible fungi and five tongues of madness (which characters can harvest from the surrounding caves), plus 50 gp worth of adventuring gear. The Alchemist has no use for coins, gemstones, art objects, or magic items. Each time the characters pay the Alchemist a visit, it has one of each of the potions described below available to trade. Each potion is a common magic item. It keeps these potions on its person, and a sneaky character can try to pilfer one with a successful Dexterity (Sleight of Hand) check contested by the slaad's Wisdom (Perception) check.

Potion of Comprehension. When you drink this potion, you gain the effect of a *comprehend languages* spell for 1 hour. This liquid is a clear concoction with bits of salt and soot swirling in it.

Potion of Watchful Rest. When you drink this potion, you gain the following benefits for the next 8 hours: magic can't put you to sleep, and you can remain awake during a long rest and still gain its benefits. This sweet, amber-colored brew has no effect on creatures that don't require sleep, such as elves.

5. CAVE OF CRYSTALS

Xorn. Three **xorn** feast on crystals near the western edge of the cavern, while harmless bats flutter below the 30-foot-high ceiling.

Difficult Terrain. A thick mix of mud and bat guano covers the ground. Treat this area as difficult terrain.

The xorn protect their crystalline food source. If a xorn loses more than half its hit points, it disengages from combat on its next turn and sinks into the floor, never to return.

TREASURE

Once the xorn are defeated, the characters can retrieve forty fist-sized crystals worth 10 gp each.

6. TANGLED ROPES

Ropers. This 30-foot-high cave holds a forest of stalagmites, some of which are broken. Two **ropers** lurk among them and ambush anyone who happens by.

Uneven Floor. The uneven floor is strewn with bits of chewed-up armor and bone, as well as the occasional copper piece or silver piece.

TREASURE

Each roper has 1d4 gemstones (100 gp each) lodged in its gizzard, which characters can cut open once the roper is dead. They can also gather up a total of 32 cp and 11 sp scattered across the floor.

7. MAD WIZARD'S RETREAT

A human wizard, the lone survivor of an expedition to the Underdark, has taken refuge in this 30-foot-high cave. The cave contains the following:

Light. Phosphorescent moss growing in patches on the walls dimly lights the entire cave.

Fungi. Gardens of barrelstalk, ripplebark, timmask, and tongue of madness grow throughout.

Mage. Near the north wall, a slight woman wearing tattered gray robes over black pants sits on a 2-foot-tall toadstool. Her long black hair is tied back with a swatch of gray cloth that matches her robe. A **quasit** in toad form sits on her knee.

DARRIBETH MELTNER

The woman is Darribeth Meltner (CG female Chondathan human **mage**, with the *darkvision* spell cast on herself and prepared instead of *suggestion*). A former adventurer, she was driven insane by contact with demons in the Underdark. A *greater restoration* spell or similar magic is needed to restore her sanity, without which

Darribeth suffers from hallucinations and paranoia. If the characters approach her in a calm manner, Darribeth smiles and says to the toad on her knee, "Look, Teeha! I told you they're not demons. I wonder if Urgala sent them."

Darribeth desperately wants to get back to her wife Urgala, whom she hasn't seen in a decade. When last they were together, Urgala and Darribeth were living in Amphail, a town north of Waterdeep. In the intervening years, Urgala moved farther north to the frontier town of Triboar, where she took over a modest inn called Northshield House. (See the adventure *Storm King's Thunder* for more information on Urgala Meltimer and her inn.)

If her sanity is restored, Darribeth becomes her normal self—a curious and kind woman with a flair for magic who doesn't mind bending rules for the greater good. She speaks Common, Dwarvish, Halfling, and Undercommon.

Darribeth has a *rope of climbing* that belonged to a colleague who perished in the Underdark. She offers it as payment for getting her back to the surface. In addition, if any wizards are among her rescuers, she lets them copy spells from her spellbook (see "Treasure" below).

Once restored to her right mind and borne safely to Waterdeep, Darribeth makes plans to return to Amphail. There, she learns what became of her wife and reunites with Urgala in Triboar. If the characters make the journey with Darribeth and all is well at Northshield House, Urgala is so delighted by their act of kindness that she offers them free room and board for as long as the inn remains standing. Urgala and Darribeth remain lifelong friends of the characters henceforth.

QUASIT

Darribeth's memory is fuzzy on where and when she met her talking toad during her Underdark exploits. The quasit, which Darribeth calls Teeha, has not revealed its true form to her. In the form of a toad, it torments her with false hopes of escape before dashing them. It has told Darribeth, for instance, that hezrou demons are nearby to keep her from leaving this cavern. If attacked or exposed, the quasit turns invisible and flees.

TREASURE

Darribeth's spellbook contains the following spells: *cone of cold*, *counterspell*, *darkvision*, *detect magic*, *fireball*, *fly*, *greater invisibility*, *ice storm*, *jump*, *mage armor*, *magic missile*, *misty step*, *shield*, *suggestion*, *tongues*, and *water breathing*.

In addition to her spellbook, Darribeth carries a backpack missing a strap, within which she keeps material components for her spells, a pouch containing 11 gp, a dagger, a canteen, and a worn blanket. Fastened to the backpack is a coiled *rope of climbing*.

8. CROSSROADS

The ceiling of this 30-foot-high cavern is studded with stalactites, and the floor is so uneven that it counts as difficult terrain. A search of the cavern reveals nothing dangerous or valuable.

9. ALARM SYSTEM

Sloped Roof. The ceiling is 30 feet high at the northwest end of the cave and gradually slopes down to 20 feet high as the cavern narrows into a passage that leads to area 10.

Tripwires. The uneven rock floor is dotted with small stalagmites, between which run nearly invisible trip wires made of webbing. These web strands set off hidden rockfall traps.

The driders in area 10 have strung thin web strands between some of the stalagmites, creating trip wires. Any creature that enters a square marked T on the map has a 50 percent chance of breaking a strand and triggering a trap that releases rocks from a hidden crevice in the ceiling. If a trap triggers, all creatures occupying the trapped square must succeed on a DC 14 Dexterity saving throw or be struck by a falling rock for 5 (1d10) bludgeoning damage. In addition, the sound of the falling rocks alerts the driders in area 10.

A character adjacent to a trapped square or in a trapped square can spot the trip wires with a successful DC 17 Wisdom (Perception) check, then track the thin webs to the point in the ceiling where the rocks are hidden. Once it is spotted, a rockfall trap can be disabled with a successful DC 12 Dexterity check by a creature in the trapped square; failing this check triggers the trap.

TUNNEL TO EXPANDED DUNGEON

If you want to expand the dungeon north or east of here, assume that the tunnel in the north wall is hidden behind a 1-foot-thick wall of rocks held in place by web netting and clay mortar; characters can detect the false wall with a successful DC 10 Wisdom (Perception) check and break through it with ease.

10. DRIDER LAIR

Driders and Spiders. The northern half of the cave is home to two **driders** and five **giant spiders**. The driders hide in the natural alcove north of the entrance, while the spiders crawl amid thick webs that fill the top 10 feet beneath the 30-foot-high ceiling.

Hidden Arch. The southern half of the cave is filled with thick, sticky webs. (These webs conceal an arch embedded in a wall at the south end of the cave. The arch is not visible from the cave entrance because of the webs concealing it.)

The driders while away the days carving zurkhwood figurines and writing poems on the caps of trillimacs in Undercommon. A sample haiku is presented below.

My Queen of Spiders,
Dark diamond of the Abyss,
Snare me in your web.

ARCH GATE TO LEVEL 6

A character entering the cave through the arch gate automatically becomes stuck in the webs (see "Dungeon Hazards" in chapter 5 of the *Dungeon Master's Guide*).

Carved into the arch are six stone niches, each one containing a small stone figurine that weighs 1 pound. The figurines represent a black dragon, a unicorn, an

umber hulk, an owlbear, a minotaur, and a manticore. Carved into the wall inside the arch is a stylized image of a mountain with a full moon symbol above it. Close inspection of the moon reveals a half-inch-diameter hole in the middle of it.

The arch is one of Halaster's magic gates (see "Gates," page 12). Its rules are as follows:

- If the horn of the unicorn figurine is inserted into the hole in the moon symbol, the gate opens for 1 minute. None of the other figurines have protrusions that fit in the hole.
- Characters must be 9th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 27 on level 6, in the closest unoccupied space next to the similar gate located there.

TREASURE

One drider has a set of calligrapher's tools. The other drider carries a set of woodcarver's tools and three carved zurkhwood statues of Lolth (1 gp each).

11. DROW OUTPOST

The drow of House Auvryndar established this outpost after discovering the arch gate in area 11c. All told, this area contains a drow priestess of Lolth named Melith Auvryndar, a female drow mage named Thirza Helviiryn (Melith's consort), two female drow elite warriors named Balryn and Talafaere, and four male drow named Altonrel, Kalanszar, Rezz, and Tsabalin.

11A. MAIN CAVERN

Drow. Two male **drow** (Altonrel and Rezz) and a female **drow elite warrior** (Balryn) stand watch atop a ridge of natural rock in the middle of this 30-foot-high cave.

Fungi. Barrelstalk and ripplebark grow in small gardens around the ridge.

Provisions. Stacks of supplies and gear neatly line the walls, while a small iron pot sits on stones in one alcove.

If the characters enter in a nonthreatening manner, the guards are cautious but willing to summon their leaders to speak on their behalf. If greeted with hostility, the drow elite warrior sounds the alarm with a single whistle, bringing reinforcements from areas 11b and 11c. If the battle is not going their way, a second whistle brings the **quagoths** from area 12b.

Treasure. Balryn wears an obsidian scarab bearing the insignia of House Auvryndar (25 gp).

The supplies stored in this cave include a set of carpenter's tools, a set of leatherworker's tools, five sets of manacles, and enough rations to feed one humanoid for 90 days or the entire drow contingent (including the drow in area 12a) for 9 days.

11B. A LITTLE PRIVACY

Drow. Melith, a **drow priestess of Lolth** and the leader of this outpost, meditates and prays before a shrine of

Lolth while her consort, the **drow mage** Thirza, sits at a zurkhwood desk reading her spellbook.

Furnishings. The cave contains two sleeping pallets and a zurkhwood chest. A skewered darkmantle cooks over a spider-shaped bronze brazier filled with flaming coals.

If she had her way, Melith would launch a full-scale assault on the kuo-toa, wipe them out, and then deal with the aboleth. As things are, she relies on her sister, Trissa Auvryndar (see level 3), for soldiers, and Trissa does not support such a strategy. So, armed with only a small force, Melith has been forced to watch and wait as the aboleth and the kuo-toa plot to annihilate one another.

Melith is happy to let adventurers meddle in the war between the aboleth and the kuo-toa. If the characters approach her peacefully, she suggests a temporary—but mutually beneficial—alliance. Melith knows that the only route between this level of Undermountain and the next one down is the underground river. If the characters slay the aboleth or the kuo-toa archpriest and return to her with proof of its demise, Melith promises to furnish them with a raft that they can use to navigate the underground river and continue their descent through Undermountain. Such a raft is stored in area 14, and Melith makes good on her promise.

Though she has great affection for Melith, Thirza sees any alliance with the characters as an opportunity to elevate herself in the eyes of Melith's mother, Vlonwely. After Melith concludes her business with the characters, Thirza prepares and casts a *sending* spell to contact Vlonwely. She warns Vlonwely that Melith has released a group of adventurers from her custody instead of killing them. After thanking Thirza for the information, Vlonwely curses her daughter's foolishness and awaits the adventurers' arrival.

Treasure. The drow priestess wears two silver bracelets set with onyx (25 gp each). She carries a flask of wine and the key to the room's zurkhwood chest, which contains 500 gp. The lock on the chest can be picked with a successful DC 15 Dexterity check using thieves' tools, or opened with a *knock* spell or similar magic. Melith's shrine contains a 1-pound obsidian figurine of the demon goddess Lolth in spider form (25 gp) and eight sticks of incense (5 gp each). Each stick burns for up to 8 hours and emits a sickly odor.

Thirza carries a *spell scroll of gaseous form* in a waterproof zurkhwood tube, 25 pp in a spider silk pouch, and her spellbook, which has black leather covers traced with webs of gold. The book contains the following spells: *alter self*, *cloudkill*, *Evard's black tentacles*, *fly*, *greater invisibility*, *lightning bolt*, *mage armor*, *magic missile*, *misty step*, *sending*, *shield*, *sleep*, *spider climb*, *web*, and *witch bolt*.

11C. ARCH GATE TO LEVEL 2

Drow. Two male **drow** (Kalanszar and Tsabalin) and a female **drow elite warrior** (Talafaere) rest here.

Arch Gate. An archway is set in the back wall and carved with images of falling coins. A thin slot is carved into the arch's keystone.

Pallets. Six pallets lie spread out in the room.

The arch is one of Halaster's magic gates (see "Gates," page 12). Its rules are as follows:

- Feeding a gold coin into the keystone's slot causes the coin to disappear and the gate to open for 1 minute. Other coins placed in the slot disappear but don't open the gate.
- Characters must be 6th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Gates," page 12).
- A creature that passes through the gate appears in area 5 on level 2, in the closest unoccupied space next to the identical gate located there.

Treasure. Talafaere wears an obsidian scarab bearing the insignia of House Auvryndar (25 gp).

12. BAT CAVE

The drow and their quagoths recently expanded into this cavern, which is home to hundreds of bats.

12A. DROW SENTINELS

Sloped Roof. The ceiling here is 50 feet high but slopes down to 30 feet high toward the southeast.

Drow. Natural shelves and narrow ledges line the walls, ranging in height from 10 to 30 feet. Hiding in the shadows atop 10-foot-high ledges are two male **drow elite warriors** (Ryld and Llauzdrar).

Bats. Harmless bats flutter around, disturbed by the drow's presence.

Stumps. The floor is dotted with the stumps of felled zurkhwood stalks and the occasional bat carcass impaled by a drow crossbow bolt.

Ryld and Llauzdrar have taken to shooting bats with their crossbows. Intruders provide the drow with a welcome opportunity to hone their melee combat skills. If a battle turns against them, Ryld and Llauzdrar use *darkness* spells to cover their withdrawal to area 8. From there, they head to area 11a to make their stand. These drow aren't interested in conversation. If captured, however, they agree to lead their captors to area 11 to speak with the drow priestess who commands them.

Treasure. Each drow elite warrior wears an obsidian scarab bearing the insignia of House Auvryndar (25 gp).

12B. ZURKHWOOD BRIDGE

Crevasse. A 20-foot-wide, 40-foot-deep crevasse splits the floor. Spanning the gap is the rotting trunk of a zurkhwood fungus.

Quagoths. Living on natural stone shelves inside the crevasse are eight **quagoths** that serve the drow.

The quagoths can climb the crevasse without having to make an ability check, as can other creatures with a natural climbing speed. A successful DC 10 Strength (Athletics) check is needed otherwise.

Moving across the trunk without slipping or falling requires a successful DC 10 Dexterity (Acrobatics) check. On a failed check, the creature slips and falls prone on the makeshift bridge—but on a check that fails by 5 or more, the creature plunges into the crevasse.

13. ZURKHWOOD GROVE

Ceiling. This immense cavern is 50 feet high.

Fungi. A forest of zurkhwood erupts from the guano- and moss-covered floor, the tallest and oldest standing over 40 feet tall. Between the towering fungi lie a few toppled zurkhwoods, as well as several stumps.

Monsters. Near the edge of the forest, feeding on a duergar carcass, is a lone **carrion crawler**. The deeper forest is guarded by four awakened zurkhwoods (use **awakened tree** statistics).

A svirfneblin druid inhabited this grove until a few months ago, when he felt threatened by the arrival of the aboleth and decided to follow the River of the Depths back down into the Underdark. Before he left, the druid cast *awaken* spells on seven zurkhwoods in the grove, three of which have since been felled by duergar axes and damage-dealing spells. The four that remain are indistinguishable from normal zurkhwoods while they remain motionless. The awakened zurkhwoods try to kill or drive off creatures that cause harm to the grove. They understand Gnomish but can't speak it.

The duergar, Iktarve Unsuttir, came up the river with some companions to cut down zurkhwoods and sell the wood—but he didn't count on the grove's fighting back. He was killed by the awakened zurkhwoods and left behind. The duergar's scale mail is not salvageable.

The carrion crawler plans to spend the next several hours quietly devouring its meal. It attacks creatures that come within 10 feet of the dead duergar, but otherwise the crawler just wants to be left alone.

TREASURE

A search of Iktarve's corpse and the surrounding area yields a war pick, three javelins stuck in a felled zurkhwood, and an empty lapis lazuli flask (50 gp).

A thorough search of the grove accompanied by a successful DC 15 Wisdom (Perception or Survival) check reveals the gnome druid's old hovel: an igloo-like mound of hardened bat guano. Inside, characters find a ratty old blanket hiding two *potions of healing* in stoppered gourds. The awakened zurkhwoods attack characters who loot the druid's abandoned home.

14. DROW RAFTS

Darkmantles. Stalactites hang from the 30-foot-high ceiling. Two **darkmantles** disguised as stalactites remain motionless until they attack.

Rafts. Leaning against the west wall are two 10-foot-square rafts made of zurkhwood logs lashed together with thick spiderwebs. Resting nearby are six 10-foot poles that the drow use to guide the rafts.

Although the darkmantles need to eat, they flee if reduced to half their hit points or fewer.

The drow use the rafts to ply the River of the Depths. Each raft is built to carry six Medium humanoids and their gear, though as many as twelve people can fit onto a raft if push comes to shove.

15. SLIPPERY SLOPE

Stench. A rotting stench fills this 30-foot-high cavern. **Slimy Corpses.** The slime-coated floor slopes toward an underground river. Lying in the slime are the putrid corpses of three kuo-toa and four troglodytes.

Aboleth Projection. As the characters make their way along the tunnel leading west, an aboleth crawls out of the water and confronts them. This aboleth is a magical projection created by Illuun to intimidate the characters.

Illuun the aboleth can sense the characters' presence and creates a magical projection of itself to interact with them. The projection lasts for as long as the aboleth maintains concentration, as if concentrating on a spell. Although the projection is intangible, it looks, sounds, and moves like the aboleth.

Illuun can sense, speak, and use telepathy from the projection's position as if the aboleth were present at that location. If the projection takes any damage, it disappears. The aboleth has had unpleasant dealings with adventurers in the past and maintains a healthy fear of them. It uses the projection to warn characters that it will not tolerate incursions into its domain and urges them to withdraw or face extermination. It suggests the characters take the south passage to the river, then follow the current down to Willowwood (level 5). It's happy to let them descend to lower levels of Undermountain, for it plans to conquer those levels eventually itself.

If the characters seem adamant about pressing deeper into the aboleth's lair, Illuun telepathically commands the eighteen **troglodytes** in area 24 to circle around behind the characters (using the passage that enters area 15 from the south) while it keeps the characters engaged in conversation. At the same time, it calls the three **chuuls** from area 16 to come at the characters from the west, trapping them in the tunnel. As soon as the chuuls and the troglodytes arrive and begin their attack, the aboleth projection disappears.

16. GROTTO OF MADNESS

Illuun the aboleth has turned this flooded cavern into a den. The cavern is also defended by three chuuls that are under the aboleth's sway.

The water varies in depth from 20 to 50 feet, and the cavern's domed ceiling is 30 feet higher than the water's surface. The walls are coated with slime but have abundant handholds. A successful DC 15 Strength (Athletics) check is required to climb them.

16A. LOST ISLAND OF BULBA-SLOPP

Rising out of the water is a rocky island upon which the kuo-toa raised a shrine to their old god:



Chuul. Circling the island's perimeter is a **chuul** that attacks anyone who sets foot on the island.

Petrified Otyugh. In the middle of the island, wearing a crude net as a cloak, is a petrified otyugh that the kuo-toa adopted as a god and named Bulba-Slopp. Treasure has been piled around the statue's three stumpy legs.

Before the kuo-toa arrived, this island was inhabited by an otyugh. Halaster turned it to stone and lured kuo-toa to the grotto, knowing that the insane fish folk would come to worship the petrified otyugh as a god. The kuo-toa named it Bulba-Slopp, and it served as their god until the aboleth came on the scene. After Bulba-Slopp failed to protect the kuo-toa, the archpriest Noolgaloo set out to craft a new god, and Bulba-Slopp was worshipped no more.

Treasure. Piled around the petrified otyugh's feet are 3,300 cp, 670 sp, and 350 gp.

The net draped over the otyugh is woven with worthless shells and bones. Tied to the net are two trinkets (roll twice on the Trinkets table in chapter 5 of the *Player's Handbook*), a rusty gauntlet, a leather boot, and an amulet made of composite wood and iron. The boot and the amulet are both magical:

- The boot is one of two *boots of elvenkind*. A single boot is useless without its companion. The matching boot was swept downriver and eventually found by a goblin werebat named Vool (see level 5, area 17).
- The amulet controls the wandering shield guardian on level 1 (see "Shield Guardian," page 14). A rune on the back of the amulet matches a similar rune on the construct.

16B. LAKE OF THE ABOLETH

Monsters. Illuun the **aboleth** and two **chuuls** lurk in the water, which is dark, slimy, and fouled by the aboleth's presence.

Underwater Tunnel. A 10-foot-high, 20-foot-wide underwater passage connects this cavern to area 16c.

The aboleth and the chuuls prefer to fight underwater. In addition, the aboleth makes use of lair actions on this level of the dungeon. Although the aboleth wants more slaves, preserving its own life is more important. If its chuu bodyguards are killed, the aboleth telepathically summons the two chuuls from area 17 as it withdraws to area 16c, where it makes its final stand.

The water in the northeastern half of the cave plunges to a depth of 50 feet. As one travels toward the southwest wall, the lake's depth shrinks to 20 feet.

16C. TREASURE TROVE

An underwater passage leads to this 30-foot-high cave. The water here is slimy and fouled by the aboleth's presence, and every surface of the cave is covered in slime.

A **kuo-toa whip** and two **kuo-toa** stand guard atop a pebbled beach strewn with dead crabs, rotting fish, and treasure. These kuo-toa have been magically enslaved by the aboleth. While enslaved, the kuo-toa remain in constant telepathic contact with the aboleth, but they can't take reactions. Whenever an enslaved kuo-toa takes damage, it can make a DC 14 Wisdom

saving throw to break free of the aboleth's control. On a successful save, the kuo-toa flees to the underground river by the shortest route and hides there.

Treasure. A thorough search of the beach yields 600 gp, a copper goblet (1 gp), a tarnished and dented silver pitcher (5 gp), a rotted leather bracer inset with three peridots (500 gp each), and a corked bottle containing a *spell scroll* of *magic weapon*.

17. PICK AND CHUULS

Slimy Water. This cave and the adjoining tunnels are flooded to a depth of 10 feet with slimy water fouled by the aboleth's presence.

Chuuls. Two **chuuls** hide in the murky water. If the chuuls are defeated, an aboleth enters the cavern from the northeast passage. This aboleth is a magical projection created by Illuun to frighten away invaders. (This projection is like the one in area 15.)

Rusty Pick. The walls and the 30-foot-high ceiling are coated in slime. A rusty miner's pick is stuck in the west wall just above the water line.

The miner's pick can be pried loose with a successful DC 13 Strength (Athletics) check. It has no special properties and is in poor condition.

18. SLIMY ALCOVE

Slime. The floor of this damp alcove is 7 feet above water level, and every surface is coated in slime.

Damaged Rowboat. At the back of the alcove is a rowboat with a 1-foot-diameter hole in its hull. (A *mending* cantrip can repair the boat, which is large enough to hold four characters and their gear. The boat's oars are missing, however.)

19. BEACHHEAD

This slimy beach is littered with dead crabs and fish (killed by the aboleth-tainted water). Characters who search the beach also find two fishing nets left here by the kuo-toa.

20. KUO-TOA REFUGE

Slime. Every surface of this 30-foot-high cave is coated in slime.

Kuo-toa. Two **kuo-toa whips**, twenty adult **kuo-toa**, and ten young kuo-toa (Small noncombatants) reside here. One whip stands watch by the river while the others rest on pallets. All the kuo-toa are poisoned from eating bad fish.

Caltrops. Caltrops made of sharpened bones lie scattered along the river's edge. (The caltrops are meant to discourage the aboleth from beaching itself in the cave. Characters can easily spot and avoid them.)

The presence of the aboleth has tainted the underground river and poisoned its fish. Lacking an alternative food source, the kuo-toa have been eating the fish out of necessity, which has poisoned them. In their condition, the kuo-toa fight only in self-defense.

If the characters approach the kuo-toa in a friendly manner and offer them food or relief, the kuo-toa whips lead them to the archpriest Noolgaloop in area 21a.

21. ARCHPRIEST'S CHAMBERS

These caves are coated in slime.

21A. MAKING A GOD

Kuo-toa. Noolgaloop, a **kuo-toa archpriest**, is building a statue in the middle of this 30-foot-high cave while two **kuo-toa whips** stand perplexed.

Rotting Corpses. Mutilated monster carcasses piled around the room's perimeter exude a putrid stench.

Noolgaloop is unwaveringly committed to reclaiming its holy shrine (area 16), when the wiser course of action would be to lead its fellow kuo-toa to a new home far away from the aboleth and its servants. If the characters try to speak with the archpriest in a language other than Undercommon, Noolgaloop casts the *tongues* spell so they can converse. It demands that the characters help it complete the statue by retrieving the following items:

- The legs and fur of a giant spider, to be fashioned into wings
- Enough wood to build a chariot (a large raft or a zurkhwood mushroom would suffice)
- A weapon worthy of a kuo-toa god

If the characters refuse to help, the archpriest deems them agents of the aboleth and tries to kill them with the help of its bodyguards and the kuo-toa in area 21b. If the characters gather what it needs to complete the statue, Noolgaloop thanks them but decides on a whim to replace the statue's current head (a rusty lantern) with the head of one of the characters. Noolgaloop fully expects the character to make this sacrifice for the good of the kuo-toa tribe.

God Statue. The archpriest has already given its new god a name: Klaabu. This "god" sprawls on the slimy floor and consists primarily of a decapitated limestone statue depicting a bare-chested male sea elf. Its hands have been replaced with troglodyte claws, and additional limbs have been added in the form of a bugbear's severed arms. A pair of rusty shortsword blades thrust outward from the statue's breast, and it wears a kilt of green moss. A rusty lantern serves as the god's head, inside which rattles a fist-sized green gem—the control gem for the green slaad in area 4. Any character who casts *identify* on the gem learns its function.

The figure's added parts are held in place by the same glue that the kuo-toa apply to their shields.

Monster Carcasses. The kuo-toa have collected more carcasses than the archpriest needs. The rotting collection includes a dead darkmantle wrapped in a net, a bugbear's severed head and torso, a dead hook horror, and a headless carrion crawler swarming with maggots.

21B. KUO-TOA CARNAGE

Stench. The air in this cave is fantastically foul.

Kuo-toa. Four poisoned **kuo-toa** guard this area. Two of them are using spears to cut the head and claws off a dead chuul. The other two are feasting on the corpse of a dead kuo-toa (a former companion).

Troglodyte Corpses. Lying about the cave are the reeking carcasses of five dead troglodytes, one of which has had its claws hacked off.

The kuo-toa are hostile to strangers. If two or more of them are killed or incapacitated, the survivors retreat to area 21a.

At the start of each turn, any creature not immune to the stench of troglodytes must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. A *gust of wind* spell or similar magic can clear the air in the cave for 1 minute, while removing the troglodyte carcasses clears the air for good.

22. HOOK HORROR HOMESTEAD

Cave Features. This cavern has an uneven floor and ceiling, the distance between them varying from 30 to 50 feet. The damp walls are lined with natural shelves and beautiful rock draperies formed by water seepage.

Fungi. Growing out of mounds of bat guano are several towering zurkhwoods, as well as patches of barrel-stalk, bluecap, and trillimac.

Noise. Eerie clicking sounds betray the presence of seven **hook horrors**.

The opportunistic hook horrors try to hook stray kuo-toa, troglodytes, or adventurers and drag them away to be devoured. Experience has taught them to avoid contact with large, well-armed groups. A party of adventurers moving through the cavern with light sources is enough to keep the hook horrors at bay, as they click and chirp eerily to one another from the shadows.

It's only a matter of time before the aboleth enslaves the hook horrors or drives them off. The hook horrors have yet to encounter the aboleth and thus don't realize the danger it represents.

23. HOOK HORROR LARDER

Ambush. A **hook horror** clings to a 15-foot high ledge, waiting to ambush any who enter. The ledge is set into the western wall, between the two tunnel entrances.

Bones. Lying on the floor are the bones of several troglodytes mingled with the remains of kuo-toa and other unidentifiable humanoids. Characters who search the bones find a lost treasure (see "Treasure" below).

Fungi. Patches of barrelstalk, ripplebark, timmask, and tongue of madness grow near the water that pools against the eastern wall.

TREASURE

Amid the bones is a common wondrous item called a *pipe of smoke monsters*. While smoking this pipe, one can use an action to exhale a puff of smoke that takes the form of a single creature, such as a dragon, a flumph, or a frogemoth. The form must be small enough to fit in a 1-foot cube. It loses its shape after a few seconds, becoming an ordinary puff of smoke.

24. TROGLODYTE TAKEOVER

Every surface of these caves is coated with slime. Sound travels easily through the caves, though as one moves toward the center of the complex, echoes from the underground river become less obtrusive.

Eighteen troglodytes live in these caves and respond quickly to sounds of battle. These enslaved troglodytes can't take reactions. When an enslaved troglodyte takes damage, it can make a DC 14 Wisdom saving throw to break free of the aboleth's control. On a successful save, the troglodyte fights for its own survival, not the aboleth's. Its first instinct is to flee if it can.

24A. WEST SENTRY

Three enslaved **troglodytes** guard this 30-foot-high cave. Shattered shields, broken spears, and torn nets (trophies taken from the kuo-toa) lie heaped against the walls. None of this gear is salvageable.

24B. KUO-TOA BONES

This 30-foot-high cave is littered with the bones of four kuo-toa. The bones have all been thoroughly chewed and their marrow sucked out.

24C. GENERAL QUARTERS

Troglodytes. Unless they've been drawn elsewhere, twelve enslaved **troglodytes** rest atop sawed-off stalagmites in the middle of this 40-foot-high cave.

Pictographs. The walls bear pictographs of kuo-toa abasing themselves before a creature that resembles an otyugh (a bulbous monster with three legs, long tentacles, and a gaping maw).

24D. ABANDONED NURSERY

The kuo-toa used this 30-foot-high cave as a nursery. The cave has been empty since the kuo-toa were forced to vacate it. Tiny fish bones litter the floor.

24E. EAST SENTRY

The underground river is loudest here. Three enslaved **troglodytes** guard this 30-foot-high cave.

AFTERMATH

This level has the potential to be greatly changed by the actions of the characters.

The death of the aboleth allows the surviving kuo-toa to reclaim their grotto (area 16). The kuo-toa victory is short-lived, however, because the drow start attacking them soon afterward. These attacks continue until the kuo-toa are wiped out or forced to retreat upriver. After taking over the grotto, the drow enslave the troglodytes and use them to farm areas 3 and 5. Meanwhile, the drow move the grotto's treasures to a more secure location, such as the House Auvryndar stronghold on level 10.

If the aboleth survives, it enslaves or kills off the remaining kuo-toa in the coming weeks. The aboleth also enslaves the ettin in area 2, and its slime poisons and kills off the fungi throughout the Twisted Caverns, destroying the delicate ecosystem. The drow challenge the victorious aboleth but are unable to defeat it on their own, given the limited support they receive from House Auvryndar. Several quaggoths that were once loyal to the drow become the aboleth's thralls. The resulting stalemate makes the drow desperate for aid, regardless of the source.



LEVEL 5: WYLOWOOD

WYLOWOOD IS DESIGNED FOR FOUR 8TH-LEVEL characters. Those who defeat the monsters on this level should gain enough XP to reach 9th level. In some cases, defeating a monster can be accomplished without slaying it. If the characters strike a truce with a creature, award them XP as if they had defeated it in combat.

The characters will most likely arrive here by way of the River of the Depths, which they first encounter on level 4. Characters who follow the river must navigate rapids and small waterfalls to reach Wyllowood. Beyond this level, the River of the Depths begins its lengthy, tumultuous descent into the Underdark—a voyage no ordinary boat or raft can survive.

MAGIC OF WYLOWOOD

In addition to dark caverns, this level contains forests of trees like those that grow on the surface. These temperate forests were magically created by Halaster, and the sky high above can fool adventurers into thinking they have escaped Undermountain and found their way back to the surface. Birds, insects, and tree-dwelling mammals live here alongside Wyllowood's fiercer denizens.

The forests are real and nourished by magic, and Halaster regularly repopulates them with birds, insects, rodents, and larger mammals. The main caverns have 100-foot-high ceilings hidden by illusions that can't be dispelled. These illusions begin 30 feet above ground and create the impression of open sky where high walls

and ceilings should be. The illusions flawlessly duplicate the sun, the moon, the stars, and clouds, though there is no wind or breeze to speak of. During the day, the warmth of the sun can be felt, and at night the temperature drops as one would expect. Despite appearances, the walls and ceilings are still very much in place, and a *true seeing* spell or similar magic reveals them.

A magic calendar stone in area 6k allows one to change the time of day, the weather, and the season in Wyllowood's forests. Wyllow the archdruid (see "What Dwells Here?" below) is the only one permitted to use the calendar stone. When the characters first arrive, Wyllowood is enjoying a warm autumn—Wyllow's favorite season.

WHAT DWELLS HERE?

An archdruid named Wyllow lives in a tower on this level of the dungeon (in area 6), though she frequently wanders the woods. Her neighbors include a green dragon suffering from an identity crisis and a village of goblin werebats.

WYLLOW

Wyllow is a moon elf druid with eyes as green as emeralds. Butterflies nest in her tangled black hair, and small critters gather around her feet.

Over two hundred years ago, Wyllow fell in love with Yinark, a wizard in league with Halaster, and returned with him to Undermountain. Her happiness faded quickly when the dungeon proved to be a far cry from

the woods she called home. Determined to keep Wyllow in Undermountain, Halaster used several *wish* spells to create a magical forest for her, but even this gift wasn't enough to offset the druid's languor. When Yinark forbade her from ever returning to the surface, Wyllow grew positively despondent. The relationship soured and turned violent. A volley of spells on both sides resulted in Yinark's death. After Wyllow's fury abated, all that remained was undying grief and encroaching madness. She remains in Undermountain in accordance with Yinark's wishes, a prisoner of her own guilt.

Undermountain is Wyllow's home now, and all memory of the surface world has faded from her mind. She is distant but kind toward those who pass harmlessly through her domain, but turns violent whenever her forest or its peaceful denizens are threatened. Before setting out to destroy interlopers, she rallies the green dragon and the werebats, using them to soften up her adversaries. She can also summon six awakened trees from the forest with a whistle.

Wyllow's displacer beast companion, Crissann, is named after a human mercenary whom the elf befriended many years ago. Before this friendship could blossom into a romance, Halaster intervened and used his magic to turn Wyllow's new friend against her. The heartbroken druid slew Crissann in the woods with the help of several forest creatures and vowed never to let another mortal touch her heart so deeply.

Wyllow has conflicted feelings about Halaster. She is grateful to him for providing her a home and keeping Willowwood alive with his magic, but she blames him for Yinark's death. She also pities him, for the Mad Mage too appears to be trapped in a prison of his own making. Wyllow believes he is no longer human, but an immortal entity composed of pure magic. Thus, she has given up any hope of being rid of him.

WYLLOW'S STATISTICS

Wyllow is a moon elf **archdruid** (see appendix A), with these changes:

- Wyllow is chaotic neutral.
- She has these racial traits: Her walking speed is 35 feet. She has darkvision out to a range of 60 feet. She has advantage on saving throws against being charmed, and magic can't put her to sleep. She speaks Common, Druidic, and Elvish.

VALDEMAR (TEARULAI)

This young green dragon, once a lawful evil creature, experienced a change in alignment and personality when an adventurer impaled it through the skull with a sentient, emerald-bladed *sword of sharpness* named Tearulai. The dragon now refers to itself as Tearulai and has the longsword's neutral good alignment. It sleeps atop a platform overlooking the River of the Depths, guarding its treasure.

Wyllow once set adventurers against Valdemar, hoping to destroy the evil dragon, but the dragon's change of alignment caused Wyllow to reconsider their relationship. Now that Valdemar and Tearulai are one, the archdruid considers the dragon part of Willowwood's ecosystem. The two currently enjoy a peaceful coexistence.

GOBLIN WEREBATS

South of Wyllow's tower stands a large complex of ornate stone buildings that used to be home to a cult of Malar, the Beast Lord. Wyllow allowed these evil humans to hunt in her forest, but they abused the privilege—so the archdruid and her green dragon ally eradicated the cultists.

The village and its environs stood empty for years until a congregation of goblin werebats took residence in the caves around the buildings. The werebats prefer the dank caves to the structures, which have largely remained abandoned. Wyllow allows the werebats to feed on stray vermin and adventurers. They wisely acknowledge the archdruid as master of the forest and leave her animals and her dragon ally alone.

WANDERING MONSTERS

Willowwood is a thriving ecosystem. The woods support awakened shrubs, awakened trees, bats, bears, blink dogs, boars, deer, elk, rodents, small birds, and other denizens of temperate forests. Carrion crawlers, etercaps, giant spiders, and owlbears make occasional forays into the woods as well.

If your game session needs a jolt, try using one of the following encounters or an encounter of your own design.

BEAR WITH US

A timid **black bear** shadows the characters, hoping to scavenge a tasty offering. If they feed the bear, it follows them like a companion and expects to be fed regularly.

TREE BELIEVERS

As the heroes pass through the forest, two **awakened trees** interrogate them in Common, demanding to know the reason for their intrusion. If the characters are looking for shelter, safe passage to deeper levels of Undermountain, or information, the trees offer to escort them to Wyllow's tower (area 6).

VOOL THE OUTCAST

A rash of attacks against the deer of the forest threatened to turn Wyllow against her goblin werebat neighbors until it was revealed that the culprit of all the bloodletting was a single goblin **werebat** (see appendix A) named Vool. To appease the archdruid, the other werebats drove Vool out of their village. He found a secluded cave nearby (see area 17) and took refuge there. He ventures out once a day to feed but avoids contact with his kin.

If Vool catches sight of the party, he tries to feed on a lone straggler. If captured or cornered, he apologizes for his uncontrollable blood lust and offers to make amends by serving as a faithful guide. He's lonely and genuinely in search of companionship, but he is without honor or decency. In an attempt to win favor and distract the characters from his own shortcomings, Vool tries to turn them against Wyllow, painting the archdruid as a creature of pure madness and malevolence. He also shares rumors of "great treasures" that are hidden inside Wyllow's tower.

EXPLORING THIS LEVEL

All location descriptions for Willowwood are keyed to map 5.

1. RIVER OF THE DEPTHS

Large blind fish swim up and down this dark, sluggish river that flows from level 4 and meanders down to the Underdark, plunging over waterfalls every mile or so.

The river's depth varies from a few feet to as much as 30 feet in spots. Characters who trawl the depths for treasure might find the odd bauble here and there, or possibly something more dangerous like a sleeping hydra.

At various points along the river are crude wooden signs, each one carved with the word "Underdark" in Goblin and an arrow pointing downriver.

2. FOREST

Between the forest and the underground river are narrow, pebbled beaches upon which Willow has planted carved wooden signs that bear the following warning in Common, Draconic, and Elvish: BEHOLD WYLLOW'S WOOD. HARM NOT, LEST YE BE HARM'D.

General features of the forest are summarized in the "Forest Features" sidebar. Specific regions are described in the sections that follow.

2A. RIVERSIDE FOREST

The trees growing alongside the river are some of the biggest in Willowwood. Their gnarled boughs form a tangled canopy that overhangs the pebbled beaches. Bears come to the river's edge to fish, and deer and elk come to drink and bathe.

2B. ETTERCAP FOREST

The trees in this part of the forest are shrouded with thick webs, and dead animals wrapped in silken cocoons hang from the boughs. Five **ettercaps** and ten **giant spiders** live in the trees and attack interlopers. Willow considers these creatures to be part of Willowwood's natural ecosystem but keeps them from spreading beyond the marble walkways to the west and south.

2C. MOANING FOREST

Characters passing through this part of the forest can see Willow's tower (area 6) through the trees and hear an eerie moan coming from the northwest. (The source of the incessant moaning is the cloaker in area 4e.)

2D. OLD GRAVE

Thin rays of sunlight or moonlight penetrate the dense canopy of this old forest, whose trees are covered with moss.

At night, a **will-o'-wisp** lures adventurers to a grave in the middle of this cavern. The grave stands amid a grove of dead, burned trees. It is marked with a headstone that reads in Common, "Here lies Crissann, human friend and companion." The top of the gravestone is carved in the shape of a rose. A *detect magic* spell cast in the vicinity reveals a source of evocation magic buried in the earth (see "Treasure" below).

FOREST FEATURES

Willowwood's forest contains both deciduous and coniferous trees, as well as berry bushes and other shrubs. All kinds of flowers grow here, but no roses, because Willow doesn't like them.

Most of the trees are mature, with heights of 30 to 50 feet. Foot trails meander between them, and any character who succeeds on a DC 15 Wisdom (Survival) check to search for tracks can see the slender footprints of a solitary humanoid—a female elf—among the tracks left by various other forest inhabitants.

Running through the forest are crumbling, 20-foot-high walkways atop ivy-covered, white marble archways supported by thick white marble columns. Some sections of the walkways have collapsed due to age or seismic activity.

The characters are free to pick berries, gather fallen branches, collect acorns and pinecones, and rest on moss-covered logs. Chopping down a tree, starting a fire, killing an animal, or any similar act of destruction will not be tolerated. Willow has many spies in the forest, which speed to her tower to communicate the party's misdeeds. If so informed, she moves swiftly to eradicate the trespassers.

The will-o'-wisp is Crissann's disembodied spirit. During the day, it hovers invisibly over the grave. With a whispery voice, it says, in Common, "Take my wand. Use it to destroy Willow, the elf witch!" If the characters obtain the wand from the grave, the will-o'-wisp tries to lead them to Willow's tower and a showdown with the archdruid. If the characters refuse to avenge Crissann, the will-o'-wisp attacks them. Otherwise, it considers the characters its allies. If Willow is defeated, the will-o'-wisp is overcome with despair and turns against the party, fighting until destroyed.

Treasure. Characters who dig up the grave find a human skeleton clad in tattered clothes and a fully charged wand of fireballs.

2E. WESTERN FOREST

The forest continues off the map and follows the underground river for several hundred feet. The forest floor is littered with statues of birds and mammals, creatures petrified by a **basilisk** that wanders these woods.

3. GUARDHOUSES

Two windowless stone guardhouses with peaked, slate-tiled rooftops stand in the middle of the forest where several elevated walkways converge. The buildings were built on higher ground than the surrounding forest, and their stone doors are unlocked.

3A. NORTH GUARDHOUSE

A rusty lantern hanging from a rafter has a *continual flame* spell cast on it, brightly illuminating a musty room that contains four wooden beds with moldy mattresses. At the foot of each bed is an empty, overturned chest.

3B. SOUTH GUARDHOUSE

Each door of this guardhouse is barricaded shut from within and requires a successful DC 15 Strength (Athletics) check to force open. Piled behind the doors are broken chairs, shattered benches, and empty chests. Inside the building, characters find the following:

Arch. Carved into the middle of the east wall is a decorative stone arch enclosing a blank wall (see “Arch Gate to Level 2” below).

Furnishings. A wooden trestle table lies on its side in the middle of the room. An iron chandelier with melted wax candles is suspended from a rafter above it by a rope tied off to a hook near the northern door.

Dead Halfling. Tucked behind an iron stove in the northeast corner is a dead halfling in leather armor, his face twisted into a mask of horror.

The halfling adventurer, Haddon Fleetfoot, refused to serve the will-o'-wisp in area 2d and barricaded himself in this guardhouse, believing that act would prevent the will-o'-wisp from reaching him. An examination of his corpse and a successful DC 12 Wisdom (Medicine) check reveals that he died from several lightning shocks.

Arch Gate to Level 2. The stone arch is one of Halaster’s magic gates (see “Gates,” page 12). Its stone frame has been carved to look like the trunks of trees, and close inspection reveals the image of a dead tree carved into its keystone. Its rules are as follows:

- Touching the arch with a dead twig or branch causes the gate to open for 1 minute.
- Characters must be 6th level or higher to pass through this gate (see “Jhesiyra Kestellharp,” page 10). The first creature to pass through the gate triggers an elder rune (see “Elder Runes,” page 12).
- A creature that passes through the gate appears in area 12 on level 2, in the closest unoccupied space next to the identical gate located there.

Treasure. Haddon’s corpse wears a salvageable suit of halfling-sized leather armor. It clutches a silvered shortsword in one hand and a burnt torch stub in the other. A search of the corpse yields a dungeoneer’s pack with spoiled rations and 5 torches remaining, and a small pouch containing 4 gp.

4. CLOAKER DEN

A conclave of cloakers has taken over this series of caverns. Wyllow has tried to frighten off the cloakers, so far without success. A persistent, eerie moan emanates from area 4e and can be heard throughout this complex and well into the surrounding forest.

4A. EASTERN GATE

A 15-foot-high iron portcullis is embedded in the stone wall at the mouth of a long tunnel. Rough-hewn stairs just inside the tunnel climb to the top of the wall, which is enclosed by stone battlements. There are no guards stationed atop the wall or beyond the portcullis. The winch to raise the portcullis is inside the tunnel, just beyond the gate. The portcullis can also be lifted with a successful DC 25 Strength (Athletics) check.

4B–C. SIDE CAVES

Two **cloakers** lurk here, one in each cave. They team up against intruders. If one is killed, the other retreats to area 4e and joins the cloaker there. The caves are bereft of furnishings and treasure.

4D. WESTERN GATE

This gate resembles the one at area 4a, except that it looks out over area 4e.

4E. CRYSTAL CAVERN

Crystal Decor. The walls of this 60-foot-high cavern are covered with naturally formed crystal draperies that resemble frozen waterfalls.

Moaning Fissure. A 30-foot-long, 10-foot-wide, 20-foot-deep fissure cuts across the middle of the ceiling like an open wound. The ominous moan heard throughout the complex originates from here and is made by a **cloaker** hiding in the crack.

Gate. An iron gate is embedded in the east wall (see area 4a for details).

Illusory Wall. A 20-foot-square section of wall south of area 4d is illusory and conceals a tunnel. The illusory wall has no substance, and creatures can pass right through it. A successful *dispel magic* spell (DC 17) dispels the illusion.

The cloaker is using its moan to draw others of its kind to this location, hoping to form a conclave. If the cloaker detects interlopers, it creates phantasmal duplicates of itself, emerges from the crack in the ceiling, and attacks.

The crystal formations reflect and amplify nearby light. The crystals also amplify sound, allowing it to carry well beyond the cavern’s confines. The crystals otherwise have no properties or value.

5. INNER FOREST

A thorough exploration of this part of the forest reveals several items of note:

Litter. The forest is strewn with rusty weapons, burnt torch stubs, empty bottles, and other worthless paraphernalia left behind by adventurers.

Druidic Totems. Eerie totems hang from the trees.

Made from twigs, feathers, and tattered bits of cloth, they look like crude dolls. (Each one is modeled after a humanoid Wyllow has killed.)

General features of the forest are summarized in the “Forest Features” sidebar. Characters who engage in wanton destruction are accosted by several creatures, each of which has been the recipient of an *awaken* spell: four **awakened trees**, an awakened **brown bear**, two awakened **elks**, and three awakened **giant wasps**. These creatures are loyal servants of the archdruid.

6. WYLLOW’S TOWER

Wyllow’s Tower is carved to look like a squat stone tree with twisted, stony boughs protruding from the walls. Thirteen **giant bats** hang from these crumbling limbs like ornaments, their wings wrapped tightly around their bodies. If the characters try to climb the tower, the bats attack. The bats otherwise fight only in self-defense or at Wyllow’s command.

At the base of the tower, on the south side, is a 12-foot-high arched double door made of carved stone. A rope hanging next to the door rings a bell when tugged. If the characters knock or ring before entering, Wyllow’s



usher, Halastree, greets them and leads them to area 6a. Halastree is an **awakened tree** whose trunk Wyllow carved in the likeness of Halaster. It speaks Common and is exceptionally polite. If the characters enter the tower unannounced, they get as far as area 6a before encountering someone.

All rooms in the tower are brightly lit by beams of magical light, which emanate from the ceiling and shine down on the dusty, tiled floor.

All doors in the tower are made of carved stone. All ceilings are 10 feet high, except in area 6a.

6A. WYLLOW'S THRONE ROOM

Detritus. Dead leaves and twigs cover the dusty floor.

Balcony. The room has a vaulted ceiling 20 feet high.

Stone pillars carved to look like trees support a 10-foot-high stone balcony that runs along the north, east, and south walls. The trees' stone branches serve as the balcony's railings.

Archdruid and Friends. Wyllow is here, attended by Crissann, her **displacer beast** companion, and Halastree, her **awakened tree** usher. Wyllow wears a gold key on a string around her neck (see "Treasure" below). The archdruid sits meditating in a throne of yellow crystal that stands in the western alcove. The throne has eyes carved into it.

Secret Doors. Flanking the crystal throne are two secret doors. One swings open into area 6b, the other into area 6c.

Wyllow's crystal throne was carved by dwarves and given to her by her late husband, Yinark. A *detect magic* spell reveals an aura of divination magic around it. A creature seated on the throne has advantage on Wisdom (Insight) checks.

For information on Wyllow, see the "Wyllow" section at the start of the chapter. The archdruid is friendly toward visitors who have done nothing to anger her. The displacer beast and the awakened tree fight to the death to defend her.

Characters who do nothing to antagonize Wyllow can secure safe passage through her demesne, though she warns them to steer clear of the goblin werebats and show the green dragon the respect it's due. She knows the locations of Willowwood's gates and how to activate them (see areas 3b, 6i, and 9), as well as the passages leading down to levels 6 and 7. If the characters slay the cloakers north of her tower (in area 4), Wyllow will share this information with them.

Treasure. The gold key in Wyllow's possession unlocks the chest in area 6g. The key is worth 25 gp.

6B. HIDDEN ARMORY

Frescoes. The walls bear frescoes that depict skirmishes between surface elves and drow, culminating in an epic showdown with Lolth in the Demonweb Pits.

Table. An ornately carved stone table in the middle of the room has several dust-covered objects resting on it. Leaning against the table is a wooden staff with silvered tips, draped in cobwebs.

Treasure. Characters who clear away the dust can see the objects on the table more clearly: a suit of *hide armor of resistance* (lightning) made of stitched rothé hide and fur, a silvered scimitar, and a leather quiver containing 20 silvered arrows. The staff leaning against the table is a silvered quarterstaff.

6C. STAIRS UP

Frescoes. The walls are carved with frescoes depicting exchanges of gifts between dwarves and elves.

Staircase. A stone spiral staircase in the northwest corner curls up 10 feet to area 6e and continues up another 10 feet to area 6h.

6D. HALL OF THE FOREST KINGDOM

A flight of stairs connects this room to the lower floor. The room is empty except for frescoes on the walls depicting an elven forest kingdom.

6E. HALL OF THE SKY CHARIOTS

Frescoes. The walls are carved with frescoes that depict elves in cloud chariots pulled by fiery horses, coursing through the starry skies.

Staircase. A stone spiral staircase in the northwest corner descends 10 feet to area 6c and climbs 10 feet to area 6h.

The stone door to area 6f has an *arcane lock* spell cast on it. A button carved in the shape of a twinkling star is hidden in a nearby wall fresco; a character who searches the wall spots it with a successful DC 17 Wisdom (Perception) check. When the star-shaped button is pushed, the door swings inward. The door can also be opened with a *knock* spell or forced open with a successful DC 25 Strength (Athletics) check.

6F. WYLLOW'S STAFF OF FLOWERS

The door to this narrow room is magically locked from the outside (see area 6e) but pulls open easily from the inside. The room contains the following features:

Debris. Broken staffs litter the dusty floor.

Table. A beam of light shines down on a narrow, rectangular stone table in the middle of the room. On the table rests a wooden staff carved with floral motifs.

Wyllow dabbles in magic item creation. The broken staffs testify to her numerous failures. The intact staff on the table represents her only success to date.

Treasure. The staff resting on the table is Wyllow's *staff of flowers*, a common magic item to which anyone can attune. While holding the staff, a creature can use an action to expend 1 charge from the staff and cause a flower to sprout from a patch of earth or soil within 5 feet of it, or from the staff itself. Unless a specific kind of flower is chosen, the staff creates a mild-scented daisy. Wyllow's staff is peculiar in that it can't create roses, which the archdruid dislikes. If a rose is chosen, a daisy grows instead. The flower is harmless and nonmagical, and it grows or withers as a normal flower would.

The staff has 10 charges and regains $1d6 + 4$ expended charges daily at dawn. If its last charge is expended, roll a d20. On a 1, the staff turns into black rose petals and is lost forever.

6G. SECRET ROOM

This room is hidden behind a locked secret door on which is carved a fresco depicting a satyr in a forest, dancing and playing a lute while butterflies fly around it.

One of the pegs on the satyr's lute is a hidden switch; when it is turned, the secret door unlocks and swings inward. The secret door can also be opened with a *knock* spell, or by a character using thieves' tools to pick the lock with a successful DC 20 Dexterity check.

Treasure. A niche carved into the southeast wall holds a small wooden chest bearing painted images of worms burrowing out of the ground. Set into the chest is a magic lock whose tumblers adjust to confound burglars. A character using thieves' tools can pick the lock with a successful DC 15 Dexterity check, but the check is made with disadvantage. Inserting Wyllow's gold key (see area 6a) into the lock also opens the chest, as does a *knock* spell.

The chest contains a pair of sapphire earrings (250 gp apiece), an armband made of overlapping gold leaves (250 gp), a random trinket (roll on the Trinkets table in chapter 5 of the *Player's Handbook*), and a crystal bulb as big as a pear. Inside the crystal bulb is a tiny effigy of Halaster Blackcloak. A *detect magic* spell reveals an aura of conjuration magic around the bulb.

If the crystal bulb is planted in earth or soil on this level of Undermountain, it is destroyed as **Halaster Blackcloak** (see appendix A) sprouts from the ground where the bulb was buried. This is the real Halaster, delivered by his own magic. The Mad Mage entrusted the bulb to Wyllow in case she needed to summon him and is annoyed if someone else uses it.

If the characters have done nothing aside from this to offend him, Halaster babbles about his current preoccupation (see "Halaster's Goals," page 11) and demands the characters do whatever they can to help him. He then teleports away in a huff. If the characters manage to get a word in edgewise, they might persuade him to share useful information before he leaves. He might, for example, divulge the secret to activating one of his many gates, or he might mention creatures known to dwell on one of the deeper levels of Undermountain. If the characters attack him, Halaster retaliates in kind.

6H. STATUARY

The spiral staircase reaches its peak in this room, which contains the following features:

Statues. Standing in alcoves to the north and south, facing one another, are green marble statues of 6-foot-tall, proud elf warriors clutching shields and spears. The shield of the northern statue features a pine tree, while an oak tree is emblazoned on the shield of the statue to the south.

Frescoes. The walls are carved with frescoes of elves traveling through space aboard sleek wooden vessels with giant crystalline wings, visiting strange worlds and battling orcs and dragons in space.

6I. ARCH GATE TO LEVEL 3

Dust and cobwebs fill this room. Set into the middle of the east wall is a stone arch enclosing a blank wall. This is one of Halaster's magic gates (see "Gates," page

12). The keystone and base stones of the arch each bear the graven image of an old man clutching a staff. The rules of this gate are as follows:

- Tapping the arch three times with a staff of any kind causes the gate to open for 1 minute.
- Characters must be 7th level or higher to pass through this gate (see "Jhesiyra Kestelharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 15b on level 3, in the closest unoccupied space next to the identical gate located there.

6J. OSSUARY

Wyllow has slain scores of adventurers over the years, and she chooses to memorialize them with this ghastly ossuary, the walls and ceiling of which have humanoid skulls and bones cemented to them in decorative arrangements. A few bare patches have yet to be filled.

Secret Door. A secret door behind one bone-layered wall swings open into area 6k.

6K. CALENDAR STONE

This spacious room has been swept clean of dust and cobwebs. It contains the following:

Guards. Four **giant toads** lurk in the far corners of the room. They leap forward and attack anyone not accompanied by Wyllow.

Calendar Stone. Set into the floor is a 15-foot-diameter stone device engraved with a multitude of images.

The device has a circular center 9 feet in diameter, around which are two concentric rings of stone. The center stone is fixed in place. Its engravings depict birds, butterflies, fish, and small mammals encircling Wyllow's smiling visage. Each ring is 3 feet wide and turns clockwise on hidden rollers. The inner ring is engraved with images of plants and animals weathering the change of seasons. The outer ring bears alternating engravings of the sun at various heights and the moon in all its phases. A fixture on the outer edge of the device is used to line up the rings and indicate the present time of day and season in Wyllowwood. The rings slowly turn on their own, tracking the natural changes that occur over time. By turning a ring manually, one can force a more sudden change from day to night or night to day, or bring the effects of a new season upon Wyllowwood.

If the characters change the time of day or the season, all the surviving werebats except Vool (see area 17) investigate Wyllow's tower in goblin form to find out what is amiss.

The calendar stone can't be damaged or dismantled.

7. ALCOVES OF THE DEAD

Four deep alcoves, each roughly 10 feet wide and 15 feet tall, line the cavern wall south of Wyllow's tower. Strewn about in them are the skeletal remains of sixty humans clad in rotting clothes and furs—the remains of Malar worshipers killed by the green dragon's poison breath. Wyllow dragged the corpses here and left them to rot, as a dire warning to others who would betray her. A search of the bones reveals nothing of value.

8. UMBER HULK TUNNEL

An umber hulk dug this tunnel, which descends hundreds of feet to area 1 on level 6.

9. DRAGON'S PLATFORM

Stone Platform. Built atop a natural mound of earth and rock is a 70-foot-long, 50-foot-wide, 10-foot-high stone platform covered with moss and ivy. Connected to the platform are two stone walkways raised atop 20-foot-high marble columns.

Bridge. A stone bridge on the platform spans the river to the east. (See area 10 for more information on the bridge.)

Building. A mossy staircase climbs the south wall to the top of the platform. There stands a 15-foot-high stone building with a commanding view of the river and stone doors set into its north, west, and south walls. A crumbling faux battlement surrounds the flat roof, atop which sleeps a **young green dragon** with iridescent scales. A sword is lodged hilt-deep in its skull.

BUILDING INTERIOR

The building's outer doors are unlocked and push open to reveal a dark, dusty room strewn with treasure accumulated by the dragon (see "Treasure" below).

Arch Gate to Level 6. A door in the northeast corner leads to a smaller chamber with an arch gate set into the back wall (see "Gates," page 12). The arch is engraved with images of dancing dwarves. The rules of this gate are as follows:

- Standing within 5 feet of the arch and imitating the moves of the dancing dwarves causes the gate to open for 1 minute. The dance requires 1 minute to perform.
- Characters must be 9th level or higher to pass through this gate (see "Jhesiyra Kestellharp," 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 10 on level 6, in the closest unoccupied space next to the identical gate located there.

Treasure. The treasures inside the building are as follows:

- 3,500 gp, 6,000 sp, and 15,000 cp in loose coinage
- A 500 gp black pearl with a minor magical property (it glows faintly when undead are within 120 feet of it)
- A *potion of gaseous form*
- A *spell scroll of heroes' feast*

GREEN DRAGON

While asleep, the dragon relies on its passive Wisdom (Perception) score to detect the approach of intruders by scent and sound. The dragon feeds mostly on blind fish and prefers to be left alone. If attacked, it lets out a roar loud enough to be heard throughout Wyllowwood. Wherever she is, Wyllow hears the roar and comes to the dragon's defense.

The dragon, Valdemar, refers to itself as Tearulai and won't willingly part with the sword stuck in its skull. Nor will it allow characters to enter the building or use the gate inside unless they have Wyllow's permission to do

so. If a character tries to deceive the dragon, it can make a Wisdom (Insight) check contested by the character's Charisma (Deception) check to see through the deception. A character who is caught lying to the dragon can never win back its trust.

If the dragon is incapacitated, a character can use an action to try to pull Tearulai from Valdemar's skull, doing so with a successful DC 13 Strength check. Removing the longsword in this way restores the dragon's evil alignment and personality. From that point on, the dragon considers Wyllow its mortal enemy.

TEARULAI

The longsword, Tearulai, is a sentient, neutral good sword of sharpness with an emerald-colored blade and precious gemstones embedded in its hilt and pommel. The sword's magical properties are suppressed until it is removed from Valdemar's skull.

Evil creatures can't attune to Tearulai; any evil creature that tries to do so takes 20 psychic damage. The weapon's emerald blade can't be damaged or dulled, and the sword can't be teleported anywhere without its wielder while the two are attuned to one another.

Spells. The sword has 6 charges and regains 1d4 + 2 expended charges daily at dawn. A creature attuned to the sword can use an action and expend 1 or more charges to cast one of the following spells from it without material components: *fly* (2 charges), *polymorph* (3 charges), or *transport via plants* (4 charges).

Sentience. The sword has an Intelligence of 17, a Wisdom of 12, and a Charisma of 20. It has hearing and truesight out to a range of 120 feet. It communicates telepathically with its attuned wielder and can speak, read, and understand Common, Draconic, Elvish, and Sylvan. In addition, the sword can ascertain the true value of any gemstone brought within 5 feet of it.

Personality. Tearulai admires great beauty, music, fine art, and poetry. Vain, the weapon strives to improve its appearance. It craves gemstones and seeks out better ones with which to adorn itself. Most of all, it longs to return to the forests around Myth Drannor, where it was created. If its wielder's goals run counter to its own, Tearulai attempts to take control of its wielder and escape Undermountain, whereupon it can use its *transport via plants* spell to return whence it came.

10. MOSSY STONE BRIDGE

An arching bridge of moss-covered stone spans the River of the Depths at a height of 30 feet, connecting the dragon's platform (area 9) to a rough-hewn tunnel that eventually winds down to level 7. Obscured by the moss are carvings of trees and vines.

11. WE ALL FLOAT DOWN HERE

A dead grimlock in a forlorn passageway is evidence of danger on the underground river.

11A. FALSE BOAT

Tethered to the mouth of a narrow cave at water level is what appears to be an intact wooden rowboat that can hold up to four characters and their equipment. The boat and its tether are, in fact, a Large **mimic** with 67 (9d10

+ 18) hit points. The mimic adheres to any creature that steps into it or grabs its “rope.” Once it has prey in its clutches, it untethers itself and drifts downriver at a speed of 15 feet while pounding its would-be meal to death with its pseudopod.

11B. GRIMLOCK SKELETON

The skeleton of a one-armed grimlock lies on the floor where a narrow passage in the west wall intersects with a wider tunnel heading north and south. Close examination reveals that the grimlock’s bones have been picked clean by acid, and its eyeless skull is turned toward the narrow passage that leads west. The grimlock’s bony arm and hand also point in that direction. The skeleton was left here by the mimic and hides nothing of value.

12. WEREBAT CAVES

These natural caves have uneven floors and 30-foot-high ceilings. Enough light enters to dimly illuminate each cave. In total, nine goblin werebats lurk here.

If combat breaks out anywhere in these caves, all the werebats in the three sections of area 12 quickly join the fray. Mobar (see area 14) remains where he is.

12A. WEREBATS IN BAT FORM

Werebats. Three goblin **werebats** (see appendix A) hang from the ceiling in bat form, asleep. In this form, they are indistinguishable from giant bats. The werebats awaken if they are attacked or otherwise disturbed.

Rack. A crude weapon rack made of lashed bones stands in the middle of the cave.

If they awaken, the werebats either attack intruders in bat form or drop to the floor, assume goblin form, and arm themselves.

The rack holds three scimitars, three shortbows, and three leather quivers each containing 20 arrows.

12B. WEREBATS IN GOBLIN FORM

Three goblin **werebats** (see appendix A) in humanoid form crouch in the middle of this cave. One of them is using a whetstone to sharpen its scimitar, while the others fashion arrows out of sticks, feathers, and flint.

12C. WEREBATS IN BAT FORM

Three goblin **werebats** (see appendix A) lair here in bat form. The cave is otherwise identical to area 12a.

13. DINING CAVE

The goblin werebats have communal dining habits and prefer to eat together in this cave, the floor of which is littered with the bones and exsanguinated corpses of dead rodents, shoe-sized crickets, and blind fish.

14. WEREBAT BOSS

Precious little light reaches this large cave, which is set aside for the werebat boss, a particularly sinister goblin named Mobar. He prefers to remain in hybrid form—his most fearsome aspect. In all three of his forms, Mobar’s left eye is blinded by a cataract, and he has a shock of white hair.

Mobar has the statistics of a **werebat** (see appendix A), with these changes:

- Mobar has 42 hit points.
- Due to poor depth perception, he has disadvantage on any attack roll against a target more than 30 feet away.

Mobar is smitten by Wyllow and follows her instructions without question. He spends his idle hours making gifts for her and, in bat form, leaving them in front of her tower. The lovestruck fool is otherwise bereft of conscience, and he presides over the werebat tribe with iron-fisted resolve. As a rule, he does not treat with adventurers; he’d rather rob them and feed on their blood.

If combat breaks out here, the werebats throughout area 16 investigate, converging on this location.

TREASURE

Mobar’s cave is unfurnished except for a moldy old wooden chest sitting on a natural shelf 10 feet off the floor in the room’s southwest corner. The chest is unlocked and contains 60 gp in a leather pouch, three wooden holy symbols of Malar, a *potion of greater healing* in a varnished gourd, a pair of dainty slippers, six bleached human skulls, a beautifully carved ivory figurine of Wyllow (25 gp), and a chalice hewn from blue quartz (250 gp). Hanging from a hook on the inside lid of the chest is an iron master key that fits all the doors in areas 18–24. The head of the key is shaped like a dwarf’s stern visage.

15. BAT CAVE

Scores of harmless bats roost here, their guano covering the floor of the unlit cave in sticky mounds. If bright light shines into the cave or intruders enter, the bats flutter about in distress before exiting the cave and swarming above the village. The werebats in areas 12, 14, and 16 investigate the disturbance, attacking any intruders they encounter on their way here.

16. WEREBAT CAVES

These dark, rough-hewn caves have rubble-strewn floors and 30-foot-high ceilings. In total, nineteen goblin **werebats** (see appendix A) dwell here.

If combat breaks out anywhere in these caves, all the werebats in the four sections of area 16 quickly join the fray. The noise also alerts the werebat boss in area 14, who investigates.

16A. WEREBATS IN BAT FORM

Werebats. Three goblin **werebats** (see appendix A) hang from the ceiling in bat form, asleep. In this form, they are indistinguishable from giant bats. They awaken if they are attacked or otherwise disturbed.

Niches. Three niches in the south wall hold weapons.

The werebats either attack intruders in bat form or drop to the floor, assume goblin form, and arm themselves.

Each of the three niches contains a scimitar, a shortbow, and a leather quiver holding 20 arrows.

16B. WEREBATS IN GOBLIN FORM

Werebats. Twelve goblin **werebats** (see appendix A) in humanoid form congregate here. Eleven of them are seated around the twelfth, who is standing and telling a story.

Drawings. Crude chalk drawings cover the walls.

The stick-figure chalk drawings on the walls tell the story of a goblin tribe that became infected with werebat lycanthropy in the Underdark and the tribe's subsequent ordeals. Any character who studies the chalk drawings and succeeds on a DC 10 Wisdom (Insight) check can ascertain as much. Among the drawings are crude renderings of the green dragon Valdemar, the archdruid Wyllow, and her tree-like tower.

One werebat points to specific drawings as it recalls the story of how the goblin tribe found sanctuary in Undermountain, hid from the green dragon, and made peace with the archdruid Wyllow. Story time ends as soon as intruders are detected. Six of the werebats assume hybrid form before attacking.

16C. WEREBAT NURSERY

This cave contains two goblin **werebats** (see appendix A) in humanoid form, as well as seven of their young.

The young werebats are noncombatants worth 0 XP. Each has AC 8 and 1 hit point, ability scores of 5, and immunity to bludgeoning, piercing, and slashing damage from weapons that aren't silvered. They also have the Shapechanger trait common to all werebats, but their only other form is that of a Tiny bat.

If the nursery comes under attack, the adults defend the young. If the adults are slain, the children turn into bats and flee.

16D. WEREBAT TREASURY

Werebats. Two goblin **werebats** (see appendix A) in humanoid form stand guard near the cave entrance.

Chests. At each end of the cave is a wooden chest so packed with "treasure" that its lid can't be closed.

Treasure. The chest at the east end of the cave contains a beaten copper tankard (10 gp), a crowbar, a set of manacles, a bar of soap, five wooden holy symbols of Malar, a shoddy cloak made from a brown bear's pelt, and ten bleached human skulls.

The chest at the south end of the cave holds a rusty steel gauntlet with fingers ending in claws, a boar's tusk set with semiprecious stones (50 gp), a priest's pack without the rations, and a random trinket (roll on the Trinkets table in chapter 5 of the *Player's Handbook*).

17. VOOL'S REFUGE

Two narrow tunnels above the river's shoreline lead to a cave usually occupied by a lonely goblin **werebat** named Vool. The characters might encounter him prior to finding this cave (see "Wandering Monsters," page 70).

Vool's cave is littered with the bones of birds, rats, and fish, as well as the exsanguinated corpses of a badger and a small deer.

LIGHTING AND PLUMBING

All of the buildings in Wyllowwood's village (areas 18–24) are equipped with wall-mounted, glass-bottled gas lamps fueled by natural gas vents under the village, along with plumbing connected to the underground river nearby. The gas lamps are turned on and off by stone switches on the walls near the doors. Iron faucets control the flow of hot and cold water through iron pipes to sinks and bathtubs.

TREASURE

A character who searches the cave for treasure and succeeds on a DC 15 Wisdom (Perception) check finds a small leather pouch buried under a pile of offal. It contains Vool's accumulated wealth: 9 cp, 4 sp, a Harper cloak pin made of tarnished platinum (25 gp), and a leather boot. The boot detects as magical and is one of two *boots of elvenkind*; however, it's useless without its mate (see level 4, area 16a).

18. ABANDONED PRIORY

This long, windowless stone building contains several apartments formerly occupied by high-ranking priests of Malar, god of the hunt. Stone doors throughout are fitted with locks, though they're unlocked at present. The building has various amenities (see the "Lighting and Plumbing" sidebar).

Heaped around the building are broken swords, dented helms, and torn metal armor. After the green dragon killed the cultists of Malar, Wyllow stripped the corpses of their metal gear, piled the offensive material here as a warning of sorts, and dragged the bodies to area 7 to rot.

18A. SACKED TROPHY ROOM

The goblin werebats have thoroughly ransacked this room, where priests of Malar once displayed trophies of their hunts and meted out punishment to those who had failed them. The room contains the following:

Wreckage. Overturned and broken shelves and tables lie on the floor along with piles of old rugs and bleached human skulls.

Stuffed Owlbear. A stuffed owlbear stands on its hind legs in the south corner, glaring ferociously.

Empty Closet. A narrow door in the eastern corner of the room leads to a small chamber, the walls of which are lined with empty hooks.

18B. VACANT GUEST QUARTERS

Furnishings. This room contains four narrow wooden beds draped in dusty quilts and cobwebs. Next to each bed is a nightstand filled with unlit tapers.

Bathrooms. Abutting the larger chamber are two small rooms, each one equipped with a working sink, toilet, and bathtub, all carved from stone and fitted with rusty iron fixtures.

18C. VACANT APARTMENT

Once the lodgings of the high priest of the cult of Malar, this apartment consists of a spacious bedroom and an equally impressive bathroom accessible from within.

Bathroom and Sauna. The inner chamber is equipped with a working sink, toilet, and bathtub crafted from polished green marble, with rusty iron fixtures. A wooden bench stands against the southwest wall, with hooks above it that hold musty old towels. Vents in the floor around the bench spew hot steam when an iron valve under the bench is turned.

Bedroom. The outer chamber is a bedchamber that has the following features:

Decor. Tattered rugs woven with images of tigers battling scorpions cover the floor. The walls are painted with faded images of serpents.

Furnishings. A wooden bed carved with serpentine motifs stands against the northeast wall, draped in dusty quilts and flanked by nightstands. Atop each nightstand are nine half-melted wax candles. Under the bed are the dry, shed skins of two large snakes. (The serpents retreated into the woods and died long ago.)

Altar. Against the northwest wall stands a bloodstained wooden altar decorated with silver and bronze designs of claws, fangs, beaks, and eyes. Piled around the altar are dozens of bleached human skulls.

Treasure. A search of the altar accompanied by a successful DC 15 Wisdom (Perception) check reveals a secret compartment in one side. The compartment holds a wooden scroll tube carved with images of centipedes, inside which is a *spell scroll* of *speak with animals*.

18D. VACANT APARTMENT

This apartment consists of a spacious bedroom and an adjoining bathroom equipped with a working sink, toilet, and bathtub, all crafted from polished stone, with rusty iron fixtures.

19. LOOTED CLOISTERS

This windowless stone building contains apartments formerly used by rank-and-file Malar cultists. Stone doors throughout are fitted with locks, though the doors are unlocked at present. The building also has the features detailed in the "Lighting and Plumbing" sidebar.

19A. RANSACKED QUARTERS

The walls of this room are carved to look like natural rock, giving the chamber a cave-like appearance. The room has been ransacked and contains the following:

Furnishings. Six overturned beds, six empty chests, a shattered table, and six smashed chairs are strewn about. A few bleached human skulls, wooden bowls, and wooden tankards also lie on the floor.

Canoe. An intact canoe hangs by hooks from the ceiling. It can hold up to six characters and their gear. Packed inside the canoe are four oars.

19B. VACANT BATHROOM

This room contains a working sink, toilet, and bathtub, all carved from stone and fitted with rusty iron fixtures.

19C. TRASHED QUARTERS

This room is strewn with broken furnishings. A thorough search also reveals a pair of rusted (but still functional) hunting traps.

A narrow door leads to a smaller side room, the walls of which are lined with bare hooks.

20. MALAR'S TABERNACLE

This building is taller than the others, with a peaked roof 30 feet high. Iron spikes line the peak, while carvings of basilisks, chimeras, dragons, and manticores snarl from where they perch on the outer walls.

The cult of Malar would gather to worship here. The building's stone doors are fitted with locks, though they are unlocked at present. The building consists of one large, opulent room with the following features:

Decor. The floor is tiled in green marble, and the walls are painted with lifelike forest scenes that depict predators stalking prey.

Altar. In the middle of the tabernacle is a block of blood-stained white marble (see "Altar" below).

Dead Cultist. Lying near the altar is an inanimate human skeleton clad in tattered hide armor. Next to it are two halves of a broken spear, as well as the charred and splintered remains of a wooden shield. (These are the remains of a cultist who was killed by a chimera.)

ALTAR

If fresh blood is spilled on the altar, a hostile **chimera** magically appears in an unoccupied space within the tabernacle and attacks all other creatures, disappearing when it is reduced to 0 hit points or after 10 minutes have elapsed. The summoned chimera is immune to the charmed and frightened conditions, and it can't leave the tabernacle. Once the altar has summoned a chimera, it can't do so again for a tenday.

Whoever drops the chimera to 0 hit points gains inspiration—a minor blessing from the god Malar.

21. ABANDONED BARRACKS

Cult warriors slept and trained here. Stone doors throughout are fitted with locks, though all doors are unlocked at present. The building has both lighting and plumbing (see the "Lighting and Plumbing" sidebar).

21A. TRAINING AREA

These rooms were set aside for cultists to spar and hone their martial skills.

North Room. A woven black mat covers the floor of this room, and dented shields hang from wall hooks.

South Room. Seven wooden mannequins decked in rusty helms and breastplates occupy this room. Three of the mannequins have rusty daggers sticking out of them.

21B. SLEEPING QUARTERS

This apartment consists of a spacious barracks and a smaller adjoining bathroom.

Barracks. Six wooden bunk beds with moldy mattresses stand in a row. Discarded rugs, emptied chests, broken dishware, and rusty weapons lie scattered about.

Bathroom. This chamber has three sinks, a toilet, and a bathtub, crafted from polished stone with rusty iron fixtures, all in working order.

22. MESS HALL

The cultists cooked meals and ate here before a hunt. The werebats have thoroughly looted the building, leaving its stone doors ajar. This structure has lighting and plumbing (see the “Lighting and Plumbing” sidebar).

22A. PANTRY

This room smells like rotting fish and vinegar. Toppled stone shelves, smashed barrels, and broken casks fill this chamber. A thorough search yields ten empty sacks and a drained wineskin that are salvageable.

22B. LARDER

Statue. This room is cold. Frost coats the walls and floors, becoming thicker around a life-size statue of a dwarf that stands against the south wall. The dwarf appears to be covered in brown fur (actually brown mold).

Hooks and Chains. Rusty meat hooks and chains dangle from the rafters.

The statue is a dwarf who was petrified by a basilisk over a thousand years ago. A patch of brown mold (see “Dungeon Hazards” in chapter 5 of the *Dungeon Master’s Guide*) covers the dwarf and chills the room.

22C. KITCHEN

This kitchen is equipped with a long wooden trestle table, a pair of iron stoves, and stone shelves. The werebats have ransacked the kitchen, breaking most of the dishware in the process. The floor is covered with broken crockery and glass. Nothing of value remains.

22D. MESS HALL

Chandeliers. Four chandeliers made from old wagon wheels hang from the rafters by frayed ropes. Melted wax trails down from them like icicles.

Furnishings. Wooden tables and benches stand in rows beneath the chandeliers. Empty tankards lie scattered on the tables and the floor amid dust, mold, and cobwebs.

23. DESECRATED SANCTUARY

This windowless stone building was set aside for cult initiates. The building has lighting and plumbing (see the “Lighting and Plumbing” sidebar).

23A. HALL OF PRAYER

Boars. Two hostile **boars** have crept into this room in search of food. They attack anyone who comes within 10 feet of either of them.

Decor. The floor is strewn with frayed prayer mats. Six tapestries lie heaped in a corner.

Empty Vestry. The smaller room to the north has bare hooks on the walls. (This is where the tapestries used to hang, until the werebats tore them down.)

Treasure. Each torn tapestry depicts a wilderness battle between primitive human hunters and one or more monsters, including a unicorn, a displacer beast, an owlbear, a pack of worgs, and a griffon. Casting a *mending* cantrip on a tapestry restores its value (25 gp).

23B. INITIATES’ QUARTERS

Furnishings. Eight rows of bunk beds stacked four high run the length of this room.

Wreckage. Along the walls are piles of splintered wood, the remains of shelves where cult initiates once stored personal belongings.

Bathroom. The small room to the south contains a working sink, toilet, and bathtub, all crafted from polished stone with rusty iron fixtures.

24. ANIMAL CLOISTERS

The cultists of Malar kept various beasts here under lock and key. None of the building’s stone doors is currently locked, however. The building has lighting and plumbing (see the “Lighting and Plumbing” sidebar).

24A. BEASTKEEPERS’ QUARTERS

Furnishings. Six wooden beds line the walls of this room. At the foot of each bed is an empty chest.

Padded Suit. Draped over a wooden mannequin against the north wall is a suit of padded armor, a pair of thick padded mittens, and an open-faced helm fitted with a steel grill. (Cult members wore this cumbersome outfit while training beasts. It functions as padded armor but provides no Dexterity modifier to the wearer’s AC.)

Bathroom. The small room to the north contains a working sink and toilet crafted from polished stone with rusty iron fixtures.

24B. AVIARY

A permanent *silence* spell suppresses all noise in this room. A successful *dispel magic* spell (DC 16) ends the effect. Hanging from rods mounted to the walls are a dozen empty iron birdcages. Countless old feathers lie strewn across the dusty floor.

24C. BEAST CAGES

This room contains six empty iron cages, each 5 feet on a side and secured with a rusty padlock. A padlock can be picked open with thieves’ tools and a successful DC 15 Dexterity check; it can also be broken off with a successful DC 15 Strength (Athletics) check or a solid weapon hit (AC 15).

AFTERMATH

If Wyllow is killed, the werebats notice her absence within a few days. After working up the courage to explore and loot her tower, they use the calendar stone inside to trap Wyllowwood in a state of perpetual night. Over time, this has the effect of killing off the plants that need sunlight to survive.

In the absence of the archdruid’s protection, the werebats and other predatory monsters raid the dying wood and kill most of the birds and mammals. If Tearulai is still lodged in Valdemar’s skull, the dragon holds back the encroaching monsters as best it can.

If Tearulai and Valdemar are separated and the dragon survives, it rekindles its enmity with the archdruid and anyone else who would curtail its evil predilections. Wyllow commands newly arrived adventurers to dispose of the dragon, banishing those who refuse.



LEVEL 6: LOST LEVEL

THE LOST LEVEL IS DESIGNED FOR FOUR 9TH-LEVEL characters, and characters who defeat the monsters on this level should gain enough XP to advance halfway to 10th level. This level was a temple complex dedicated to the dwarven god Dumathoin, the Keeper of Secrets under the Mountain. Hidden inside is the tomb of Melair, king of the Melairkyn dwarves.

Before running this level, review the “Duergar” entry in the *Monster Manual*. That information will help you run and roleplay the duergar NPCs found throughout the Lost Level.

WHAT DWELLS HERE?

Until recently, the Lost Level was physically cut off from the rest of Undermountain. But when umber hulks burrowing through the mountain stumbled upon it, they left tunnels in their wake for treasure hunters to follow.

RAIDERS OF CLAN IRONEYE

The duergar of Clan Ironeye, led by a half-shield dwarf, half-duergar prospector named Skella Ironeye, have come to plunder this level of Undermountain. They are assisted in this effort by two cloakers from the conclave on level 5, which hope to turn this level into a hunting ground. After gaining entry through an umber hulk tunnel that leads down from level 5, the raiders managed to loot several rooms. But a combination of traps and unexpected monsters has diminished their numbers and dimmed their enthusiasm.

Skella is obsessed by artistry and beauty, in stark contrast to the usual duergar focus on utility. The duergar she leads are content to follow her for the sake of what their raids will earn them, and they care nothing for the historical value of the relics they steal and destroy. Skella is willing to parley with adventurers and stay out of their way in exchange for a chance to plunder more of the dungeon and leave in one piece. Her lawful nature means she will abide by the terms of any bargain, but she turns against the adventurers if she senses a hint of betrayal.

In addition to various treasures plundered from this level, Skella has a dagger she stole from Azrok, the hobgoblin warlord who rules Stromkuhldur on level 3 of Undermountain (see “Legion of Azrok,” page 43). Returning this dagger to Azrok completes a side quest.

UMBER HULKS

The umber hulks that burrowed into the Lost Level now wander freely here in search of prey.

A wandering umber hulk detects nearby characters with its tremorsense. Such a creature might come stomping down a corridor toward them at any time, smashing through any doors in its path. Or it could burrow through a wall to reach the characters, exploding forth in a hail of stone fragments. If a wandering umber hulk is defeated, remove it from area 26 or have only one umber hulk in area 34. If the characters have already defeated the three umber hulks in those areas, assume this wandering one is a new arrival.

EXPLORING THIS LEVEL

All location descriptions for the Lost Level are keyed to map 6.

Many of the stone doors on this level have been demolished by the umber hulks. Creatures can move through the debris without penalty.

Quartz pillars found throughout the Lost Level shed bright light in a 20-foot radius and dim light for an additional 20 feet. Casting a successful *dispel magic* spell on a pillar (DC 12) extinguishes its magical light forever, as does destroying the pillar. A quartz pillar is a Huge object with AC 11, 50 hit points, and immunity to poison and psychic damage. The quartz pillars aren't load-bearing, and their destruction won't trigger a roof collapse. Characters who have the Stonecunning trait can discern this fact by examining the pillars (no check required).

1. UMBER HULK TUNNEL

This 8-foot-high tunnel was dug by the umber hulk in area 26 and is strewn with debris. The tunnel splits into two branches before breaking into a dark dungeon corridor on this level.

2. ACOLYTES' VESTRY

Claw Marks. The walls are gouged with claw marks left by an umber hulk.

Wreckage. Three large wooden wardrobes have been pulled over and smashed on the floor.

Broken Door. The south door is smashed to bits.

TREASURE

A character who searches the wrecked wardrobes finds a hematite pendant in the shape of a mountain, inset with a blue eye agate (25 gp). The pendant is a holy symbol of Dumathoin.

3. CLEANSING CHAMBER

Basins. Three dry stone basins are evenly spaced across the east wall.

Cabinet. The doors of a stone cabinet in the southwest corner hang open.

The cabinet's former contents have been cast onto the floor: crumbling bars of soap, steel-bristled wooden brushes, and washcloths so old they disintegrate when handled.

4. RANSACKED ROOM

Duergar ransacked this chamber and left the door ajar. Ceremonial relics that once rested atop stone tables and sat in wall niches lie smashed and worthless on the floor. These include iron censers, stone candlesticks, polished crystal orbs, and black funeral helms.

SYMBOL OF DUMATHOIN

Many areas of this level feature the symbol of Dumathoin, a mountain peak with a gemstone at its heart. The symbol is recognized by any character who succeeds on a DC 15 Intelligence (Religion) check. Dwarves succeed on the check automatically.

5. LOOTED RELIQUARY

This room once held ritual art and religious statuary. Shelves and curios once lined the north and south walls but now lie shattered and spread across the floor.

TREASURE

The duergar who looted this room failed to appreciate the value of the art here. Characters who search the room find a chipped, 10-inch-tall lapis lazuli statuette of a dwarf king (75 gp), a funeral shroud with shards of blue quartz sewn into it (125 gp), and a 1-foot-tall, 3-foot-long alabaster triptych depicting a dwarven wedding (250 gp). The triptych weighs 25 pounds.

6. WORKSHOP

Work Areas. Four work areas line the east wall, each consisting of a stout desk and a swiveling stool.

Lanterns. Above each stool, a lantern hangs by a chain anchored to the ceiling.

Metal Shop. A space dedicated to metalworking is housed in the southwest corner.

A search of the work areas yields one set of jeweler's tools and one set of tinker's tools. The lanterns above the work areas need oil but are otherwise functional.

The metalworking space contains an adjustable wooden worktable, a conical iron furnace, and a cracked water barrel that now sits empty and dry. Tools, chain mail aprons, and leather gloves hang from hooks along the walls.

7. LIBRARY AND SCRIPTORIUM

Dwarves only rarely commit words to paper, making this dwarven library a rare find. Characters who make no effort to conceal their approach are detected by the creatures in this room, which has a 20-foot-high vaulted ceiling. The room contains the following:

Shelves. Scrolls bound in copper wire line stone shelves embedded in the east and west walls.

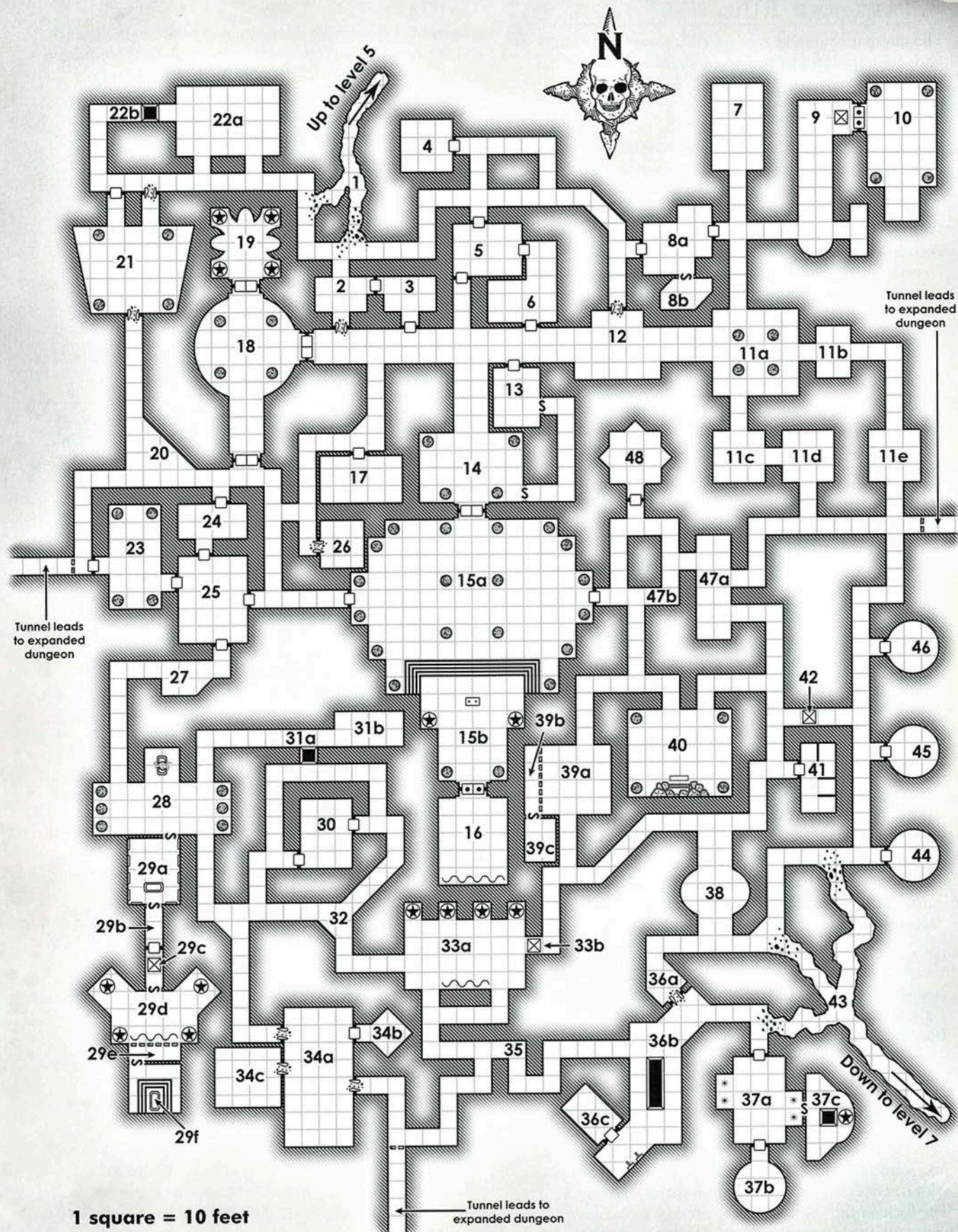
Monsters. Four duergar are rooting through the collected works, and a single cloaker lurks in the shadows of the vaulted ceiling.

Ladders. Sliding iron ladders on rails allow access to the tallest shelves, which top out at 15 feet high.

Desks. Two rows of stone desks and chairs face the entrance. The tops of the desks are angled slightly and have inkwells carved into them.

Caught off guard by the arrival of visitors, the duergar instinctively enlarge themselves and attack. If two duergar fall in battle, the survivors turn invisible and flee to area 12 while the cloaker covers their escape.

The holy texts and scrolls in this room are brittle and fall apart easily. Most of the manuscripts describe the day-to-day religious observations of the priests of Dumathoin. A character who spends at least 1 hour poring over the archives can, with a successful DC 15 Intelligence check, discern the location of the temple of Dumathoin (area 15). The character also gains advantage on ability checks to find secret doors on this level.



8. PARK-AND-RIDE

The duergar searched area 8a for treasure but didn't find anything of interest. They also failed to detect the secret door to area 8b.

8A. DONKEY DUMMIES

Frescoes. The walls are carved with frescoes depicting dwarves defending their mountain homes against ankhegs, purple worms, umber hulks, and other burrowing monsters. (Hidden behind a fresco of a dwarf battling a bulette is a secret door that leads to area 8b.)

Wooden Donkeys. Standing around the room are five crude wooden constructs resembling donkeys. Each of these magic dummies has a body made of a wooden keg turned on its side. A head and neck made of wood and sackcloth is attached to one end of the keg. At the other end is a tail made from a straw broom. Each keg is held up by four 2-foot-long peg legs.

When a Small or Medium humanoid sits atop a wooden donkey, it moves and attacks as directed by its rider. Each donkey has the statistics of a **mule**, with these changes:

- The wooden donkey is a construct with blindsight out to a range of 30 feet. It is blind beyond this radius.
- Without a rider, the wooden donkey is incapacitated.
- It has immunity to poison damage, and it can't be blinded, charmed, frightened, paralyzed, petrified, or poisoned.

8B. ARCH GATE TO LEVEL 9

A stone arch embedded in the south wall is engraved with images of beholders, flumphs, and stirges. The arch is one of Halaster's gates (see "Gates," page 12). Its rules are as follows:

- If a creature flies or levitates within 5 feet of the arch, the gate opens for 1 minute.
- Characters must be 10th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 13b on level 9, in the closest unoccupied space next to the identical gate located there.

9. MUSTERING HALL

Decor. Blunted picks hang with shields every 10 feet along the walls.

Double Door. Dwarvish runes for strength and safety are etched in the floor in front of the double doors to the east.

The doors to area 10 are locked, and the key to unlock them can be found in area 25. Characters who don't have the proper key can open the double door using a *knock* spell or similar magic. It can also be forced open with a successful DC 30 Strength (Athletics) check. The lock on the doors can be picked by a character who makes a successful DC 15 Dexterity check using thieves' tools.

PIT TRAP

In front of the double door, situated between the Dwarvish runes carved into the floor, is a hidden 20-foot-deep pit that opens if the lock on the doors is successfully picked. The cover of the pit can be spotted by a character who searches the floor for traps and succeeds on a DC 20 Wisdom (Perception) check. The pit automatically closes again if the double doors are relocked.

The pit is filled with a corrosive gas that billows up through tiny holes in its floor. Any creature standing before the double doors when the pit opens must succeed on a DC 15 Dexterity saving throw or fall in, taking 7 (2d6) bludgeoning damage from the fall and 10 (3d6) acid damage from the gas. A creature in the pit takes the acid damage again at the start of each of its turns.

The pit's sheer walls can't be climbed without the aid of climbing gear or magic.

10. ROYAL ARMORY

The double doors to this room are locked but easily opened from the inside. The key to the lock is found in area 25. The features of this room are as follows:

Quartz Pillars. Four glowing quartz pillars cast bright light throughout the room.

Mannequins. Twenty dwarf-sized wooden mannequins stand in two rows of ten in the middle of the room.

Racks. Stone racks mounted on the west and east walls hold battleaxes and war picks.

Arch. Set into the back of a deep alcove to the south is a stone arch engraved with images of dancing dwarves.

ARCH GATE TO LEVEL 5

The arch in the south alcove is one of Halaster's magic gates (see "Gates," page 12). Its rules are as follows:

- Standing within 5 feet of the arch and imitating the moves of the dancing dwarves carved into it causes the gate to open for 1 minute. The dance requires 1 minute to perform.
- Characters must be 8th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 9 on level 5, in the closest unoccupied space next to the identical gate located there.

ARMOR AND WEAPONS

The racks contain a total of twenty suits of dwarf-sized scale mail, twenty battleaxes, twenty war picks, and twenty steel shields emblazoned with the symbol of Du-mathoin. All the equipment is in excellent condition.

The mannequins are all fitted with suits of scale armor and steel shields in good condition.

11. KING'S WALK

This interconnected series of rooms tells the story of King Melair's life in art. The duergar have looted each chamber.

11A. TRAINING YEARS

Pillars. Stone pillars support a series of stone arches beneath a 30-foot-high domed ceiling.

Frescoes. Stone panels set into the walls bear frescoes and Dwarvish runes.

The frescoes chronicle the birth of Melair, a common shield dwarf, and his early years struggling as a brewer, metalsmith, and stonemason.

11B. PROSPECTING YEARS

Frescoes. Stone panels set into the north and south walls bear frescoes and Dwarvish runes.

Displays. Three objects are displayed on stone blocks in the middle of the room, each encased under glass. A fourth display has been plundered, its glass broken and its object stolen.

Three historical objects are on display here—a rusty iron trowel that Melair used to spread mortar, the claw of a wyvern, and an orc's split helm. (The duergar stole the fourth item, a golden gauntlet of elven design. It can be found in area 15a.)

The frescoes depict Melair's early exploits as a prospector: building a bridge over a river, meeting his first elf, prospecting for ore and gems in caves and foothills, hiding from orcs, and fighting a wyvern. In each scene, he is joined by a small company of dwarf prospectors.

11C. CORONATION

Frescoes. Stone panels set into the west and south walls bear frescoes and Dwarvish runes.

Pedestals. Six stone pedestals stand before the frescoes, surrounded by shattered glass.

The frescoes show Melair, a shield dwarf prospector, discovering veins of mithral under a mountain and sharing the wealth with "kith and kin." It shows dwarves flocking to the Underhalls of Melairbode, the subsequent formation of the Melairkyn clan, Melair's coronation as king of the clan, and the gifts given to the newly acclaimed king by various dwarf families in attendance.

The duergar smashed the glass cases atop the pedestals and stole all the items on display. The items here were gifts given to King Melair during his coronation—the same gifts represented in the frescoes. Characters who examine the frescoes can ascertain what was stolen: a gem-studded cloak, an onyx smoking pipe, a fist-sized diamond, a red crystal tankard, and a golden belt with an obsidian buckle and studs. (These items can all be found in area 15a.)

11D. CRADLE AND CROWN

Frescoes. Stone panels set into the north and east walls bear frescoes and Dwarvish runes.

Bier. Resting atop a marble bier in the middle of the room is a carved stone rocking cradle.

The frescoes depict Melair spending time with his wife, their children, and their children's descendants.

The cradle weighs 500 pounds and is an art object worth 2,500 gp. It contains a 2-foot-long statue of a swaddled dwarf infant sleeping soundly. A *detect magic* spell reveals an aura of transmutation magic around the statue of the dwarf infant.

Treasure. If the infant statue is removed from the cradle, it transforms into a crystal crown (250 gp) that reflects color as a prism does. This crown is needed to activate two of Halaster's gates: on level 8 in area 18b and on level 11 in area 11a.

11E. LIFE IN UNDERMOUNTAIN

Stone panels set into the west and east walls of this 20-foot-high room bear frescoes and Dwarvish runes that tell of King Melair's obsession with mithral. The discovery of vast veins of that metal in the Seadeeps (beneath what is today Mount Waterdeep) is recorded, as is Melair's determination to rid Undermountain of its infestations of beholders, duergar, and drow.

When the characters first enter this room, ghostly orbs of light arranged like the eyes of a beholder appear in the middle of the room. This spectral display is one of Halaster's harmless regional effects (see "Halaster's Lair," page 311) and lasts for 1 minute.

12. MITHRAL THIEVES

Any creatures that escaped from area 7 regroup here and will make a final stand in this area, the features of which are as follows:

Wall Carving. The south wall bears a lavish carving of a mountain, beneath which a large stylized eye looks down on a line of dwarf warriors.

Monsters. Five enlarged **duergar** occupy the 10-foot spaces in front of the carving, examining the mithral filigree. Two **xorn** stand watch in the middle of the hall, feeding on discarded mithral fragments.

Broken Door. The door to the north has been reduced to rubble, creating an open passageway.

The occupants of this area are tenuous allies. The duergar attack anyone they don't recognize, and the xorn assist as best they can. If the duergar are defeated, the xorn disengage from combat on their next turn and flee by burrowing into the walls. If the xorn escape, the characters can encounter them again in other nearby chambers at your discretion. The xorn become indifferent toward characters who feed them gems and precious metals.

TREASURE

The carving on the south wall is inlaid with mithral filigree. Ambitious characters can strip a total of 20 pounds of mithral from the walls. One character can strip 1 pound of mithral in 15 minutes. Each pound of the metal is worth 50 gp.

13. HIGH PRIEST'S CHAMBERS

The duergar ransacked this room but left a few treasures behind. The room has the following features:

Furnishings. Scattered about the room are the remains of a bed, an armoire, a desk, and a chair.

Scrolls. Heaped around the broken desk are hundreds of torn-up scrolls all bearing religious sermons.

Secret Door. A secret door in the east wall opens into a dusty, cobweb-filled corridor that connects to area 14. (Characters inside the tunnel can spot the secret door at either end of it without having to make a check.)

TREASURE

A spell scroll of mass cure wounds is buried under the pile of torn-up sermons next to the desk. A character who searches the pile finds it automatically.

14. GRAND VESTIBULE

Rough Walls. The walls of this area are roughly hewn to give the room a cavern-like appearance.

Quartz Pillars. The glow from four quartz pillars reflects off flecks of quartz embedded in the walls.

Engraved Doors. The double doors to the south are engraved with the image of a mountain with a gem-shaped indentation at its core (the symbol of Dumathoin). The edges of the indentation serve as handles that enable the doors to be pulled open.

Secret Door. A secret door in the east wall opens into a dusty, cobweb-filled corridor that connects to area 13. Characters inside the tunnel can spot the secret door at either end of it without having to make a check.

The first time a creature passes between the quartz pillars to the north, a booming, disembodied voice says in Dwarvish, “Neither secrets nor treasures shall ye find! Turn back! Ye are not welcome here!” Characters who have heard Halaster speak recognize the voice as his. Once all creatures leave this area, the magical warning resets.

15. TEMPLE OF DUMATHOIN

This huge chamber has been sculpted to resemble a cavern with a 30-foot-high vaulted ceiling.

15A. NAVE

Monsters. Eight duergar plus their leader, a half-shield dwarf, half-duergar named Skella Ironeye, are scattered throughout the area. Two **cloakers** flap above them, circling the nave at a height of 20 feet. The cloakers consider the duergar their allies.

Quartz Pillars. Glowing quartz pillars stand around the temple perimeter, carved to look like natural columns. The glowing pillars have the appearance of buttresses, but only the four stone pillars in the middle of the nave support the roof.

Dais. At the south end of the temple, stone steps climb 10 feet to a golden marble dais (area 15b).

Although her mother was a shield dwarf, Skella has the statistics of a **duergar** with 40 hit points. She has also attuned to a magic dagger that gives her blindsight out to a range of 30 feet (see “Treasure” below).

When Skella and her duergar subordinates climbed to the top of the dais, the altar there released a clay golem that attacked them (see area 15b). Four duergar were smashed to a pulp before Skella realized that their weapons were having no effect on the golem. She ordered her remaining forces to fall back, whereupon the golem withdrew to the altar once more.

Skella is prepared to let the adventurers take a crack at defeating the golem, so that she can find out what lies beyond the basalt doors. When the characters arrive, she tries to forge a truce with them, promising them safe passage through the Lost Level if they defeat the

golem and depart the temple. Being lawful, she is inclined to uphold her end of the agreement as long as the characters don’t cross her.

Treasure. Skella wears a gem-studded cloak fit for a king (worth 750 gp, and stolen from area 11c). Fastened to her belt in plain view is a small gold figurine of a female elf holding up a symbol of the sun (25 gp). This figurine is the key to opening the arch gate in area 27.

Tucked in a sheath strapped to Skella’s right boot is a *dagger of blindsight*. The magic dagger was stolen from the hobgoblin warlord Azrok on level 3 and is the subject of a potential side quest (see “Legion of Azrok,” page 43). This rare magic item requires attunement. A creature attuned to it gains blindsight out to a range of 30 feet. The dagger has a saw-toothed edge and a black pearl nested in its pommel.

Two other duergar carry treasures plundered from the other areas of this level in gray, soot-stained sacks. The sacks contain the other items stolen from area 11c—an onyx smoking pipe (75 gp), a fist-sized diamond (1,000 gp), a red crystal tankard (250 gp), an elf warrior’s golden gauntlet (250 gp), and a golden belt with an obsidian buckle and studs (250 gp).

15B. DAIS

Corpses. Four mutilated duergar corpses are sprawled on the steps of the dais.

Altar and Statues. A clay altar is flanked by 10-foot-tall statues of dwarves outfitted in ceremonial purple-and-gold armor and eyeless helms. (The statues are impressive-looking but harmless.)

Basalt Doors. At the back of the dais stands a set of double doors made of carved black basalt, flanked by two glowing quartz pillars. Above the double doors is a bas-relief carving of a mountain with a gem at its heart (the symbol of Dumathoin).

The altar is a block of clay 7 feet long, 4 feet wide, and 3 feet high. When any creature moves within 20 feet of it, an 8-foot-tall **clay golem** with dwarf-like proportions erupts from an extradimensional space inside the altar. The golem can exit or enter the altar as an action. The altar is impervious to damage.

The golem can’t be reasoned with. It enters the altar again only if it perceives no threats on the dais. If it goes berserk, the golem abandons its role as guardian and leaves the dais in pursuit of fleeing creatures.

If the characters defeat the golem or lure it away, any duergar in the temple seize the chance to approach the black basalt doors and inspect them more closely.

Basalt Doors. These matte black doors are impervious to damage and held shut by a power that neither magic nor force can overcome. The doors appear to absorb all light, but a close inspection reveals Dwarvish inscriptions carved into them that translate as follows: “It is the will of the Keeper of Secrets under the Mountain that only the hand of the king may open these doors. Let all who enter gaze upon the heart of Melairbode and know the true power of dwarvenkind.” Any character who succeeds on a DC 20 Intelligence (History) check knows that Melairbode is the name of the ancient dwarven realm beneath Mount Waterdeep, whose Underhalls were the foundations of Undermountain.

If the hand of a living or dead dwarf king is pressed against either door, both doors swing slowly inward, revealing area 16 beyond. (The characters can find such an appendage in King Melair's true tomb, area 29f.) If the doors are touched by anything other than the hand of a dwarf king, the symbol of Dumathoin above the double doors casts a *Bigby's hand* spell.

The shimmering hand created by the spell has 80 hit points and a +6 bonus to initiative. (See the spell description for the hand's other statistics.) On each of its turns, this hand flies up to 60 feet and makes one clenched fist attack against a random creature on the dais. The spell has a duration of 1 minute. It can be triggered repeatedly, though a new hand can't come forth until an existing one is gone.

16. HEART OF THE MOUNTAIN

The Melairkyn dwarves carved this 20-foot-high room out of the rock at the point they believed was the heart of their subterranean realm. The features of this room are as follows:

Door Handles. The black basalt doors leading to the dais (area 15b) have handles on this side and are easily pulled open from within.

Mithral Veins. Thin veins of mithral spread across the hewn walls, looking like gleaming cracks in the stone.

Tapestry. A huge tapestry depicting a dwarven kingdom under a mountain hangs from an iron rail and spans the south wall. The tapestry is so old that it begins to crumble if any attempt is made to handle or move it.

Mirror. A tall oval mirror is mounted on the east wall. Carved into its stone frame are dozens of lidless eyes and the following phrase in Common: "The gate cannot hide from those it cannot see."

While in this room, dwarf characters can sense the immense weight of the mountain gently pressing down on them and realize subconsciously that they can attune to this room as though it were a magic item. A *legend lore* spell or similar magic reveals that this room sits at the heart of the mountain and that the Melairkyn dwarves came here to learn secrets and receive divine guidance.

While attuned to the room and inside it, a dwarf can cast the *divination* spell at will. Answers provided by the spell come from an unknown source (perhaps the Keeper of Secrets under the Mountain, perhaps the mountain itself). Too many castings of the spell in a short amount of time can lead to false readings, as noted in the spell's description.

Creatures that finish a short or long rest in this chamber absorb some of the strength of the mountain around them and gain 10 temporary hit points, or 20 temporary hit points if the creature is a dwarf. Once a creature gains this benefit, it can't do so again until the next dawn, and then only after finishing a short or long rest.

MIRROR GATE TO LEVEL 10

The mirror is one of Halaster's gates (see "Gates," page 12). Its rules are as follows:

- The gate opens for 1 minute when an invisible creature stands directly in front of the mirror.
- Characters must be 11th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 4b on level 10, in the closest unoccupied space next to the identical gate located there.

17. PRIESTS' STUDY

This room was once a quiet study space for deacons of the temple, but it has been ransacked by the duergar. This area contains the following features:

Toppled Statuary. Statuettes that once stood in shallow niches along the walls lie toppled and shattered on the floor.

Smashed Diorama. An alabaster diorama that depicted a meeting between elves and dwarves has been smashed to pieces, along with the stone table on which it once rested.

Broken Desk. A stone desk has been broken in two, its chair knocked over and cracked.

18. HEMISPHERE OF HORRORS

This hemispherical chamber has a 30-foot-high domed ceiling and contains the following:

Guardians. Two **helmed horrors** of dwarven stature wield battleaxes instead of longswords and stand in front of the doors to area 19.

Quartz Pillars. The room is brightly lit by four quartz pillars.

The helmed horrors won't attack dwarves, including duergar, except in self-defense. They stand aside when approached by any dwarf, allowing those creatures to enter area 19 freely. Other creatures that approach the helmed horrors are attacked. The helmed horrors understand Dwarvish but can't speak.

19. MOUNTAIN SHRINE

Statues. Four statues representing the dwarven deities Moradin (god of creation), Berronar TrueSilver (god of hearth and home), Clangeddin Silverbeard (god of battle), and Marthammor Duin (god of exploration) stand in niches at the corners of this room.

Mouthpiece. Lying at the foot of Clangeddin Silverbeard's statue is a tiny, tapered cylinder of worked brass—the mouthpiece for the tuba in area 40.

20. WALL OF GEMSTONES

Carved into the northeast wall is a fresco that depicts dwarves tossing gems into the mouth of a giant xorn.

TREASURE

The gemstones in the fresco are real and can be pried from the wall with a knife or similar tool. Six banded agates (10 gp each), nine moss agates (10 gp each), four carnelians (50 gp each), three citrines (50 gp each), and an amethyst (100 gp) can be acquired.

21. GEM-CUTTERS' WORKSHOP

An umber hulk barged into this room from the north and exited to the south, destroying two stone doors and much of the room. This area contains the following:

Quartz Pillars. Four quartz pillars fill this room with bright light.

Work Areas. Four work areas in the middle of the room meant for gem-cutting have been reduced to rubble.

A character who searches through the rubble can salvage one set of jeweler's tools.

22. GEM EXTRACTION

Rocks containing gemstone deposits would be transported to this area to have the gems expertly extracted by the Melairkyn dwarves.

22A. XORN ORTS

Tables. Four 20-foot-long, 5-foot-wide, 3-foot-high stone tables stand in the middle of the room.

Xorn. Piles of broken rocks surround the tables, some as high as 6 feet. A **xorn** is picking through the rocks and licking the gem dust off them.

If it notices the characters, the xorn approaches them and demands gemstones and precious metals, speaking in Terran. The xorn can sense if the characters are carrying such treasure, and it attacks if its demands aren't met.

22B. OPEN PIT

The dwarves disposed of rocks by casting them into pits. When a pit became full, it was covered using *stone shape* spells and a new pit was created.

This open pit is 10 feet wide and 70 feet deep, but it's filled with rocks to a depth of 50 feet. Creatures knocked into the pit fall 20 feet, taking 7 (2d6) bludgeoning damage.

23. STRIPPED ROOM

Four quartz pillars illuminate this otherwise empty room. Temple guests used to be quartered here, but Halaster had the area stripped of its furnishings years ago.

24. ARCH GATE TO LEVEL 2

Temple workers were once housed here, but Halaster had this chamber's furnishings destroyed. The room is now empty except for an arch gate set into the east wall (see "Gates," page 12). Carved into the arch gate's keystone is an image of a rust monster. The rules of this gate are as follows:

- Touching the arch with a nonmagical item made entirely of ferrous metal (such as an iron spike) reduces the item to powdered rust and opens the gate for 1 minute.
- Characters must be 6th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).

- A creature that passes through the gate appears in area 20c on level 2, in the closest unoccupied space next to the identical gate located there.

25. DWARVEN DEN

Stone couches and tray holders occupy the northeast and southwest corners. Lying on the dusty floor beneath one of the couches is an iron key that unlocks the double doors to area 10. A search of the room reveals the key.

26. SACRED SPIRITS

Characters approaching this room hear a loud ruckus. The chamber's stone door has been smashed to rubble, and a hostile **umber hulk** is laying waste to the room. The hulk's tremorsense allows it to detect other creatures approaching on foot. When the characters get close, it crashes through the wall north of the doorway, hoping to surprise them.

The dwarves kept alcoholic spirits here. The beverages are long evaporated, and the umber hulk has pulverized the stone shelves, vats, and bottles that remain. Nothing here is salvageable.

27. ARCH GATE TO LEVEL 4

Embedded in the south wall is an archway with six shallow, empty niches carved into it. The wall inside the arch is carved with a stylized image of a mountain with a sun above it.

The arch is one of Halaster's magic gates (see "Gates," page 12). Its rules are as follows:

- If the elf figurine taken from Skella in area 15a is touched to the sun symbol, the gate opens for 1 minute.
- Characters must be 8th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 10 on level 4, in the closest unoccupied space next to the similar gate located there.

28. FALSE TOMB

This chamber is dressed to fool treasure seekers into thinking they have found the tomb of the Melairkyn king. Its features are as follows:

Quartz Pillars. Six glowing quartz pillars fill the room with bright light.

Detritus. Rusted helms, shields, armor fragments, and weapons cover the floor. This detritus makes the entire room difficult terrain. (The arms and armor were fashioned by orcs, goblinoids, drow, duergar, and other enemies of the dwarves. No dwarven items can be found among the wreckage.)

Sarcophagus. A deep alcove in the north wall is mostly clear of metal wreckage and contains a shattered stone sarcophagus. Engraved in the back wall of the alcove is a Dwarvish inscription that reads, "Our king is with the gods. Here lie his bones."

Secret Door. A secret door in the south wall swings open into area 29a.

Dwarven bones are scattered around the smashed sarcophagus, but a character who studies the wreckage and succeeds on a DC 20 Intelligence (Investigation) check can tell that the scene has been cleverly staged to fool tomb robbers.

29. KING MELAIR'S LOST TOMB

The dwarves have left many surprises here to prevent tomb robbers from reaching their king's resting place.

29A. SECOND FALSE TOMB

Ceiling. This tomb has a 10-foot-high, vaulted ceiling.

Sarcophagus. A black marble sarcophagus flecked with gold stands close to the south wall, its lid carved in the likeness of a dwarf king.

Crystal Panels. Ten glittering panels are set into the west, south, and east walls. Each panel is a 6-foot-tall, 3-foot-wide, 1-inch-thick rectangle of golden crystal, carved with the bas-relief image of a dwarf warrior clutching a battleaxe. (The panel in the middle of the south wall is set into a secret door that swings open into area 29b.)

The lid of the sarcophagus can be lifted by creatures with a combined Strength of 20 or more. Removing the lid triggers a *magic mouth* spell that admonishes interlopers in Dwarvish: "You dishonor our beloved king! May his tomb become yours as well!" After this warning, all ten battleaxes break free of their panels (whether on the walls or not; see "Treasure") and attack the tomb's interlopers. Use the **flying sword** statistics for each crystal battleaxe.

The sarcophagus contains tatters of a black shroud, the dust and bones of a nameless dwarf, and the bones of a mole that was accidentally sealed in with the dwarf's remains.

Treasure. The crystal panels can be carefully pried from the walls. Each panel weighs 50 pounds and is worth 500 gp, or 50 gp without its crystal battleaxe.

29B. FIRST INTERSTITIAL HALL

This hall is choked with dust and cobwebs. It ends in an unlocked door that opens into the next hall.

29C. SECOND INTERSTITIAL HALL

This hall is choked with dust and cobwebs. It ends in a blank wall that holds a hidden secret door. The secret door is locked, and the mechanism to unlock it is located at the bottom of a hidden pit.

Pit Trap. The pit in this hall is 10 feet wide and 30 feet deep. A character who searches the floor for traps and succeeds on a DC 20 Wisdom (Perception) check spots the trap. When a weight of 50 pounds or more is placed on the cover of the pit trap, the cover swings open like a trapdoor, causing any creature standing on it to fall in and take 10 (3d6) bludgeoning damage. The pit remains open for 1 minute; then its cover rises up on hidden springs and snaps shut. A successful DC 20 Strength check can pry the pit open. Hammering spikes or pitons into the edge of the pit's lid prevents it from opening.

A character in the pit can disable the spring mechanism from the inside with a successful DC 15 Dexterity

check using thieves' tools, as long as the character can reach the mechanism at the top of the pit and can see.

Hidden among the flagstones on the pit's floor is a stone button that, when pressed, unlocks the secret door to area 29d. A character who searches the bottom of the pit can find the button with a successful DC 12 Wisdom (Perception) check.

29D. GODS AND DEMONS

Statues. Watching over this chamber are four 9-foot-tall stone statues of imperious dwarves.

Tapestry. Hanging on the south wall between the statues of Moradin and Berronar is a thick tapestry depicting King Melair, his adamantine war pick in hand as he battles a purple worm. (The tapestry is too moldy and frayed to be worth anything.)

Magic Wall. The wall behind the tapestry is a magical conjuration. It doesn't detect as such under the scrutiny of a *detect magic* spell, but it vanishes if targeted by a successful *dispel magic* spell (DC 16). It also ceases to exist while contained in the area of an *anti-magic field* spell. It otherwise looks and feels solid.

The statues represent the dwarven deities Moradin (god of creation), Berronar Truesilver (god of hearth and home), Clangeddin Silverbeard (god of battle), and Marthammor Duin (god of exploration). A demon is trapped in each statue (see "Trapped Demons" below).

Each statue is a Large object with AC 15, 100 hit points, and immunity to poison and psychic damage. Toppling a statue requires a successful DC 22 Strength (Athletics) check. A statue that topples or takes 10 or more damage cracks enough for the demon inside to erupt in a cloud of reeking black mist. It then coalesces into its true form in the nearest unoccupied space.

Trapped Demons. The Melairkyn dwarves trapped four demons in the statues after attempts to banish the fiends failed—a **barlgura** in the statue of Moradin, a **hezrou** in the statue of Berronar, a **vrock** in the statue of Clangeddin, and a **glabrezu** in the statue of Marthammor. Over the centuries of its confinement, the glabrezu has learned how to telepathically contact creatures in this room. Using its telepathy, it tries to trick an interloper into freeing it. Though the other three demons have telepathy, they are not powerful enough to use the ability while trapped in their statues.

The glabrezu makes telepathic contact with one character at random, congratulating that character on making it this far and claiming to have the knowledge and power to reveal the way to King Melair's true tomb. It promises (truthfully) to do so in exchange for its release from captivity. If the glabrezu is released, it casts *dispel magic* on the wall behind the tapestry, granting access to areas 29e and 29f, then lets the characters desecrate King Melair's tomb before it attacks them. If it needs allies, it knocks over more of the statues to free the other demons. These weaker demons obey the glabrezu for as long as it benefits them to do so.

If the first character it approaches refuses to help the glabrezu escape, it makes contact with each of the other party members in turn. If it realizes none of the characters can be swayed, it screams vile epithets and vows to destroy them whenever it is set free.

29E. HIDDEN ALCOVE

A secret door in the back wall of the alcove opens into area 29f.

29F. TRUE TOMB

A stone dais supports the true sarcophagus of King Melair—a perfectly cut slab of white marble with the name “Melair” etched in silver atop it in Dwarvish lettering. The lid of the sarcophagus can be lifted by creatures with a combined Strength of 20 or more.

Treasure. Inside the sarcophagus is the mummified corpse of the dwarf king, clad in burial robes and clutching an adamantine war pick. A *sentinel shield* bearing the symbol of Dumathoin rests atop the king’s legs.

Characters who sever one of the king’s desiccated hands can use it to open the basalt doors in area 15.

30. MUMMIFICATION CHAMBER

Stone Block. In the middle of the room rests a granite block 8 feet long, 3 feet wide, and 2 feet tall.

Urns. Sixty limestone urns rest in dusty wall niches.

The dwarves once mummified their dead atop the stone block, which has shelves built into its sides. The funeral wrappings and embalming fluids once held here have either turned to dust or been destroyed.

Each limestone urn is sealed with wax. An urn contains the desiccated internal organs of a dead dwarf, removed during mummification.

31. REST AREA

This empty, dead-end area makes a good place for the characters to rest.

31A. OPEN PIT

A 10-foot-wide, 20-foot-deep pit stands open between parallel corridors to the north and south. The springs that held the pit’s cover shut have rusted to the point of malfunction, exposing the trap.

31B. EMPTY ROOM

Once used as quarters by Undermountain engineers, this room now contains nothing but dust.

32. FALSE HALASTER

The characters encounter an invisible, wandering **gray slaad** here. The slaad serves Halaster willingly and is tasked with killing adventurers on sight. Using its Shapechanger trait, the slaad has assumed Halaster’s appearance, which becomes apparent when it swings its greatsword and ceases to be invisible.

33. GHOHLBRORN’S GRAVE

The Dwarvish word for bulette is “ghohlbrorn,” and one of King Melair’s greatest battles was fought against such a creature. After defeating the bulette, the king had its body animated to serve as an undead guardian.

33A. TOMB OF THE GHOHLBRORN

This chamber has a flat, 30-foot-high ceiling and 10-foot-high tunnels exiting it to the west, south, and east.

Statues. Alcoves to the north hold four identical statues, each one bearing the likeness of a 10-foot-tall dwarf king of stern visage.

Hidden Grave. The 20-foot-by-30-foot section of floor in the middle of the room is covered with breakaway stone tiles. (These tiles cover a grave.)

Tapestry. A torn tapestry hangs from an iron rod mounted to the south wall. The tapestry depicts King Melair and his guards fighting a bulette in a gem-en-crusted cavern.

Any character who has the Stonecunning trait notices the breakaway section of floor immediately (no check required). Others who search the floor for traps notice the breakaway tiles with a successful DC 15 Wisdom (Perception) check. Beneath the breakaway stone tiles, an earth-filled cavity holds an undead bulette. Once all four exits are blocked by the statues, the undead bulette erupts from the floor and attacks all creatures in the room. This creature is a **bulette**, with these changes:

- It is undead and has 125 hit points.
- It has vulnerability to radiant damage, resistance to necrotic damage, and immunity to poison damage and the poisoned condition.

If it has nothing to attack, the undead bulette burrows back down into its earthen cavity.

33B. SPIKED PIT

This hidden pit is 10 feet wide, 30 feet deep, and lined with adamantine spikes. A character who searches the floor for traps and succeeds on a DC 15 Wisdom (Perception) check spots the trap.

When a weight of 50 pounds or more is placed on the cover of the pit trap, it swings open like a trapdoor, causing any creature standing on it to fall in. The creature takes 10 (3d6) bludgeoning damage from the fall and 11 (2d10) piercing damage from the spikes. The pit remains open for 1 minute; then its cover rises up on hidden springs and snaps shut. A successful DC 20 Strength check can pry the pit open. A character in the pit can try to disable the spring mechanism from the inside with a successful DC 15 Dexterity check using thieves’ tools, provided that the mechanism can be reached and the character can see it.

34. REFECTION RAMPAGE

The doors leading to this section of the dungeon have been smashed to pieces, and characters approaching the area can hear large creatures wreaking havoc within.

34A. TEMPLE REFECTION

Umber Hulks. Two **umber hulks** stomp about the room. They attack other creatures on sight.

Wreckage. Smashed dining tables and benches create a makeshift obstacle course and provide cover.

Arch Gate to Level 12. A stone arch is embedded in the middle of the south wall.

The arch is one of Halaster’s magic gates (see “Gates,” page 12). Carved into its keystone is an image of a hand pouring ale from a flagon. Its rules are as follows:

- If one pint or more of any liquid is poured on the floor within 5 feet of the arch, the gate opens for 1 minute.
- Characters must be 12th level or higher to pass through this gate (see “Jhesiyra Kestellharp,” page 10). The first creature to pass through the gate triggers an elder rune (see “Elder Runes,” page 12).
- A creature that passes through the gate appears in area 9d on level 12, in the closest unoccupied space next to the identical gate located there.

34B. ARCH GATE TO LEVEL 8

This room is empty except for an arch embedded in the northeast wall. This arch is one of Halaster’s magic gates (see “Gates,” page 12). The space inside the arch bears a bas-relief of a female dwarf standing with her eyes closed. A large keyhole is carved into the head of a stone hammer she clutches to her chest. The rules of this gate are as follows:

- If the stone key from area 14a on level 2 is inserted into the keyhole, the bas-relief and the key vanish as the gate opens for 1 minute. When the gate closes, the bas-relief reappears, and the key is ejected from its keyhole.
- A character can open the gate without the stone key by using an action to pick the lock, requiring a successful DC 20 Dexterity check using thieves’ tools. On a failed check, the dwarf’s eyes open and shoot forth beams of light. Each creature within 10 feet of the arch must make a DC 16 Dexterity saving throw, taking 22 (4d10) radiant damage on a failed save, or half as much damage on a successful one.
- Characters must be 10th level or higher to pass through this gate (see “Jhesiyra Kestellharp,” page 10). The first creature to pass through the gate triggers an elder rune (see “Elder Runes,” page 12).
- A creature that passes through the gate appears in area 3 on level 8, in the closest unoccupied space next to the identical gate located there.

34C. SCULLERY

This room contains the smashed remains of a preparation table, a dishwashing station, and a stone cabinet. Scattered across the floor are pots, pans, and utensils, all corroded and worthless. A water pump to the northwest has survived the umber hulks’ rampage, but it is rusted and no longer draws water.

35. BLACK CLOAK

Halaster has created a regional effect in this corridor (see “Halaster’s Lair,” page 311). As the characters come around the corner, they see a billowing black cloak moving away from them, as if it were being worn by an invisible creature. Created by a *minor illusion* spell, the cloak is silent and moves away from the party at a speed of 30 feet. It disappears upon entering area 33a, 34a, or 36b, or if it is dispelled.

36. TEMPLE MAINTENANCE

This corner of the dungeon was originally set aside for dwarf engineers and maintenance workers.

36A. SERVICE ENTRY

This corridor ends at a smashed door.

36B. TRASH COMPACTOR

Open Pit. In the middle of the floor is a 10-foot-wide, 30-foot-long, 20-foot-deep pit with a fine layer of dust and rubble on its floor.

Levers. Two stone levers protrude from the wall opposite the door to area 36c. Dwarvish runes are inscribed above each lever.

The pit is a trash compactor designed to flatten garbage into sheets that can be easily carted away and disposed of.

The first lever is currently in the up position and has the word “Crush” inscribed above it. Moving this lever to the down position causes the pit’s east and west walls to close together, crushing anything between them. Raising the lever causes the walls to retract. Any creature or object crushed between the walls takes 44 (8d10) bludgeoning damage and is restrained by the walls until they retract.

The second lever is currently in the down position and has the word “Lift” inscribed above it. Moving this lever to the up position raises the stone floor of the pit to the level of the floor in the room. Neither this lever nor the pit floor can be raised while the pit walls are closed.

36C. ARCH GATE TO LEVEL 3

Arch. An arch is embedded in the northwest wall. Its keystone is carved to show a gold dragon wyrmling with its mouth open.

Slaad. Two invisible **gray slaadi** in their natural forms flank the arch. The slaadi are Halaster’s willing servants and attack anyone who approaches the arch or emerges from it, becoming visible as they do so.

Bunk Beds. Four stone bunk beds are pushed against the long walls of the room.

The arch is one of Halaster’s magic gates (see “Gates,” page 12). Its rules are as follows:

- The gate opens for 1 minute when a gemstone worth at least 100 gp is placed in the dragon’s mouth. This act causes the mouth to animate, chomp down on the gem, and destroy it.
- Characters must be 7th level or higher to pass through this gate (see “Jhesiyra Kestellharp,” page 10). The first creature to pass through the gate triggers an elder rune (see “Elder Runes,” page 12).
- A creature that passes through the gate appears in area 21p on level 3, in the closest unoccupied space next to the identical gate located there.

37. SHOWERS AND SAUNA

Temple workers came here to shower and bathe.

37A. SHOWERS

Benches. Black marble benches stand in the middle of this marble-tiled room.

Showers. Alcoves in the west and east walls have rusted iron shower heads protruding from the ceiling. A rusty pull chain hangs near each shower head, and

each alcove has drain holes in the floor. The showers draw cold water from an underground river.

Secret Door. A secret door in the back of the east alcove opens into area 37c.

37B. SAUNA

Heating Tank. Heat billows from vents built into the sides of an 8-foot-tall, 5-foot-diameter cylindrical copper tank in the middle of the room. A copper pipe extends upward from the tank and disappears into the ceiling. A **fire elemental** rages inside the tank.

Iron Wheel. A small iron wheel protrudes from the wall just inside the door.

Benches. Black marble benches hug the wall.

When cold water from an underground river is fed into the tank through the pipe, the fire elemental turns the water into steam. The steam billows out through vents in the cylinder's sides, making the room into a sauna.

The tank is a Large object with AC 11, 45 hit points, and immunity to fire, poison, and psychic damage. If the tank takes more than 10 damage, the elemental escapes and attacks all other creatures it encounters until it is destroyed.

Rust has caused the iron wheel to seize up, and it takes a successful DC 15 Strength (Athletics) check to turn it. Turning the wheel clockwise sends water pouring down the pipe and into the tank.

37C. HIDDEN SHRINE OF ABBATHOR

This shrine to Abbathor, the dwarven god of greed, was built without the knowledge of the temple priests. It contains the following features:

Statue. Facing the secret door is an 8-foot-tall statue of a pig-eyed male dwarf sitting on a throne. Eight gemstones are embedded in the stone rings the dwarf wears on its steepled fingers.

Open Pit. In front of the statue is a 10-foot-deep open pit whose bottom is set with spring-loaded iron jaws, around which are chunks of rock and dwarven bones.

A temple acolyte found this shrine but failed to notice the pit, which was hidden under a false stone floor. When the false floor broke apart underfoot, the dwarf fell into the snapping iron jaws below. The false floor was never replaced, nor was the acolyte's body removed. The spring-loaded iron jaws rusted and froze over time.

Treasure. The dwarf had a peg leg made of mithral (75 gp) but nothing else of value.

The gemstones set in the statue's stone rings include two sardonyxes (50 gp each), two zircons (50 gp each), an amethyst (100 gp), two garnets (100 gp each), a spinel (100 gp), and a tourmaline (100 gp). They can be easily pried loose.

38. WIDE ALCOVES

This hall is flanked by two empty, semicircular alcoves.

39. TEMPLE RELIQUARY

The dwarves kept many precious relics here.

39A. DESPOILED GALLERY

The duergar have destroyed the relics on display here, including statues atop pedestals, stone tablets on easels, and elaborate dioramas on tables. All that remains are heaps of broken stone.

Illusory Wall. The west wall of the room is an illusion without substance. It vanishes if targeted by a successful *dispel magic* spell (DC 16), and creatures and objects can pass right through it.

39B. JADE STAFF FRAGMENTS

Display Niches. Four pieces of a shattered jade staff are encased behind glass in niches evenly spaced along the west wall. Each niche is 4 feet tall, 1 foot wide, 1 foot deep, and lit with ambient magical light.

Secret Door. A secret door in the south wall opens into area 39c.

The glass encasing each niche is easily broken, allowing access to the fragment inside. Shattering the glass in a niche causes the light in that niche to go dark.

Treasure. The jade staff is presently broken into five 1-foot-long pieces—the four that Halaster placed on display here, plus a fifth piece he cast away. A *detect magic* spell reveals no magical auras around the staff fragments. Each of the staff's five pieces is worth 100 gp for the jade alone. The missing piece is the middle section of the staff, currently in the clutches of a bullywug (see level 8, area 19c). Pieces one and two (the top two sections of the staff) can be restored to a single section with a *mending* cantrip, as can pieces four and five (the bottom two sections).

If the fifth piece is found, the entire staff can be restored with *mending* cantrips; each casting of the spell repairs one break in the staff. If the staff is made whole, it transforms from an object into an animated jade serpent that has the statistics of a **giant poisonous snake**, with these changes:

- The serpent is a construct that understands and obeys whoever was holding the staff when it transformed.
- It has immunity to poison damage and the poisoned condition. It doesn't require air, food, drink, or sleep.
- When it drops to 0 hit points, roll a d6. On a roll of 1, the snake turns to dust and is destroyed. On any other roll, it changes back into a staff and breaks into 1d4 + 1 pieces that must be magically mended before the staff can be used again.

39C. MORNHYLD'S BONES

Bones. A dwarven skull and twelve rotted bones swirl gently around each other in midair in the middle of the room.

Debris. On the floor beneath where the bones are circling lies a shattered stone coffer.

Niche. Carved into the west wall is an empty niche. (The coffer once rested here.)

A dwarf priest named Mornhyld Crystalmantle bound her spirit to Undermountain for eternity. Most of her bones turned to dust long ago. What's left of the dwarf floats above the shattered coffer, courtesy of Halaster's magic. Casting a successful *dispel magic* spell on the bones (DC 16) ends the effect and causes the skeletal remains to clatter to the floor.

Mornhyld's disembodied spirit can sense when any humanoid moves within 5 feet of the bones, and it immediately tries to possess that creature. The target must succeed on a DC 18 Charisma saving throw or become possessed by Mornhyld. While possessed, the target is incapacitated and loses control of its body, though it retains its awareness. The possession lasts until the target's body drops to 0 hit points, the target leaves the room, Mornhyld's spirit ends the effect as a bonus action, or the spirit is forced out by an effect such as the *dispel evil and good* spell. The creature is immune to the spirit's possession for 24 hours after succeeding on the saving throw or after the possession ends.

If Mornhyld's spirit fails to possess a creature, it can try to possess another creature on its next turn. The spirit has a +1 bonus to initiative.

Mornhyld's spirit requires a host body before it can communicate. While possessing a humanoid, it uses that host to share the following secrets, doing so in the course of a brief conversation:

- "The heart of the mountain is sealed behind doors of black basalt that only a dwarf king can unlock. In the mountain's heart, you'll find your own greatness." (See area 15.)
- "When you enter a room, speak the word 'xunderbrok' for all to hear. You might be rewarded." (Characters who understand Dwarvish know that the word means "secret trove.")
- "Demons invaded our temple, but we trapped them in statues on this level. Beware them." (See area 29d.)

40. MUSIC HALL

Characters who make no effort to conceal their approach alert the creatures in this 20-foot-high vaulted chamber, which is carved out of solid rock. The room contains the following:

Quartz Pillars. Glowing quartz pillars stand in the corners of the room.

Duergar. Two duergar are inspecting a stone arch embedded in the center of the east wall.

Instruments. Protruding from the south wall is an organ whose pipes are carved out of stalagmites. Its bench and keys are made of polished gold and black marble. Two large copper kettle drums stand against the west wall. Resting atop them is a shiny brass tuba.

The duergar have taken a break from looting to inspect the arch in the east wall. They turn invisible if they detect other creatures approaching, then move up behind the pillars to the north to take stock of the new arrivals. Then they sneak off to area 15a to alert the duergar there. They avoid confrontation in this room. In addition to their weapons and armor, these duergar have treasure (see "Treasure" below).

ARCH GATE TO LEVEL 11

The arch embedded in the east wall is one of Halaster's magic gates (see "Gates," page 12). Carved into the arch's keystone is a hand-shaped indentation with a sigil representing magic scribed into the palm. The rules for this arch are as follows:

- Casting the *mage hand* cantrip and pressing its spectral fingers into the keystone's indentation opens the gate for 1 minute.
- Characters must be 11th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 2b on level 11, in the closest unoccupied space next to the identical gate located there.

INSTRUMENTS

Any inspection of the room allows the characters to examine the instruments more closely.

Brass Tuba. This bulky instrument is missing its mouthpiece, which characters can find in area 19. Without it, the tuba can't produce its deep, distinctive sound. The tuba is worth 30 gp and weighs 30 pounds.

Kettle Drums. When struck, these two copper drums make a thunderous booming sound. Each drum is worth 50 gp and weighs 100 pounds.

Stalagmite Organ. This monstrous pipe organ produces deep, earthy tones from its hollow stalagmites when its stone pedals are pumped and its marble keys are played. The music of the organ not only fills this room but also magically sounds throughout the temple (area 15), alerting the creatures there. If duergar are still present in the temple, four of them are sent to investigate the disturbance in this area and silence the music. The organ's stalagmites were part of the cavern from which this room was hewn, and thus they blend seamlessly with the surrounding floor and wall.

TREASURE

Each duergar carries a sack of stolen items. One sack contains a silver figurine of an ox (25 gp), a tiny mithral bell (25 gp), and a pewter flagon sculpted in the shape of a gold dragon with amethysts for eyes (250 gp). The other sack contains a small trapezoidal mirror set in an onyx frame (25 gp) and a leather eye patch with a bloodstone (50 gp) sewn into it.

41. PRIVIES

This room is divided into four stone privies with holes cut into their floors and long-disused lavatory pits below. An invisible **gray slaad** lurks in the privy to the south. It attacks anyone who searches or uses its privy.

42. HIDDEN PIT

A breakaway stone floor in this corridor conceals a 10-foot-wide, 20-foot-deep pit. A character who searches the floor for traps and succeeds on a DC 20 Wisdom (Perception) check spots the irregular floor tiles. When a weight of 20 pounds or more is placed on the floor, it

collapses, causing any creature standing on the pit to fall in and take 7 (2d6) bludgeoning damage.

In addition, a *glyph of warding* spell cast on the floor of the pit detonates when a creature falls in. When triggered, the glyph erupts with magical energy, and each creature in the pit must make a DC 22 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much damage on a successful one.

43. UMBER HULK TUNNELS

These 8-foot-high tunnels were created by the umber hulks in area 34. The three tunnels converge into one that descends as it travels southeast, eventually reaching level 7. All the tunnels are strewn with debris.

44. ACOLYTES' QUARTERS

This circular room has a domed ceiling 30 feet high and contains the following features:

Furnishings. Six stone beds rest with their headboards against the walls. A shallow niche stands empty above each bed. At the foot of each bed is a stone chest that has been smashed open.

Smashed Statuary. Alabaster statuettes of dwarf kings lie smashed on the floor. (The statuettes once stood in the wall niches. The duergar destroyed them, then broke into the chests and looted them.)

45. ACOLYTES' QUARTERS

This room has the same features as area 44.

46. BLASTED CHAMBER

The walls and floor of this 30-foot-high domed chamber have been blackened by fire, and the room's furnishings appear to have been incinerated. Charred bits of wood and stone lie strewn about the floor.

Any character who examines the room and succeeds on a DC 20 Intelligence (Investigation) check realizes that some sort of magical conflagration caused the damage, and that it started in the middle of the room. There is nothing to indicate what triggered the devastation.

47. HALLS OF THE FAITHFUL

Devotees of Dumathoin once walked these halls to get from their quarters to the temple. Now, Halaster's guardians and magic haunt these areas.

47A. ARCH GATES TO LEVELS 13 AND 18

Corpses. The corpses of two duergar (one male, one female) lie sprawled in the center of the room.

Arch Gates. Two stone arches are embedded in the walls, one to the north and the other to the south.

Stalkers. Halaster placed two **invisible stalkers** here. They attack any creature that approaches within 10 feet of either gate or that emerges from a gate.

The male duergar was killed first by the invisible stalkers. His companion came looking for him minutes later and met the same fate. Both duergar wear dull gray scale armor. Their iron shields, war picks, and javelins lie nearby. They have no treasure.

North Arch Gate. The north arch is one of Halaster's magic gates (see "Gates," page 12). It is decorated with inlaid images of dancing goblins. The letter D is carved into the arch's keystone. Its rules are as follows:

- The gate opens for 1 minute if a creature stands within 5 feet of the arch and either sings a D note or plays a D note on a musical instrument.
- Characters must be 12th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 7b on level 13, in the closest unoccupied space next to the identical gate located there.

South Arch Gate. This arch is another of Halaster's gates, its sides carved in the form of scantily clad elves (one male and one female) holding fingers to their lips in a gesture of silence. Its rules are as follows:

- If a *silence* spell is cast so that the arch is in the spell's area, the gate opens for 1 minute.
- Characters must be 15th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 6 on level 18, in the closest unoccupied space next to the identical gate located there.

47B. GIGGLES

This hall forms a loop that contains one of Halaster's regional effects (see "Halaster's Lair," page 311). As the characters make their way around one side of the loop, they hear footfalls and giggling coming from around the next corner. The sounds stay ahead of them as they circle the loop, but stop if the characters come at them from two directions at once. This effect is the work of a harmless *minor illusion* cantrip.

48. HIGH PRIEST'S QUARTERS

Alcoves. Seven empty alcoves stand along the walls.

Marble Bed. A white marble bed stands in the middle of the room, its corner posts carved to resemble dwarf warriors standing at attention.

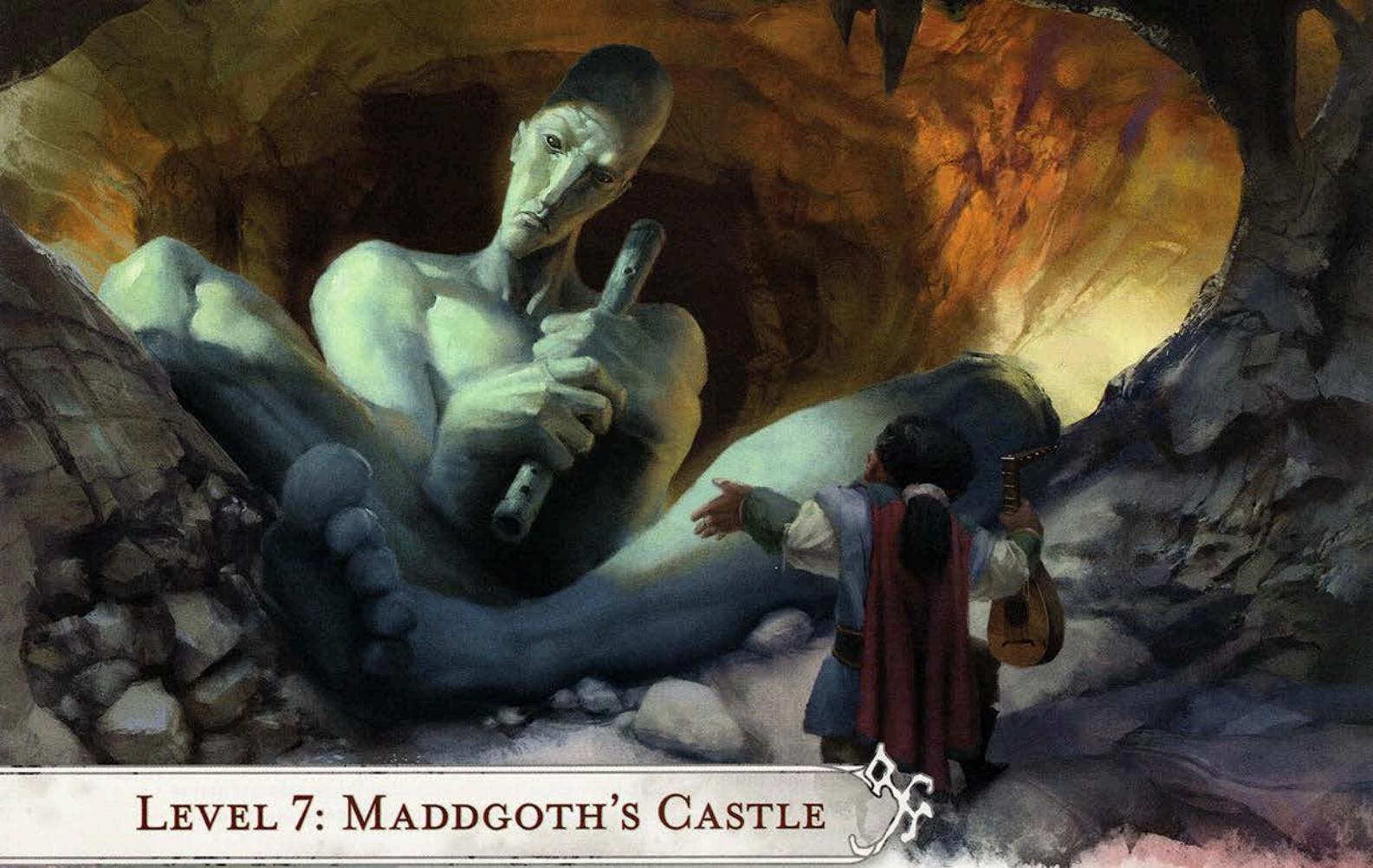
Dead Duergar. At the foot of the bed is a stone trunk, its lid thrown open. The legs of a dead duergar stick out of the chest. Her war pick lies on the floor nearby.

The duergar opened the chest without noticing its trap and was shot to death by spring-loaded darts. Her companions carefully looted most of the chest's contents, leaving her dart-riddled corpse hanging half out of it.

AFTERMATH

If the duergar are permitted to continue looting the level, they might find the lost tomb of King Melair, plunder its treasures, and venture back into the Underdark with them.

If the demons trapped in area 29 are released, they become the dominant threat on this level, aggressively hunting down and destroying would-be treasure seekers.



LEVEL 7: MADDGOTH'S CASTLE



ADDGOTH'S CASTLE IS DESIGNED FOR FOUR 9th-level characters, who should amass enough XP to reach 10th level. The characters can forge tenuous alliances with several of the monsters on this level. Award XP for these creatures as if the characters had defeated them in combat.

The level is named after a miniature, one-twelfth-scale fortress in one of its caverns. This castle serves as the home base of Maddgoth, a serial killer who lures other wizards to his lair to murder them and keep their arcane focuses and spellbooks as trophies. Maddgoth isn't home when the adventurers first arrive, but he might show up later (see "Aftermath," page 108). Most creatures are reduced to one-twelfth their normal size as they approach Maddgoth's castle, enabling them to better fit inside. Either by design or because of some failing, the shrinking magic doesn't affect all creatures, as adventurers who explore the castle will discover.

THE ORIGINAL MADDGOTH'S CASTLE

Undermountain: Maddgoth's Castle, written by Steven E. Schend and published in 1996, was the second of three modules in the short-lived "Dungeon Crawl" series of adventures designed for the second edition D&D game. *Waterdeep: Dungeon of the Mad Mage* borrows some of the ideas from that earlier adventure while presenting an alternative version of Maddgoth's Castle scaled for fifth edition and this product.

WHAT DWELLS HERE?

Maddgoth comes and goes from Undermountain with the aid of a *horned ring* similar to the one worn by Halaster Blackcloak. While he's away, his homunculus watches over his castle. A faerie dragon has also discovered the castle and claimed it as its lair. To reach the castle, adventurers must travel through caverns inhabited by a family of forgetful stone giants.

STONE GIANTS

Ten years ago, Halaster lured a family of stone giants to Undermountain and stripped them of most of their memories. The giants remember who they are and can recall events that happened within the last 8 hours, but everything that occurred before then is lost in a haze and soon forgotten. All their memories of the surface world and its inhabitants faded long ago.

The stone giants are irritable and self-serving, but not evil. They treat any invasion by humanoids as a vermin infestation, nothing more, and attempts to parley with them fall on deaf ears for the most part. They are unaware of the miniature castle in the heart of their domain because it floats in the middle of a great cavern beyond the range of their darkvision.

The giants are tormented by the faerie dragon that lairs in Maddgoth's castle. It emerges while invisible and uses illusion spells to close off passages, create false tunnels, and make temporary alterations to the giants' caves. The faerie dragon's mischief has only heightened the stone giants' irritability, and the giants, having never

seen the creature, suspect that the characters might be responsible. To earn the giants' trust, characters must determine the cause of the mischief and put an end to it. Even if they succeed, however, their efforts are soon forgotten as Halaster's magic erodes the giants' memories.

The oldest stone giants, Gravillok and Speleosa, are mates. They have four adult children: two sons, Qurrok and Rhodos, and two daughters, Obsidia and Xorta.

OTTO THE FAERIE DRAGON

A violet faerie dragon named Otto was drawn here by the magic that Halaster wove into these caves. Upon discovering Maddgoth's castle, Otto decided to move in. The faerie dragon was unaffected by the castle's shrinking magic and settled comfortably into its new home. It feeds on bats and other vermin it finds in the surrounding cavern.

When it's bored, the faerie dragon sneaks out invisibly and uses its spells to make illusory modifications to the stone giants' caves, confounding the giants for its own amusement. The giants have no clue who or what is responsible for this magical mischief.

The faerie dragon would like to get rid of Maddgoth's homunculus, which has become a troublesome reminder of the castle's true owner. Otto has defeated the homunculus in physical combat more than once, but it keeps coming back. The dragon has concluded that the only way to get rid of the homunculus for good is to forcibly remove it from the castle and trap it elsewhere. If the characters do this for the faerie dragon, Otto allows them to use the castle for rest and relaxation—provided they don't overstay their welcome or loot the joint.

MODIFIED STATISTICS

While inside the castle, the faerie dragon is 12 feet long relative to its surroundings, because its size is not altered by the castle's shrinking magic. It has a challenge rating of 3 (700 XP) and the following statistical changes:

- Otto is Large and has 104 (16d10 + 16) hit points.
- It has a Strength score of 18 (+4), and its bite attack deals 11 (2d6 + 4) piercing damage on a hit.

Otto turns invisible and flees if reduced to half its hit points or fewer. It tries to find a hiding place in the castle but abandons the structure if it must. When encountered outside the castle, Otto has the size and statistics of a normal violet **faerie dragon**. Whenever Otto's relative size decreases, any hit points beyond its new hit point maximum are lost. Whenever Otto's relative size increases, any damage that Otto has taken remains and is subtracted from its new hit point maximum.

MADDGOTH'S HOMUNCULUS

Maddgoth's homunculus awaits its master's return. The fact that it hasn't perished suggests that Maddgoth is still alive, but their telepathic bond has been severed, indicating that the two are no longer on the same plane of existence. Whether this separation is of Maddgoth's choosing is unknown. The wizard could be sequestered in a demiplane, imprisoned in a *mirror of life trapping*, or touring the Abyss, for all anyone knows.

The lonely homunculus longs to be reunited with its creator. It also wants to rid Maddgoth's castle of the faerie dragon that has invaded it. The characters can impress the homunculus and earn its trust by killing the faerie dragon or scaring it away for good. The homunculus can't leave the castle, by order of its master. If it takes damage that would normally destroy it, it forms anew in Maddgoth's study (area 25a). Only the wizard's death can destroy the homunculus for good.

MODIFIED STATISTICS

Inside the castle, the homunculus is 12 feet tall relative to its surroundings, because its size is not altered by the castle's shrinking magic. It has a challenge rating of 2 (450 XP) and the following statistical changes:

- The homunculus is Large and has 55 (10d10) hit points.
- It has a Strength score of 15 (+2), and its bite attack deals 9 (2d6 + 2) piercing damage on a hit.
- It understands Abyssal, Common, Draconic, and Gnomish, but can't speak.

If the homunculus is forcibly taken from the castle, its relative size reverts to Tiny, and its statistics become those of a normal **homunculus**. Whenever the creature's relative size decreases, any hit points beyond its new hit point maximum are lost. Whenever its relative size increases, any damage that it has taken remains and is subtracted from its new hit point maximum.

THE CAVERNS

Umber hulks bored the tunnels that connect this level of Undermountain to the levels above and below. The stone giants don't like the damage that the umber hulks cause and scare them off as best they can.

Unless otherwise noted, all chambers on this level are rough-hewn (not naturally formed) and have 30-foot-high ceilings. Wider passages are 20 feet tall—ideal for the 18-foot-tall stone giants that dwell here. Narrower tunnels are 5 feet wide and 8 feet tall—too small for the giants to fit inside. All caves and tunnels are unlit, since the giants rely on darkvision to see.

1. UMBER SHELLS

Umber hulks are fond of gathering here, and the cave floor is littered with their molted carapaces.

2. EMPTY CAVERN

The stone giants seldom visit this cavern, which contains nothing of interest.

3. STONE THRONE

Throne. To the south, a large protuberance of jagged rock has been carved into the form of a giant-sized throne. Blue quartz crystals grow out of the rock.

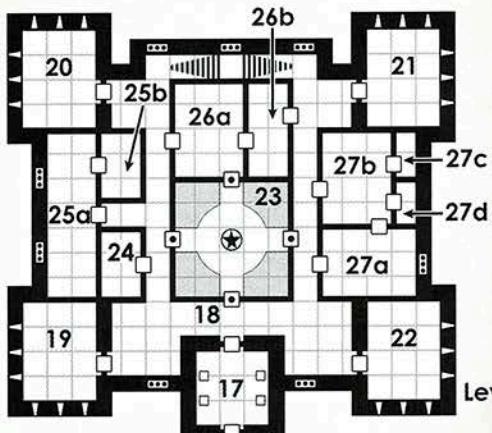
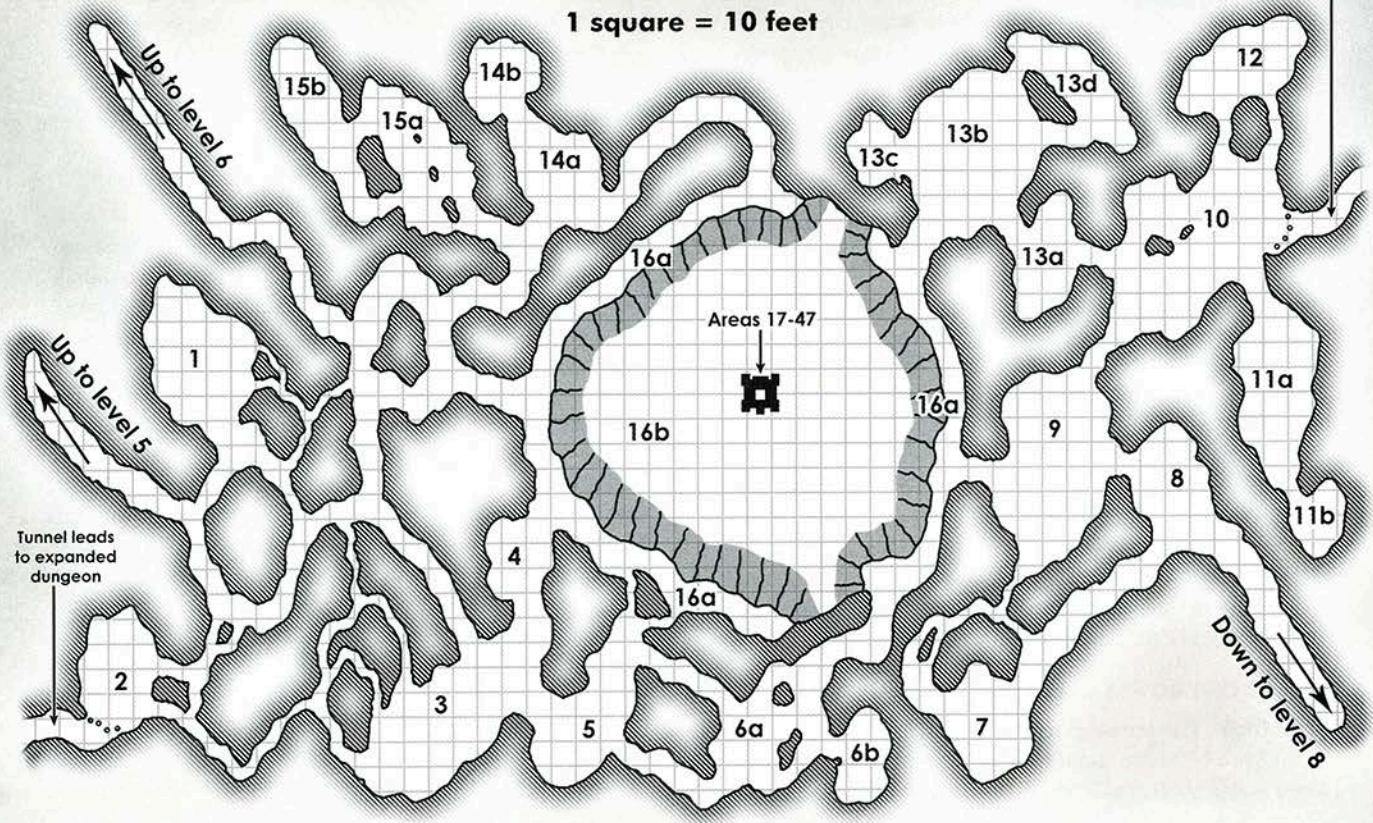
Warning Sign. A large X has been carved on the floor of the passage leading to area 4.

TREASURE

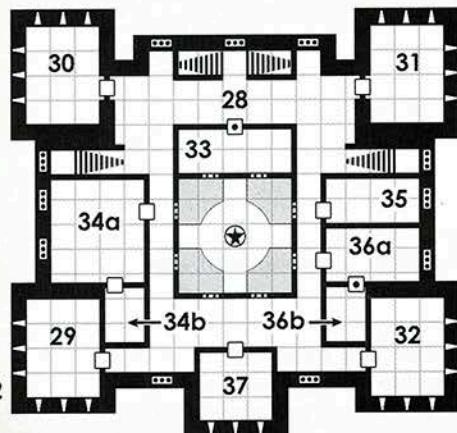
Sixty pieces of blue quartz can be broken off the throne. Each piece is worth 10 gp.

Tunnel leads
to expanded
dungeon

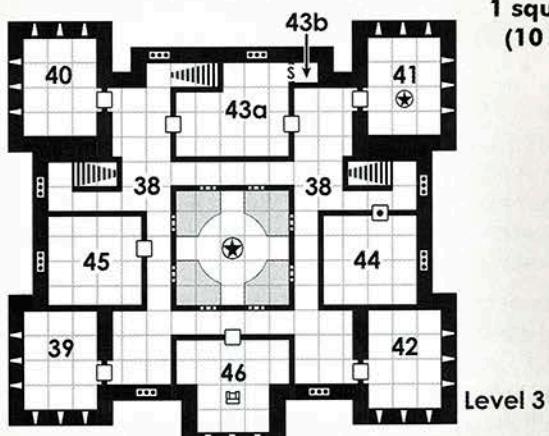
1 square = 10 feet



Level 1

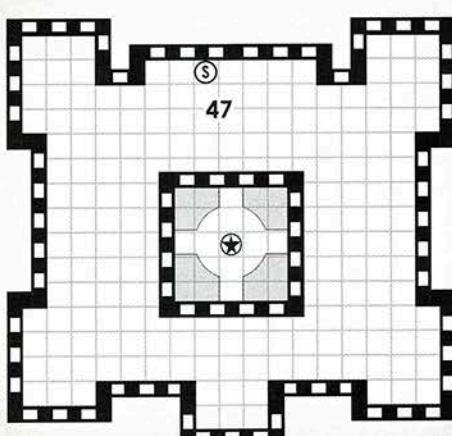


Level 2



Level 3

1 square = 10 relative feet
(10 inches in real space)



Level 4
(Rooftop)

4. SILT PIT

The giants avoid this cave, since they know it contains a 40-foot-deep pit of silt, more commonly known to adventurers as quicksand. A character who prods the floor or otherwise searches for traps detects the natural hazard with a successful DC 10 Wisdom (Perception) check.

The characters can avoid the pit by staying within 5 feet of the walls. If a character falls into the pit, resolve the outcome using the quicksand rules in chapter 5 of the *Dungeon Master's Guide*.

5. CAVE OF ECHOES

Characters who enter this empty cavern hear the humming and chiseling of Gravillok, the stone giant in area 6a. Two tunnels lead in that direction, and the sounds coming from both are equally loud. If the characters create a ruckus here, Gravillok hears the disturbance, stops working, and investigates.

6. CRAFT HALL

The walls of these caves are covered with abstract carvings, many of them unfinished.

6A. STONEBONES CARVING

Gravillok. The **stone giant** is using a chisel to carve on the wall between the tunnels leading to area 5.

Carvings. Abstract carvings cover the walls, and chiseled bits of stone lie scattered across the floor.

If the characters catch him by surprise or greet him with hostility, Gravillok retreats to area 13 while shouting out to his family in Giant, "Invasion! Arm yourselves! We're under attack!" Gravillok's deep bellow echoes throughout the level. To the best of his recollection, Gravillok has never seen small folk before. His instinct is to treat them as vermin and smoosh them with his greatclub. If they attempt to parley and he can understand them, he stops attacking long enough to listen to their words, then discounts them, concluding that the interlopers must be responsible for the strange magic bedeviling his family. The characters will have to work hard to change his mind.

In addition to his greatclub, Gravillok carries a favorite chisel, much too large for Medium or smaller characters to use as an effective tool.

A successful DC 15 Intelligence (Religion) check identifies Gravillok's wall carving as a 30-foot-tall image of Skoraeus Stonebones, the stone giant god. Gravillok hopes that Skoraeus will be honored by the carving enough to help him catch whoever has been tormenting his family.

6B. TOOL STORAGE

The stone giants store their stone-carving tools in this cave. The tools are too big and unwieldy to be used by anyone not of the giants' size.

7. SILT PIT

Carved into the floor where the northeast tunnel meets this cave is a large X (a warning sign). This cave contains a silt pit like the one in area 4.

8. STRANGE ROCK FORMATION

Petrified Basilisk. What at first glance appears to be a spiky rock formation in the middle of the cavern is really a petrified basilisk.

Decor. Jagged spirals are carved into the walls and roof, but the crude artwork is incomplete.

Descending Tunnel. The tunnel to the southeast descends hundreds of feet to level 8.

Hundreds of years ago, before the arrival of the stone giants, an adventurer used a mirror to trick the basilisk into targeting itself with its own petrifying gaze. It has remained a fixture of this cavern ever since. A *detect magic* spell reveals an aura of conjuration magic emanating from within the basilisk's belly. One must smash open the basilisk to get at the treasure inside. Its belly can be cracked open with a solid weapon hit.

Treasure. Inside the belly of the basilisk is a gold ring set with moonstones (250 gp) and a *wand of conducting*. The wand, a common magic item, has 3 charges and doesn't require attunement. The holder of the wand can use an action to expend 1 charge and create orchestral music by waving it around. The music can be heard out to a range of 60 feet and ends when the holder stops waving the wand.

The wand regains all expended charges daily at dawn. If the wand's last charge is expended, roll a d20. On a 1, a sad tuba sound plays as the wand crumbles to dust and is destroyed.

9. STONE CATHEDRAL

Decor. This chamber has all the looming hollowness of a cathedral. The walls have been sculpted into exquisite arches, buttresses, and draperies. Carvings of giant whorls and spirals cover the ceiling.

Crystal Formations. Three dramatic crystal formations explode from the floor, each one roughly 10 feet wide and 15 feet tall. Broken shards of crystal litter the floor around them.

The stone giants eat the crystals that grow in this chamber. Ten pounds of crystals provide a giant with the equivalent of a nutritious meal. The crystal formations regrow at a steady pace, thanks to Halaster's magic. Most humanoids would not consider them edible.

10. XORTA'S FLUTE

Xorta. The reclusive **stone giant** lairs here, shunning the rest of her family.

Bats. Ten **giant bats** cling to the cave's roof, their wings wrapped tightly around their bodies as they sleep.

Rocks. Strewn upon the uneven floor amid mounds of bat guano are loose rocks that Xorta hurls at intruders and others who bother her.

Xorta reclines in the north alcove, partially hidden behind natural columns of rock. She uses her Stone Camouflage trait to blend in with her surroundings.

Xorta has a mind to explore more of Undermountain, but her parents won't let her stray far. She lacks the courage to defy them and knows they won't let her leave. She has a 4-foot-long stone flute and likes to play it here because the acoustics are favorable. She's still learning

how to play, though, and often forgets her own lessons. Xorta doesn't remember who crafted the flute (she did) or how it became magical, but she knows that the giant bats enjoy it.

If Xorta is attacked, she can use an action to play a few notes on her flute and cause the giant bats to swoop down and attack her enemies until she plays the flute again to call them off. The stone flute is too large for Medium or smaller creatures to play, and only Xorta can use its magical power.

11. DISPOSAL CAVE

The stench of death fills these caves, which the giants visit infrequently.

11A. FACES OF HALASTER

Stone Faces. Giant-carved visages of Halaster cover the walls. Each face has a different expression.

Corpses. Dozens of humanoid corpses in varying stages of putrefaction, including a few reduced to moldy bones, lie stacked like cordwood against the walls.

The stone giants have met Halaster several times over the years and carved his visage after many of those occasions. Though the giants' memories of him never last, the faces in this cavern remain.

The giants have begun using the cavern to store the bodies of creatures they're forced to kill. With the duergar and the drow returning to Undermountain in force and the bullywugs on level 8 becoming more aggressive, such encounters have become commonplace. Again, the giants have no memory of these altercations, and they have no use for the dead creatures' gear.

The corpses include a drow, two quaggoths, five troglodytes, seven hobgoblins, three duergar, six grimlocks, nine bullywugs, and two humans (former members of an adventuring party). The stone giants tossed the creatures' weapons into the nearby silt pit (area 11b).

Treasure. The drow corpse wears a black breastplate with a platinum spider motif. Manufactured by drow, this +1 breastplate loses its enhancement bonus if exposed to sunlight for 1 hour or more. Further examination of the drow also yields an obsidian scarab bearing the insignia of House Freth (25 gp).

One of the dead humans has a dungeoneer's pack with spoiled rations and no torches remaining. The other dead human carries a set of thieves' tools.

11B. SILT PIT

Carved into the floor of the narrow tunnel leading to this cave is a large X (a warning sign). This cave contains a silt pit like the one in area 4.

12. EDIBLE MOSS

Heating Vent. A natural vent in the floor keeps this cave warm and humid.

Moss. Growing on the walls is a thick carpet of edible golden moss that the giants and humanoids find tasty and nutritious. The moss is replenished by Halaster's magic and can be scraped off the walls in slabs.

13. GIANTS' LIVING QUARTERS

This cluster of 30-foot-high caverns serves as the living quarters for the stone giant family.

13A. OBSIDIA AND RHODOS

Two **stone giants** named Obsidia and Rhodos have been tasked with carving abstract designs into the roof of this empty cave. To reach the ceiling, Obsidia rides on her brother's broad shoulders. She is using a chisel to smooth out some of the rough spots.

Of all the giants in here, Obsidia and Rhodos are the least set in their ways and the most likely to tolerate small folk. Characters who bribe them with at least 500 gp worth of precious metals, gemstones, or art objects can convince the giants to let them pass or to escort the party to the tunnel that leads to level 8.

13B. GIANTS' HOME

Carvings and Loose Rocks. The walls and domed roof display carvings of stone giants. At the foot of each carving is a pile of loose rocks.

Speleosa. Unless she is interrupted, Speleosa the **stone giant** is sitting in the middle of the cave and using a patch of bat fur to polish amber gemstones.

Otto. Otto the **faerie dragon** shows up to create mischief shortly after the characters arrive.

If Speleosa detects intruders in her home, she grabs loose rocks from the piles around the room, instructs Obsidia and Rhodos (see area 13a) to do the same, and sets out to destroy the invaders. Attempting to reason with Speleosa while she's hurling rocks is no simple matter, and she isn't receptive to bribes. If one or more of her children are imperiled, Speleosa becomes calm and begins negotiating for their safe release.

While the characters are dealing with Speleosa, the invisible faerie dragon flies into the cavern, becomes visible momentarily as it casts the *hallucinatory terrain* spell, and turns invisible again as a bonus action. Characters who have a passive Wisdom (Perception) score of 17 or higher glimpse the wee dragon for a second before it turns invisible. On subsequent turns, Otto flies back to Maddgoth's castle. Otto's spell replaces all of areas 10, 12, and 13 with a sylvan forest. The cavern walls remain but are masked by the illusion. Any stone giants in the affected area find themselves in wholly unfamiliar terrain and become panicky. Their inclination is to blame the characters, and dispelling the faerie dragon's magic does little to console them. If the characters don't flee, the giants attack them out of fear.

Treasure. Speleosa has gathered thirty amber gemstones (100 gp each).

13C. TREASURE ALCOVE

Niches have been carved into the walls of this deep alcove at a height of 15 feet. The stone giants keep their accumulated treasure here.

Treasure. The niches contain a wooden cask filled with 5 gallons of tar, a damaged alabaster troll mask missing its nose (25 gp), a rhinestone sack that holds 250 gp, and an 800-pound, life-size stone statue of Halaster painted blue.

The Halaster statue has an *elemental gem* (air) for a heart. This gem can be obtained only by shattering or disintegrating the statue. With a successful DC 12 Strength (Athletics) check, a character can use an action to knock the statue off its high shelf, causing it to shatter on the floor.

13D. CAVE OF REST

The stone giants come here to rest when they're tired. The cave is devoid of furnishings and ostentation.

14. CAVE BEAR DEN

These caves smell like an animal den—not surprising, given that Qurrok keeps his cave bears here.

14A. ADULT CAVE BEARS

Two adult cave bears (use the **polar bear** statistics) rest here. These mates attack anyone they don't recognize, defending their young in area 14b. Gnawed bones cover the den's floor.

14B. YOUNG CAVE BEARS

Two cave bear cubs (use the **black bear** statistics) sleep and play here. Qurrok has hollowed out several large rocks for the young bears to run through and climb on.

15. QURROK'S DEN

The stone giants stopped sculpting these caves when they encountered soft sandstone beneath the harder stone. Qurrok has turned this area into a private den.

15A. UNFINISHED CAVE

Natural columns of rock support the cave ceiling, the walls of which depict unfinished carvings of lanky stone giants hurling rocks. The cave is otherwise empty.

15B. GYM

This cave's walls are bereft of carvings. Resting on the floor at the north end of the cave are stone barbells and stacks of circular stone plates with holes bored through the middle of them. Qurrok (see area 16a) works out here, using the barbells and boulders as weights.

16. CENTRAL CAVERN

This 180-foot-diameter spherical cavern has a domed ceiling and a bowl-shaped floor. Along its perimeter are stone ledges (area 16a) that don't quite encircle the chamber. Any creature knocked off a ledge goes tumbling down the inward-sloping rock walls to the bottom of the cavern (area 16b), which is strewn with rocks, bones, and the bodies of two dead umber hulks.

At the center of the cavern, floating 10 feet above a smooth, 80-foot-tall mithral spindle that erupts from the floor, is Maddgoth's castle. The stone castle is more than 60 feet away from the ledges, putting it outside the range of some creatures' darkvision. The stone giants have never noticed it for this reason.

The castle looks small enough to fit in a 20-foot-cube, and it floats at the center of an invisible 40-foot-radius sphere of transmutation magic that shrinks all creatures and objects in its area to one-twelfth their normal size. A 6-foot-tall person becomes a 6-inch-tall person, for ex-

ample. Characters who enter the sphere can tell something has happened when Maddgoth's castle suddenly looms twelve times larger in their vision.

A shrunken creature or object reverts to its normal size once it leaves the sphere, which is generated by the mithral spindle. No saving throw is allowed to resist the shrinking effect, and nothing short of divine intervention can suppress the spindle's magic. The spindle is impervious to damage, and it generates a magical repulsion field that prevents creatures from approaching any closer to it than 5 feet.

When Halaster created the mithral spindle, he exempted certain creatures and objects from its shrinking effect. The spindle itself is unaffected, as is Maddgoth's homunculus. Faerie dragons are also immune to the shrinking effect, and there might be other creatures and objects that are unaffected as well, based solely on the Mad Mage's whims.

16A. LEDGES

These ledges are 90 feet above the cavern floor and safe to traverse.

16B. CAVERN FLOOR

Qurrok. If no one has raised an alarm, Qurrok the **stone giant** is searching the cavern floor for interesting rocks and gem deposits.

Corpses. Amid the rocks on the cavern floor are the rotting corpses of two umber hulks killed by Qurrok in the western caves.

Qurrok's body is a temple, and he has honed and shaped it to perfection. His extensive physical training gives him advantage on all Strength checks and Strength saving throws.

Every time Qurrok loses his memory, he forgets about his previous excursions to the bottom of this cavern. He lowers himself to the floor, discovers the mithral spindle, and tries to climb it to see what's at the top. Rebuffed and discouraged by the repulsion field that surrounds the spindle, he starts combing the cavern floor for treasure.

When an alarm sounds in the caverns around this area, Qurrok climbs up to the ledge closest to the disturbance. If doing that puts him anywhere near his pet cave bears in area 14, he summons them to his side with a booming, bear-like roar.

Qurrok likes physical challenges. He neither shies away from combat nor backs down from a fight unless his mother, Speleosa, commands him to.

FALLING FROM MADDGOTH'S CASTLE

If a creature that is reduced to one-twelfth its normal size falls from the castle, it will travel over 600 relative feet before hitting the cavern floor due to the reducing effect around the castle, which turns every foot of actual distance into 12 feet of relative distance. From its perspective, the creature would seem to fall several hundred feet before suddenly growing twelve times bigger in the final 40 feet before impact. Because the reducing effect creates more relative distance between the creature and the cavern floor, a fall from anywhere on the castle deals 20d6 bludgeoning damage on impact.

THE CASTLE

Halaster constructed this castle to serve as a temporary residence for guests, then abandoned it when he decided he didn't really want the company. Maddgoth's claim to the castle has so far gone unchallenged by Halaster, and it's not clear whether the two wizards have ever crossed paths.

Characters who approach the castle can examine it for points of entry. The main entrance is a door at the base of the south tower (area 17). The castle also features an open courtyard (area 23) with doors leading to areas on the first level. The faerie dragon's preferred route is through a secret trapdoor on the roof (area 47). In addition, the corner towers have arrow slits that Small characters can squeeze through, and the central structure has windows fitted with crystal bars as strong as steel that are spaced 6 inches apart.

Maddgoth's castle is now controlled by Otto the faerie dragon, whose right to ownership is predicated on the argument "I found it and it's mine and you can't have it." The castle is a beautiful structure. Its walls, floors, and 20-foot-high ceilings of smooth gray stone can't be damaged or magically altered except with *wish* spells. The interior walls have colored glass blocks embedded in them. The blocks are not lit when the characters first arrive, but pulling a lever in area 37 causes each block to shed colorful light as bright as that created by a *continual flame* spell. Maddgoth's magic keeps the temperature inside the castle steady at 70 degrees Fahrenheit, but characters can shut off the heat by pulling another lever in area 37.

Exterior doors are made of stone with adamantine hinges, and, like the castle walls, are impervious to damage. Interior doors look like fancy stained glass windows with iron hinges on one side. Each one is fitted with panes of colored glass set in an iron framework. The door handles are likewise fashioned from iron. A locked interior door can be forced open with a successful DC 15 Strength (Athletics) check. Its lock can also be picked with thieves' tools and a successful DC 15 Dexterity check. Shattering a door's glass panes creates an opening large enough for a creature to fit through.

Characters near the castle and inside it are shrunk to one-twelfth their normal size along with their gear. Almost everything they encounter inside the castle is similarly reduced in size, creating a sense of normalcy. Maddgoth's homunculus and Otto the faerie dragon are noteworthy exceptions; use their modified statistics for encounters in the castle.

17. MAIN ENTRANCE

There isn't a stoop or other surface to stand on outside this castle entrance, but hanging on the front door is a crude wooden sign inscribed with the words "Otto's Castle" in Draconic. The exterior door is not locked, but opening it triggers a permanent *alarm* spell that rings throughout areas 18, 28, and 38. This alarm warns the faerie dragon and Maddgoth's homunculus that visitors have arrived, though neither creature makes any effort to greet them.

The room contains the following:

Pedestals. Four white marble pedestals stand near the west and east walls. Atop each pedestal is a corked flask made of opaque green glass.

Servants. Four **living unseen servants** (see appendix A) are dusting the pedestals and flasks, using dusters made of cockatrice feathers.

GREEN FLASKS

Uncorking or breaking a green flask releases a cloud of invisible poison gas called essence of ether. The gas fills a 10-foot-radius sphere and dissipates within seconds. Any creature in the cloud when it forms must succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. Creatures poisoned in this way fall unconscious, but they wake up if they take damage or if another creature uses an action to shake them awake.

LIVING UNSEEN SERVANTS

Attacking a servant, snatching its feather duster, or otherwise disturbing the contents of this room triggers combat. On their first turn after rolling initiative, the living unseen servants knock the green flasks off their pedestals, causing the containers to shatter on the floor and release their poison gas (which has no effect on the unseen servants). The servants have no weapons but can arm themselves with weapons dropped by creatures rendered unconscious by the poison gas.

The living unseen servants are bound to this room and can't leave of their own volition.

OTTO'S GAME

Otto the faerie dragon spends much of its time stalking the castle hallways (areas 18, 28, and 38) and takes regular naps in area 43a. While awake, the faerie dragon prefers to remain invisible and likes to play pranks on guests.

Otto's favorite prank is to sneak up on a guest, engulf it in a cloud of euphoria gas, and sneak away while remaining invisible the whole time. Its second favorite prank is to cast *mage hand* and use the spectral appendage to tap guests on the shoulder. Any time it performs such a prank, the faerie dragon has a 25 percent chance of betraying its location with a giggle or a snicker. The faerie dragon must then relocate itself on its next turn to keep from being caught.

Casting a spell that requires concentration causes the faerie dragon to become visible—after which it can move, cast a spell that doesn't require concentration (such as *color spray* or *hallucinatory terrain*), and use its bonus action to turn invisible again. Otto is careful about casting spells that require concentration, because it can't concentrate on the spell and stay invisible at the same time. It normally casts *mirror image* before casting a spell that requires concentration, trusting that its images will protect it while it maintains concentration on the spell. If Otto succeeds in incapacitating a guest, it tries to remove the guest's weapons and gear, then spends the next hour hiding these items throughout the castle.

Otto reserves its *polymorph* spell for a truly dangerous adversary, turning that enemy into a frog before making a hasty escape.

If the characters get rid of Maddgoth's homunculus, the faerie dragon takes a shine to them and offers to pay them 50 gp for each trinket they deliver to it. Otto collects trinkets and has a secret stash of coins (see area 43b).

18. STONE HALLWAYS

There is a 50 percent chance that Maddgoth's homunculus is stalking these halls. The last thing it wants are more invaders in its master's abode, so it attacks. When killed, it melts away and re-forms in area 25.

19. SOUTHWEST STOREROOM

A tiny copper coin has been wedged into the door frame and can be spotted with a DC 15 Wisdom (Perception) check. Otto places coins in door frames to keep track of where the homunculus has been. If the door is opened, the coin falls to the floor with a little clatter.

The room is stuffed from floor to ceiling with junk. Most of it is worthless, but characters who spend 1 hour sifting through the junk can acquire up to 10 gp worth of mundane equipment from the Adventuring Gear table in the *Player's Handbook*.

20. NORTHWEST STOREROOM

The door frame has a silver coin wedged into it (see area 19). The room inside is clean and bare, providing a safe resting space.

21. NORTHEAST STOREROOM

The door frame has a gold coin wedged into it (see area 19). Empty bookshelves line the walls of the room.

22. SOUTHEAST STOREROOM

The door frame has an electrum coin wedged into it (see area 19). The room's features are as follows:

Containers. Hundreds of empty chests and trunks in a variety of sizes form neat stacks with narrow aisles winding between them.

Arch. Embedded in the north wall, hidden behind the chests and trunks, is a stone arch. Inscribed on the wall inside the arch is a riddle in Common.

ARCH GATE TO LEVEL 9

The arch is one of Halaster's magic gates (see "Gates," page 12). Inscribed on its wall is the following riddle in Common: "What appears once in an hour, twice in a blue moon, and never in sunshine?" The answer is "The letter O." The rules of this gate are as follows:

- If the riddle is answered aloud and correctly by someone within 30 feet of the arch, the gate opens for 1 minute.
- Characters must be 10th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 42 on level 9, in the closest unoccupied space next to the identical gate located there.

23. COURTYARD

Statue. In the center of this open-air courtyard, surrounded by gardens of glittering, pebble-sized crystals, stands a 9-foot-tall statue of a plump human wizard wearing a helmet with blade-like fins and reading

from a spellbook. The statue faces southwest, and the pedestal on which it rests is engraved with the word "MADDGOTH."

Doors. Paths radiating from the statue end in front of four magically locked stone doors (see below).

Windows. Crystal-barred windows look down on the courtyard from the two floors above.

Pulling the correct lever in area 37 unlocks all the doors leading to the courtyard. A *knock* spell or similar magic can also unlock a door. Each time such a spell is cast in the courtyard, a blade of force like that created by the *Mordenkainen's sword* spell materializes next to the statue. Each sword acts on initiative count 17. On its turn, the sword flies up to 20 feet toward the nearest creature and makes a melee spell attack against it (+8 to hit), dealing 3d10 force damage on a hit. A sword lasts for 1 minute or until successfully dispelled (DC 17), and it can pursue creatures beyond the courtyard's confines.

The statue's eyes betray a hint of madness, and the wizard's helm is a representation of Maddgoth's magic helmet (found in area 25b). Like the castle, the statue can't be damaged or altered in any way. Carved into the pages of its open spellbook is the *Mordenkainen's sword* spell. A wizard can take a rubbing of the spell and copy it into a spellbook.

24. PRIVY AND BATH

Vanity. Against the north wall stands a vanity with a built-in mirror, on which are arrayed vials of perfume, combs, brushes, and powder puffs.

Potty. On the west wall sits a fancy wooden chair with a golden chamber pot tucked below it. Four thin books rest on a side table next to the chair (see "Books" below).

Tub. Against the south wall is a marble bathtub with clawed feet. Towels hang on hooks above it.

BOOKS

One book has worn wooden covers and is filled with humorous anecdotes. Another appears to be a diary with a gold-stitched cover of burgundy-dyed leather; its scented pages chronicling the love affairs of a long-dead noblewoman. The third book, which is missing its cover, contains Elvish translations of common Orc phrases and idioms. The last book is bound in stirge hide and contains recipes for pie. These books aren't valuable.

TREASURE

The characters can plunder ten vials of perfumes (5 gp each), a silver comb set with turquoise (25 gp), a matching hairbrush (25 gp), and a gold chamber pot (125 gp).

25. MADDGOTH'S STUDY

Frustrated by the absence of its master, Maddgoth's oversized homunculus has ravaged these chambers.

25A. HOMUNCULUS LAIR

Once opulent and full of exotic hardwood cabinets packed with leather-bound tomes, this room now lies in shambles. Ankle-deep rubbish covers the floor, the remains of the room's former furnishings. The homunculus (see "Maddgoth's Homunculus," page 96) stands

amid the wreckage. (If the characters have already encountered and destroyed the homunculus, it has magically re-formed in this room.)

The arrival of adventurers prompts the homunculus to begin rooting through the detritus on the floor. After a minute of searching, it finds a torn page on which is drawn a smiling dragon with butterfly wings. The homunculus shows it to the characters, tears the page into tiny pieces, throws the scraps into the air like confetti, and gives the party a long stare. If the characters offer to kill the faerie dragon, the homunculus leads them to area 25b, reaches into the mirror there, pulls out Maddgoth's helm, and gives it to the nearest character.

25B. MADDGOTH'S STUDY

The stained glass panes of this door have been shattered, creating holes through which characters can see into the room.

Trophies. Embedded in the plaster-covered walls are dozens of wands, staffs, rods, and orbs.

Mirror. Affixed to the east wall is a 5-foot-tall oval mirror with a stone frame, the top of which is carved in the likeness of a yawning homunculus (see "Magic Mirror" below).

Furniture. A desk and a chair formed out of lacquer-covered books stand near the north wall.

Trunk. An iron trunk measuring 2 feet on a side rests atop a dusty circular rug in the middle of the room. An iron key is inserted in the trunk's lid, which is open. (Maddgoth emptied the trunk before leaving the castle.)

The wands, staffs, rods, and orbs embedded in the walls are trophies taken by Maddgoth from wizards he has killed. They can be pried from the walls easily enough, and each is usable as an arcane focus.

Maddgoth took the spellbooks from scores of dead wizards and used them to construct the desk and chair for himself. Any character who examines the furniture can quickly ascertain that the spellbooks belonged to many different wizards. Some look much older than others. A coating of thick lacquer gives these furnishings a glass-like sheen and prevents the books from being opened. Characters who smash the desk and chair can salvage twelve intact spellbooks, nine from the wreckage of the desk and three from the wreckage of the chair. The remaining books are too damaged to be salvaged or read.

To determine a particular spellbook's contents, roll a d6. The book contains four wizard spells of each level up to and including the number rolled on the die. For example, on a roll of 3, a spellbook contains four spells of each level from 1st through 3rd. Pick spells from the wizard spell list.

Magic Mirror. A *detect magic* spell reveals an aura of transmutation magic around the mirror, which is stuck to the wall with *sovereign glue* and can't be pried loose without breaking it. An *identify* spell or similar magic reveals that it's a magic storage device and that contact with an arcane focus activates it.

The mirror's reflective surface turns to liquid for 1 minute when touched by either a construct or an object

serving as an arcane focus. A creature can reach into the liquid and remove a helm from inside it. The helm belongs to Maddgoth. Fashioned from mithral, it has blade-like fins. If the mirror is smashed while the helm is inside it, the helm is lost forever.

Treasure. Maddgoth's helm is a very rare magic item to which any humanoid can attune. A creature attuned to the helm and wearing it has immunity to all damage while inside Maddgoth's castle, on its roof, or in its courtyard. If the helm is taken from the castle, it turns to dust and is destroyed.

26. CLAYWORKS

The scent of dry clay pervades these rooms.

26A. BUILDING BLOCKS

This room contains piles of tiny interlocking clay bricks that radiate auras of transmutation magic under the scrutiny of a *detect magic* spell. The bricks can be assembled into a single Large object, two Medium objects, or four Small objects. A sculpture animates at its creator's command, as though affected by an *animate objects* spell, and remains animate and under its creator's control for 1 hour. The sculpture is destroyed and turns to clay dust when it drops to 0 hit points, when it's successfully targeted by a *dispel magic* spell (DC 15), or when the effect ends.

26B. OLD CLAY

Oven. A stone oven is built into the south wall.

Blocks and Molds. Dozens of 5-pound blocks of dried clay and several stone molds are stacked on shelves in the middle of the room.

A *detect magic* spell reveals an aura of transmutation magic around the oven, which is used for baking tiny clay bricks like the ones in area 26a. The clay on the shelves is too old and brittle to be of use.

27. DINING ROOM AND KITCHEN

The outer doors to these rooms have copper coins wedged into their frames (see area 19).

27A. DINING ROOM

Ringing Bell. A magic bell rings when one or more humanoids enter the room.

Dining Set. A green marble dining table surrounded by twelve high-backed oak chairs stands in the middle of the room.

Moments after the bell rings, the six **living unseen servants** from area 27b enter through the north door and begin setting the table for a feast. Once the table is set, they pull out chairs for guests and begin pouring wine into goblets before serving dinner and dessert.

27B. KITCHEN

This room contains tables, stoves, cauldrons, cooking utensils, and food in various states of preparation. All the food is magically created and appears fresh. Packed in cupboards are enameled bowls, plates, goblets, and mugs, as well as silver eating utensils and candlesticks.

Unless they were encountered in area 27a, six **living unseen servants** (see appendix A) staff the kitchen. They try to gently nudge anyone who wanders into the kitchen out the nearest door. Intruders that refuse to leave are attacked. The servants are confined to area 27 and can't leave these chambers of their own volition.

27C. PANTRY

Grains, dried meats, and other foodstuffs line the shelves here. Thanks to Maddgoth's magic, the food is perfectly preserved as long as it remains in the castle.

27D. POTENT POTABLES

Jars, decanters, casks, and bottles containing all manner of liquids line the sagging wooden shelves. Beverages from the mundane to the exotic can be retrieved from the shelves, which are replenished thanks to numerous spells laid upon the room. These liquids quickly evaporate if removed from the castle.

28. WELL-APPOINTED HALLS

The halls on this level join to form a circuit. Their features are as follows:

Decor. Long purple rugs with gold trim and wood-framed portraits of wizards cover the floors. Where the halls widen, carved oak chairs padded with red velvet are available to weary visitors. At the foot of each chair rests an ottoman.

Windows. Crystal-barred windows face the courtyard (area 23).

Unless the characters have already encountered and defeated Otto elsewhere, the invisible faerie dragon lurks in these halls (see "Otto's Game," page 101).

29. SOUTHWEST GUEST ROOM

The door frame has an electrum coin wedged into it (see area 19). This room's features are as follows:

Furnishings. A comfortable bed, a handsome armoire, a three-paneled privacy screen, and an empty chest with clawed feet decorate the room. Fancy rugs cover the floor.

Arch. Embedded in the middle of the north wall is a stone arch.

ARCH GATE TO LEVEL 11

Carved into the arch's keystone is a hand clutching a lit torch. The arch is one of Halaster's magic gates (see "Gates," page 12), and its rules are as follows:

- If a lit torch is brought within 5 feet of the arch, the gate opens for 1 minute.
- Characters must be 11th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 16 on level 11, in the closest unoccupied space next to the identical gate located there.

30. NORTHWEST GUEST ROOM

The door frame has a silver coin wedged into it (see area 19). This room's features are as follows:

Furnishings. A bed heaped with pillows, a 4-foot-tall armoire, and an empty sea chest decorate the room. Rugs woven with wave-like patterns cover the floor.

Ship in a Bottle. Displayed atop the armoire is a large bottle containing a beautiful model of a longship.

Portrait. Behind the bottle, hanging on the wall, is a large framed portrait of a wild-haired old man (Halaster) gazing down at the boat with a mad gleam in his eyes.

The longship model is 54 inches long by 15 inches wide, contained in a corked glass bottle 5 feet long and 1½ feet wide. The bottle rests on its side in a wooden stand and is portable. A *detect magic* spell reveals an aura of transmutation magic around the ship.

An *identify* spell or similar magic cast on the model reveals that it's an actual longship magically reduced to one-twelfth its normal size. The spell also reveals that the only way to restore the ship to its actual size (54 feet long by 15 feet wide) is to touch the ship while speaking the proper command phrase: "Our voyage is at hand!" Once the ship enlarges to normal size, it becomes an ordinary longship (worth 10,000 gp intact) and cannot be shrunk back down. If it is restored to full size in a space too small to contain it, such as this chamber, the ship splinters apart and is destroyed. Creatures nearby might take damage from flying debris at your discretion. The ship is unaffected by the size-altering magic of Maddgoth's castle.

31. NORTHEAST GUEST ROOM

Odor. This room smells faintly of charcoal smoke.

Furnishings. A canopied bed stands against the south wall, its black curtains drawn down. Other furnishings include a coat rack by the door, an empty chest with clawed feet, an empty wardrobe with a slender mirror on the inside of its door, and a writing desk with matching chair.

The odor of charcoal becomes stronger as one approaches the bed. If the characters draw back the shroud covering it, they find the charred skeleton of a human lying on the bed, clad in burned robes and clutching the blackened stub of a wooden wand. The bed is undamaged, though its covers are stained with ash from the skeletal remains. The skeleton is all that remains of Aggorax Darksworn, a wizard snared and killed by Maddgoth long ago.

32. SOUTHEAST GUEST ROOM

The door frame has a copper coin wedged into it (see area 19). All the furniture here is carved from sandstone. The room's features are as follows:

Furnishings. A brass hookah rests atop a small table next to a cushioned divan in the middle of the room. Two beds stand against the north wall.

Chests. At the foot of each bed sits a stone chest with a pyramidal lid. (The chests are empty.)

Decor. Hanging on the wall between the beds is a 7-foot-diameter sandstone disk carved with a medusa's glaring visage.

33. SLAAD IN THE OCTOBASS

The door to this room is locked, its key lost.

Windows. Two crystal-barred windows look out over the courtyard (area 23).

Furnishings. Four overstuffed chairs face each other with a low circular table between them.

Octobass. An octobass, a 12-foot-tall fiddle, leans in the northeast corner, its bow on the floor nearby. Trapped in the octobass is a naked old man (a shapechanged gray slaad).

Maddgoth removed the slaad's control gem and, for fun, ordered the creature to crawl inside the octobass and remain there.

The old man claims to be Zartem, a wizard whom Maddgoth invited to the castle for dinner. He further claims that Maddgoth stole his spellbook and used magic to trap him inside the octobass. If the characters shatter the fragile instrument, the slaad is no longer bound by Maddgoth's parting instructions and attacks its liberators. The slaad prefers to fight with its great-sword (which is hidden from view while it's in the octobass) or catch multiple foes in the area of a *fireball* spell.

34. MADDGOTH'S SUITE

The frame of the outermost door has a platinum coin wedged into it (see area 19). The door has a stained glass "M" worked into its design. Anyone who listens at the door hears deep snoring coming from beyond it.

34A. MASTER BEDCHAMBER

Maddgoth slept as little as possible and spent almost no time here. The room's features are as follows:

Decor. The wood-paneled walls are decorated with six framed portraits of a fat, smiling wizard clutching a wand. A thick, brown, wall-to-wall carpet covers the floor.

Game. In the southwest corner, two wooden thrones face an impressive Dragonchess set on a table.

Bed. A large four-poster bed stands against the west wall between two crystal-barred windows. A hefty figure sleeps under the covers, snoring loudly.

The snoring lump under the covers is an illusion. If the covers are pulled back, the snoring stops as it's revealed that there's no one in the bed. Casting *dispel magic* on the bed also ends the illusion.

A *detect magic* spell reveals an aura of conjuration magic around each framed portrait of Maddgoth. When a creature casts a spell in this room or disturbs the figure in the bed, the six wands depicted in the framed portraits magically spring from their paintings, gaining the statistics of **flying swords**, and remain detached from the paintings thereafter. Replace the wands' Longsword action option with the following:

Magic Missile. The wand shoots a dart of magical force at one creature that it can detect within 60 feet of it. The target takes 3 (1d4 + 1) force damage as the dart hits it unerringly.

Treasure. The Dragonchess set weighs 30 pounds and has beautifully carved and enameled pieces. A character who succeeds on a DC 25 Intelligence (History) check realizes that the set is one of four made by Emperor Umyatin, who ruled an ancient human civilization called Imaskar that spanned much of Faerûn ten millennia ago. Collectors aware of its history will pay up to 2,500 gp for the set.

34B. CLOSET

This closet is stuffed with robes, sleeping gowns, shoes, and slippers hanging on racks or stacked neatly on shelves.

35. CLOAKROOM

Apparel. Coats, cloaks, robes, wizard hats, and other apparel hang from hooks on the walls.

Mind Flayer. Standing north of the door is what appears to be a mind flayer.

Most of the apparel on display was taken from wizards whom Maddgoth killed. Consequently, they come in all sizes and fashions. Many of these items have obvious burn marks, tears, bloodstains, and other defects suggesting how their previous owners met their ends.

MIND FLAYER COSTUME

Closer inspection reveals that the mind flayer is a featureless wooden mannequin dressed in a convincing mind flayer costume, complete with black robe, cowl, and rubber mask. A Medium character who wears the costume can make Charisma (Deception) checks to impersonate a mind flayer. Such checks are made with advantage if the costume is viewed in poor lighting or from more than 15 feet away. A character who wears the mask has disadvantage on Wisdom (Perception) checks. A character who wears the robe and cowl has disadvantage on Dexterity (Stealth) checks. The robe and cowl can't be worn over heavy armor.

36. RECORDS

Maddgoth gathers intelligence on wizards across Faerûn, prepares dossiers on several "promising" ones, and stores these records here.

36A. GATHERED INTELLIGENCE

This room contains rows of wooden cabinets stuffed with disorganized files chronicling the magical exploits of thousands of wizards dating back hundreds of years. Half of the dossiers are so old that they've crumbled to dust. Scrawled on most of the remaining ones is the word "DECEASED" in Maddgoth's hand, while a handful of dossiers bear the word "LICH" instead.

36B. SECURE RECORDS

The door to this room is locked and trapped with a *glyph of warding* spell. Maddgoth took the key with him, and opening the door by any means other than using the proper key triggers the spell. Picking the lock requires thieves' tools and a successful DC 15 Dexterity check.

An examination of the door accompanied by a successful DC 19 Intelligence (Investigation) check detects the nearly invisible glyph, which is scratched into one

of the door's stained glass panes. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on it. Each creature in the area must make a DC 19 Dexterity saving throw, taking 45 (10d8) thunder damage on a failed save, or half as much damage on a successful one. The glyph has the secondary effect of blowing out all the glass in the door.

The room is empty.

37. CONSOLE

The door frame has a platinum coin wedged into it (see area 19). Bolted to the floor in the middle of the room is an iron console that resembles a pedestal with a slanted top. Protruding from the console are three brass levers arranged side by side, with the outer levers in the up position and the middle lever in the down position. To the right of the levers are five brass buttons situated at the points of a gold pentagram. An inscription appears next to each lever and each button.

A creature can use an action to adjust up to three levers and buttons, in any combination. The console serves several functions:

Leftmost Lever. The inscription under this lever reads "COURTYARD." Lowering the lever unlocks the four doors that lead into area 23. Raising the lever locks them again.

Middle Lever. The inscription under this lever reads "LIGHT." Raising the lever turns on the castle's interior lights. Lowering the lever turns them off again. (While the interior lights are on, creatures in the surrounding cavern can see the castle.)

Rightmost Lever. The inscription under this lever reads "HEAT." Lowering the lever shuts off the heat, reducing the interior temperature by 10 degrees each hour until it drops to 30 degrees Fahrenheit (the temperature of the surrounding cavern). Raising the lever causes the temperature to rise 10 degrees each hour until it reaches 70 degrees Fahrenheit.

Button 1. The inscription next to this button reads "MUSIC." Pushing the button fills the castle with ambient orchestral music occasionally punctuated with a singing chorus. Pressing the button again ends the music.

Button 2. The inscription next to this button reads "ROOF." Pushing the button teleports all creatures in the room to the castle rooftop (area 43), along with whatever items they're wearing and carrying.

Button 3. The inscription under this button reads "FOG." Pushing the button fills the castle hallways (areas 18, 28, and 38) and the stairways connecting them with fog, making these areas heavily obscured. The fog lasts for 1 hour or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Button 4. The inscription next to this button reads "LOCKDOWN." Pushing the button causes every door in the castle (including the rooftop trapdoor) to lock, as if sealed by an *arcane lock* spell. This effect lasts for 1 hour. While locked in this way, the interior doors—most of which are as much iron as glass—also become electrified. Such a door deals 5 (1d10) lightning damage to any creature that touches it.

Button 5. The inscription next to this button reads "DO NOT PRESS!" Pushing the button causes bolts of lightning to erupt from the console. Every creature in the room must make a DC 20 Dexterity saving throw, taking 44 (8d10) lightning damage on a failed save, or half as much damage on a successful one. A creature in metal armor has disadvantage on the saving throw.

38. GLITTERING HALL

The halls on this level join to form a circuit, with crystal-barred windows looking down on the central courtyard (area 23).

The floor is made of tiny bits of colored glass and crushed gems, polished to a lustrous sheen. Four **living unseen servants** (see appendix A), each carrying a mop and a bucket of soapy water, stand outside the doors to areas 39 through 42, ready to clean up any spills in the hall. The servants defend themselves with their mops (treat as clubs) if attacked but are otherwise harmless.

STAIRS TO THE ROOF

The northernmost staircase climbs 20 feet before ending at an 8-foot-square stone trapdoor. When a creature starts to climb the stairs, the trapdoor opens outward, allowing access to the roof (area 47). The trapdoor closes on its own 1 minute later.

39. SOUTHWEST CHAMBER

The walls, floor, and ceiling of this room are scorched. Strewn about are blackened pieces of furniture, shards of smoky glass, and charred splinters of wood and bone.

A character who examines the room thoroughly and succeeds on a DC 14 Intelligence (Investigation) check concludes that four separate fiery eruptions caused the destruction. A successful DC 19 Intelligence (Arcana) check reveals that the damage was likely the result of a *meteor swarm* spell cast in the room.

40. NORTHWEST CHAMBER

The door frame has a copper coin wedged into it (see area 19), and the door has a stained glass wolf's head worked into its design. The room is dusty and empty but for a few cobwebs in the corners.

41. NORTHEAST CHAMBER

The door frame has a silver coin wedged into it (see area 19). The room contains the following:

Mirror. Embedded in the middle of the south wall is a rectangular mirror in a stone frame.

Statue. Standing in front of the mirror is an unfinished 8-foot-tall statue of a merfolk blowing a conch shell, its lower body replaced by a misshapen block of chiseled granite. (This statue is a shapechanged **roper**.)

Tridents. Four tridents hang on the north and east walls between the arrow slits. They fly off the walls and attack if certain conditions are met.

The tridents animate and attack if any of them are disturbed or if the roper dies. They have the statistics of **flying swords** but deal piercing damage instead of slashing damage on a hit.

MIRROR GATE TO LEVEL 10

Etched into the bottom of the mirror's stone frame are the letters T-U-O-Y-A-W (a reflection of W-A-Y-O-U-T). The mirror is one of Halaster's magic gates (see "Gates," page 12). Its rules are as follows:

- If a creature speaks the words "Way out!" while pointing at the mirror, the gate opens for 1 minute.
- Characters must be 11th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 14d on level 10, in the closest unoccupied space next to the identical gate located there.

SHAPECHANGED ROPER

Halaster melded a roper and a mimic to create this creature with the statistics of a roper and the ability to shape itself into objects like a mimic. While immobile in object form, it is indistinguishable from a normal object. Only when the roper reverts to its true form do its monstrous features become apparent.

The roper has the following additional trait:

Shapechanger. The roper can use its action to polymorph into a stone object or back to its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

The roper answers to the name Miguel. It has instructions to attack any creature that enters the room through the mirror gate. It also attacks any creature that threatens to do it harm. Halaster feeds the roper regularly so that it doesn't have to attack out of hunger. Neither Otto the faerie dragon nor Maddgoth's homunculus is aware that the statue is really a creature in disguise.

TREASURE

If the characters kill and cut open the roper, they find five misshapen diamonds (100 gp each) in its gizzard.

42. SOUTHEAST CHAMBER

The door to this room is missing its stained glass window panes. Tiny shards of glass stuck in the iron frame suggest that the glass was smashed. (Maddgoth's unseen servants cleaned up the mess.) The room beyond is dusty and empty but for a few cobwebs in the corners.

43. OTTO'S DEN

Maddgoth crafted and tested magic items here. The area contains several lingering magical effects that prompted the faerie dragon to turn these chambers into its private den. Whenever Otto leaves to torment the stone giants or wander the castle, Maddgoth's homunculus sneaks in here to trash the place.

43A. "HOMUNCULI UNWELCOME"

The characters hear crashing sounds as they approach this room. Hanging on the handle of each door to this room is a crude wood-and-rope sign bearing the chalk words "HOMUNCULI UNWELCOME" in Draconic. The western door is closed and has a gold coin wedged in its frame (see area 19).

The eastern door is ajar. A gold coin lies on the floor just inside the room, which contains the following:

Homunculus. Unless it has been encountered and detained elsewhere, Maddgoth's oversized homunculus is flipping tables, knocking over bookshelves, throwing chairs, kicking chests, and tearing rugs into strips with its teeth.

Junk. Stuff that the faerie dragon has accumulated litters the floor, as well as many items that are broken beyond repair.

Secret Door. A secret door in the north corner of the east wall opens into area 43b. (The homunculus is unaware of it.)

Maddgoth's homunculus knows it can't be killed and attacks the characters unless they withdraw immediately. If it is destroyed, it melts away and re-forms in area 25a.

Otto's spoils include candles and candle snuffers, potted mushrooms, mortars and pestles, lamps, belts, pentacle pendants, recipe books, sticks of colored chalk, kettles, cauldrons, spoons, stuffed animals, spools of wire, glass beads, wigs, walking sticks, bars of soap, balls of yarn, cracked mirrors and prisms, quills, smoking pipes, empty scroll tubes, and torn sheaves of parchment. Though some of the collection's pieces might be useful and many are colorful or whimsical in design, nothing here holds any special value.

43B. OTTO'S SECRET STASH

Otto's most prized possessions fill this cluttered space. These treasures are spread across tables that have been stacked atop one another, forming makeshift shelves that scrape the 20-foot-high ceiling and threaten to topple at any moment. Any character who tries to get at a hard-to-reach item has a 50 percent chance of setting into motion a Rube Goldberg-esque cascade of tables and baubles. When everything comes tumbling down, every creature in the room must make a DC 15 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Treasure. The items gathered here include dozens of porcelain and ceramic dragon statuettes, old storybooks, worthless but shiny costume jewelry, a pair of jade bookends carved to resemble yuan-ti abominations (250 gp for the pair), two random trinkets (roll twice on the Trinkets table in chapter 5 of the *Player's Handbook*), and coffers stuffed with a total of 30 pp, 150 gp, 300 ep, 1,500 sp, and 5,000 cp. Perched atop a high table is a *potion of fire breath* in a small crystal flask that breaks if the tables fall.

44. WIZARD'S ARMORY

This room is locked, its key lost. Otto punched a hole through one of the door's glass panes to get a look inside but didn't see anything of interest. Characters who peer inside see the following:

Bats. Two ordinary **bats** flap around the room. Each bat transforms into a **nycaloth** if it is reduced to 0 hit points or if the door to the room is opened.

Scroll. On the north wall, east of the door, hangs a framed scroll pressed flat behind a sheet of glass. Bolted to the wooden frame is a tiny metal plaque that reads, “Break glass in case of emergency.”

Maddgoth’s idea of an armory is a pair of well-paid nycaloths named Yzig and Gorzog. They can’t leave the room until they’re restored to their true form, and they won’t leave the castle before Maddgoth returns. Their orders are to slay castle invaders. The nycaloths recognize Maddgoth’s homunculus and won’t harm it; all other creatures are attacked on sight.

Without its master around, the homunculus doesn’t trust the nycaloths and thus hasn’t tried to free them.

TREASURE

The framed scroll is a *spell scroll of cloudkill*.

45. ALCHEMIST’S LABORATORY

Otto removed anything it considered valuable from this chamber but periodically returns to see if it missed anything. If the faerie dragon hasn’t been encountered and defeated elsewhere, there is a 25 percent chance that it’s here when the characters arrive, in which case the door to the room is open. If Otto is not present, the door is closed and has a silver coin lodged in its frame (see area 19). The room’s features are as follows:

Tables. Tables stand haphazardly about the room, their surfaces cluttered with alchemical equipment.

Cabinets. Corner cabinets are brimming with skulls, jars of powdered substances, and leather-bound journals filled with Maddgoth’s mad scribblings.

Refuse. The floor is strewn with bits of broken glass, scraps of parchment, and other refuse.

TREASURE

The room contains three full sets of alchemist’s supplies, all of which can fit in one backpack.

A potion of invisibility in a stoppered glass vial has rolled underneath the northwest corner cabinet and is lodged in the back corner. A *detect magic* spell reveals its presence.

46. MADDGOTH’S THRONE

The door frame has an electrum coin wedged into it (see area 19).

A tall throne made of iron and stained glass stands in the southern alcove, facing the door. The throne’s clawed armrests and feet give it a monstrous appearance, but there’s nothing dangerous about it. Laid before the throne is a 15-foot-diameter circular rug with a pattern resembling a large gaping mouth. The rug, too, is harmless.

47. ROOF AND BATTLEMENTS

The roof offers little in the way of a view, since the surrounding cavern is all but lost in darkness. The echoes that a single shout can create are astonishing, though. Four-foot-high crenellated battlements enclose the roof.

HIDDEN TRAPDOOR

An 8-foot-square trapdoor near the northern battlement hides a stone staircase that leads down to area 38. This is the route by which Otto the faerie dragon comes and goes from the castle.

The trapdoor blends in with the surrounding stonework, and detecting it requires a successful DC 15 Wisdom (Perception) check. Tiny letters scratched into the trapdoor spell the words “KNOCK KNOCK” in Draconic.

Knocking twice on the trapdoor causes it to swing open on its own, then close 1 minute later. Otherwise, the trapdoor must be pried open with a crowbar or similar tool. Prying the trapdoor open requires a successful DC 18 Strength (Athletics) check.

AFTERMATH

What happens in the miniature castle has little impact on the stone giants, and vice versa. Killing all the giants saddens Otto the faerie dragon, but its goals don’t change. If the characters help the giants by dealing with the faerie dragon, all is forgotten in a few hours when the giants’ memories fade away.

If the slaad in area 33 succeeds in slaying or driving off the characters, it makes its home in the castle, hoping that Maddgoth will one day return with the slaad’s control gem. In a struggle between the faerie dragon and the slaad for control of the castle, the slaad can win either by killing Otto or forcing the dragon into hiding.

Characters who leave the level and later return discover that the giants don’t recognize them or remember having met them previously. If one or more giants were killed, the surviving ones retain no memory of how their fallen kin died. If all the giants die, Halaster might freeze the caverns and fill them with a tribe of yetis led by a mated pair of abominable yetis, or provide the space to a clan of degenerate fomorians.

After the characters depart, Maddgoth might return to check on things. He’s either a neutral evil **archmage** who has exceeded his natural life span with *potions of longevity*, or he’s a **lich**. Choose whichever form you prefer. In either case, Maddgoth tries to put his house in order, which could take weeks if the characters made a mess of things. Maddgoth might be accompanied by a **mage** he has invited to stay with him on some false pretense. In truth, Maddgoth plans to torture and murder his house guest, as he has done with so many others.

Maddgoth wears a *horned ring* (a very rare magic item) that allows a wearer attuned to it to ignore Undermountain’s magical restrictions (see “Alterations to Magic,” page 10). He also carries the control gem for the slaad in area 33. If the party didn’t claim his helm (see area 25b), he dons it for the duration of his stay in the castle. If the nycaloths are still around (see area 44), Maddgoth retains their services as bodyguards. If the characters prove too great a challenge for him, Maddgoth teleports away and returns the next day with eight **mezzoloths** to help him clean house.



LEVEL 8: SLITHERSWAMP

SLITHERSWAMP IS DESIGNED FOR FOUR 10TH-level characters, and characters who defeat the monsters on this level should gain enough XP to reach halfway to 11th level. This level consists of muck-filled caverns and decaying temples dedicated to evil deities of the yuan-ti. The serpent folk lived here until they were defeated by nagas known as the Ssethian Scourges. Afterward, Halaster replaced the yuan-ti with a bullywug tribe governed by a cruel death slaad overlord.

WHAT DWELLS HERE?

Adventurers might find themselves caught up in the war of Slitherswamp by encountering the thralls of the Ssethian Scourges, the Blacktongue bullywug tribe, the meddling ghost of a yuan-ti priest (see area 9), or watchful agents of the Dweomercore mages of level 9.

THE SSETHIAN SCOURGES

The Ssethian Scourges were three spirit nagas that fought the yuan-ti of the Slitherswamp, eventually claiming victory. Only two spirit nagas remain, Excrutha and Serakath, along with their thralls and the remnants of the third spirit naga, Hexacali, who was destroyed and transformed into a bone naga by the yuan-ti.

The spirit nagas maintain a stable of thralls and use a *rod of rulership* to insure their obedience. Every day at dawn, the nagas gather their thralls in area 15a and target them again with the recharged rod, and each naga

has the special ability to increase the duration of the charm effect to 12 hours. Humanoid thralls that resist the rod's magic often choose to maintain the appearance of being charmed for the sake of their own survival, because the nagas kill or chain up those they can't magically enslave.

Shortly after the Ssethian Scourges defeated their yuan-ti foes, a tribe of bullywugs led by a death slaad appeared in the Slitherswamp. Frustrated by this new obstacle to their dominance of the level, the nagas now seek allies to slay the bullywugs and their leader. The nagas know the locations of all the magic gates on this level, as well as how to activate them. They share that information with creatures that willingly serve them.

THE BLACKTONGUES

A year ago, Halaster used his magic to transport the Blacktongue tribe of bullywugs, along with its small army of giant frogs and giant toads, from a remote marshland to this level of Undermountain. He seeded them into those parts of Slitherswamp once controlled by the yuan-ti. The bullywugs were quick to capture and domesticate four carrion crawlers and a hydra.

Halaster also summoned a death slaad named Kuketh to Slitherswamp. The Mad Mage keeps the slaad's control gem in his sanctuary on level 9 and forces Kuketh to serve as the bullywugs' king. The Blacktongues live in fear of their new king, whom they call Yurk Y'blkorfslug ("lord of fetid obliteration" in their language). The slaad hates being under Halaster's control and takes out its frustration on its subjects.

CARRION CRAWLER MUCUS

Blacktongue bullywugs coat their weapons with carrion crawler mucus. A creature hit by a bullywug's Spear attack must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. A creature poisoned in this way is also paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

KARSTIS OF DWEOMERCORE

The mages of Dweomercore (level 9) have sent one of their own, a human named Karstis, to monitor this level. He hides in areas 7 and 8 with his minions. Karstis is an ally of those looking to thin out any of the factions in Slitherswamp, but a foe to anyone who tries to gain access to Dweomercore.

EXPLORING THIS LEVEL

All location descriptions for this level are keyed to map 8. Many tunnels and caves of Slitherswamp are partially flooded with water, ranging from a few inches to several feet in depth, over a layer of thick mud. Areas marked as swamp on the map are difficult terrain for any creature that lacks a swimming speed.

This entire level is wet and humid. Ordinary frogs, toads, and insects thrive here.

1. PRECIPICE

The sloping tunnel from level 7 ends 20 feet above the marshy ground of area 2.

Humidity. The walls and floor of the tunnel drip with moisture from the humidity, and buzzing insects are everywhere.

Rope Ladder. The crumbling remains of a ramp lie below the precipice. A slimy rope ladder has been anchored with spikes to its western edge.

The rope ladder has been smeared with carrion crawler mucus. Any creature climbing down the ladder must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. A creature poisoned in this way is also paralyzed and falls from the rope ladder into the muck of area 2 below, taking 3 (1d6) bludgeoning damage. The creature can repeat the saving throw at the end of each of its turns, ending the mucus's effect on itself on a success.

2. BULLYWUG SENTRYS

Ceiling. This swampy cavern has an uneven 30-foot-high ceiling.

Fireflies. Harmless fireflies flit over strange fungal plants that sprout from the swamp, filling the cavern with eerie dim light.

Bullywugs. Three **bullywugs** use their Swamp Camouflage feature to hide in the swampy tunnel leading to area 19.

The bullywugs watch the tunnel that leads to level 7. When they spot the characters, three of them try to sneak away to areas 19a and 20, to warn the rest of the tribe. The others wait to see where the intruders go.

3. ARCH GATE TO LEVEL 6

A three-forked passageway rises out of the swamp. The center passage has an arch embedded in its back wall. This arch is one of Halaster's magic gates (see "Gates," page 12). The space inside it bears a bas-relief of a female dwarf standing with her eyes closed. A keyhole is carved into the head of a stone hammer she clutches to her chest. The rules of this gate are as follows:

- If the stone key from area 14a on level 2 is inserted into the keyhole, the bas-relief and the key vanish as the gate opens for 1 minute. When the gate closes, the bas-relief reappears, and the key is ejected from its keyhole.
- A character can open the gate without the stone key by using an action to pick the lock, requiring a successful DC 20 Dexterity check using thieves' tools. If the check fails, the dwarf's eyes open and emit light. Each creature within 10 feet of the arch must make a DC 16 Dexterity saving throw, taking 22 (4d10) radiant damage on a failed save, or half as much damage on a successful one.
- Characters must be 9th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 34b on level 6, in the closest unoccupied space next to the identical gate located there.

4. DANGEROUS SHRUBBERY

A 20-foot-high dry ledge (area 4a) overlooks a 30-foot-high cavern filled with vegetation and ankle-deep mud (area 4b). This area's features are as follows:

Vegetation. Luminescent, fern-like plants sprouting from the mud fill this area with dim light.

Severed Limb. Part of the ledge wall is stained with blood. Directly below the stain, a severed leg wearing a sturdy boot sticks up out of the mud.

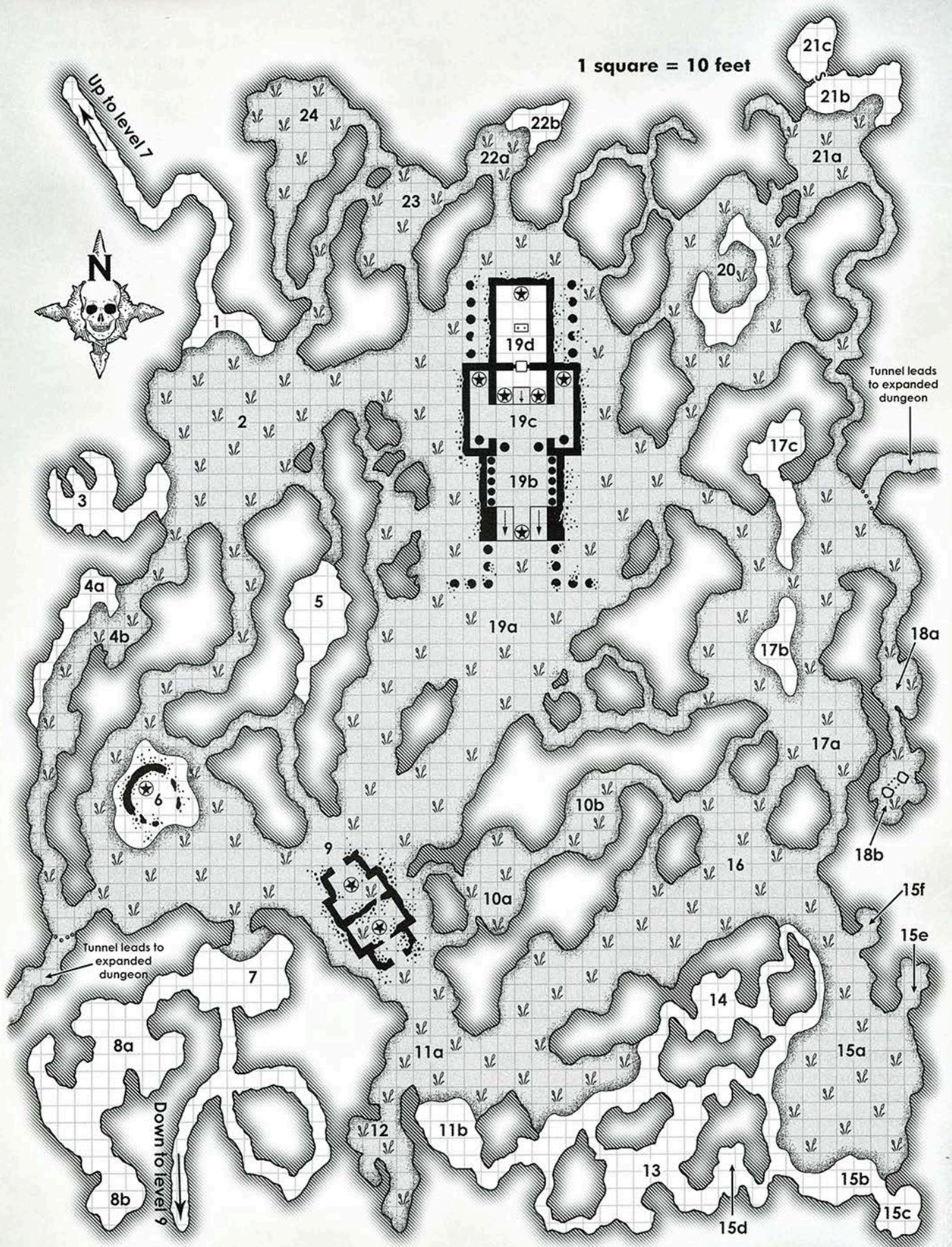
4A. FINAL REST OF THUBID DUSKAXE

This 20-foot-high ledge can be climbed with a successful DC 15 Strength (Athletics) check. Atop the ledge, above the bloodstain but not visible from the tunnel floor, the body of a duergar sprawls near a campsite. The corpse is that of Thubid Duskaxe, a duergar adventurer on a rescue mission. He lost a leg when he fought the shambling mounds and subsequently bled to death.

Treasure. The corpse wears a leather satchel that contains 224 gp, an ornate stone carving of an owl (50 gp), and a journal written in Dwarvish. The journal contains a map showing areas 1 through 6, as well as notes of "frog people to the northeast" and "serpents with foul magic to the southeast." The journal describes Thubid's plan to find allies to help him rescue his cousin, Agorra, who was "bewitched by the serpents."

4B. SHAMBLING MOUNDS

Any character who succeeds on a DC 12 Wisdom (Perception) check is not surprised when three **shambling mounds** attack. The shambling mounds chase creatures through the mud but ignore creatures atop the ledge.



5. DRY CAVE

This dry, 20-foot-high cavern stands empty and serves as a good place to rest on this level.

6. REFLECTIONS

This swampy cavern has a 50-foot-high ceiling of jagged rock. Rising from the mire is an island of dry rock, upon which are the following features:

Ruins and Statue. Amid the ruins of a dome built of black stone is a statue of a snake with closed eyes swallowing its own tail.

Apparition. The ghostly image of an adventurer moves through the area, looking lost.

The ghostly image of a male human warrior in plate armor wanders around the statue as though searching for something he has lost. The image cannot be harmed and does not acknowledge the characters. If a character dies on this level, the image changes to appear as that character, even if the character is later raised from the dead. A *dispel magic* spell that targets the image causes it to disappear for 1 hour.

A successful DC 15 Intelligence (Religion) check suggests that the statue is a representation of Dendar the Night Serpent, the yuan-ti god of nightmares. Any character who touches the statue is cursed. Until the curse is ended with a *remove curse* spell or similar magic, the character is beset by nightmares and gains no benefit from a long rest.

7. WARDED CAVERN

A *glyph of warding* spell has been cast on the floor at the center of the 10-foot-high cavern. The glyph triggers a *cloudkill* spell (save DC 15) when any creature other than Karstis passes the midpoint of the cavern. The spell's cloud lasts for 10 minutes.

8. DWEOMERCORE HIDEOUT

These caves are used by the mages of Dweomercore (level 9) to keep an eye on their neighbors. The caves' inhabitants include a mage named Karstis.

If death or capture seems likely, Karstis grabs his spellbook in area 8b and flees to level 9 after instructing his bodyguards to cover his escape. Thereafter, Karstis can be encountered in area 8c on level 9.

8A. GUARDS

Golem. A **flesh golem** stands watch in the middle of this 10-foot-high cave, facing the entrance.

Wights. Two **wights** are on guard at the south end of the cave (outside area 8b).

Crates. Three open crates are stored in the westernmost alcove. They contain sheets of parchment, small jars of ink, quills, 10 days of edible rations, and five 2-gallon casks of clean water.

If the glyph in area 7 triggers, the flesh golem and the wights can't be surprised. The golem was crafted by Wormriddle the night hag (see level 9). If the golem goes berserk, neither Karstis nor any of his other servants can regain control of it.

8B. KARSTIS'S CAVE

Karstis (LE male Mulhorandi human **mage**) lurks here with four **minotaur skeletons**. The 10-foot-high cave is lit by a hooded lantern that rests on a portable writing desk covered in quills, ink jars, and books. A folding cot rests near the back wall.

Treasure. Amid the clutter on the desk, characters can find Karstis's spellbook. The book is bound in human flesh and contains all the spells Karstis has prepared, plus *animate dead* and *glyph of warding*.

9. TEMPLE OF THE GREAT SNAKE

This 30-foot-high cavern is dominated by a ruin that contains the following:

Carvings. The interior walls are covered in carvings of snakes, fanged maws, and open ophidian eyes.

Black Statue. The northwest section of the temple contains a black stone statue of a masked, hooded male humanoid dressed in leather armor and clutching a dripping dagger in each hand. Harmless centipedes crawl all over the statue.

Green Statue. The middle chamber contains a statue carved of green stone, depicting a 15-foot-tall winged snake with its fangs bared. Harmless snakes slither around the statue's base.

Ghost. Wandering through the ruin is a spectral woman wearing a soiled black gown and a featureless white mask (actually the **ghost** of a slain yuan-ti priest).

A yuan-ti pureblood priest named Yoastal was slain by the Ssethian Scourges and remains bound to the temple. Because she cannot leave, she tries to trick others into completing her unfinished business, knowing that she cannot rest until the Ssethian Scourges are dead.

Yoastal can be both friend and foe to an adventuring party. The ghost claims to have once been a cleric of Mask, cursed to remain in Slitherswamp until the nagas are destroyed. She provides characters with the layout of the level in exchange for promises to free her. But her information is always slanted toward leading the characters into situations that might further escalate the war between the Ssethian Scourges and the Blacktongues.

If Yoastal is destroyed while any of the nagas live, she re-forms in this ruined building in 1d4 days.

BLACK STATUE

Water trickling down from the ceiling falls onto this statue and drips off its daggers like poison. A character who succeeds on a DC 15 Intelligence (Religion) check recognizes the statue as a representation of the yuan-ti god Sseth.

A character who searches through the mud around the statue and succeeds on a DC 15 Wisdom (Perception) check discovers a rotting sack and also digs up a hostile **swarm of insects (centipedes)**.

Treasure. The sack contains 550 gp.

GREEN STATUE

A character who succeeds on a DC 15 Intelligence (Religion) check recognizes this statue as another representation of Sseth.

10. RAINFALL CAVERNS

Water pours from the ceiling of these 20-foot-high caves like a heavy rain. Consequently, creatures in this area have disadvantage on Wisdom (Perception) checks that rely on sight or sound.

10A. VENOM POOL

This cavern is flooded to a depth of 4 feet. The water glows green around an emerald that lies on the floor in the middle of the cavern. This gemstone has been blessed by Sseth, such that it turns the water around it to poison. Any creature that starts its turn in the water must make a DC 12 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one. Water that leaves the cavern is no longer poisonous, and the water in the cavern ceases to be poisonous once the emerald is removed from it.

Treasure. The flawed emerald loses its magic if taken from the area and is worth 250 gp.

10B. HISSING STONE

In the middle of this cavern, a large stone rises above the 3-foot-deep water and magically emits a soft hissing sound. The natural pattern of the stone vaguely resembles a swarm of snakes.

A character who touches the stone hears a sibilant whisper asking that individual to ask a question aloud. If the character does so, the voice answers as if the character had cast the *augury* spell. Once the stone is used in this way, it cannot be used again until the next dawn.

11. WATCH POST

This area is guarded by thralls of the Ssethian Scourges against possible attack from the Blacktongues.

11A. FLOODED CAVE

This 20-foot-high cavern is flooded with muddy water to a depth of 3 feet. The drow in area 11b attack intruders they spot moving through this cave.

11B. WATCHERS IN THE DARK

Dry land rises gently out of the water to create a broad ledge dotted with 4-foot-high piles of loose rocks. Two **drow elite warriors**, a female named Dirzanna Freth and a male named Arachnafein Zaphrorzza, hide behind the rocks. These drow are under the effect of the spirit nagas' *rod of rulership* and move to the swamp's edge to attack intruders detected in area 11a. If enemies close to melee range, the drow switch to melee weapons.

If one drow elite warrior falls in battle, the other tries to flee to area 13 and alert the creatures there. The drow have orders from the spirit nagas to capture intruders if possible, meaning that any character reduced to 0 hit points by a drow's melee weapon attack is knocked unconscious. Characters captured by the drow are brought before the nagas in area 15.

If and when the charmed condition on them ends, Dirzanna and Arachnafein make their way to House Freth's base on level 12.

12. FISHERY

This small cave has a 10-foot-high ceiling and contains a 20-foot-deep pool with a crevasse at the bottom, through which cold water bubbles up from a natural spring. The thralls of the Ssethian Scourges use the sightless cave fish that swim here as a source of food.

13. DETENTION CAVE

A male **drow elite warrior** named Xirk Dezpeti'il is chained to one of three sets of manacles that hang from the west wall. The nagas use the manacles to bind creatures that resist the magic of their *rod of rulership*.

A sometime adventurer and unrepentant ne'er-do-well who pledges alliance to no one, Xirk is willing to trade information about the surrounding caves or the thralls' routine in exchange for freedom to return to the Underdark. If he is freed, he avoids combat and is not above stealing from his benefactors.

14. FUNGAL FARM

Two tunnels lead into this damp, 10-foot-high cavern, which contains the following features:

Spores. A perpetual haze of spores fills the air, making the area lightly obscured.

Fungi. Small fungi are planted in neat rows and are used as a fast-growing food crop. A pile of gardening tools lies by the west tunnel entrance.

15. LAIR OF THE SPIRIT NAGAS

All the caves of area 15 are either dry or have their floors covered with 1 foot of muddy water.

An alarm raised in any of these areas attracts all nearby creatures: the spirit nagas in area 15c, as well as their thralls in areas 11b, 15c, and 15f. The spirit nagas and their thralls avoid killing humanoid intruders if they can. Prisoners who can't be enslaved are thrown into the arena (area 15a) without their weapons and forced to fight to the death against the nagas' thralls.

15A. ARENA

The Ssethian Scourges sometimes have their thralls fight captives for their amusement. This 40-foot-high cave has the following features:

Ledge. A slope of dry land rises from a few inches above the water to a 20-foot-high ledge at area 15b.

Weapons. Shattered and abandoned weapons lie in the wet muck. (Characters forced to fight here can easily recover serviceable melee weapons from the muck and detritus.)

15B. NAGA THRONES

The north side of the ledge drops away 20 feet to the arena floor (area 15a). Two flat stones command a view of the arena and are used as thrones by the nagas.

15C. STEAMY DEN

This cramped, steam-filled cave contains the following:

Duergar Thrall. Agorra Duskaxe, a female **duergar**, stands guard just inside the entrance.

Steamer. Water dripping from a crack in the ceiling falls into a cylindrical metal contraption at the center of the cave, and steam billows out of it.

Nagas. Unless they have been drawn elsewhere, two **spirit nagas** named Excrutha and Serakath lounge on the floor near the back of the cave (see “The Ssethian Scourges,” page 109).

Chest. A wooden chest stands against the east wall.

The nagas don’t fear death, but they do fear the loss or theft of their *rod of rulership* and will do everything they can to safeguard it. A battle here attracts the thralls from areas 11b and 15f, assuming they’re still around.

While Agorra is under the effect of the *rod of rulership*, she believes the nagas to be her allies and defends them to the death. She carries the key to the manacles in area 13.

The steamer consists of two iron chambers stacked on top of each other. Magical fire burns in the bottom chamber, heating water that pours into the top chamber through the crack in the ceiling. Small holes in the sides of the top chamber allow steam to vent into the cave, keeping it warm and moist.

Treasure. One spirit naga has a *rod of rulership* coiled in its tail at all times. The rod’s magic has been spent for the day and can’t be called upon again until the next dawn.

The chest is unlocked and contains 500 pp, 330 gp, a silver necklace in the form of entwined serpents (250 gp), and a *spell scroll of modify memory*.

15D. UNUSED LABORATORY

A wooden table covered with alchemist’s supplies stands against the north wall of this damp, 10-foot-high cave.

15E. SPRING

A steady stream of water pours out from a crack in the wall of this alcove. The water fills up a natural stone basin, which in turn overflows onto the muddy ground. This spring provides clean water.

15F. TROLL GUARD POST

Two **trolls** charmed by the nagas’ *rod of rulership* are crammed in this alcove until they are drawn elsewhere.

16. LAIR OF THE BONE NAGA

Bones. This 30-foot-high cave appears empty except for the bones of numerous creatures (humanoids and yuan-ti) visible beneath the water.

Hexacali. Lurking amid the bones is a **bone naga** (formerly a spirit naga named Hexacali).

The bone naga tries to slay any living creature that enters its domain. Creatures moving through this area must succeed on a DC 15 Wisdom (Perception) check or be surprised when the bone naga attacks.

17. BATTLEFIELD CAVERN

This 30-foot-high cavern was the main front of the battle between the yuan-ti and the nagas.

17A. BONES IN THE MUD

The water here is 2 feet deep, and the cavern floor beneath it is littered with yuan-ti bones.

17B. DEATH OF A NAGA

The phantasmal scene of a spirit naga battling four yuan-ti purebloods plays out for characters who set foot on this island. As characters view the scene, they find themselves literally being drawn into it.

Each character drawn into the scene temporarily becomes one of the yuan-ti fighting the wounded Hexacali. The character gains the statistics of a **yuan-ti pure-blood** with 2d20 hit points remaining.

Hexacali, a **spirit naga** with 35 hit points, is trapped on the island and fights yuan-ti characters to the death. Yuan-ti characters who drop to 0 hit points during this fight immediately come to their senses and take 22 (4d10) psychic damage from the shock of their illusory demise. Unlike any damage sustained in the battle, this psychic damage is real. A character free of the vision can free another character from it by using an action to shake or slap them.

If the characters defeat Hexacali, their last collective memory is of pinning the naga down to be slain and raised as a bone naga. The vision then ends for all characters and can’t take hold of them again.

17C. MIRROR GATE TO LEVEL 10

A wedge of dry land rises from the water to become the floor of a 15-foot-high cave with a mirror mounted to its eastern wall.

The mirror is framed by an assemblage of hundreds of tiny interlocking stone gears. This mirror reflects normally and is one of Halaster’s gates (see “Gates,” page 12). Its frame is composed of an assemblage of hundreds of tiny, interlocking stone gears. This gate’s rules are as follows:

- Any creature that inspects the frame and succeeds on a DC 15 Wisdom (Perception) check sees that one of the gears has popped out slightly. If it is pressed, the gear locks in place, causing all the gears to turn and the gate to open for 1 minute. When the gate closes, a different random gear pops out slightly, causing all the gears to lock again.
- Characters must be 11th level or higher to pass through this gate (see “Jhesiyra Kestellharp,” page 10). The first creature to pass through the gate triggers an elder rune (see “Elder Runes,” page 12).
- A creature that passes through the gate appears in area 25b on level 10, in the closest unoccupied space next to the identical gate located there.

18. SERPENT GATE

These 10-foot-high side caverns feature a standing gate that grants access to level 11. Strikingly beautiful carvings of serpents decorate the walls of these caverns.

18A. TRAPPED APPROACH

An old yuan-ti trap meant to prevent approach to the gate still functions in this area. A pressure plate under the water and mud extends the full width of the cavern entrance. A character searching the cavern for traps

who succeeds on a DC 20 Wisdom (Perception) check spots the pressure plate. The trap triggers whenever a weight of 50 pounds or more is placed on the pressure plate. Darts fire from holes in the walls against the creature that triggered the trap, making a ranged weapon attack (+7 to hit) that deals 10 (4d4) piercing damage. The trap resets each round.

A search of the walls and a successful DC 20 Wisdom (Perception) check is sufficient to spot small holes in the serpent carvings. The characters can spend 1 minute to plug the holes, which prevents the trap from attacking. The pressure plate can be disabled with a successful DC 15 Dexterity check using thieves' tools.

18B. STANDING GATE TO LEVEL 11

Two pillars with giant stone snakes wrapped around them rise from the muck. Chiseled into the lintel stone across the top are the words "DON THE CRYSTAL CROWN" in Dwarvish. This gate's rules are as follows:

- The gate opens for 1 minute if a creature wears King Melair's crystal crown (see level 6, area 11d) while standing within 5 feet of it.
- Characters must be 11th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 11a on level 11, in the closest unoccupied space next to the identical gate located there.

19. YUAN-TI TEMPLE

The roof of this cavern soars to a height of 80 feet, and the muddy water throughout is 2 feet deep. Dominating the cavern is a ruined yuan-ti temple filled with statues depicting the same winged serpent with its fanged mouth open. A character who succeeds on a DC 15 Intelligence (Religion) check recognizes the statues as depictions of Sseth, a yuan-ti deity. Flickering torches on the sides of the temple illuminate the structure.

19A. AMPHIBIOUS GUARDS

Eight **bullywugs** and three **giant frogs** stand guard in the water outside the temple. The bullywugs try to paralyze intruders using their spears, the tips of which are coated with carrion crawler mucus. Characters paralyzed by the bullywugs' spears or swallowed by the giant frogs are brought to area 19d and held there until Kuketh can be summoned from area 20 to devour them.

19B. NARTHEX

A 10-foot-tall statue of a winged serpent stands at the entrance of the temple between two submerged stone ramps. The ramps are slippery and rise to meet the floor of a 20-foot-high antechamber, the floor of which is submerged under 1 foot of murky water.

Decorative columns carved to look like intertwined snakes line the chamber's walls.

19C. NAVE

Water. Murky water covers the floor to a depth of 1 foot. **Ceiling Fresco.** This chamber has a vaulted ceiling 30 feet high. A fresco on the ceiling has mostly crumbled

away, but the portions that remain suggest serpentine images that were probably quite fearsome.

Statues. Four statues of winged serpents stand to the north, two in the water and two above the waterline. (Torbit, a bullywug assassin, hides behind the partially submerged statue in the northwest corner.)

Platform. Between the two middle statues, a mostly submerged ramp rises to the top of a dry platform, at the back of which is a closed door that opens into area 19c.

Torbit might have become king of the Blacktongues if not for his devotion to Kuketh. He jealously protects the temple that is his master's seat of power, killing any who enter without permission. Torbit is an **assassin**, with these changes:

- Torbit is chaotic evil.
- He has these racial traits: He can breathe air and water. He speaks Bullywug, and can speak with frogs and toads. He has a walking speed of 20 feet and a swimming speed of 40 feet. His long jump is up to 20 feet and his high jump is up to 10 feet, with or without a running start. He has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.
- In addition to his weapons, Torbit carries one piece of a shattered jade staff (see "Treasure" below).

Treasure. The foot-long piece of jade that Torbit carries was found in the muck. He doesn't realize that it's a fragment of a jade staff crafted by ancient yuan-ti that was discarded in Undermountain by Halaster years before. See area 39b on level 6 for more information on this yuan-ti device and how it can be reassembled. By itself, the jade fragment is worth 100 gp.

19D. APSE

This 30-foot-high chapel has the following features:

Mud-Caked Statue. Dried mud has been heaped onto a large, winged snake statue to the north, giving it a vaguely frog-like appearance. Poor-quality carved offerings and worthless stones are piled before the statue.

Altar. A stone altar in the center of the room bears carvings of serpents.

Any character who inspects the altar and succeeds on a DC 15 Wisdom (Perception) check notices that one of the altar's carvings has a button carved to look like a serpent's eye. If this button is pressed, a secret compartment on the north side of the altar opens. Inside this compartment is a slender red taper (see "Treasure" below). Kuketh and the bullywugs are unaware of the altar's hidden compartment and the treasure within.

Treasure. The red taper is a *candle of invocation* dedicated to Sseth, the neutral evil yuan-ti god. If the candle is removed from the altar by a creature that is not a yuan-ti, green mist billows up through cracks in the floor and coalesces into two **yuan-ti abominations**. These temple guardians attack any creature that is not a yuan-ti. When reduced to 0 hit points, they revert to clouds of green mist and disappear without a trace.

If the yuan-ti abominations are not killed, they rid the temple of enemies and turn it into their lair.

20. BLACKTONGUE ISLE

Deep Water. The ground falls away at all entrances to this 30-foot-high cavern, whose water is 30 feet deep. **Island Village.** A dozen crude shacks sit atop a muddy, horseshoe-shaped island. Twenty-five **bullywugs** and six **giant frogs** slip in and out of the shacks. **Bonfire.** A bonfire burns at the northern tip of the island, giving off pungent smoke. (The bullywugs keep it burning with a mixture of dried offal and fungus.)

The shacks are made from rocks mortared with mud. The bullywugs found here are busy raising young, mending nets, cooking, or working on other domestic necessities. They and the giant frogs are quick to respond to calls for aid from area 19.

Harmless cave fish swim in the deep water around the island. The pool at the island's center is closed off by a submerged net that prevents fish from finding their way inside. The Blacktongues keep their unborn eggs in this pool, hidden among submerged stands of thick-fronded fungus.

21. LORD OF FETID OBLITERATION

Unless he has been summoned to area 19, the unhappy king of the Blacktongues is here.

21A. HYDRA DEN

This cave has a 20-foot-high ceiling and is filled with water to a depth of 30 feet. Lurking in the muddy water at the bottom of the cave is a trained **hydra**. The hydra refrains from announcing its presence or attacking until such time as Kuketh orders it to rise and kill something.

21B. KUKETH'S LAIR

Ledge. A dry ledge 5 feet above the water line is strewn with bones, some with flesh still attached.

Kuketh's Bed. The eastern end of the ledge contains a pile of moldering hay and the rotting body of a giant toad. Unless it has been drawn elsewhere, Kuketh the **death slaad** lounges on the hay in bullywug form.

When not bossing around its subjects, Kuketh quietly ruminates on its troubles. The slaad communicates with strangers using telepathy and is willing to negotiate with characters who claim to be enemies of the Ssethian Scourges. A mercurial creature, Kuketh doesn't honor agreements for very long. Its only consistent desire is to escape from Undermountain and return to the Outer Plane of Limbo.

21C. SECRET VAULT

This cave is hidden behind a secret door.

Treasure. The vault holds treasure collected by the bullywugs, including 56 pp, 2,417 gp, 540 sp, a platinum holy symbol of Sseth (a flying snake with bared fangs) worth 150 gp, and a *headband of intellect*.

22. STABLES

The Blacktongue bullywugs raise "livestock" in this 20-foot-high, torch-lit cavern. If the bullywug handlers here are attacked, they release their carrion crawlers and shout for aid from areas 19 and 23.

22A. GIANT FROGS

Six **giant frogs** hop through shallow water in this cavern, croaking loudly while four **bullywugs** dump food (mostly vermin) into a trough along the northwest wall.

22B. CARRION CRAWLERS

This raised dry area contains the following:

Wooden Pen. A pen made of wooden slats confines four **carrion crawlers** to the northeast. Three carrion crawler eggs are inside the pen.

Tools. Several buckets and long-handled tools for wrangling the carrion crawlers stand near the gate to the pen.

The bullywugs raise carrion crawlers for their poisonous mucus, but they also feed carrion crawler eggs to the hydra in area 21a. The carrion crawlers are not treated well. If released, they are as likely to attack the bullywugs as they are the characters.

Wood scraps gathered from throughout the level have been used to fence off this dry area from floor to ceiling. The gaps between the slats are just wide enough for a melee weapon or a carrion crawler's tentacle attack. A simple loop of rope keeps the gate closed.

23. BULLYWUG CAMP

Muck. This 20-foot-high cave is filled with muck to a depth of 1 foot.

Bullywug Shacks. Two hovels made of stones and mud are lit by tall torches. Four **bullywugs** are mending tools near the shacks while two **giant toads** look on.

24. KELP FARM

Five **bullywugs** work kelp beds in the 6-foot-deep water of this 30-foot-high cave, while a **giant toad** swims nearby. The kelp is a staple of the bullywugs' diet and glows with a faint green light. The light fades 10 minutes after the plant is harvested.

If they are threatened, the bullywugs order the giant toad to attack and call for help from areas 2 and 23.

AFTERMATH

If the characters help Kuketh destroy or reclaim its control gem, the death slaad abandons the bullywugs. If Torbit is alive, he becomes the ruler of the Blacktongue tribe after Kuketh departs or is killed. It's only a matter of time, however, before the Ssethian Scourges seize him, make him one of their thralls, and take control of the bullywug tribe. If all the Blacktongue bullywugs are defeated, the temple becomes a safe place for the characters to rest (assuming the yuan-ti abominations in area 19d haven't taken over the place).

Killing the Ssethian Scourges frees Yoastal from her curse and allows the Blacktongues to overrun the nagas' caves. Karstis and the mages of Dweomercore might be there already, though, wanting to hold those caverns. Such gains are short-lived, because the spirit nagas' Rejuvenation trait ensures their return in 1d6 days.



LEVEL 9: DWEOMERCORE

D

WEOMERCORE IS AN ACADEMY OF MAGIC DESIGNED to test, trap, and confound its students. The level is designed for four 10th-level characters, and characters who defeat its monsters and villains should gain enough XP to reach 11th level.

WHAT DWELLS HERE?

An arcanaloth and a night hag preside over this level. Evil mages in search of arcane knowledge or Halaster's tutelage come here with their followers to train and be tested.

ARCANALOTH HEADMASTER

An arcanaloth in league with the Mad Mage runs Dweomercore's academy of evil mages. The arcanaloth keeps its true name secret and uses *alter self* spells to appear as Halaster.

The arcanaloth employs nycaloths and mezzaloths as guards, and it trades safe passage through Dweomercore for magic items or for assistance in dealing with an escaped devil (see "Bone Devil," page 119). It also tries to tempt adventurers who are arcane spellcasters into joining its academy—with free tuition!

WORMRIDDLE THE NIGHT HAG

Wormriddle is a night hag who has four flesh golems at her command. She strikes foul bargains, offering spells and secrets of magic in exchange for evil acts that allow her to claim souls.

The night hag wears a mummified kitten's head around her neck as a talisman, though it has no magical properties. It testifies to her fear of cats, for Wormriddle is frightened while there's a feline creature within 30 feet of her that she can see or hear. The night hag also carries a lustrous black gem and a large black sack—her *heartstone* and her *soul bag*, respectively (see the "Hags" entry in the *Monster Manual*).

EVIL STUDENTS

Dweomercore's students are described below. Encounters with them can occur anywhere at any time, though they appear most often in their favorite haunts.

SPITE HARROWDALE

Dweomercore's most apt pupil, Spite Harrowdale, is a centuries-old wizard (NE male Ras hemi human **archmage** who speaks Common, Dwarvish, Elvish, and Giant). He appears to be a 12-year-old boy, thanks to imbibing *potions of longevity*. Spite hides the true measure of his magical talent by pretending to know only cantrips and 1st-level spells. This ruse has fooled the other students and most of his instructors, but not the arcanaloth, who is keeping a watchful eye on the wizard. Spite is the only student so far who has discerned that the headmaster is not in fact Halaster, but an arcanaloth disguised as him.

Spite has an oni companion that assumes the form of a female half-ogre named Dumara. The oni's real name is Kumar, and it has been in Spite's company most of its

life. It treats Spite like an older brother, and it's the only being in whom Spite confides.

Spite wants to get his hands on a spellbook hidden in Halaster's private sanctuary (area 45b), and he'll use any kind of distraction to get it. Spite cuts a deal with the adventurers: if they distract the arcanaloth and the night hag long enough for him to steal the spellbook, Spite will show them the stairs leading down to level 10 (see area 44). He will also tell them an Undermountain secret, determined by drawing a random card from the Secrets Deck (see appendix C). Spite upholds his end of the deal only as long as it's to his benefit, and he tries to pin the theft of the spellbook on the adventurers once they're gone.

If the characters turn down Spite's deal, he teams up with Nylas Jowd and Skrianna Shadowdusk (see below) to destroy them.

CEPHALOSSK THE MIND FLAYER

Cephalossk is a solitary mind flayer arcanist (see the sidebar in the "Mind Flayer" entry in the *Monster Manual*). It is a pariah among its own kind, has no allies at the academy, and isn't looking for friendship from anyone. It shadows adventurers and casts *detect thoughts* spells on them to glean their true intentions.

The mind flayer considers itself intellectually superior to everyone else, and it loathes Spite Harrowdale for being Halaster's favored pupil. Cephalossk tries to convince the characters to distract and kill Dumara (Spite's oni bodyguard) while it devours Spite's brain. In exchange for their help, Cephalossk promises to tell them "three secrets that every Undermountain explorer should know." Once it has fed on Spite's brain, Cephalossk makes good on its promise and telepathically shares the following information with the characters:

- A mind flayer colony has taken over a level of Undermountain known as Seadeeps. (Cephalossk knows this because it has been in telepathic contact with the ulitharid on level 17.)
- Githyanki have invaded Undermountain and are trying to exterminate the mind flayer colony in Seadeeps.
- Halaster has commandeered a vessel that can travel between worlds through space and hidden it somewhere in Undermountain (see level 19).

If the characters refuse to assist Cephalossk, the mind flayer attacks them.

PNEUMATIC TUBES

Dweomercore has a system of copper tubes, through which cylindrical copper canisters are propelled by air pressure. Each tube is 3 inches in diameter, and each canister is 9 inches long and just shy of 3 inches wide, with a screw-on copper lid. The tubes are labeled with their destinations.

Many of the level's inhabitants use these tubes to send scrolls, assignments, and missives to one another. Any object or creature able to fit in a tube (including characters in gaseous form) can be transported from one end to the other in a matter of seconds. If timing becomes important, assume that whatever a creature inserts into a tube on its turn arrives at the destination at the start of that creature's next turn.

NYLAS JOWD

Nylas Jowd (NE male Thayan human **mage** with *animate dead* prepared instead of *fly*) wanders the halls of Dweomercore with a pair of invisible will-o'-wisps that obey his commands. Nylas journeyed from Thay to study under Halaster and learn the deeper secrets of necromancy, and he has all the hallmarks of a Red Wizard of Thay—namely, the red robes, the bald head, and the evil bent. He treats others as soon-to-be corpses and is more interested in their anatomy than what they say or do.

Nylas wants to turn the Horned Sisters (see below) into zombies because they have acted cruelly toward him. He asks the characters to kill them so he can raise their corpses with *animate dead* spells. If the characters refuse, Nylas and his will-o'-wisps attack them.

SKRIANNA SHADOWDUSK

Skrianna Shadowdusk (CE female Illuskan human **mage**) recently enrolled in Dweomercore at Halaster's urging. She is one of the Shadowdusk family (see level 22) and is spoiling for a challenge. Rude, stuck-up, and privileged, Skrianna shows utter disdain for "common rabble" and takes sadistic pleasure in abusing and manipulating others with her magic. She is accompanied at all times by her shield guardian bodyguard (she wears its amulet), as well as a grell valet that carries her spellbook (which contains all the spells she has prepared).

Skrianna doesn't trust new arrivals and attacks them at the slightest provocation, trusting that her bodyguard and her valet will protect her if a fight breaks out.

THE HORNED SISTERS

Two tiefling sisters named Turbulence and Violence sought to join the Arcane Brotherhood of Luskan but were turned down. They served aboard pirate ships for a few years before ending up in Skullport, where they heard rumors of a secret academy for magic-users deep inside Undermountain. They fought tooth and nail to reach Dweomercore, but the place hasn't lived up to the hype. They have no friends at the academy, and they're unhappy with the quality of the instruction they've received. Now they want to leave, but the headmaster has instructed them to remain while giving them assurances that things will change for the better. Wormriddle the night hag has been keeping an eye on the sisters, who take advantage of any distraction to flee back to Skullport. They will attempt to enlist the characters to cause such a distraction.

The sisters are tiefling **mages**, with these changes:

- The sisters are lawful evil.
- Each sister has these racial traits: She has resistance to fire damage. She has darkvision out to a range of 60 feet. She speaks Common, Draconic, Infernal, and Undercommon.
- Each sister carries a spellbook that contains all the spells she has prepared.

ELAN TANOR'THAL

Elan is a **drow mage** from a house that ran a lucrative slave trade operation in Skullport until it was driven out by the Xanathar Guild. He hopes to learn enough magic to one day conquer Skullport for his family. Like most

drow, he is predictably treacherous. His silken words are pleasant enough, but any alliance forged with him is doomed to end badly—and most likely in bloodshed.

Elan extends the false hand of friendship to new arrivals while warning them to steer clear of the other students and the headmaster. “They’re all insane,” he says. He likes to hang around where the action is, so he can quietly observe where the characters keep their magic items and spellbooks (which he fully intends on claiming once they’re dead).

BONE DEVIL

A bone devil was accidentally summoned in the southern wing by Yarek, an overzealous student. After killing its summoner, the devil discovered to its dismay that the magic wards of Dweomercore prevent it from escaping area 47. The arcanaloth offers adventurers safe passage through Dweomercore if they defeat the devil and send it back to the Nine Hells.

EXPLORING THIS LEVEL

Location descriptions for this level are keyed to map 9. There are few light sources here; creatures that reside in Dweomercore rely on darkvision or create their own illumination with magic.

1. ENTRY HALL

These rooms form the entrance to what was once a lavish underground mansion.

1A. LEFT HAND OF MANSHOON

Alarm. An *alarm* spell has been cast on the 20-foot-square area marked on map 9. It silently informs the headmaster in area 15 when visitors arrive.

Ceiling Mosaics. This room has a 30-foot-high arched ceiling. Bright mosaics on the arched roof depict wizards engaged in dazzling spell duels.

Undead Guardian. Floating in the middle of the room, 15 feet above the floor, is a man’s withered left hand and forearm, severed at the elbow.

Responding to the *alarm* spell, the **arcanaloth** makes its way toward area 1 to greet the new arrivals (see the “Meeting the Headmaster” sidebar).

The limb belonged to a human archmage named Manshoon—or, more precisely, to one of his clones. The clone challenged Halaster to a spell duel and lost more than just the contest. Halaster turned the limb into a guardian that attacks all intruders until the Mad Mage or a creature that looks like him waves it off. The limb has the statistics of an **archmage**, with these changes:

- It is a Tiny, unaligned undead with 63 (18d4 + 18) hit points and *blight* prepared instead of *banishment*.
- It has a flying speed of 30 feet, and it can hover.
- It has blindsight out to a range of 60 feet and is blind beyond this radius. It can’t speak or hear, and it can’t be blinded or deafened.

1B. WAITING ROOM

This room contains six stuffed armchairs with garish upholstery.

MEETING THE HEADMASTER

Characters who trigger the *alarm* spell in area 1 are met by the headmaster, who otherwise dwells in area 15. When in the company of visitors, the erudite arcanaloth tries to remain civil even while impersonating the Mad Mage. It describes the academy in glowing terms and sings the praises of its excellent students and their devotion to arcane magic. It claims to have a vested interest in all that happens inside Undermountain and bears no ill will toward adventurers who provide “a much needed sanitary service” by ridding the dungeon of pesky monsters.

If the characters are just passing through on their way to the lower levels, the headmaster offers to take them to the top of the stairs leading down to level 10. For safe passage through Dweomercore, it requires one of the following:

- A payment of one magic item per party member
- Slaying the bone devil in area 47

If the characters choose to deal with the bone devil rather than give up their magic items, the headmaster leads them south through areas 2, 3, 6, 38, 39, and 46. It waits for them in area 46b while they slay the devil in area 47, then escorts them to the top of the stairs leading down to level 10 as promised. After watching them disappear down the stairs, the arcanaloth returns to area 15.

Visitors who decline the headmaster’s offer are politely asked to return whence they came and never show their faces in Dweomercore again. Those who refuse to leave are attacked.

Any character who claims to be an arcane spellcaster in search of tutelage is invited to stay in Dweomercore and take the entrance exam. If the character accepts the offer, the headmaster uses a *teleport* spell to transport itself and the candidate to area 11c, where it suggests the character remain until the entrance exam can be scheduled. (If the party includes multiple candidates, the arcanaloth keeps them together.) In truth, the arcanaloth expects the candidate to ignore its suggestion and explore the complex further. The entrance exam is actually about how the candidate deals with the other students. Any candidate who can hold their own against the other students is granted admittance, having passed the headmaster’s “exam” in so doing.

A character admitted to Dweomercore is free to wander the halls and talk to other students, until such time as that character gets into trouble and is expelled or murdered.

1C. COAT ROOM

The walls of this room are lined with rows of bare metal hooks.

1D. WATER CLOSET

This room is equipped with stone sinks and toilets, each with a command word carved above it. The sink basins and toilet bowls magically fill and flush with water on command, and drain holes on their inside rims keep them from overflowing. Two **living unseen servants** (see appendix A) stand near towel racks, ready to hand out towels to guests.

2. TRAPPED HALL

The recessed wall of this corridor has engravings of eight wizards clutching staffs, each staff representing a different school of magic. This hall also has two hidden features:

- When a creature enters the trapped 10-foot-square space marked on map 9 for the first time on a turn or starts its turn there, the medusa statue in area 3 animates and shoots a magic arrow at the creature. (If the headmaster is accompanying characters through this hall, the arcanaloth uses a *mage hand* cantrip to press the button and deactivate the trap.)
- A stone button is concealed in the north wall, disguised to look like a section of the staff that represents conjuration. A character who searches the wall spots the button with a successful DC 15 Wisdom (Perception) check. Pressing the button results in a loud clicking noise as the arrow trap deactivates for 1 minute.

3. MEDUSA JUNCTION

The walls of this room rise vertically 10 feet, then angle inward to a 20-foot-high apex. In the middle of the room, standing atop a 1-foot-high cylindrical block of stone, is a statue of a scowling medusa with a longbow and an empty quiver. The statue gazes north.

When a creature sets off the trap in area 2, a poisoned arrow materializes in the medusa's grasp as the statue animates. It immediately draws back on the bow and shoots the arrow at the creature that triggered the trap (+6 to hit), dealing 6 (1d8 + 2) piercing damage plus 14 (4d6) poison damage on a hit.

The medusa statue is a Medium object with AC 15, 50 hit points, and immunity to all damage except force damage. It weighs 1,200 pounds. A creature can use an action to try to knock the statue off its base, doing so with a successful DC 18 Strength (Athletics) check. If it is toppled, the statue does not animate until returned to its former position. (If Wormriddle learns about the toppled statue, she and her flesh golems set it right before seeking to punish those responsible.)

4. FRESH WATER FOUNTAIN

Fountain. Fresh water from a natural spring pours out of the mouth of a bas-relief carved to look like Halaster's overjoyed visage, whereupon it spills into a semicircular stone basin enclosed by a 2-foot-high retaining wall before draining out through tiny holes.

Guards. Flanking the fountain are two **mezzoloths**.

Braziers. Two unlit stone braziers shaped like clawed hands rise from the floor at the south end of the room.

The mezzoloths ensure that no one tampers with the academy's water supply or destroys the fountain. They otherwise pay visitors no mind.

5. PORTRAIT OF A MAD MAGE

This room is empty except for an enormous red velvet curtain that covers the north wall. A pull-rope on one side of the curtain allows it to be drawn back. Behind the curtain hangs a large abstract painting that depicts Halaster surrounded by fields of bloody mouths and people feasting on each other. Worked into the background are various other bizarre figures from beyond the Material Plane. Halaster's face is chillingly calm despite the violent chaos around him, and his piercing gaze seems to follow anyone who views the portrait.

Any creature that beholds the painting must succeed on a DC 17 Wisdom saving throw or suffer a random form of long-term madness, determined by rolling on the Long-Term Madness table in chapter 8 of the *Dungeon Master's Guide*. On a failed save, a creature can be affected by the painting again, but not until its current madness ends.

6. READING NICHE

Desks. In the middle of the room stands a row of desks. Seated behind one of the desks is Spite Harrowdale (NE male Rashemi human **archmage** who speaks Abyssal, Common, Dwarvish, Elvish, Giant, and Primordial). His **oni** bodyguard, disguised as a half-ogre named Dumara, stands beside him.

Bookshelves. Tall bookshelves packed with soft-covered notebooks line the northeast and southwest walls. The books are organized by topic.

Pneumatic Tubes. A row of ten pneumatic tubes is fastened to the back wall. Beneath the tubes is a shelf of empty copper canisters.

Spite is holding a wand with a *light* cantrip cast on the end of it and reading a bone-dry biography of Ahghairon, the archwizard who founded Waterdeep. If the characters are being led through Dweomercore by the headmaster, Spite smiles at them as they pass by. Once they're gone, he and the oni cast *invisibility* on themselves and follow the characters, curious to learn their intentions in Dweomercore. Spite and Dumara confront the characters as soon as they can do so privately (see "Evil Students," page 117).

The notebooks stored here are small and thin enough that they can be curled up and stuffed in pneumatic tube canisters. The books cover subjects of interest to wizards, including spell component harvesting, ruminations on the Weave, biographies of famous wizards and liches, tips for creating realistic illusions, and essays written by previous students on a wide range of arcane topics. Any book in this collection that is removed from Dweomercore magically disappears and reappears back on its proper shelf.

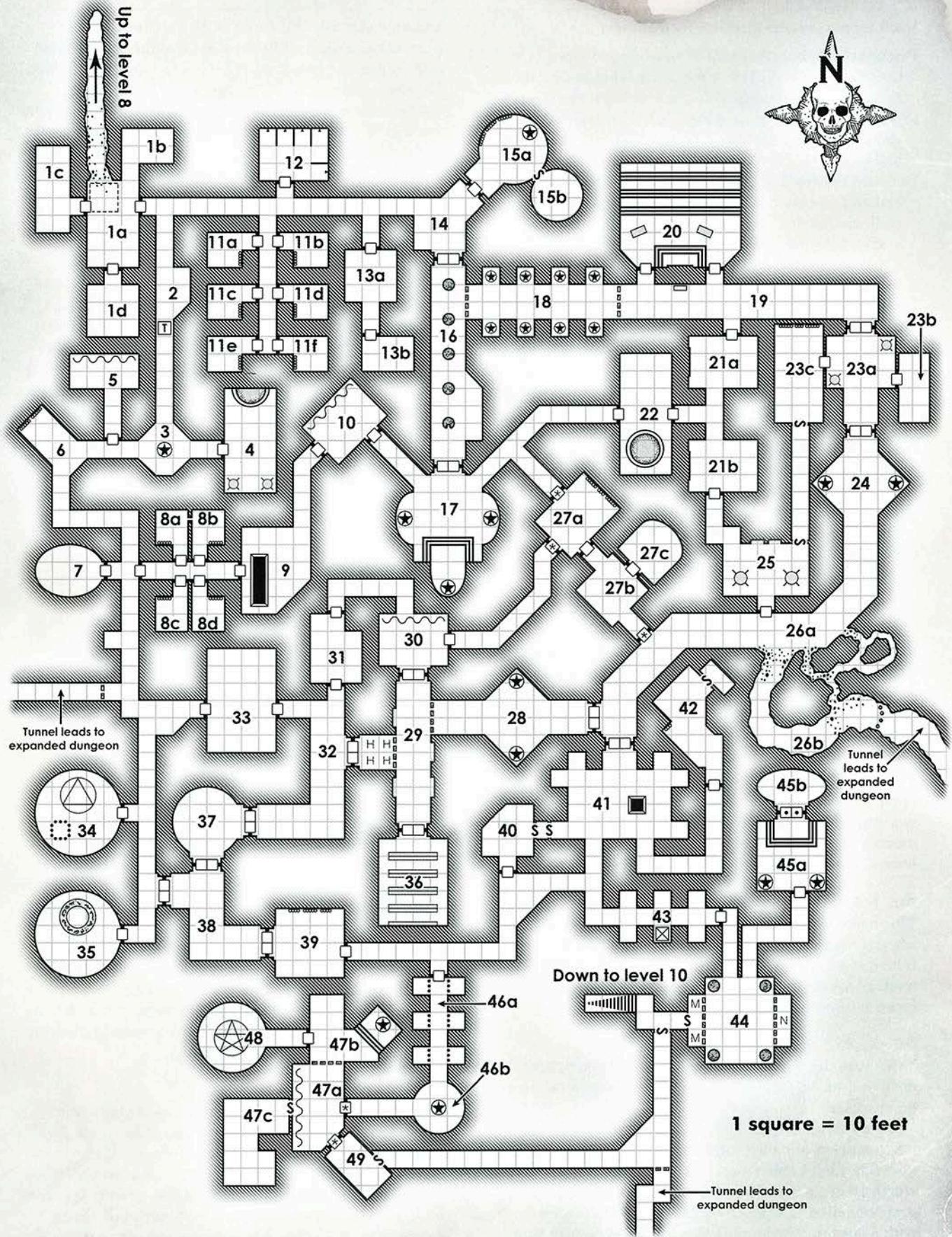
PNEUMATIC TUBES

The tubes connect to the students' dormitories (areas 8 and 11). From left to right, the tubes are labeled "Turbulence" (area 8a), "Violence" (area 8b), "Karstis" (area 8c), "Yarek" (area 8d), "Spite" (area 11a), "Skrianna" (area 11b), "Vacant" (area 11c), "Cephalosk" (area 11d), "Elan" (area 11e), and "Nylas" (area 11f).

7. WORKROOM

The door to this room is slightly ajar. Peering out from within is Cephalosk, the **mind flayer arcanist**. It has been too long since the mind flayer has fed on a fresh brain, but it's willing to forgo attacking the characters if they promise to help it feed on Spite's mind instead (see "Cephalosk the Mind Flayer," page 118).

This workroom is filled with tables, braziers, and an assortment of alchemical equipment.



8. STUDENT DORMITORIES

Each room contains identical furnishings:

Pneumatic Tubes. A row of five pneumatic tubes is attached to one wall. These tubes are labeled with their destinations and connect to the reading niche (area 6), the headmaster's office (area 15a), Wormriddle's workshop (area 23c), the kitchen (area 27a), and the study hall (area 39).

Bed and Footlocker. Against the far wall rests a plain bed and an iron-banded footlocker with a sturdy padlock that can be picked by using thieves' tools and making a successful DC 20 Dexterity check. (If a room is vacant, its key is in the lock; otherwise, a room's key is in the possession of the room's resident.)

Desk. A plain desk contains quill pens, jars of ink, blank scrolls, notes, notebooks, and 1d6 empty copper scroll canisters designed to fit inside the pneumatic tubes. Hanging on the wall above the desk is a framed portrait of Halaster. (The portraits in different rooms have different expressions.)

8A. TURBULENCE'S ROOM

A small hole has been bored through the east wall, enabling Turbulence to converse with her sister in area 8b while the two are in their quarters.

Treasure. Turbulence's footlocker contains a set of traveler's clothes and a pentacle-shaped bloodstone amulet (125 gp).

8B. VIOLENCE'S ROOM

A small hole has been bored through the west wall, enabling Violence to converse with her sister in area 8a while the two are in their quarters. Violence has drawn a large, sweeping black mustache on the portrait of Halaster above her desk.

Treasure. Violence's footlocker contains a set of traveler's clothes, a red leather pouch containing 75 gp, and a spellbook stolen from Yarek's room (area 8d). The book contains these spells: *cloud of daggers*, *conjure elemental*, *darkvision*, *fog cloud*, *grease*, *gust of wind*, *Leomund's tiny hut*, *magic missile*, *Mordenkainen's faithful hound*, *send*, *stinking cloud*, and *unseen servant*.

8C. KARSTIS'S ROOM

This room is set aside for a student named Karstis, whom characters might have encountered on level 8. If he fled Slitherswamp, Karstis is lying in his bed and reading his spellbook (assuming he still has it). The room is unoccupied otherwise.

8D. YAREK'S ROOM

Yarek was the student responsible for releasing the bone devil in area 47. His room hasn't been cleaned out since his demise.

After Yarek died, the Horned Sisters picked through his footlocker and took anything they considered valuable. They left behind a crystal wand (an arcane focus worth 10 gp), a set of fine clothes, and a small, autographed painting of a suave, dark-haired human wizard with a dove perched on his shoulder. The picture is inscribed, "Yarek—Have a magical day! Your friend, Jim."

9. REFUSE PIT

A trashy odor fills this room. A 30-foot-long, 10-foot-wide, 60-foot-deep pit in the middle of the floor is filled with refuse and failed experiments to a depth of 10 feet. The chemical mixture has spawned a toxic slime.

Any creature knocked into the pit falls 60 feet onto the soft pile of trash, taking 1d4 bludgeoning damage per 10 feet fallen. In addition, a creature that lands in the toxic slime takes 10 (3d6) poison damage at the start of each of its turns until the slime is washed off with water or alcohol. A character can determine how to clean off the slime with a successful DC 10 Intelligence (Nature) check.

10. WHERE'S HALASTER?

This room is empty except for an enormous red velvet curtain that covers the northwest wall. A pull-rope on one side of the curtain allows it to be drawn back. Hanging on the wall behind the curtain are fifteen paintings, each one 5 feet long and 3 feet tall, arranged in three rows of five.

Each painting depicts a graduating class of dour-faced Dweomercore wizards. Most of the older paintings show the students as skeletons—signifying which graduating students have died. Careful examination reveals that Halaster appears in every class picture except the center portrait in the middle row. Removing that painting from the wall triggers an elder rune hidden behind it (see "Elder Runes," page 12). Determine the rune with a random draw from the Elder Runes Deck (see appendix B).

11. STUDENT DORMITORIES

Each room contains identical furnishings:

Pneumatic Tubes. A row of five pneumatic tubes is attached to one wall. These tubes connect to the reading niche (area 6), the headmaster's office (area 15a), Wormriddle's workshop (area 23c), the kitchen (area 27a), and the study hall (area 39).

Bed, Dresser, and Chest. Against the far wall rests a comfortable bed, a handsome dresser, and a claw-footed iron chest with an *arcane lock* spell cast on it (keyed to the student assigned to the room). A creature can force open the magically locked chest with a successful DC 25 Strength (Athletics) check.

Desk. A beautiful rolltop desk contains quill pens, jars of ink, blank scrolls, notes, notebooks, and 1d6 empty copper scroll canisters designed to fit inside the pneumatic tubes. Hanging on the wall above the desk is a framed portrait of Halaster. (The portraits in different rooms have different expressions.)

11A. SPITE'S ROOM

Spite Harrowdale and his oni bodyguard share this room. Spite has taken the precaution of casting a *glyph of warding* spell on the door frame, set to trigger if anyone other than he or Dumara crosses the threshold. The glyph can't be seen from outside the room. It erupts with magical energy that fills a 20-foot-radius sphere centered on it. Each creature in the area must make a DC 17 Dexterity saving throw, taking 45 (10d8) thunder

damage on a failed saving throw, or half as much damage on a successful one.

Treasure. Spite keeps a tiny jeweled chest inside his rolltop desk. This chest (50 gp) is a replica of a full-sized chest made of exquisite materials. The larger chest (5,000 gp) is hidden on the Ethereal Plane by means of a *Leomund's secret chest* spell.

A character can recognize the miniature chest for what it is with a successful DC 15 Intelligence (Arcana) check. Spite alone can use the replica to recall the larger chest, which contains two spellbooks titled *Spells of Spite*, volumes I and II. These books contain all the spells Spite has prepared, plus the following spells: *arcane lock*, *Bigby's hand*, *disintegrate*, *forcecage*, *gaseous form*, *glyph of warding*, *Leomund's secret chest*, *maze*, *Melf's acid arrow*, *Mordenkainen's private sanctum*, *Otto's irresistible dance*, *Tasha's hideous laughter*, *telekinesis*, *Tenser's floating disk*, and *true polymorph*.

11B. SKRIANNA'S ROOM

Skrianna has filled her quarters with creature comforts, including silk bedsheets, soft furs from exotic beasts, a bowl of fresh fruit, a censer of burning incense, and a cushioned wicker reading chair.

Skrianna's Diary. Skrianna keeps a diary in her desk. The book affords a rare glimpse into the insane mind of a Shadowdusk family member. In addition to expressing contempt for her peers in Dweomercore, Skrianna rails against the constraints placed on her by the headmaster. She also speaks of an imaginary lover named Acamar, who comes from the void beyond the sky, and talks about visits to the Far Realm in her dreams. She makes a passing reference to other family members, namely Zalther and Dezmyr, who dwell in Shadowdusk Hold (see level 22) and plan to return to Waterdeep in force, aided by some kind of giant construct that Halaster is building in Arcturiadoom (level 14).

Treasure. Skrianna's dresser contains ten sets of fine clothes and a set of traveler's clothes. Her chest, which has a mirror attached to the inside of the lid, contains an intricately engraved wand of dark wood, a poisoner's kit, and a vial of exquisite perfume (75 gp).

11C. VACANT ROOM

This room is unoccupied.

11D. CEPHALOSSK'S ROOM

The rolltop desk in this room contains sixteen cloudy jars with preserved humanoid brains in them. The footlocker holds nine similar jars, all empty. Cephalossk hungers for fresh brains but subsists on preserved ones when no other food source is available.

Treasure. Cephalossk keeps its spellbook in a desk drawer. The book is made of thin copper plates held together with mithral wire. Each page bears embossed stanzas of braille-like writing called Qualith, which the mind flayer reads with its tentacles. A non-illithid must use a *comprehend languages* spell or similar magic to comprehend the writing. The book contains all the spells Cephalossk has prepared (see the sidebar in the "Mind Flayer" entry in the *Monster Manual*).

11E. ELAN'S ROOM

Familiar. Elan's familiar, a black spider with blood-red markings, clings to the wall above the door and telepathically alerts the drow mage if it detects intruders in the room.

Shrine. A small shrine dedicated to the demon queen Lolth rests atop a nightstand by the bed.

After being alerted to the arrival of visitors by his spider familiar, Elan spends 3 rounds traveling from area 13a to his dormitory. Elan greets strangers in a friendly manner (see "Elan Tanor'thal," page 118).

The shrine almost resembles a lantern, designed to be easily transportable. Contained inside is a black basalt statuette of Lolth in her drow form, strung with cobwebs. A *detect magic* spell reveals an aura of enchantment magic around the statuette. Any creature that touches the statuette must succeed on a DC 17 Wisdom saving throw or suffer a random form of short-term madness, determined by rolling on the Short-Term Madness table in chapter 8 of the *Dungeon Master's Guide*. A creature that successfully saves against the madness effect can safely hold the statuette.

Treasure. Elan's chest contains a set of black traveler's clothes, a spider silk pouch containing 38 pp, and a black cloak with a cowl. Pinned to the cloak is an obsidian scarab engraved with the insignia of House Tanor'thal (25 gp).

11F. NYLAS'S ROOM

A vile stench issues from an **ogre zombie** that stands against the wall opposite the door. Its orders are to defend Nylas while he is asleep in the room and to protect the Red Wizard's spellbook (see "Treasure" below).

Treasure. Nylas hides his spellbook inside the ogre zombie's rotting torso. Characters who have a passive Wisdom (Perception) score of 15 or higher and come within 5 feet of the zombie can see the spellbook wedged between its ribs. A character can use an action to try to snatch the spellbook while the zombie is animate with a successful DC 12 Dexterity (Sleight of Hand) check. No check is needed to remove the book if the zombie is incapacitated or destroyed.

Nylas's spellbook has covers carved from coffin wood, pages made of stitched humanoid flesh, and words written in the Red Wizard's own blood. It contains all the spells Nylas has prepared (see the **mage** stat block), plus *animate dead*, *blight*, and *contact other plane*.

12. COMMUNAL SHOWERS

This room contains five shower stalls with iron faucets and shower heads protruding from the walls. Water is channeled here from an underground reservoir and heated by magic, quickly filling the room with steam if the faucets are turned on.

13. RECREATION ROOM

Students come here to relax and recuperate between lessons.

13A. TAPROOM

This room resembles a comfortable taproom in Waterdeep. The bar is stocked with bottles of fine liquor and casks of wine, and a wooden dartboard is mounted on the west wall with darts carved to look like stirges.

A **drow mage** named Elan Tanor'thal (see "Elan Tanor'thal," page 118) is seated at a table strewn with parchment in the southwest corner, facing the north door. Elan recently acquired a *spell scroll* of *legend lore* from Wormriddle the night hag and is carefully copying the spell from the scroll to his spellbook. He greets intruders in a friendly manner and suggests they partake of the wine while he finishes his work. The scroll turns to dust once the work is complete.

Treasure. Elan's black leather-covered spellbook contains all the spells he has prepared plus the following: *confusion*, *counterspell*, *fabricate*, *feather fall*, *glyph of warding*, *magic weapon*, *seeming*, and *water breathing*. If his attempt to copy Wormriddle's *spell scroll* was successful, Elan's book also contains *legend lore*.

13B. ARCH GATE TO LEVEL 6

Arch. Embedded in the south wall is a stone arch bearing images of beholders, flumphs, and stirges (see "Arch Gate" below).

Guard. An invisible **nycaloth** stands against the south wall, protecting the arch gate. The nycaloth becomes visible when it attacks or casts a spell.

The nycaloth's orders are to prevent anyone from using the arch gate to leave Dweomercore without the arcanaloth's permission, and to haul any creature that enters the room by way of the gate to the headmaster's office (area 15a) for questioning. Given strict instructions not to kill anyone, the nycaloth knocks creatures unconscious instead of killing them, then drags them to the headmaster's office.

Arch Gate. The arch is one of Halaster's magic gates (see "Gates," page 12). Its rules are as follows:

- If a creature flies or levitates within 5 feet of the arch, the gate opens for 1 minute.
- Characters must be 9th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 8b on level 6, in the closest unoccupied space next to the identical gate located there.

14. DETENTION HALL

There's a 50 percent chance that a red-robed tiefling **mage** named Violence (see "The Horned Sisters," page 118) is here, serving a detention for threatening a guest lecturer. The area contains the following:

Desk. A plain desk is situated against the west wall. If Violence is here, she's seated in the chair, facing the wall, reading a scorched spellbook.

Door Plaque. The northeast door bears a bronze plaque that reads, "Headmaster's Office—Knock Please."

Violence isn't permitted to leave this hall until the headmaster releases her, and she's unwilling to sneak

off and face greater punishment. If the characters approach her in a friendly manner, Violence tells them to leave before the headmaster returns, and recommends that they speak to Turbulence, her sister, who's in the Spellcasting Hall (area 17).

TREASURE

Violence's scorched spellbook contains all the spells she has prepared, plus the following: *alter self*, *cloud of daggers*, *hypnotic pattern*, and *wall of fire*.

15. ARCANALOTH'S SANCTUM

These private chambers belong to the arcanaloth headmaster posing as Halaster Blackcloak.

15A. HEADMASTER'S OFFICE

If it has not already been encountered elsewhere, the **arcanaloth** headmaster is here in its Halaster disguise. The room has a 30-foot-high domed ceiling and the following features:

Statue. Opposite the door, a life-size statue of Halaster stands atop a 3-foot-high granite pedestal. Dozens of eyes are carved into the wizard's robe, and he holds a stone staff topped with a flickering magical flame (created by a *continual flame* spell).

Desk. Resting before the statue is a tremendous oak desk, behind which stands a high-backed chair carved with screaming faces (see below).

Pneumatic Tubes. Fifteen copper pneumatic tubes span the northwest wall, with a shelf of empty copper canisters below them.

Secret Door. A secret door opens into area 15b.

If present, the arcanaloth is writing individual assignments on scrolls and using the pneumatic tube system to deliver them to the academy's students. The assignments involve reading books, completing experiments, and drafting essays on various arcane topics.

The headmaster's chair has an *antipathy/sympathy* spell cast on it. Any creature not able to cast one or more spells of 7th level or higher is subject to the spell's antipathy effect (save DC 17), overwhelmed by screams that seem to emanate from the chair.

Pneumatic Tubes. The tubes connect to various other locations in Dweomercore and in Muiral's Gauntlet (level 10). From left to right, the tubes are labeled with their destinations: "Turbulence" (area 8a), "Violence" (area 8b), "Karstis" (area 8c), "Yarek" (area 8d), "Spite" (area 11a), "Skrianna" (area 11b), "Vacant" (area 11c), "Cephalossk" (area 11d), "Elan" (area 11e), "Nylas" (area 11f), "Wormriddle" (area 23c), "Kitchen" (area 27a), "Study Hall" (area 39), "Guest Lecturer" (area 42), and "Muiral" (level 10, area 4b).

15B. ARCANALOTH'S LAIR

Bookshelves. Books are packed into stone shelves that circle the room to a height of 10 feet.

Symbol. Inscribed on the floor and covered with a circular rug sewn with repeating eye-like patterns is a nearly invisible, 10-foot-diameter glyph that serves as the trigger for a *symbol* spell.

Any creature that is not a fiend triggers the *symbol* spell when it steps on the circular rug or disturbs the rug in any way. Because the rug covers the spell's triggering glyph, the characters have little chance of spotting the glyph unless they use a *detect magic* spell or magic that allows them to see through the rug.

When the glyph triggers, all creatures in this room and area 15a must make a DC 17 Constitution saving throw, taking 55 (10d10) necrotic damage on a failed save, or half as much damage on a successful one.

Treasure. The arcanaloth is an avid reader and has collected countless books from across the multiverse. Most of the books cover mundane subjects such as etiquette, oratory, and poetry. Twenty of the books are treatises on the Outer Planes and chronicles of historical events on various Material Plane worlds, including Toril, Oerth, Athas, and others; these tomes are worth 100 gp each to an interested buyer. A character who spends 1 hour searching can find one of these rare tomes.

The arcanaloth keeps its spellbook here. The book has leather covers with dreadful images branded into them. The script in the book is invisible and can be read only by a creature who has truesight or by means of the *see invisibility* spell or similar magic. The book contains all the spells the arcanaloth has prepared, plus *antimagic field*, *cloudkill*, *circle of death*, *delayed blast fireball*, *ice storm*, *legend lore*, *scrying*, and *symbol*.

16. MAGIC CAULDRON

Nylas Jowd. Nylas Jowd, the Thayan **mage** (see "Nylas Jowd," page 118), lurks in the eastern alcove with his invisible companions, two **will-o'-wisps**.

Pillars and Cauldron. Five stone pillars buttress the 20-foot-high ceiling of this hall. A cavity in the southernmost pillar contains a covered lead cauldron visible to anyone south of the pillar. A stained wooden spoon hangs from a hook above the cauldron.

Illusory Wall. An illusory wall hides area 18. A *detect magic* spell cast on the wall reveals an aura of illusion magic. The wall has no substance, and creatures and objects can pass right through it. The wall can be removed with a successful *dispel magic* spell (DC 14).

Nylas plans to ambush and kill Turbulence (see area 17) when she enters the hall to drink from the cauldron. If the characters catch Nylas here, he tries to convince them to kill Turbulence for him and attacks them if they refuse. The will-o'-wisps gang up on the enemy nearest to Nylas, protecting their master.

CAULDRON

A *detect magic* spell can't penetrate the cauldron's lead shell. It weighs 10 pounds and contains 1d10 doses of a transparent magic liquid that smells and tastes like vinegar. Any creature that drinks a dose of the liquid regains one expended spell slot of any level. If the cauldron is removed from its niche, the magic liquid contained therein turns to ordinary vinegar. The same thing occurs if the vinegar becomes mixed with any other substance. If the empty cauldron is left in the niche, it automatically fills with twelve doses of the magic liquid at the next dawn.

17. SPELLCASTING HALL

This room has a vaulted ceiling 30 feet high. It is lit by *continual flame* spells cast on stone wall sconces shaped like fiendish claws. The walls, floor, and ceiling are scorched and pitted from spell damage.

If the characters are visiting the room for the first time, a black-robed female tiefling **mage** named Turbulence (see "The Horned Sisters," page 118) is engaged in a spell duel with three archmages, one of whom appears to be Halaster. Turbulence is losing badly and has only 3 hit points remaining. Before the archmages can finish her off, the tiefling shouts, "I surrender!" On their next turns, the archmages retreat into alcoves and become inanimate gray statues (see "Statues" below).

Turbulence tells the characters whatever they want to know about Dweomercore, with the intent of pitting them against Halaster. She mentions that the Mad Mage has a private sanctuary on this level (area 45), hoping they'll try to rob it and create a big enough distraction for her and her sister Violence to escape.

STATUES

The room's three statues are life-size carvings of robed human wizards. They are used for testing the spellcasting abilities of pupils. A *detect magic* spell reveals an aura of transmutation magic around each one:

East Statue. This statue depicts a young Shou woman whose face is half ruined by acid. She clutches an orb in one hand.

South Statue. This statue stands atop a stone dais and depicts Halaster Blackcloak in a robe covered with unblinking eyes. He clutches a staff.

West Statue. This statue depicts a long-haired woman armed with a gnarled wand. She looks out from behind a smooth, featureless mask.

The statues are indestructible in their inanimate state. When a creature moves between the west and east statues, all three become flesh and attack all other creatures in the room. Roll initiative for each statue separately. While animated, the statues are **archmages**, with these changes:

- The statues are unaligned constructs that speak only when casting spells that have verbal components. They can't leave the room.
- They have the *ice storm* spell prepared instead of *bannishment*, and the *finger of death* spell prepared instead of *teleport*.
- If incapacitated or reduced to 0 hit points, a statue instantly teleports to its alcove, where it reverts to its inanimate form and regains all its hit points. It can't reanimate again until all three archmages have reverted to statues.
- The statues return to their alcoves, revert to their inanimate forms, and regain all their hit points if, when their turn comes up, no other creatures remain in the room that aren't incapacitated. This also happens if a creature in the room speaks the words "I surrender!" in any language.
- Any creature reduced to 0 hit points by an animated statue is stable and unconscious.

The first time the adventurers defeat a particular animated archmage statue, they receive XP for it as with any creature defeated in combat. Subsequent victories against that statue don't provide more XP, however.

TREASURE

Turbulence carries a soot-stained spellbook containing all the spells she has prepared, plus the following: *alter self*, *cloud of daggers*, *hypnotic pattern*, and *wall of fire*.

18. ILLUSORY WALLS

This 10-foot-high hallway is closed off to the west and east by illusory walls. A *detect magic* spell reveals that the walls are illusions without substance, and creatures and objects can pass right through them. An illusory wall can be removed with a successful *dispel magic* spell (DC 14).

19. GHOSTLY ADVENTURER

Apparition. At the east end of this hall, the faint apparition of a human adventurer appears to be painstakingly searching the walls for secret doors.

Walls. The walls bear mosaics that have been chipped away and damaged beyond recognition or repair. The wall to the west is illusory (see area 18).

Trophy Case. Between the doors leading to area 20 stands an empty wooden trophy case.

The apparition is a regional effect created by the Mad Mage (see "Halaster's Lair," page 311). It resembles a young human woman, dressed in well-worn adventurer's clothes. It can't be harmed, and it doesn't acknowledge creatures or objects in any way.

20. LECTURE HALL

This sloped lecture hall has a 15-foot-high ceiling and the following features:

Light. Stone sconces protruding from the walls have *continual flame* spells cast on them.

Benches. The northern half of the room contains raised stone benches for students.

Dais. To the south, a large chalkboard is mounted above a 5-foot-high stone dais. Drawn on the chalkboard are three frog-like bipeds with wide, toothy smiles. They are arranged in a triangular formation; the top one is drawn in red chalk, the bottom left in blue, and the bottom right in green.

Gurneys. Two stone gurneys are parked in the room. Strapped to one table is the corpse of a quaggoth, its chest burst open and entrails consumed. The other table, draped in a floor-length black sheet, has a **slaad tadpole** hidden under it (see "Slaad Tadpole" below).

Any character who studies the chalkboard drawings and succeeds on a DC 15 Intelligence (Arcana) check recognizes them as a red, blue, and green slaad. Yellow chalk arrows point from the red slaad to the other two. Next to each slaad are words written in Abyssal. Any character who reads Abyssal can translate the words:

- "Parent" is written next to the red slaad.
- "Offspring of parent and host" is written next to the blue slaad.

- "Offspring if host is spellcaster" is written next to the green slaad.

SLAAD TADPOLE

Wormiddle the night hag prepared a special demonstration for students by implanting a captured quaggoth with a red slaad egg pellet. Unfortunately for her, the slaad tadpole has hatched sooner than expected. The night hag hasn't checked on her subject recently and doesn't know the tadpole is loose. The tadpole attacks the first humanoid that approaches within 5 feet of it. Left alone, the tadpole grows into a **blue slaad** after 1d12 hours. Characters who enroll in the academy might be tasked with eradicating it for Wormiddle.

21. CLASSROOMS

These classrooms offer a more intimate learning environment than the lecture hall.

21A. NORTH CLASSROOM

Chalkboard. A blank chalkboard mounted on the west wall has a narrow stone shelf under it for catching chalk dust. Niches under the chalkboard hold brushes and sticks of colored chalk.

Desks. Facing the chalkboard are twelve desks, in three rows of four. Each desk has cast-iron legs, a sculpted copper seat, and a wooden writing surface gouged with graffiti in various languages.

Hooks. The back wall has a row of stone hooks for hanging cloaks.

21B. SOUTH CLASSROOM

This room is identical to area 21b, except that someone has hastily scrawled the following words on the chalkboard in Common: "Wizards of Yore class canceled. Research Ahghairon circa 1071 DR. Expect a quiz!"

Any character who succeeds on a DC 20 Intelligence (History) check recalls that 1071 DR, the Year of Lion's Roars, was the year in which the archmage Ahghairon, first Lord of Waterdeep, created magic wards to protect his city against marauding dragons.

22. POTION BREWERY

Odor. This chamber reeks of chemical admixtures.

Furnishings. Arranged in the northern half of the room are a dozen fat stone cauldrons and cupboards full of ingredients in jars.

Stone Basin. The southern half of the room is taken up by a 20-foot-wide, 5-foot-deep, bowl-shaped stone basin enclosed by a 3-foot-high retaining wall. Filling the basin is a toxic brew containing two poison weirds (see "Toxic Brew" below).

The cauldrons are used by students for brewing potions. A valve at the base of each cauldron opens a natural gas vent underneath it, and a flint pedal ignites the gas to heat the cauldron.

The cupboards contain nearly five hundred jars of ingredients used to brew common and uncommon magic potions, as well as other alchemical concoctions. Each jar is labeled in Abyssal. The ingredients are inert and not particularly valuable on their own.

TOXIC BREW

Failed potions are tossed into the stone basin, adding to the toxic brew within. Any creature that starts its turn immersed in the brew is poisoned until it leaves the liquid and washes itself off with water.

Two poison weirds lurk in the toxic brew and try to grapple creatures within reach and pull them into the basin. These creatures are **water weirds** with a challenge rating of 4 (1,100 XP) and these changes:

- The weirds are invisible while fully immersed in the toxic brew. They die if forced to leave the basin or if a *purify food and drink* spell is cast on the toxic brew.
- A creature takes 10 (3d6) poison damage at the start of each of its turns while grappled by a poison weird.

23. WORMRIDDLE'S SANCTUM

These chambers are claimed by Wormriddle the night hag (see "Wormriddle the Night Hag," page 117). If she hasn't already been encountered and defeated elsewhere, there's a 50 percent chance she's in area 23b. Otherwise, she's in area 23c.

The hag's *plane shift* spell doesn't work in Undermountain, but she can use her *heartstone* to escape to the Ethereal Plane if outmatched. The flesh golems in area 23c form Wormriddle's first line of defense. If they're defeated, the hag seeks out the headmaster, who directs the hag to round up the students and form a posse to hunt down and destroy the interlopers.

23A. SMOKE-FILLED HALL

This chamber is heavily obscured by smoke billowing out of two stone braziers. The night hag uses the smoke to deter students from entering her sanctum. The smoke blocks vision entirely, and creatures in the smoke are effectively blinded. Each brazier bowl contains dozens of tiny holes through which the smoke seeps. Liquid poured into a brazier drains away quickly and does nothing to stop the billowing smoke.

Wormriddle fashioned tight-fitting iron lids for the braziers and keeps them in area 23b. If both braziers are properly covered, the smoke in the room begins to disipate, making the area lightly obscured after 1 minute and clear after 5 minutes.

23B. WORMRIDDLE'S DEN

If Wormriddle the **night hag** is here and has been alerted to the presence of intruders, she assumes the form of a young halfling girl named Medley. In this form, she wears a black witch's hat and sweeps the floor with a small twig broom. The hag's den has these features:

Bones. Cat bones cover the floor.

Iron Lids. Leaning against the north wall are a pair of 25-pound, circular iron lids (covers for the braziers in area 23a).

Bed. Mummified cats hang from a decrepit four-poster bed near the south wall. (Tucked under a moldy pillow is a jar filled with the night hag's dirty toenail clippings, which the hag uses to weave evil magic.)

Dolls. Behind the bed, mounted to the wall, is a shelf lined with eight dolls. A ninth doll has fallen off the shelf and onto the floor.

In her halfling form, Wormriddle claims to be one of Dweomercore's most promising students and offers to take characters on a tour. If the characters accept, she leads them to area 23c and orders her golems to attack. If the golems have already been defeated, the hag weeps over their loss and turns ethereal to escape the party, only to return once she rounds up the students and forms a posse. If the characters attack her here, the night hag turns ethereal and flees.

Doll Collection. The dolls are crudely fashioned in the likenesses of the students currently enrolled in Dweomercore. The eight on the shelf represent Spite, Cephalosk, Nylas, Skrianna, the Horned Sisters, Elan, and Karstis. The doll on the floor represents Yarek, the student recently killed by the bone devil in area 48. Each doll incorporates bits of the student's hair or some other sample from its body (foul-smelling slime in the case of Cephalosk the mind flayer).

Embedded in the stuffed chest of each doll is one of the night hag's toenail clippings, signifying and enabling her secret power over the individual represented by the doll. A character who succeeds on a DC 15 Intelligence (Arcana) check can ascertain that the way to rob this power is by replacing the hag's nail clipping with a piece of the character's own body. Doing so enables the character to use the effigy to visit harm upon the student it represents.

For a doll to function, both it and the creature it represents must be in Undermountain. A character who has placed a piece of themselves in a particular doll can use an action to mutilate the doll in one of the following ways to gain a desired result:

- If the doll's eyes are pierced with pins or needles, the student it represents is blinded until the pins or needles are removed, or until a *remove curse* spell or similar magic is cast on that student.
- If the doll is stabbed through the back with a knife or similar sharp instrument, the student it represents is paralyzed until the instrument is removed, or until a *remove curse* spell or similar magic is cast on that student.
- If the doll is set on fire or torn apart, it is destroyed, and the student it represents must make a DC 14 Constitution saving throw. On a successful save, the student is stunned for 1 minute. On a failed save, the student instantly drops to 0 hit points and is dying.

23C. FLESH GOLEM WORKSHOP

If Wormriddle the **night hag** is here, she's in her natural form, searching the room for a misplaced wooden coffer (see "Treasure" below).

Stench. The room smells like rotting meat.

Golems. Unless the characters already encountered and destroyed them elsewhere, four **flesh golems** lie under stained white sheets atop wooden trestle tables in the middle of the room.

Work Area. A fifth table surrounded by patches of dried blood is covered with saws, needles, spools of black thread, and bits of decaying flesh. Next to this table is a wooden barrel that holds humanoid body parts in various stages of decay.

Hanging Corpses. Four mostly intact human corpses are hanging from hooks mounted to the south wall. (A secret door hidden behind one hanging corpse pulls open to reveal a tunnel leading to area 25.)

Pneumatic Tubes. Attached to the north wall is a row of thirteen copper pneumatic tubes. Empty copper canisters rest on a shelf under the tubes.

The golems serve Wormiddle. If one goes berserk in her presence, she tries to calm it. If the night hag isn't present, the golems attack only if they're damaged.

Pneumatic Tubes. These tubes connect to various other locations in Dweomercore. From left to right, the tubes are labeled with their destinations: "Turbulence" (area 8a), "Violence" (area 8b), "Karstis" (area 8c), "Yarek" (area 8d), "Spite" (area 11a), "Skrianna" (area 11b), "Vacant" (area 11c), "Cephalossk" (area 11d), "Elan" (area 11e), "Nylas" (area 11f), "Halaster" (area 15a), "Kitchen" (area 27a), and "Study Hall" (area 39).

Treasure. Buried beneath the rotting body parts in the barrel is a wooden coffer with tiny air holes bored in its sides. The coffer contains an ordinary frog that spits out a *gem of seeing* the first time it's picked up by a humanoid. The frog has no other special abilities but seems pleased to be free of the grisly barrel.

24. HALASTER SAYS WHAT?

Two inanimate, 9-foot-tall statues of the Mad Mage stand in the corners of a widened section of this 10-foot-high hallway. A creature that passes between the statues causes a sound to erupt from one statue or the other, or both. Roll a d8 and consult the Statue Sound Effects table to determine what occurs.

Each statue is a Large object with AC 15, 50 hit points, and immunity to poison and psychic damage. Destroying a statue doesn't stop sound from issuing from its location until all its rubble is removed from the area.

STATUE SOUND EFFECTS

d8	Effect
1	One statue loudly breaks wind.
2	One statue counts down slowly from 10 to 1.
3	Both statues say in unison, "BOOM-badda-BOOM-badda!"
4	One statue says, "Don't forget to pick up your participation trophy on the way out."
5	One statue says, "Give me an H!"
6	One statue asks, "Hey, have you seen my cat?"
7	One statue screams, "The call is coming from inside the mountain!"
8	One statue says, "Die!" as it casts a <i>power word kill</i> spell targeting the creature that triggered the sound effect.

25. SCHOOL SUPPLIES

Braziers. Roaring green flames erupt from a pair of 8-foot-tall stone braziers shaped like giant chalices. The flames keep this 20-foot-high room hot, dry, and lit. (The braziers are built over natural gas vents in the floor and never go out.)

Guards. Two spectators float 15 feet above the floor.

Supplies. Carved into the north wall are stone shelves with blank spellbooks and stacks of parchment on them. Mounted between the shelves are copper signs embossed with the following words in Common: "Do not remove supplies without Headmaster Blackcloak's written consent."

Secret Door. A secret door opens into a dusty hall that leads to area 23c.

The spectators guard the supplies on the shelves and use telepathy to warn intruders not to touch anything without presenting a written note from the headmaster. If such a note is presented, the spectators study it closely; they can recognize a forgery with a successful Wisdom (Perception) check contested by the forger's Intelligence (Deception) check. If the spectators believe the note is genuine, they'll permit the removal of one spellbook and up to ten sheets of parchment. They attack anyone caught trying to steal supplies.

TREASURE

The shelves contain thirteen blank spellbooks and three hundred sheets of parchment. Each blank spellbook is worth 50 gp, and each sheet of parchment is worth 1 sp.

26. BENT HALLWAY

This 10-foot-high, 20-foot-wide hall is marred by an ancient excavation. At one point, drow sought to expand this level of the dungeon and set slaves to the task of hewing new passageways. The project was abandoned when Halaster and his apprentices pushed the drow out.

26A. SLAMMING DOORS

The first time the characters reach the midpoint of this hall, they hear a double door slam shut, either to the northeast (30 percent chance) or the southwest (70 percent chance). The sound is a harmless illusory regional effect created by Halaster (see "Halaster's Lair," page 311).

26B. ROUGH-HEWN TUNNELS

A cloaker recently infiltrated Dweomercore and has taken up residence here. When it detects intruders, it settles on the floor and assumes the guise of a dark, discarded cloak, hoping to catch its prey by surprise.

27. SCHOOL MEALS

The real Halaster has bound two barbed devils to these chambers and tasks them with preparing meals for Dweomercore's students and faculty.

Characters who examine the outermost doors (each marked with an asterisk on the map) notice thin silver tracery and glyphs around the exterior door frames. A successful DC 20 Intelligence (Arcana) check reveals that the glyphs around each door prevent devils from passing through the doorway. Scratching away any of the glyphs breaks the magic on that door, enabling devils to pass through it normally.

27A. KITCHEN

The kitchen is tidy and filled with spicy aromas and the smell of charred food. It contains all the furnishings and

accountments of a typical kitchen, such as food preparation tables, cupboards stuffed with pots and pans, and racks of utensils. Its more noteworthy features are as follows:

Kitchen Staff. Two **barbed devils** prepare meals here and attack anyone they don't recognize. Also present are three **living unseen servants** (see appendix A) that deliver meals.

Stove. The kitchen's centerpiece, a massive iron stove with a domed hood, is topped with bubbling cauldrons and sizzling skillets.

Pneumatic Tubes. Thirteen copper pneumatic tubes are fastened to one wall, with a shelf of empty copper canisters below them.

The devils perform their duties in a half-hearted manner, usually undercooking or overcooking the food. Despite their displeasure, they keep the kitchen clean and tidy, as befits their orderly nature. The living unseen servants have no function other than to deliver meals.

The stove is powered by magic from the Elemental Plane of Fire and puts out a lot of heat. Any creature that touches the stove or starts its turn in contact with it takes 5 (1d10) fire damage.

Pneumatic Tubes. These tubes connect to various other locations in Dweomercore and are used to receive food orders (though food is not sent through them). From left to right, the tubes are labeled with their destinations: "Turbulence" (area 8a), "Violence" (area 8b), "Karstis" (area 8c), "Yarek" (area 8d), "Spite" (area 11a), "Skrianna" (area 11b), "Vacant" (area 11c), "Cephalossk" (area 11d), "Elan" (area 11e), "Nylas" (area 11f), "Headmaster" (area 15a), "Wormriddle" (area 23c), and "Guest Lecturer" (area 42).

27B. SCULLERY

This room is filled with sinks full of soapy water, shelves of dishes and cookware, and racks of damp towels. If she has not been encountered elsewhere, Violence the tiefling **mage** (see "The Horned Sisters," page 118) is here, cleaning dishes as punishment for threatening a guest lecturer.

Violence isn't permitted to leave until the headmaster releases her, and she's unwilling to sneak off and face greater punishment. If the characters approach her in a friendly manner, Violence recommends that they speak to her sister, who is in the Spellcasting Hall (area 17).

27C. LARDER

This room contains crates, barrels, and sacks filled with staple foodstuffs.

28. MORE HALASTER STATUES

This area is identical to area 24, with the added feature of an illusory wall to the west.

A *detect magic* spell cast on the western wall reveals that the wall gives off an aura of illusion magic. It has no substance, and creatures and objects can pass right through it. The illusory wall can be removed with a successful *dispel magic* spell (DC 14).

29. OLD BOOKS

Light. Lanterns anchored to the 15-foot-high ceiling by iron chains are spaced 20 feet apart and have *continual flame* spells cast on them.

Bookshelves. Carved into the walls are five-tiered bookshelves packed with old leather-bound tomes.

Illusory Frescoes. At the north end of the east wall is a 20-foot wide, 8-foot-tall painted fresco. A similar fresco adorns the middle of the west wall. These walls and their frescoes are illusions that conceal passages to areas 28 and 32. Hidden behind the illusory wall to the west are four altered helmed horrors (each marked with an H on map 9).

None of the books stored here are valuable, and many are so old that they fall apart if opened. Most are textbooks about the eight schools of arcane magic, penned by sages and scholars of yore, and they contain handwritten margin notes and graffiti from previous owners.

The fresco on the east wall depicts a wizard's tower floating above a city being pulverized by meteor swarms. The fresco on the west wall depicts Halaster riding triumphantly on the back of a blue dracolich. The walls and their frescoes are illusions without substance. Creatures can pass right through them, and an illusory wall can be dispelled with a successful *dispel magic* spell (DC 14).

"HALASTER HORRORS"

Halaster crafted four metal constructs in his likeness, furnishing them with metal helms modeled after his visage, steel staffs, and robes made of articulated, overlapping metal plates. These "Halaster horrors" attack anyone not accompanied by the Mad Mage or by a creature that looks like him.

These constructs are **helmed horrors** armed with metal staffs. They have immunity to *cone of cold*, *disintegrate*, and *fireball* spells. On its turn, a Halaster horror can use its action to make two attacks with its staff, which deals 8 (1d8 + 4) bludgeoning damage on a hit.

30. DINING HALL

Servants. Six **living unseen servants** (see appendix A) stand invisibly about the room.

Dining Set. A 20-foot-long, 5-foot-wide stone table laid out with dinnerware has twelve tall wooden chairs around it.

Light. Suspended above the table are two lanterns with *continual flame* spells cast on them.

Tapestry. An old, threadbare tapestry spanning the north wall depicts seven wizardly figures standing in a row. (A passage leading to area 31 is concealed by this tapestry.)

The unseen servants' job is to serve meals and tidy up afterward. They bring food from the bone devils in the kitchen (area 27a) whenever someone sits down at the table. These servants do not attack and are worth 0 XP.

The figures portrayed on the tapestry are Halaster's first seven apprentices: three robed women (Arcturia, Jhesiyra Kestellharp, and Marambra Nyghtsteel), three robed men (Nester, Rantantar, and Trobriand), and

an armored male human (Muiral) in the middle. Each figure's name is stitched into the tapestry below it. Any character who succeeds on a DC 20 Intelligence (History) check recognizes these figures as the Seven.

If it is set on fire, the burning tapestry produces toxic green smoke that coalesces into an **efreeti** and attacks all creatures in the room. The efreeti remains in the room thereafter, until set free by Halaster.

31. HALASTER'S SECRETARY

A **nothic** is chained to the floor of this otherwise empty room. The nothic's chain is short enough to prevent the creature from reaching the doors but long enough to let it attack anything that enters the room. The chain can be broken with a strike from a magic weapon or an adamantine weapon, or with a successful DC 25 Strength (Athletics) check.

Strapped to the nothic's head is a crystal helmet-like contraption with leather straps, copper coils, and flashing glass diodes attached to it that emits buzzing noises. Halaster cast a *geas* spell on the nothic to prevent it from removing the helmet.

While the nothic wears its bizarre helmet, all *sending* spells that would normally be received by Halaster Blackcloak are instead received by the nothic (see "Sending Spells," page 11). Any other creature that dons the helmet becomes the new recipient of these messages. Halaster gets an average of one *sending* spell message per hour. Most of the messages are from desperate, deranged mages inquiring about apprenticeships. Vulgar taunts from adventurers are also common.

TREASURE

If the word "xunderbrok" (Dwarvish for "secret trove") is spoken aloud in this room, a small stone chest materializes on the floor in the northwest corner. The chest is unlocked and contains 750 gp and three *potions of greater healing*. (See level 6, area 39c, for the significance of the word "xunderbrok.")

32. STEEL-SHEATHED HALL

The walls of this 10-foot-high corridor are covered in 10-foot-square steel panels made from swords and shields melted together by magic. The vague outlines of these items are still visible in the shimmering steel.

33. ILLUSION CLASSROOM

Powerful illusion magic has turned this unlit, 20-foot-high room into the courtyard of a Waterdavian villa lit by the warm midday sun. It has the following features:

Decor. White marble benches encircle a central fountain with a trident-wielding sahuagin statue as its centerpiece.

Flora and Fauna. Ivy creeps up the walls, and birds flutter about as they perch on the trickling fountain's stony protrusions.

Tiefling. Standing next to the fountain is a male tiefling wizard with long horns and golden robes. (This figure, like its surroundings, is illusory.)

The tiefling introduces itself as Professor Figment and invites new arrivals to sit on the benches and make themselves comfortable. It then begins to tell lengthy stories about famous illusionists and their art, in a rather exhaustive and encyclopedic manner. A successful *dispel magic* spell (DC 17) cast on Professor Figment ends the illusion. The first creature that tries to dispel the illusion of Professor Figment and fails is targeted by a *phantasmal killer* spell (save DC 22) as the tiefling instructor briefly and vividly transforms into the target's worst nightmare; then it calmly continues with "Now, where was I?"

The illusory objects and wildlife seem real to the senses. The illusion of the villa, the fountain, the sunlight, and the wildlife can be ended with a successful *dispel magic* spell (DC 19). The first time an attempt to dispel the illusion fails, all creatures in the room are targeted by a *weird* spell (save DC 22) as the surroundings transform to reflect each target's worst nightmares.

34. TRANSMUTATION CLASSROOM

Light. The 20-foot-high room is lit by *continual flame* spells cast on wall sconces spaced 15 feet apart. The flames shift color every minute.

Circle. Inscribed inside a 20-foot-diameter circle on the floor is a triangle. In the middle of the triangle stands a golden statue of a human boy, his arms raised in victory. (The statue is a **wyvern** transformed by magic.)

Iron Cage. A 10-foot-square, 15-foot-tall iron cage stands empty, its large door hanging open. (The cage door has no lock built into it, since the wizards use *arcane lock* spells to hold it shut.)

Spite Harrowdale used a *true polymorph* spell to turn a wyvern into a golden statue of himself. Characters who have met Spite will recognize the statue's likeness. The statue doesn't detect as magical, but removing it from the circle causes the *true polymorph* effect to end, whereupon it reverts to a wyvern and attacks.

THAUMATURGIC CIRCLE

A *detect magic* spell reveals an aura of transmutation magic around the symbol on the floor. Any character who studies the circle and succeeds on a DC 20 Intelligence (Arcana) check can ascertain its properties. The check is made with advantage if the character is a wizard whose arcane tradition is the School of Transmutation.

When a creature or an object under the effect of a transmutation spell is fully contained in the circle, the effect of that spell doesn't end until the circle is broken or until the target is removed from inside it. A creature under the effect of a transmutation spell is physically trapped in the circle and can't leave on its own while the spell remains in effect.

35. NECROMANCY CLASSROOM

Ghastly Decor. Plastered to the walls and roof of this domed, 25-foot-high room are hundreds of humanoid skeletons, arranged in a decorative but ghastly manner.

Circle. A 20-foot-diameter magic circle inscribed on the floor has glyphs that shed dim purple light. Seven human corpses cocooned in burlap are piled in the middle of the circle.

Nester. Floating next to the circle is a skull with pin-pricks of purple light in its eye sockets and two skeletal arms hanging below it, one of which clutches a bone dagger. (This is all that remains of Nester, one of Halaster's oldest apprentices.)

The seven human bodies were obtained from a source in Skullport and are waiting to be turned into zombies. They are presently inanimate and harmless.

NECROMANTIC CIRCLE

A *detect magic* spell reveals a strong aura of necromancy magic around the circle. A character who studies the circle and succeeds on a DC 20 Intelligence (Arcana) check can ascertain its properties. The check is made with advantage if the character is a wizard whose arcane tradition is the School of Necromancy.

Any skeleton or corpse animated inside the circle becomes an undead with hit points equal to its hit point maximum. In addition, the undead gains advantage on saving throws against any effect that turns undead.

NESTER

Nester's efforts to transform into a lich met with limited success. Rather than follow the prescribed method, he devised his own technique and botched the ritual spells. Consequently, his phylactery was shattered, and his body and mind have slowly crumbled away. The floating skull and hanging skeletal arms are all that remain of him; they move like they're attached to an invisible body.

Nester educates Dweomercore's pupils in the art of necromancy, but his knowledge has become fragmented, and his mind tends to wander. He assumes the adventurers are students sent to learn the darkest of the magical arts and begins telepathically lecturing them about zombies, often repeating himself. He attacks anyone who tries to leave the lecture before its conclusion.

Nester is an **archmage**, with these changes:

- Nester is undead and chaotic evil.
- He understands Auran, Common, Draconic, Dwarvish, Giant, and Terran, but can't speak. (He uses *Rary's telepathic bond* to communicate.)
- He has the *animate dead* spell prepared instead of *fly*, the *blight* spell prepared instead of *banishment*, and the *Rary's telepathic bond* spell prepared instead of *scrying*. He doesn't need material components to cast any of his prepared spells.
- He has darkvision out to a range of 60 feet.

36. WIZARDS' LIBRARY

This 10-foot-high chamber contains rows of 8-foot-tall wooden bookshelves packed with hundreds of arcane textbooks and dusty spellbooks. The spellbooks contain virtually all known wizard spells of 4th level and lower. A character who pores over the books for 1 hour can find a particular spell by succeeding on an Intelligence (Investigation) check with a DC of 10 + the spell's level.

37. PROFESSOR BRING

Desks. In the northwest half of the room, ten stone desks are arranged in a semicircle facing inward.

Orb in Hand. In the middle of the room, a spectral hand holds aloft a gray crystal orb.

TREASURE

The orb is a rare wondrous item called a *professor orb*. Each *professor orb* takes the form of a smooth, solid, 5-pound sphere of smoky gray quartz about the size of a grapefruit. Close examination reveals two or more pin-pricks of silver light deep inside the sphere.

A *professor orb* is sentient and has the personality of a scholar. Its alignment is determined by rolling on the alignment table in the "Sentient Magic Items" section in chapter 7 of the *Dungeon Master's Guide*. Regardless of its disposition, the orb has an Intelligence of 18, and Wisdom and Charisma scores determined by rolling 3d6 for each ability. The orb speaks, reads, and understands four languages, and can see and hear normally out to a range of 60 feet. Unlike most sentient items, the orb has no will of its own and can't initiate a conflict with the creature in possession of it.

A *professor orb* has extensive knowledge of four narrow academic subjects. When making an Intelligence check to recall lore from any of its areas of expertise, the orb has a +9 bonus to its roll (including its Intelligence modifier).

In addition to the knowledge it possesses, a *professor orb* can cast the *mage hand* cantrip at will. It uses the spell only to transport itself. Its spellcasting ability is Intelligence.

Professor Bring. The orb found in this room is lawful neutral and introduces itself as Professor Bring. It has a Wisdom of 11 and a Charisma of 6. It speaks, reads, and understands Abyssal, Common, Dwarvish, and Terran. It strings its words together into long, seemingly endless sentences and speaks in a drearily monotonous tone. It has the following four areas of expertise:

- The history of Undermountain (see "Dungeon History," page 6)
- The grooming habits of shield dwarves
- Gemstone identification
- Xorn (as described in the *Monster Manual*)

38. "I JUST MET A GIRL NAMED SKRIANNA"

Carvings. The walls of this hall are carved to look like tree trunks. The arched, 10-foot-high ceiling resembles a canopy of dead boughs and branches.

Skrianna Shadowdusk. The first time the characters enter this hall, they encounter Skrianna Shadowdusk, a female human **mage** (see "Skrianna Shadowdusk," page 118). She is leaving the study hall (area 39) and heading to her quarters (area 11b), or vice versa. A *light* cantrip cast on the top of her staff lights her path. Skrianna's **shield guardian** marches a few steps behind her. Floating nearby is a **grell** valet that has Skrianna's spellbook wrapped in its tentacles.

If the characters are being escorted through this hall by the headmaster, Skrianna tries to plow through their ranks to make the point that they, not she, must stand aside. If this leads to violence, the headmaster quells the conflict as quickly as possible and tells Skrianna that she is confined to her quarters. Once she is out of sight of the headmaster and the characters, she takes her spellbook and returns to her quarters as commanded, but not before ordering her grell valet to shadow the party, spy on their activities, and report back to her.

If the characters have no escort, Skrianna asks them, "Who in the Nine Hells are you?" If it's clear that the characters don't belong in Dweomercore, Skrianna attacks them from a safe distance while the shield guardian and the grell accost her attackers at close range.

TREASURE

Skrianna's spellbook contains all the spells she has prepared.

39. STUDY HALL

Silence. A permanent *silence* spell blots out all noise in this 20-foot-high room. A successful *dispel magic* spell (DC 17) ends the effect.

Furnishings. The room contains neat rows of wooden desks with comfortable matching chairs, as well as overstuffed reading chairs positioned in the corners. Each desk has a drawer containing blank parchment, quill pens, and jars of ink.

Pneumatic Tubes. Thirteen copper pneumatic tubes are fastened to the north wall, with a shelf of empty copper canisters below them.

PNEUMATIC TUBES

The tubes connect to various other locations in Dweomercore. From left to right, the tubes are labeled with their respective destinations: "Turbulence" (area 8a), "Violence" (area 8b), "Karstis" (area 8c), "Yarek" (area 8d), "Spite" (area 11a), "Skrianna" (area 11b), "Vacant" (area 11c), "Cephalosk" (area 11d), "Elan" (area 11e), "Nylas" (area 11f), "Halaster" (area 15a), "Worm-riddle" (area 23c), and "Guest Lecturer" (area 42).

40. EMPTY ROOM

This room is swept clean but is currently not in use. A secret door in the east wall pushes open to reveal an empty closet with another secret door at the back of it.

41. DROP TO LEVEL 10

Hole in Floor. Carved into the floor is a smooth, 10-foot-square stone shaft. (The shaft descends 10 feet before opening in the ceiling of area 3b on level 10, directly above the huge altar there.)

Alcoves. Six dark alcoves line the walls. (At the back of one is a secret door that opens into a closet, which has another secret door that leads to area 40.)

42. GUEST LECTURER'S QUARTERS

Parlor. The southern half of the room has been turned into a parlor with a writing desk, a matching chair, and a pair of cushioned divans on rugs. Near the desk

are three copper pneumatic tubes fastened to a wall, with a shelf of empty copper canisters below them.

Bed. At the north end of the room is a comfortable mahogany bed, its bedposts topped with imp carvings.

Secret Door. Behind a 6-foot-tall wood-framed painting of Halaster hanging on a wall is a secret door that pulls open to reveal a small chamber with a stone arch embedded in its back wall.

ARCH GATE TO LEVEL 7

The arch hidden behind the secret door is one of Halaster's magic gates (see "Gates," page 12). Inscribed on the wall inside the arch is the following riddle in Common: "What appears once in an hour, twice in a blue moon, and never in sunshine?" The answer is "The letter O." The rules of this gate are as follows:

- If the riddle is answered aloud and correctly by someone within 30 feet of the arch, the gate opens for 1 minute.
- Characters must be 9th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 22 on level 7, in the closest unoccupied space next to the identical gate located there.

PNEUMATIC TUBES

The tubes connect to other locations in Dweomercore. From left to right, the tubes are labeled with their respective destinations: "Headmaster's Office" (area 15a), "Kitchen" (area 27a), and "Study Hall" (area 39).

43. DUSTY ALCOVES

Dusty Alcoves. This hall is lined with six 10-foot-tall, 10-foot-wide, 10-foot-deep dusty alcoves.

Hidden Pit. One of the middle alcoves has a breakaway floor covering a 100-foot-deep pit.

The pit can be detected with a successful DC 15 Wisdom (Perception) check, but only if the dust covering the floor is swept away. A creature that steps into the alcove with the breakaway floor falls through it and plummets to the bottom of the pit, taking damage as normal. A creature can climb the pit's rough walls with a successful DC 15 Strength (Athletics) check.

44. DWEOMERCORE'S BACK DOOR

Yugoloths. Two **mezzoloths** (marked M on map 9) and a **nycaloth** (marked N on map 9) are hidden behind illusory walls to the west and east.

Secret Door. A secret door set into the west wall pushes open to reveal a corridor. Characters who follow this corridor come to a stone staircase that descends 40 feet to area 1 on level 10.

A *detect magic* spell reveals an illusory wall for what it is. An illusory wall has no substance, and creatures and objects can pass right through it. Each illusory wall can be dispelled with a successful *dispel magic* (DC 14).

The yugoloths have orders to kill anyone not accompanied by a Dweomercore faculty member (either the arcanaloth or the night hag).

45. HALASTER'S SANCTUARY

These areas serve as Halaster's private abode on this level, though the Mad Mage himself is not present.

45A. SPECTRAL SKULL

The single door leading to this room opens inward, swinging toward the east. The room has a flat ceiling 20 feet high and contains the following features:

Statues. Two 11-foot-tall statues of elephant-headed men stand in the southern corners. The one closer to the southern exit is a **stone golem**. The other statue is inanimate and harmless.

Dais. An arched double door carved with screaming devil faces stands closed at the back of a dais. Floating in front of the double door is a giant, ghostly human skull with a long beard.

The devil-faced doors have nine hidden locks, each of which requires a separate *knock* spell to open. Both doors also swing open when one or the other is touched with a silvered weapon, or if someone speaks Infernal while standing on the dais.

The ghostly skull is neither a creature nor an object, but a magical force. It has darkvision and truesight out to a range of 60 feet, but it can't perceive any creature warded by a *nonetection* spell or similar magic. The skull can't move or be moved from its space, and it can't be damaged. Because it's without substance, other creatures can occupy its space. A successful *dispel magic* spell (DC 19) cast on the skull causes it to vanish for 1 minute. The skull also disappears while contained in an antimagic field. No other magic has any effect on it.

If the skull sees any creature other than the real Halaster in the room, it screams, "You're not me!" When this happens, all creatures in the vicinity must roll initiative, including the stone golem. The skull acts on initiative count 30 and again on initiative count 15. On each of the skull's turns, all creatures in the room except the stone golem are telekinetically thrust straight up into the air, then cast down hard onto the floor. Each target takes 10 (3d6) bludgeoning damage and ends the turn prone in its space. (Although the telekinesis effect is magical, the damage it deals is not.) Only when there are no more creatures left to toss about does the ghostly skull cease its assault.

When the ghostly skull screams, the golem uses its first turn in combat to block the south exit, pushing the door closed and shoving smaller creatures out of the way automatically. By occupying the space north of the door, the golem prevents the door from being opened. The golem remains stationary and attacks creatures within its reach, returning to its original position only when no other creatures are left in the room.

45B. HALASTER'S STUDY

Desk. A black crystal desk covered with melted candles and empty ink jars stands in the middle of the room.

Chair. Behind the desk, attached to a thin iron chain and draped over one corner of a tall black crystal chair, is a fist-sized, gleaming black gemstone—the control gem for the death slaad on level 8 (a *legend lore* spell or similar magic confirms as much).

The desk has a single drawer, in which Halaster has placed one of his many spellbooks. This thin tome has a black leather cover with Halaster's rune burned into it. Any creature other than Halaster that opens the book triggers an elder rune that targets that individual (see "Elder Runes," page 12). Draw a card from the Elder Runes Deck (see appendix B) to determine which rune appears.

Treasure. Most of the spellbook's pages have been torn out. Written on the few pages that remain is the following meager collection of spells: *disguise self*, *levitate*, *nonetection*, and *unseen servant*.

46. DETENTION AREA

Dweomercore's faculty and students are entitled to freely use creatures imprisoned here as test subjects in their demonstrations and experiments.

46A. PRISON CELLS

A 10-foot-high hallway contains six iron-barred cells, their doors held shut with *arcane lock* spells. Faculty members and students can ignore the spells and open the cell doors normally. Forcing open a door requires a successful DC 25 Strength (Athletics) check or a *knock* spell.

The cells contain no furnishings other than waste buckets. The middle cell on the east side of the hall holds three **goblins** abducted from Azrok's Hold (level 3, area 21) by Wormriddle. Their names are Evilfinger, Pulk, and Tobble. If they are rescued, the goblins wait until their rescuers fall asleep, then rob them and escape. Until then, they follow the party and contribute as little as possible.

46B. PETRIFIED WIZARD

The statue in the middle of this room is a former pupil—a dragonborn mage whom Halaster turned to stone with a *wish* spell over a century ago. The statue stands atop a 2-foot-high, 5-foot-wide stone cylinder engraved with the following words in Common: "Follow the rules. Obey your instructors. Don't be this guy."

47. DEVIL ON THE LOOSE

A conjurer named Yarek summoned a bone devil in area 48 and promised to set it free on the condition that it kill his nemesis, Skrianna Shadowdusk. The bone devil agreed. After Yarek released the devil, it immediately murdered him. To fulfill its agreement with the mage, the devil must now kill Skrianna. Wards placed on these chambers prevent the devil from leaving, however, and the greater wards placed on Undermountain by Halaster prevent it from getting away by plane shifting.

Before he died, Yarek used a *sending* spell to warn the headmaster about the escaped devil. If the arcanaloth persuades the characters to destroy the devil in exchange for safe passage through Dweomercore, it waits patiently for them in area 46b while they confront the fiend in these chambers.

47A. ALAS, POOR YAREK

Characters who examine the doors to this room (each marked with an asterisk on map 9) notice thin silver

tracery and glyphs around the exterior door frames. A successful DC 20 Intelligence (Arcana) check reveals that the glyphs around each door prevent devils from passing through the doorway. Scratching away any of the glyphs breaks the magic on that door, allowing devils to pass through it normally.

This room contains the following:

Tapestry. A blood-spattered tapestry hanging on the west wall depicts scores of demons and devils locked in battle. (A secret door hidden behind the tapestry opens into area 47c.)

Yarek. A dead male human (Yarek) in bloody robes is sprawled on the floor in front of the tapestry.

Illusory Wall. A 20-foot-wide section of the north wall is illusory, concealing area 47b beyond. A *detect magic* spell reveals an illusory wall for what it truly is. It has no substance, and creatures and objects can pass right through it. The illusory wall is destroyed by a successful *dispel magic* spell (DC 14).

Yarek dragged himself across the floor before he finally expired. The characters can follow Yarek's bloody trail through the illusory wall into area 47b, where the devil mortally wounded him. A character who examines the corpse and succeeds on a DC 10 Wisdom (Medicine) check can ascertain that the mage was stabbed several times by a piercing weapon (the devil's hooked polearm) and has a deep, poisoned wound in his chest (caused by the bone devil's stinger). A search of the body yields nothing of value.

47B. DEALING WITH THE BONE DEVIL

Devil. Beyond the illusory wall waits a **bone devil** armed with a hooked polearm (see the "Variant: Bone Devil Polearm" sidebar in the "Devils" entry in the *Monster Manual*).

Statue. A raised stone alcove contains a chipped and worn statue of a female drow riding a giant lizard. The tip of the lizard's tail has broken off and is missing. (The statue is inanimate and nonmagical.)

The bone devil is reluctant to take on a well-armed band of adventurers, since the outcome is likely to conflict with its goals of survival and escape. If the characters are willing to free it from the confines of these rooms by scratching away the silver glyphs that ward the exits, the devil pursues a mutually beneficial arrangement while exploiting a badly worded agreement to its advantage. Once it escapes, it tries to hunt down and kill Skrianna Shadowdusk, thus fulfilling a promise made to its late summoner. If the characters slay the devil, it transforms into a pool of stinking ichor, leaving its hooked polearm behind.

47C. DWEOMERCORE'S VAULT

Stacked against the south wall are seven iron chests that hold Dweomercore's operating funds (used to pay guest instructors, purchase school supplies, and so forth). The chests are currently empty, and Halaster hasn't had the time or inclination to replenish them.

48. CONJURATION CLASSROOM

A large pentagram is inscribed on the floor of this 20-foot-high domed chamber. A character who studies the pentagram and succeeds on a DC 20 Intelligence (Arcana) check can ascertain its properties. The check is made with advantage if the character is a wizard whose arcane tradition is the School of Conjunction.

Any magically summoned fiend that appears inside the pentagram is trapped there until its summoner releases it, until the fiend takes damage from an outside source, or until another creature enters the circle. Damaging the pentagram renders it powerless in addition to releasing any creature trapped inside it.

49. ARCH GATE TO LEVEL 14

Arch. A stone arch embedded in the middle of the southeast wall has the image of an open book carved into its keystone.

Secret Door. A secret door opens into a dusty tunnel leading east.

The arch is one of Halaster's gates (see "Gates," page 12). Its rules are as follows:

- Holding an open book while standing within 5 feet of the arch causes the gate to open for 1 minute. The book turns to dust as the gate opens, even if it is a spellbook.
- Characters must be 13th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 25 on level 14, in the closest unoccupied space next to the identical gate located there.

AFTERMATH

Characters who become embroiled in academy politics can form tenuous truces with certain students while making enemies of others. The loss of one or more students has little effect on the day-to-day affairs of Dweomercore, since the faculty has no emotional attachment to the pupils. Within a tenday, the headmaster replaces dead students with new arrivals and begins their orientation.

Slaying the arcanaloth forces Wormriddle to step up and assume the mantle of headmaster, backed by her flesh golem guards. If the night hag is also slain, all the remaining students promptly turn on each other. Elan Tanor'thal joins forces with Cephalossk to challenge Spite Harrowdale, Nylas Jowd tries to kill the Horned Sisters one by one, and Skrianna Shadowdusk waits to see how these conflicts play out before going after the survivors. Any students who remain standing gather what valuables they can from their fallen peers and flee Dweomercore.



LEVEL 10: MUIRAL'S GAUNTLET

MUIRAL'S GAUNTLET IS DESIGNED FOR FOUR 11th-level characters. Those who overcome this level's challenges should gain enough XP to advance at least halfway to 12th level. Prior to running Muiral's Gauntlet, review the "Elves: Drow" entry in the *Monster Manual*, because dark elves feature prominently throughout this level of Undermountain.

WHAT DWELLS HERE?

Muiral the Misshapen, one of Halaster's apprentices, claimed this drow-built level as his private hunting grounds after the dark elves were forced to abandon it long ago. Areas of the dungeon under Muiral's control are pale shadows of their former glory, having fallen into disrepair and neglect.

Under the leadership of a priestess named Vlonwely Auvryndar, the drow have recently returned to reclaim the level. House Auvryndar and its allies hope to establish a permanent stronghold here, complete with a fully renovated temple dedicated to Lolth. The drow forces on this level are bolstered by a gang of troglodytes under the command of a loathsome leader named Gorzil.

MUIRAL THE MISSHAPEN

Despite being recruited by Halaster as a bodyguard, Muiral (see appendix A) also studied magic under the Mad Mage. He is no longer human, having grafted his upper torso onto the body of a giant scorpion.

With no hope of repelling the drow on his own and no help coming from Halaster, Muiral does his best to hold on to what he has left. Any intrusion into his domain is met with deadly force.

To determine where the characters first encounter Muiral, roll a d20 and consult the following table:

d20	Muiral's Location
1–5	Area 3b
6–10	Area 7b
11–20	Area 11b

HOUSE AUVRYNDAR

House Auvryndar uses Muiral's Gauntlet as a staging ground for raids into other levels and as a base from which to launch attacks against House Freth, a rival drow house that has a fortress on level 12.

VLONWELY AUVRYNDAR

Vlonwely controls areas 13 through 30. The adventurers might have already encountered several of her children: her son, Ranaghax, and her daughters, T'rissa, Sylkress, and Pellonnia, on level 3, and her daughter, Melith, on level 4. The priestess is a diplomat through and through. Although incensed by the presence of adventurers in her fortress, she treats them cordially at first, offering them food, drink, shelter, and safe passage. In return, she demands that they hunt down and slay Muiral, who has become an unwelcome distraction. Vlonwely kills them if they refuse.

The drow priestess is never encountered without her adopted drow daughter, Zress Orlezzir, and a yochlol advisor disguised as a female drow named Chalizana. To determine where the characters first meet Vlonwely and her retinue, roll a d20 and consult the following table:

d20	Vlonwely's Location
1–5	Area 25b
6–15	Area 26
16–20	Area 27a

Treasure. Vlonwely wears two webbed platinum bracers (250 gp each) and a spider-shaped obsidian pendant magically animated so that its legs twitch (50 gp). This amulet doubles as a holy symbol of Lolth.

ZRESS ORLEZZIR

A deadly warrior from a destroyed drow house, Zress was adopted by Vlonwely Auvryndar and is ready to die in the service of her savior. Vlonwely has come to trust Zress more than she does her own children, keeping her adopted daughter close by. When determining Vlonwely's starting location, assume Zress accompanies her.

If you have *Mordenkainen's Tome of Foes*, use the **drow house captain** stat block in that book to represent Zress. Otherwise, Zress is a drow **champion** (see appendix A), with these changes:

- Zress is neutral evil.
- She has these racial traits: She speaks Elvish and Undercommon. She has advantage on saving throws against being charmed, and magic can't put her to sleep. She has darkvision out to a range of 120 feet. She can innately cast *dancing lights* at-will, and *darkness*, *faerie fire*, and *levitate* (self only) each once per day. Her spellcasting ability is Charisma (spell save DC 13). While in sunlight, she has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Treasure. Zress wears *mithral armor* (plate). Affixed to her spider silk cloak is an obsidian scarab engraved with the insignia of House Auvryndar (25 gp).

GORZIL'S GANG

Vlonwely has twenty troglodytes in her service. One of them is a fat, loathsome specimen named Gorzil. A follower of the reptile god Laogzed, Gorzil secretly hopes to depose Vlonwely, seize control of Muiral's Gauntlet, and turn it into a troglodyte warren. His dreams, however, far exceed his grasp.

The drow have trained Gorzil's gang to wear armor and fight with swords. All the members are **troglodytes**, with these changes:

- Each troglodyte wears a breastplate (AC 14) and wields a longsword, which it uses instead of its claws.
- As an action on its turn, a troglodyte can make two attacks with its longsword instead of attacking with its bite and claws. It wields the longsword with two hands and deals 7 (1d10 + 2) slashing damage on a hit.
- The troglodytes understand Undercommon but can't speak it.

WANDERING MONSTERS

If Muiral survives his first encounter with the adventurers, he begins patrolling areas 1 through 5 and areas 7 through 12, looking for signs of other intrusion. The characters might also encounter small packs of **skeletons**, **zombies**, and **ghouls** that Muiral has created by casting *animate dead* and *create undead* spells on drow corpses. These undead shouldn't pose much of a threat to high-level adventurers, but they help reinforce the danger that Muiral represents.

Adventurers exploring areas 13 through 30 are likely to encounter one or more drow patrols, each consisting of 1d4 + 2 **drow elite warriors** wearing the insignia of House Auvryndar. The leader of such a patrol is always a female drow who reports directly to Zress Orlezzir. Most drow patrols are spoiling for a fight; if a battle turns against them, however, they withdraw to a more defensible location.

EXPLORING THIS LEVEL

All location descriptions for this level are keyed to map 10. Adventurers most likely enter Muiral's Gauntlet by using the stairs from level 9 (near area 1) or by descending a shaft into area 3b.

Muiral's Gauntlet has architectural features commonly found in drow fortresses. Its 20-foot-wide, 30-foot-high corridors have arched ceilings bridged at regular intervals by web-like latticework arches serving as buttresses and rafters. Many of these "web arches" are cracked and broken. Shattered pieces of these arches lie scattered across the floor, as well as the remains of broken stone braziers carved in the shape of spiders. The bones of interlopers slain by Muiral also litter the dungeon.

The 15-foot-tall double doors found throughout this level are carved with web patterns, their features chipped and worn.

1. SHATTERED MIRRORS

This corridor lies at the bottom of the staircase from level 9. Its features are as follows:

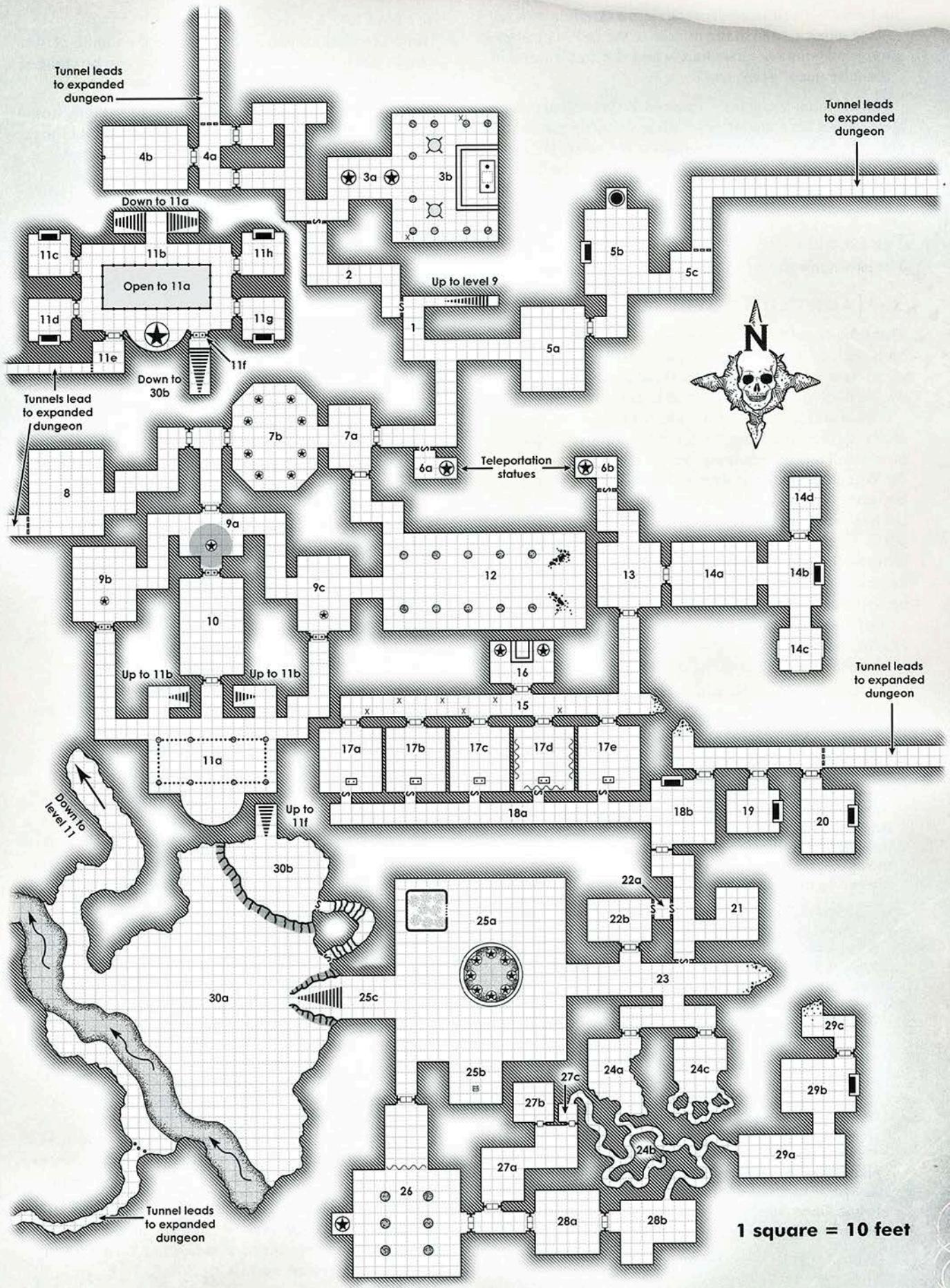
Broken Mirrors. The shards of a dozen shattered mirrors cover the floor. (Muiral destroyed the mirrors in a fit of rage.)

Empty Frames. Tall, rectangular frames of sculpted stone line the walls. They appear to have once held mirrors but now stand empty. (The wall behind one such frame conceals a secret door that swings open into area 2.)

Characters who pass through this hall might catch fleeting glimpses of Halaster reflected in the mirror shards instead of their own reflections—one of the Mad Mage's harmless regional effects (see "Halaster's Lair," page 311).

2. SECRET HALLWAY

Empty Frames. Empty mirror frames cover the walls, the floor around them littered with shards of reflective glass (just as in area 1).



Skeleton. An animated drow **skeleton** clad in a tattered black cloak stands in the middle of the hall. The skeleton is missing one of its hands and clutches a wand in the other (see “Treasure”).

The skeleton found itself trapped in this hall shortly after Muiral animated it. On each of its turns, the skeleton points its wand threateningly at intruders but can do nothing with it, since it has no spells and can’t speak. Bereft of weapons, the skeleton has a challenge rating of 0 and is worth 0 XP.

TREASURE

The skeleton’s wand is a *+1 wand of the war mage*.

3. HAUNTED TEMPLE OF LOLTH

This temple of the Spider Queen has vaulted, 30-foot-high ceilings draped in cobwebs. Muiral visits the temple to hear the lamentations of three drow priestesses who lost all favor with Lolth and became banshees.

If **Muiral** (see appendix A) is here and detects the characters approaching, he casts *greater invisibility* on himself and stands between the statues in area 3a. When the first character enters the room, Muiral becomes visible as he casts a *wall of force* spell, using the barrier to cut off that character from the rest of the party. He then engages the character in single combat. If the wall is brought down or he is outmatched, he casts *animate objects* on one of the Lolth statues in area 3a or on both spider-shaped braziers in area 3b.

Muiral stays at least 30 feet away from the banshees to avoid their mournful wail. He is immune to their horrifying visages, having gazed upon them many times.

VLONWELV’S PULPIT

From the spider throne in area 25b, a creature can transmit messages that echo through every room and corridor of Muiral’s Gauntlet. The drow priestess Vlonwelv uses this device to broadcast propaganda, proselytize, summon subordinates, marshal forces, and taunt interlopers. As the characters make their way through Muiral’s Gauntlet, they hear one or more of Vlonwelv’s announcements echo throughout the dungeon, her words spoken in Elvish. A few translations include the following:

- “The Spider Queen blesses House Auvryndar! The battle to break House Freth’s hold on the passages below brings victory after victory. We have seized key positions formerly held by our enemy. The defeat of House Freth is inevitable. Praise Lolth!”
- “Gelgos Argonrae and Jevan Kron’tayne are to be commended for the capture of a House Freth spy. Rewards shall be paid to each of their houses. Praise Lolth!”
- “The Spider Queen watches. We are all her children. Praise Lolth!”
- “Minarra. Report to the temple at once.”
- “Patrol Six, report to Captain Zress for immediate orders.”
- “Pay no heed to false reports of an attack on our stronghold above. Our forces under the command of T’rissa Auvryndar have taken Stromkuhldur. Skullport will swiftly follow. Praise Lolth!”

3A. NARTHEX

Two 20-foot-tall statues of Lolth guard the mouth of the temple. Each statue is a Huge object that can be climbed with a successful DC 10 Strength (Athletics) check.

West Statue. This statue depicts Lolth in her monstrous form, with the upper body of a female drow and the lower body of a bloated spider. From its upraised hands, the statue casts forth stone webs that fan across the ceiling.

East Statue. This statue depicts Lolth in her drow form, kissing a scourge as stone spiders crawl across her body.

3B. NAVE

Altar. An altar of pale gray stone carved to look like a rectangular mass of webbing stands atop a dais. Three drow **banshees** kneel before the altar, weeping as they utter prayers to their demon goddess. (Twenty-five feet above the altar, a 10-foot-square shaft in the ceiling climbs 10 feet to level 9, area 41.)

Braziers. Purple flames issue from stone braziers that resemble giant spiders. (Originating from gas vents under the floor, these flames shed bright light in a 15-foot radius and dim light for an additional 15 feet.)

Corpses. The banshees recently finished off a pair of adventurers, leaving their corpses to rot in the squares marked X on map 10.

Charinidia, Grazthrae, and T’riizlin were priestesses transformed into banshees by Lolth for their vanity. If their prayers are interrupted, they attack, staggering the timing of their life-draining wails as follows:

- Charinidia wails on her first turn in combat.
- Grazthrae wails after taking damage for the first time in combat.
- T’riizlin wails after one of the other banshees is destroyed.

A *detect magic* spell reveals an aura of conjuration magic around the altar, which is 30 feet long, 15 feet wide, and 3 feet tall. Like a mass of webs, the altar has gaps across its surface. The first time a creature touches the altar, eight **swarms of insects (spiders)** magically pour out of it. The spiders quickly enshroud the altar and attack all creatures within 5 feet of it, pursuing prey that flees. If they are left alone, the spiders crawl back into the altar and disappear after 1 hour, whereupon the trap resets.

During his last visit to the nave, Muiral took any items of value from the dead adventurers. Characters who inspect the corpses find the following:

- The northern corpse (that of Kravos, a tiefling rogue) wears leather armor and clutches a shortsword. Necrotic energy causes his flesh to shrivel.
- The southern corpse (that of Zundra Underdottir, a dwarf barbarian) wears hide armor and has a greataxe lying nearby. Her face is frozen in a horrific scream.

If a character casts *speak with dead* on a corpse and asks what it knows about Undermountain, the corpse shares a secret determined by drawing a card from the Secrets Deck (see appendix C).

4. MUIRAL'S LABORATORY

Muiral conducts arcane experiments in this corner of the complex.

4A. DISEMBODIED VOICE

If Vlonwely is still alive, the characters hear her disembodied voice when they enter this chamber for the first time (see "Vlonwely's Pulpit," page 138).

4B. LABORATORY

Bones. Bones of unrecognizable creatures (the remains of Muiral's failed experiments) lie piled in the corners of the room. Hidden under these bone heaps are eight **ghouls**, two in each pile.

Equipment. Rusted operating tools and dried-up alchemist's supplies (no longer potent) cover five wooden trestle tables in the middle of the room.

Mirror. A tall oval mirror in an engraved stone frame hangs in the center of the north wall.

Pneumatic Tube. Fastened to the west wall is a copper tube that disappears into the ceiling. A copper canister lies on the floor beneath it.

Muiral made the ghouls using the corpses of adventurers and drow. The ghouls burst forth and attack if creatures other than Muiral search the room.

The pneumatic tube attached to the west wall connects to a tube system (see "Pneumatic Tubes," page 118) and allows messages to be sent in copper canisters to area 15a on level 9. The canister lying on the floor contains a missive addressed to Muiral and signed with an H. The message, which is written in Common on a rolled-up sheet of parchment, invites Muiral to be a guest lecturer at Dweomercore (level 9).

Mirror Gate to Level 6. The mirror is one of Halaster's magic gates (see "Gates," page 12). Carved into its frame are dozens of lidless eyes and the following phrase in Common: "The gate cannot hide from those it cannot see." The rules of the gate are as follows:

- The gate opens for 1 minute when an invisible creature stands directly in front of the mirror.
- Characters must be 9th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 16 on level 6, in the closest unoccupied space next to the identical gate located there.

5. DILAPIDATED ROOMS

These rooms have sagging floors and ceilings, their walls covered with cracked and peeling wallpaper.

5A. DINING HALL

Furnishings. Three 20-foot-long tables carved from black stone stretch from west to east. Around each table sit a dozen cast-iron chairs sculpted with web and spider motifs.

Smashed Cabinet. Against the north wall, near the double door to area 5b, is a pile of wreckage that was once an ornate cabinet fashioned from black wood.

Treasure. Characters who search the wrecked cabinet find fifty pieces of silverware tarnished black with age. If cleaned, each piece can be sold for 1 gp.

5B. KITCHEN

Floating Items. Three battered wooden worktables, several rusty utensils, the splintered fragments of several wooden cabinets, and a particularly sturdy broom float about the room, as though weightless.

Fireplace. An immense stone fireplace protrudes from the west wall.

Well. An alcove in the north wall contains a 12-foot-diameter open well. (The well shaft descends 90 feet to an underground stream that provides no access to other locations in Undermountain.)

Magic caused all the kitchen's accoutrements to take flight and crash into one another. The surviving objects continue to float, doing so even if removed from the room. It takes almost no effort to move them, and they sink to the floor under 1 pound or more of additional weight. A successful *dispel magic* (DC 17) cast on a floating object ends the magic on it, causing it to fall.

The fireplace's 5-foot-wide chimney climbs vertically for 30 feet, then ends abruptly. The rest of it caved in long ago.

The well shaft has abundant handholds and requires a successful DC 10 Strength (Athletics) check to scale without gear or magic.

5C. PANTRY

Cabinets. Three tall cabinets of dark wood stand against the walls. Their glass doors sport web motifs.

Table. A stone table in the middle of the room is covered with adventuring gear.

Chest. Underneath the table is a brass-locked wooden chest rigged with a trap.

The gear on the table can be assembled into one burglar's pack and one explorer's pack, lacking the rations.

Treasure. Casting *detect magic* reveals an aura of abjuration magic around the chest, which is actually a *chest of preserving*. This common wondrous item has the following magical property: food and other perishable items do not age or decay while inside it. The chest is 2½ feet long, 1½ feet wide, and 1 foot tall with a half-barrel lid. It weighs 25 pounds. Muiral carries the key that unlocks this chest. The lock can be picked with thieves' tools and a successful DC 15 Dexterity check. Smashing the lock or any other part of the chest renders it nonmagical.

The chest has compartments that contain five flasks of alchemist's fire, plus the following material components (for the indicated spells): a vial of blood, a strip of flesh, and a pinch of bone dust (*animate dead*); a clay pot of grave dirt, a clay pot of brackish water, and three 150 gp black onyx gemstones (*create undead*); a sliver of wychwood (*dancing lights*); a pouch of lime, a flask of water, and a pouch of earth (*flesh to stone*); a patch of wolf fur and a glass rod (*lightning bolt*); a caterpillar cocoon (*polymorph*); pouches of talc and powdered silver (see *invisibility*); a vial of bitumen and a live spider (*spider climb*); and a pouch of gemstone powder (*wall of force*).

6. TELEPORTATION STATUES

Each of these areas is hidden behind a secret door. Characters who have a passive Wisdom (Perception) score of 15 or higher and approach within 20 feet of either secret door hear a whispering voice from behind it. The voice says in Elvish, "This way."

Behind each secret door is a dusty, dead-end hallway containing a 10-foot-tall statue of a drow that radiates an aura of conjuration magic under the scrutiny of a *detect magic* spell. Each statue is a Large object with AC 17, 60 hit points, and immunity to poison and psychic damage.

Any creature other than Muiral that touches the statue in area 6a is instantly teleported to an unoccupied space near the statue in area 6b, and vice versa, along with everything it is wearing or carrying. (Vlonwely Auvryndar used a ritual to alter the statues' magic so that Muiral can't be teleported.)

The statues depict drow lovers from rival houses. Their spirits are bound to the statues and can't communicate with each other on the Material Plane. Destroying a statue banishes its spirit to the Abyss, and only by destroying both statues can these evil spirits finally be reunited in their demonic afterlife.

While trapped in their statues, the spirits are invisible and can't affect their surroundings in any way. Though they can't prevent anyone from using the statues to teleport, each spirit asks the characters in Elvish to relay messages of love to the other. The characters receive no reward for doing so and are under no compulsion to heed the statues' wishes.

6A. XYRXIAN'S STATUE

Xyrxian Vandree is depicted as a scowling female drow wearing a gown of spiders and holding a scourge. Her spirit rages in reaction to the death of her beloved. Her dialogue is curt and hateful.

6B. DRAN'L'S STATUE

The statue of Dran'l Kenafin depicts a handsome male drow in a webbed robe with fists clenched and tears streaming down his face. Dran'l's spirit mourns the loss of his beloved. His dialogue is morose and brooding.

7. HALLS OF SELVETARM

The lesser deity Selvetarm serves Lolth. Also known as the Spider That Waits, Selvetarm is worshiped and feared by drow for his battle prowess and blood lust. These rooms are dedicated to him.

7A. COBBLESKULLS

The floor of this 20-foot-high antechamber is sunken a few inches and covered wall-to-wall with humanoid skulls that are yellow and brittle with age. They look like cobblestones at first glance. The floor is difficult terrain, as the skulls shift and break apart underfoot.

7B. HALL OF THE SPIDER THAT WAITS

Ceiling Sculpture. This chamber has a vaulted ceiling 40 feet high. Clinging to the ceiling is a 20-foot-diameter, upside-down stone spider that resembles a giant tarantula.

Petrified Drow. Eight lifelike statues of drow warriors, four males and four females, are positioned around the room. (The statues are eight **drow** turned to stone by Muiral's magic.)

If **Muiral** (see appendix A) is here, he's lurking in the space between the spider sculpture and the ceiling, roughly 30 feet above the floor. Upon detecting intruders, he casts *animate objects* on five of the drow statues and commands them to attack while he hides above the giant spider sculpture. If the animated drow statues are destroyed, Muiral casts *wall of force* to attempt to separate one character from the others before crawling down to attack his lone prey.

Destroying five legs of the spider sculpture causes it to break free of the ceiling and crash to the floor. Each leg has AC 17; 25 hit points; resistance to acid, cold, and fire damage; immunity to poison and psychic damage; and immunity to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't adamantine. Any creature underneath the sculpture when it falls must make a DC 15 Dexterity saving throw, taking 66 (12d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Casting a *greater restoration* spell or similar magic on a petrified drow restores it to flesh, provided the statue has not been destroyed. Drow restored in this manner have two goals: slay Muiral, and report back to their superior, Zress Orlezzir. The males are named Dhuurak, Jaratlab, Quenmourn, and Seldax. The females are Nizanna, Rezlyrr, Shynlue, and Zilvriss.

8. THE FATE OF FALKIR'S FIST

A little more than a year ago, four dwarf adventurers calling themselves Falkir's Fist made it this far into Undermountain before Muiral killed them. The room where they met their fate has these features:

Wreckage. The room was once used for weapon practice, as evidenced by the wreckage of several archery targets.

Mirror. Mounted on the north wall is a tall, oval mirror with an engraved stone frame. This mirror is one of Halaster's magic gates (see "Gates," page 12).

Dwarf Remains. The badly rotted corpses of four dwarves lie in a semicircle in front of the mirror. Most of their armor and weapons are damaged beyond repair.

Falkir Gravelfist and his band perished at the foot of a mirror gate that would have been their salvation—had they a magic wand to activate it. Characters who search the remains find some treasure (see "Treasure").

MIRROR GATE TO LEVEL 1

Worked into the mirror's stone frame is an image of a wizard pointing a wand. This gate's rules are as follows:

- The gate opens for 1 minute when the mirror is touched with a magic wand that has at least 1 charge remaining.
- Characters must be 11th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page

- 10). The first creature to pass through the gate triggers an elder rune (see “Elder Runes,” page 12).
- A creature that passes through the gate appears in area 26d on level 1, in the closest unoccupied space next to the identical gate located there.

TREASURE

The dwarf that was once Falkir Gravelfist wears a steel helm shaped like the head of a boar. A *detect magic* spell reveals a faint aura of transmutation magic around the helm, which is cursed. Once the helm is donned, it can't be removed until its wearer dies or until a *remove curse* spell or similar magic is cast on the helm. Any humanoid wearing the helm gains the following flaw until the helm is removed: “I'm exceedingly stubborn and think I'm right all the time.” (This flaw supersedes any conflicting flaw.)

Before he died, Falkir swallowed a gemstone called the Eye of the Spider. If the characters pierce the skin clinging to his bones and root through his chest cavity, they find the stone in what was once his stomach. Returning this gem to Joroth Brighthelm in Waterdeep completes a quest (see “Eye of the Spider,” page 8), or the characters can sell it for 1,000 gp.

9. GOD-WATCHED GATES

These rooms house shrines dedicated to gods of the drow pantheon. The 20-foot-high vaulted ceilings are obscured by thick webs.

9A. THE ELDER EYE

A 20-foot-diameter hemisphere of magical darkness blots out much of this room and conceals a locked double door to the south. Neither light nor darkvision can pierce the inky darkness. A successful *dispel magic* spell (DC 18) ends the darkness for 1 minute and reveals a 12-foot-tall statue at the center of it.

The statue magically and silently reshapes itself every minute, taking on one hideous form after another. When first seen, the statue looks like a pillar of ooze with eyeless faces and twisted pseudopods protruding from it. Other forms include an eyeless giant with wings and pincers, and a lurching wave of slime covered with fang-filled mouths. Any creature that beholds the statue in any of its forms must succeed on a DC 14 Wisdom saving throw or gain a random form of short-term madness (determined by rolling on the Short-Term Madness table in chapter 8 of the *Dungeon Master’s Guide*). Whether a creature succeeds or fails on the saving throw, it can’t be affected by the statue again.

A character who sees the statue can, with a successful DC 15 Intelligence (Religion) check, ascertain that it represents Ghaunadaur, god of oozes, slimes, and all things subterranean.

Locked Double Door. The doors south of the statue refuse to budge, and no amount of force can pry them open. They’re also immune to damage from any source. A *knock* spell or similar magic opens the double door. The doors also swing open if a creature suffering from any form of short-term, long-term, or indefinite madness touches them. A creature under the effect of a *confusion* spell, a *crown of madness* spell, or a similar effect can

also open the doors. The doors remain open until someone or something closes them.

9B. THE MASKED LORD

Characters who bring light sources into this room notice that the shadows created by their light seem to take on lives of their own—an eerie but harmless magical effect. Standing atop a 2-foot-high stone block in front of a locked double door is a 6-foot-tall statue of a male drow with a cruel smile who is holding a shortsword hidden behind his back. The statue wears a mask over its eyes.

The statue represents Vhaeraun, drow god of thieves. A character who succeeds on a DC 15 Intelligence (Religion) check recalls that Vhaeraun is worshiped primarily by male drow. The statue can’t be transformed, damaged, or knocked off its base.

When a creature moves within reach of the statue, the statue animates and attacks the creature with its shortsword, striking unerringly and dealing 3 (1d6) damage. After wounding a creature with its sword, the statue reverts to its inanimate state until triggered again.

Locked Double Door. The doors south of the statue are smeared with blood and refuse to budge. No amount of force can pry them open. They are also immune to damage from any source. A *knock* spell or similar magic opens the doors, as does smearing blood on one or both of them. The doors remain open until someone or something closes them.

9C. THE DARK MAIDEN

A magical moonbeam shines from the ceiling on a 6-foot-tall statue of a scantily clad female drow with flowing hair, frozen in a pirouette with her arms outstretched and her hands curled, as though they were meant to be holding something. The statue stands atop a 2-foot-tall block of stone that serves as a base.

The moonbeam is like that created by a *moonbeam* spell and engulfs the 10-foot square containing the statue. A successful *dispel magic* spell (DC 16) negates the moonbeam for 24 hours.

The statue depicts Elistraee, drow god of beauty, song, and the hunt. Abhorred in drow society, the Dark Maiden was not without followers in Undermountain. The statue can’t be transformed, damaged, or knocked off its base.

A character who succeeds on a DC 15 Intelligence (Religion) check recalls that Elistraee favors the use of a sword. If such a weapon is placed in its hands, the statue’s grip tightens around the hilt. (The statue does not accept illusory or spiritual weapons.) The statue then dances atop its base for 1 minute before leveling the sword at the locked set of doors to the south, causing them to open. As the doors swing open, the statue returns to its original pose and loosens its grip on the sword, causing the weapon to fall from its grasp.

Locked Double Door. The doors south of the statue refuse to budge, and no amount of force can pry them open. They are also immune to damage from any source. A *knock* spell or similar magic opens the double door. The doors also swing open if the statue of Elistraee points a sword at them.

10. QUEEN'S PARLOR

Muiral trashed this once opulent parlor in a fit of pique. The chamber's contents are as follows:

Hanging Lights. Beneath the 30-foot-high peaked roof is a 20-foot-high latticework of stone rafters that resembles a giant web. Hanging from this web by silken strands are spider-shaped lanterns containing flickering purple flames (created by *continual flame* spells). A few hanging strands are without lanterns.

Furnishings. Strewn about the room are the trappings of a parlor: shattered crystal dishware, broken ornaments, divans, footstools, end tables, and lanterns torn from the rafters. All the objects are carved with web patterns or shaped in the likeness of spiders.

Floor. The black marble floor has silver, web-like veins running through it.

The entire room is dimly lit by the lanterns. A spider lantern's light goes out if it's removed from this room.

11. LOLTH'S PALACE

If **Muiral** (see appendix A) is here, he's lurking on the balcony (area 11b). When he detects intruders entering area 11a, he commands the bone pile in that area to animate and attack. He then casts spells from the balcony, switching to melee combat when one or more enemies move within his reach.

11A. LOWER LEVEL

Balcony. A 30-foot-high balcony circles the room. Eight stone pillars carved to resemble spider legs support the balcony, which is enclosed by wrought iron railings shaped like webs.

Alcove. A deep alcove to the south contains a large pile of humanoid bones.

Stairs. Two stone staircases rise on either side of the north entrance, climbing to the balcony.

If any creature disturbs the bones in the alcove, or if Muiral commands them to rise, they coalesce into four **shambeling mounds** made entirely of skulls and bones, with these changes:

- The shambeling mounds are undead.
- Instead of immunity to lightning damage, they have immunity to necrotic and poison damage. They are also immune to the poisoned condition.
- They have Necrotic Absorption instead of Lightning Absorption. The new trait is functionally identical to the old one, except that it affects necrotic damage.

11B. SPIDER QUEEN'S BALCONY

Statue. Hanging upside down on the roof of the south alcove is a giant statue of Lolth in her monstrous half-drow, half-spider form.

Railings. The 3-foot-high iron railings that enclose the balcony are sturdy and shaped to look like webs.

Decor. Hanging on the walls between six sets of double doors are steel shields that bear web-like and spider-like designs.

The statue of Lolth animates and attacks the nearest creature if it takes damage or if any of the double doors on the balcony are opened by a creature that isn't a drow. The statue can't leave area 11. If the statue has no targets on its turn, it returns to its alcove and becomes inanimate until triggered again. It also returns to its alcove if the command word, "sleep," is spoken in Abyssal.

The statue is a **stone golem** with a challenge rating of 11 (7,200 XP) and these changes:

- The statue is Huge and has 230 (20d12 + 100) hit points.
- It understands Abyssal but can't speak.
- It can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- Those affected by the statue's Slow action option appear to be ensnared in ephemeral webs that vanish when the effect on them ends.

11C. NORTHWEST PALACE QUARTERS

The wreckage of old furniture and decor suggests that this room once served as a drow priestess's sanctuary. Built into one wall is a massive, arched fireplace. The fireplace's 5-foot-wide chimney climbs vertically for 30 feet, then ends abruptly. The rest of it caved in long ago.

Treasure. Characters who search the room and succeed on a DC 20 Wisdom (Perception) check find a secret compartment in the fireplace that contains a *potion of greater healing*.

11D. SOUTHWEST PALACE QUARTERS

This room is like area 11c but contains no treasure.

11E. VESTRY

Mirror. Mounted on the east wall is a tall rectangular mirror encased in an ornate stone frame with human skulls "woven" into it. This mirror is one of Halaster's gates (see "Gates," page 12).

Wardrobe. A tall, slender wardrobe made of purple wood stands against the south wall. (The wardrobe once contained ritual vestments, but they were stolen long ago. A search reveals nothing inside.)

Mirror Gate to Level 12. The mirror's stone frame is carved with twisting vines, woven into which are the actual skulls of eleven human adventurers killed in Undermountain. Carved into the bottom of the frame are the following words in Celestial: "The dead know the secret." The rules of the gate are as follows:

- Speaking the proper command word ("Axallian") while standing in front of the mirror opens the gate for 1 minute.
- Characters must be 12th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 6b on level 12, in the closest unoccupied space next to the identical gate located there.

Casting *speak with dead* on one of the skulls forces it to reveal the gate's command word, which Halaster changes every few days. The skulls are otherwise hostile and refuse to answer questions put to them.

11F. ARCANE LOCKED DOORS

Muiral has cast an *arcane lock* spell on these doors, beyond which a stone staircase descends to area 30b. The characters can force open the doors with a successful DC 25 Strength (Athletics) check, but doing so alerts the drow in area 30b.

11G. SOUTHEAST PALACE QUARTERS

This room resembles area 11c, except that the fireplace chimney is intact. The chimney has abundant handholds and can be climbed easily. After 90 feet, it opens into a damp, soot-stained natural cave roughly 30 feet wide by 60 feet long. Buried under the soot in a corner of the cave is a swollen wooden chest.

Treasure. The chest is unlocked, but its lid is stuck and must be pried open with a crowbar or similar tool. A character can also smash the chest's soft lid with a successful DC 9 Strength check. The chest contains 120 pp, a set of thieves' tools wrapped in lizard hide, and a stoppered gourd containing *oil of slipperiness*.

11H. NORTHEAST PALACE QUARTERS

This room is like area 11c but contains no treasure.

12. BALLROOM

Pillars and Ceiling. Ten pillars carved with friezes of drow warriors support the 50-foot-high arched ceiling, which is engraved with web-like patterns. Two pillars have toppled at the far end of the hall.

Monsters. Two of Muiral's arcane experiments (see below) huddle next to the rubble of the toppled pillars.

Floor. Dusty black marble tiles cover the floor, many of them cracked and broken.

Muiral injected two drow prisoners with magic elixirs that forever transformed them into hideously deformed giants with bulging muscles, charcoal-black skin, and long, dirty-white hair. Mhavra and Naldath stand 24 feet tall, their limbs ill proportioned and their backs hunched. Their eyes gleam, hateful and red.

The giants' darkvision allows them to see almost the entire length of the hall, and they hurl rocks (chunks of toppled pillars) at any intruders they can see. If the rocks don't get the job done, the giants smash foes with wrought iron chandeliers that they wield like morningstars.

The mutated drow use the **cloud giant** statistics, with these changes:

- They are neutral evil.
- They have the following racial traits: They speak Elvish and Undercommon. They have darkvision out to a range of 120 feet. They have advantage on saving throws against being charmed, and magic can't put them to sleep. While in sunlight, they have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
- Replace the cloud giant's spells with the following: *dancing lights* at will, and *darkness* and *faerie fire* (save DC 15) each once per day.

13. VESTIBULE

Webs. A 10-foot-thick mass of sticky webs conceals the 30-foot-high ceiling. Three **phase spiders** lurk in the lightly obscured area amid the webs.

Guards. Four male **drow** stand guard in the room, two flanking each double door.

The drow are named Hlonlok, Izzorvir, Nephraen, and Sornnozz. They have orders to kill intruders on sight, and the phase spiders follow their lead.

Sornnozz has betrayed his kin by choosing to serve Xarann A'Daragon, a House Freth spy who has infiltrated Muiral's Gauntlet. When combat erupts, Sornnozz switches sides and helps the characters kill the phase spiders and the other guards. He then offers to lead the characters to Xarann in area 17d. If pressed for details, Sornnozz claims that Xarann is looking for ways to weaken House Auvryndar's hold over Muiral's Gauntlet, and he thinks a band of adventurers might be the answer to Xarann's prayers.

14. GUEST APARTMENT

Vlonwely maintains these quarters for guests.

14A. DINING ROOM

If Vlonwely is still alive, the characters hear her disembodied voice when they enter this chamber for the first time (see "Vlonwely's Pulpit," page 138).

Chandelier. The room has a 30-foot-high flat ceiling, hanging from which is a wrought iron chandelier shaped vaguely like a giant spider and anchored to the ceiling by a chain.

Furnishings. Beneath the chandelier lies an elongated, oval dining table with a slate top and spider-like iron legs. Eight cushioned iron chairs surround it. An ornate wooden cabinet stands against the north wall.

Fresco. A large fresco of an elven city covers the south wall.

Before the drow were driven underground and into Lolth's evil embrace, they lived in cities on the surface alongside their elf kin. The fresco on the south wall depicts one of these ancient cities.

Treasure. The cabinet contains a 10-pound box of silver flatware (250 gp) and a silver snuffbox (25 gp).

14B. SITTING ROOM

Fireplace. A massive fireplace dominates the east wall.

(The fireplace's 5-foot-wide chimney climbs vertically for 50 feet, then ends abruptly. The rest of it caved in long ago.)

Furnishings. Six stuffed chairs and a chaise longue are arranged near the fireplace.

14C. STUDY

Furnishings. An elegant zurkhwood desk stands in the middle of the room, a thin matching chair positioned behind it.

Bookshelves. Carved into the west, south, and east walls are rows of bookshelves. Five books rest on one of the southern shelves; all the other shelves are bare.

Two of the five books are blank. The others include *Matrons of the Sunless Depths* (a treatise on the importance of the drow matriarchy, written in Elvish by Vlonwelv Auvryndar), *The Poison Chalice* (a fictional tale of political intrigue in the city of Menzoberranzan, written in Elvish by an unknown author), and *Demonic Infestations* (a collection of stories about demonic possession, written in Common). None of the books are especially valuable.

14D. MIRROR GATE TO LEVEL 7

Bed. A zurkhwood bed draped by a spider silk canopy stands against the north wall.

Mirror. A tall, rectangular mirror is mounted on the east wall. The mirror is one of Halaster's magic gates (see "Gates," page 12).

Etched into the bottom of the mirror's stone frame are the letters T-U-O-Y-A-W (a reflection of W-A-Y-O-U-T). This gate's rules are as follows:

- If a creature speaks the words "Way out!" while pointing at the mirror, the gate opens for 1 minute.
- Characters must be 9th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 41 on level 7, in the closest unoccupied space next to the identical gate located there.

15. SCREAMING SKULLS

Collapse. The eastern branch of this hallway has collapsed. A search of the rubble yields nothing of value.

Skulls. The western branch contains six large piles of drow skulls (each marked with an X on map 10).

Muiral collected the skulls long ago, and the drow have chosen not to disturb them. A creature that approaches within 5 feet of a pile can hear faint, dying screams emanating from the skulls. A skull removed from a pile falls silent.

16. FALSE MIRROR GATE

Mirror. Mounted to the north wall above a rectangular dais is a 6-foot-tall oval mirror set in a stone frame carved to look like Halaster's yawning face, the mirror forming his wide-open mouth.

Dais. Etched on the floor of the dais are the words "Flattery will get you everywhere."

Statues. Flanking the dais are two petrified **hook horrors** that look like carved statues. (The hook horrors pose no danger in their current state. Casting a *greater restoration* spell or similar magic on one restores it to flesh and blood, whereupon it attacks.)

The mirror looks like one of Halaster's magic gates and functions similarly (see "Gates," page 12). Its rules are as follows:

- If a creature stands atop the dais and says something flattering about Halaster, the mirror vanishes, revealing a dusty corridor beyond that leads off into darkness. This corridor is an illusion.

- Any creature that steps through the mirror is teleported, along with all its worn and carried items, to the top of the 60-foot shaft in area 22a, whereupon the creature falls and takes 21 (6d6) bludgeoning damage on impact.
- The first creature to fall for the trap triggers a *magic mouth* spell in area 22a. Halaster's mouth appears on a wall and says, in Common, "You fell for it! Get it? Fell for it?! Ha ha ha ha!"

17. THE DARK SELDARINE

These temples are dedicated to the Dark Seldarine, a pantheon of drow gods under Lolth. Each room has walls that rise 15 feet, then angle inward to a central point 30 feet above the middle of the floor.

17A. TEMPLE OF GHAUNADAUR

Ghaunadaur, a god of subterranean horrors, is respected and feared by many Underdark races, including drow. This temple contains the following features:

Green Slime. Each 10-foot-wide, 15-foot-high section of vertical wall is covered with six 5-foot-square patches of green slime (see "Dungeon Hazards" in chapter 5 of the *Dungeon Master's Guide*).

Secret Door. The slime obscures a secret door. Ability checks made to search the walls for secret doors are made with disadvantage until the slime is scraped off the section of wall in which the secret door is hidden.

Altar. What appears at first viewing to be a glistening altar of variegated gray stone is, in fact, a hollow glass altar with three psychic **gray oozes** sealed inside it.

The glass altar is a Large object with AC 11, 55 hit points, immunity to damage from nonmagical weapons that aren't adamantine, and immunity to acid, poison, and psychic damage.

The gray oozes attack all creatures that enter the room using their Psychic Crush action option (see the "Variant: Psychic Gray Oozes" sidebar in the "Oozes" entry in the *Monster Manual*). While contained in the altar, the oozes have total cover, their speed is 0 feet, and they can't attack with their pseudopods.

17B. TEMPLE OF KIARANSALEE

This temple of Kiaransalee, drow god of undeath, reeks of decay and contains the following:

Altar. An altar made of humanoid skulls and bones rests near the south wall.

Decor and Secret Door. Embedded in the walls are drow skeletons posed as if dancing. One skeleton along the south wall is missing its head (behind it is a secret door that won't budge).

Only an undead creature or a creature possessed by one can open this secret door without the aid of a *knock* spell or similar magic.

If a character kneels before the altar and offers a prayer to Kiaransalee, or leaves a respectful offering on the altar, the room grows markedly colder as the silent **ghost** of a drow priestess materializes next to the altar and tries to possess the nearest humanoid creature. If it succeeds, the ghost uses its host to open the secret door,

then releases its host and shifts into the Ethereal Plane. An oath of service binds the ghost to the temple for as long as it stands. The ghost is unaligned and fights only in self-defense. If reduced to 0 hit points, the ghost is destroyed for 24 hours, then re-forms.

17C. TEMPLE OF SELVETARM

The temple of Selvetarm, drow god of warriors, contains the following features:

Blood. Streaks of dry blood form web-like patterns on the walls and floor.

Altar. A wrought iron altar has a bloody indentation of a right hand atop it. A nonmagical shortsword floats a foot above, its bloodstained blade pointed downward.

Secret Door. A secret door hidden in the south wall requires a blood sacrifice to open (see below).

The altar refuses to budge. A *detect magic* spell reveals an aura of transmutation magic around and above it. Any object weighing 10 pounds or less that is left unattended atop the altar rises until it is levitating 1 foot above the surface. This levitation field can't be dispelled but is suppressed in an antimagic field.

If a humanoid presses its cut hand (even a superficial wound will do) into the altar's hand-shaped indentation, the secret door in the south wall swings open. A *knock* spell or similar magic also opens the door.

17D. TEMPLE OF VHAERAUN

This temple of Vhaeraun, drow god of thieves and assassins, contains the following features:

Assassin's Altar. An altar of blood-red stone stands near the south wall. Xarann A'Daragon, a male drow assassin, prays silently before it.

Curtains. Three black curtains hang from iron hooks along the west, south, and east walls.

Secret Door. A secret door hidden in the wall behind the south curtain opens only when certain conditions are met (see below).

A character who examines a curtain and succeeds on a DC 19 Wisdom (Perception) check notices the slightly darker silhouette of a drow sewn into it. If the characters find the silhouette in one curtain, they gain advantage on checks made to spot the silhouette hidden in each of the other two curtains. Each silhouette makes a sign with one of its hands; drow characters recognize these hand-signs that, collectively, spell out the Elvish phrase *oloth elgg ssussun*, which translates to "darkness slays light." If a creature makes these hand-signs in the proper order anywhere in the room, the secret door in the south wall swings open. A *knock* spell or similar magic also opens the door.

Xarann A'Daragon. Xarann, a spy for House Freth, is posing as a House Auvryndar assassin. He came here to pray to Vhaeraun before setting out on two missions: the rescue of Tazirahc Oussar (see area 19) and the assassination of Vlonwely Auvryndar.

Xarann is initially friendly toward the characters. In exchange for their help killing the guards in area 18b and rescuing Tazirahc in area 19, Xarann will show them the way to level 11. If they agree to help kill Vlonwely, Xarann will show them where the drow priestess

keeps her treasure (area 27b) and lead them through back tunnels (area 24b) to get there. Once Xarann's missions are complete, he tries to eliminate the characters, choosing a moment when they appear weakest to betray them. Sornnozz (see area 13) and Tazirahc are loyal to Xarann and follow his lead.

Xarann is a drow **assassin**, with these changes:

- Xarann is neutral evil.
- He has these racial traits: He speaks Elvish and Undercommon. He has advantage on saving throws against being charmed, and magic can't put him to sleep. He has darkvision out to a range of 120 feet. He can innately cast *dancing lights* at-will, and *darkness*, *faerie fire*, and *levitate* (self only) each once per day. His spellcasting ability is Charisma (spell save DC 11). While in sunlight, he has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Treasure. Xarann wears a *piwafwi*, a drow-made cloak of elvenkind. It loses its magic if exposed to sunlight for 1 hour without interruption. Pinned to this cloak is an obsidian scarab engraved with the insignia of House Auvryndar. Xarann has a similar scarab, this one engraved with the symbol of House Freth, tucked in his belt. Each scarab is worth 25 gp.

17E. TEMPLE OF EILISTRAEE

This temple of Eilistraee, god of beauty, dance, and the hunt, features the following:

Music. A hymn magically plays throughout the temple.

Secret Door. A secret door in the south wall opens only when the name of the hymn is spoken aloud.

Altar. A beautifully carved stone altar supports a harp-shaped sculpture. Worked into the harp's design is a female elf carved to look like she is leaping into the air, carefree, with her head and arms thrown back.

Examination of the altar reveals Elvish runes worked into the harp. Any character who understands Elvish can translate the words as "The hymn is the key."

A character who succeeds on a DC 20 Intelligence (Religion) check recognizes the hymn as "Bwaelan Dro," or "It's Good to Be Alive," an elven song of celebration. Elves and half-elves have advantage on this check. If the hymn's name is spoken aloud anywhere in the temple, in either Common or Elvish, the secret door in the south wall swings open. A *knock* spell or similar magic also opens the secret door.

18. FIRST BLOOD

If the characters have forged an alliance with Xarann A'Daragon (see area 17d), he goes on ahead of them and distracts the drow in area 18b, allowing the characters to gain surprise.

18A. VOICES

Characters who enter this hall hear sounds of yelling and cheering from area 18b to the east. If Vlonwely is still alive, the characters also hear her disembodied voice as they make their way down this hallway for the first time (see "Vlonwely's Pulpit," page 138).

Alcoves along the north wall have secret doors set into the backs of them. These doors pull open easily from this side, revealing areas 17a through 17e beyond.

18B. FIGHT CLUB

Drow. In the middle of the room, a female **drow elite warrior** named Drinrith Auvryndar (Vlonwely's niece) is providing melee combat training to fourteen smaller, weaker male **drow**, each one with 6 hit points remaining.

Fresco and Spiders. The eastern wall bears a cracked fresco of a drow city in the Underdark. Clinging to this wall are four **giant spiders** that serve as Drinrith's bodyguards.

Wreckage. Wrecked furniture lies piled in the southeast corner. Rubble chokes a great fireplace in the north wall.

Thirteen of the male drow are standing in a circle around Drinrith and the fourteenth male drow, who are engaged in a duel. When Drinrith draws blood or knocks the male to the ground, she either replaces him with a new challenger or orders two other males to fight one another while she barks criticism.

If the characters allow Xarann A'Daragon to distract the room's occupants, he challenges Drinrith to a one-on-one fight. Drinrith accepts the challenge, prompting the males to shout cheers and jibes during the protracted battle and granting the characters advantage on Dexterity (Stealth) checks made to surprise the drow and the giant spiders while the contest rages.

Treasure. Drinrith wears an obsidian scarab engraved with the insignia of House Auvryndar (25 gp) and a platinum-inlaid helm of black metal molded in the likeness of a spider with carnelians for eyes (750 gp).

19. INTERROGATION ROOM

Characters who listen at the double door hear tortured screams coming from beyond. Once used as a kitchen, this 20-foot-high room has been mostly cleaned out.

Interrogation. A male **drow mage** named Kereth

Ichorzza and a summoned **quasit** are interrogating a male **drow** named Tazirahc Oussar, who is bound to an iron chair with spider silk.

Observers. Observing the interrogation are two male **drow elite warriors** named Gelgos Argonrae and Jevan Kron'tayne.

When not serving as the consort of Drinrith Auvryndar (see area 18b), Kereth is tasked with interrogating drow accused of being House Freth spies. The quasit has already used its Scare action option on Tazirahc, and Kereth is preparing to zap the prisoner with a *ray of frost* cantrip, hoping he'll divulge the identities of other House Freth spies in their midst.

The drow attack characters who interfere in the interrogation. Once Kereth and his cronies are dealt with, characters can cut through Tazirahc's bonds and release him if they so desire. If Xarann A'Daragon (see area 17d) is with the party, he questions Tazirahc to make sure he didn't divulge any compromising information. If the characters haven't met Xarann yet, Tazirahc is

determined to find him once he is released. Tazirahc rewards his liberators by sharing one Undermountain secret with them; draw a card from the Secrets Deck (see appendix C) to determine what Tazirahc knows.

TREASURE

Kereth, Gelgos, and Jevan each carry an obsidian scarab engraved with the insignia of House Auvryndar (25 gp). Kereth also carries a zurkhwood wand (his arcane focus) and a leather-bound spellbook containing all the spells he has prepared.

20. SERVANTS' QUARTERS

This large room once housed servants. It now contains the web-shrouded wreckage of several beds and dressers. A fireplace on the east wall is choked with rubble.

TREASURE

If the characters search the rubble-filled fireplace, they find a half-burned wooden scroll tube containing a *spell scroll of hold person*.

21. GIANT SPIDER HATCHERY

Webs. Thick webs fill the corners, shroud the ceiling, and smother the rotted remains of old furnishings.

Spiders and Eggs. Four **giant spiders** guard a large cluster of twenty giant spider eggs in the northeast corner. Half of the eggs are empty sacs left behind by spiders that have already hatched. (If left alone, the remaining eggs here will hatch in a few days.)

22. TROGLODYTE TURF

Drow avoid these areas because they smell terrible.

22A. SHAFT

This 60-foot-high, 20-foot-wide stone shaft is nestled between two secret doors, one of which pulls open to reveal a stinking, filthy troglodyte den (area 22b). The other door opens into a hallway. Characters who fall for Halaster's trap in area 16 end up here.

22B. TROGLODYTE DEN

Troglodytes use this filthy room as a den. The room is unoccupied when the characters first arrive.

Refuse. The floor is strewn with gnawed bones, smashed furniture, and other refuse.

Gorzi's Throne. Against the west wall is a throne made of garbage with treasure heaped around it.

Treasure. Gorzi's hoard includes 500 cp, 350 sp, 60 gp, a healer's kit, four torches, a rotted quiver containing seven silvered arrows, and a *potion of healing* in a crystal vial with a spider-shaped stopper.

23. DISTANT MUSIC

This 30-foot-wide hallway has a 45-foot-high arched ceiling carved with spiders and webs. Band music can be heard coming from a large chamber to the west (see area 25). The east end of the hall has collapsed, and a secret door in the north wall pushes open to reveal a hallway that leads to areas 21 and 18b.

24. COLLAPSED AREAS

A tremor caused a collapse in this section of the dungeon, wrecking two rooms (areas 24a and 24c) and creating a small maze of tunnels (area 24b).

24A. GUARD POST

A foul stench wafts through the double door, which stands ajar. This partially collapsed room is empty except for piles of rubble and six **troglodytes** wielding longswords and wearing breastplates (see “Gorzi’s Gang,” page 136). The troglodytes attack anything that isn’t a troglodyte or a drow. If the adventuring party includes one or more drow characters or NPCs, the troglodytes bow their heads and wait for new orders, obeying any command from a drow that isn’t clearly suicidal.

24B. TUNNELS

These naturally formed tunnels wind through collapsed rooms and hallways. The walls are composed of jagged stones, and the floor throughout is silty and wet.

24C. MORGUE

A foul stench wafts through the double door, which stands ajar. Piled near the tunnels at the back of the room are the stripped corpses of eight drow and sixteen troglodytes in varying stages of decay. Feasting on the remains are seven drow **ghouls** that were created by Vlonwely to devour the dead. The ghouls retreat into the back tunnels when one or more drow enter the room. If a drow is not among those who enter, the ghouls attack.

25. AUVRYNDAR HALL

This hall was once a market where the drow kept and sold slaves. It now serves as House Auvryndar’s main military stronghold in Undermountain. If Vlonwely Auvryndar is here, the drow priestess is seated on the throne in the southern alcove (area 25b), listening to tedious reports of the battles waging against House Freth.

25A. HALL OF THE DARK SELDARINE

Any character who tries to sneak into this room must succeed on a DC 13 Dexterity (Stealth) check, made with disadvantage due to the large number of guards.

Fountain. The centerpiece of this immense, 80-foot-high room is a 60-foot-diameter fountain adorned with eight statues that represent the Dark Seldarine (the drow pantheon). Cracked tiles fanning out from the fountain form a web-like mosaic on the floor.

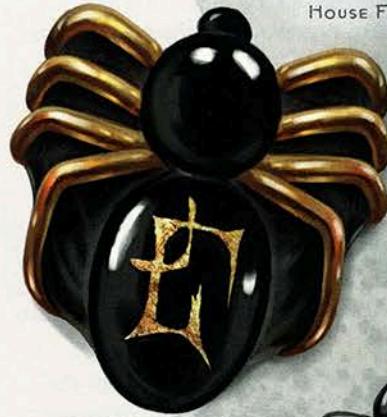
Guards. Fifteen **drow** guards are scattered throughout the room. They defend this chamber to the death.

Giant Lizards. Two **giant lizards** fitted with saddles, reins, and stirrups are parked in the southeast corner. These docile reptiles are used as mounts by the drow scouts in area 25b and have the Spider Climb trait (see the “Variant: Giant Lizard Traits” sidebar in appendix A of the *Monster Manual*).

Slave Pen. A stone enclosure in the northwest corner serves as a slave pen. Band music emanates from within.

The fountain is fed by a natural spring and provides the drow with a virtually endless supply of fresh water.

OBSIDIAN SCARAB OF
HOUSE FRETH



OBSIDIAN SCARAB OF
HOUSE AUVRYNDAR



The statues stand atop stone plinths above the water, facing outward. Starting with the northernmost one and moving clockwise, the statues represent Eilistræe (god of beauty, dance, and the hunt), Malyk (god of wild magic), Kiaransalee (god of undeath), Ghaunadraur (god of oozes, slimes, and all things subterranean), Zinserena (god of assassins), Vhaeraun (god of thieves), Lolth (the Demon Queen of Spiders and mother of the Dark Seldarine) in her drow form, and Selvetarm (god of war and warriors).

This 40-foot-square slave pen has 20-foot-high walls of smooth stone. Instead of a roof, it has a 5-foot-thick covering of sticky webs. The webs provide an effective barrier, and any creature that enters the webs or starts its turn in them is restrained. A restrained creature can use its action to try to pull itself out of the webs, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. Each 10-foot-square section of webs has AC 10, 10 hit points, vulnerability to fire, and immunity to bludgeoning, piercing, and psychic damage.

A sturdy iron-barred gate set into the east wall is held shut with an *arcane lock* spell that only drow can ignore. Forcing the gate open requires a successful DC 25 Strength (Athletics) check.

The slave pen is lined with straw. It contains a halfling musical quintet that the drow kidnapped just outside the town of Daggerford. The performers call themselves the Sing-Alongs, and they’re quite good. Vlonwely makes sure that they’re fed and treated well; in exchange, they fill her hall with music. The members and their instruments are Peeta Brightmoon (drum), Kevin Gladriver

(fiddle), Philomena Gladriver (viol), Olivia Tallrush (horn), and Shardon Underbough (flute). They are strongheart halfling **commoners**, with these changes:

- The Sing-Alongs are lawful good.
- Each has a Charisma of 14 and the following skill: Performance +4.
- They have these racial traits: They speak, read, and write Common and Halfling. They are Small, and their walking speed is 25 feet. They have advantage on saving throws against poison and against being frightened, and they have resistance to poison damage. They can move through the space of any creature larger than they are.

Although the halfling musicians are grateful for the kind treatment of their drow captors, they have grown weak from eating nothing but mushrooms and would like to return to the surface. They have little hope of reaching Waterdeep on their own and would appreciate an escort. Getting all five band members to the Yawning Portal alive completes this quest. Durnan is pleased to have the halflings perform for his patrons and rewards the characters with a round of drinks. If the heroes plan to return to Undermountain, Durnan also pulls a few strings to secure a *potion of superior healing* for each of them.

25B. SPIDER THRONE

Throne. This large alcove contains a spider-shaped throne. A red crystal orb is set into a fixture at the end of one armrest.

Mirror. Mounted to the east wall is a tall, rectangular mirror with an ornate stone frame. The mirror is one of Halaster's gates (see "Gates," page 12).

If Vlonwely is here, the **drow priestess of Lolth** is seated on the throne, flanked by her drow champion, Zress (see "Zress Orlezzir," page 136) and a **yochlol** advisor that has assumed the form of a female drow wearing a spider silk robe with a cowl. Kneeling before the priestess are two male **drow** scouts named Llossul and Yuinfein, who have recently returned from a reconnaissance mission on level 11. If Vlonwely isn't present, Llossul and Yuinfein are here waiting for her to return.

The throne is a Large object with AC 18, 80 hit points, and immunity to poison and psychic damage. A *detect magic* spell reveals an aura of abjuration magic around the throne itself and a separate aura of evocation magic around the throne's red crystal orb.

Any creature other than an elf that sits on the throne or starts its turn there must make a DC 13 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one. A creature seated on the throne and touching the orb can use a bonus action to broadcast its voice to every location in Muiral's Gauntlet. The orb loses its magic if it is torn free of the throne, or if the throne is destroyed.

Mirror Gate to Level 8. The mirror's frame is composed of an assemblage of hundreds of tiny, interlocking stone gears. The rules of this gate are as follows:

- Any creature that inspects the frame and succeeds on a DC 15 Wisdom (Perception) check sees that one of

the gears has popped out slightly. If it is pressed, the gear locks in place, causing all the gears to turn and the gate to open for 1 minute. When the gate closes, a different random gear pops out slightly, causing all the gears to lock again.

- Characters must be 10th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 17c on level 8, in the closest unoccupied space next to the identical gate located there.

25C. ENTRANCE

Stairs. Stairs carved out of a stone ramp descend 40 feet to the floor of a vast natural cavern (area 30).

Guards. Standing guard at the top of the stairs, facing westward, are two male **drow mages** named Gorthax Auvryndar (Vlonwely's nephew) and Syrrak Argonrae. Positioned behind them, in the middle of the hall, is a transparent, 15-foot-diameter crystal spider (use **stone golem** statistics).

The mages aren't expecting attacks from the east. If combat erupts in area 25a or 25b, Syrrak investigates while Gorthax and the crystal spider remain here. A battle in this hall brings reinforcements from area 30a.

The spider golem understands Elvish but can't speak. It obeys Gorthax's commands.

26. SPIDER QUEEN'S TEMPLE

Years of neglect have left this temple in a terrible state. Work has begun to repair the damage.

WEB CURTAIN

A web curtain separates a 50-foot-high arched narthex to the north from the temple to the south. The curtain blocks line of sight and catches any ammunition shot into it. If set on fire, it burns away quickly.

TEMPLE NAVE

If Vlonwely is here, the **drow priestess of Lolth** is standing in the middle of the nave, supervising its reconstruction. She is accompanied by her bodyguard, Zress (see "Zress Orlezzir," page 136) and her **yochlol** advisor, which has assumed the form of a giant spider.

Whether Vlonwely and her entourage are here or not, the temple nave contains the following features:

Decor. Six cracked pillars carved with intertwining demons stretch to a 50-foot-high ceiling braced by thick arches. The cracked walls are carved with damaged carvings of demons and enormous spiders.

Webwork. A giant spiderweb forms a false ceiling 40 feet above the floor. Throughout the room, in and atop this sturdy web, climb seven **giant spiders**. Hanging from the spiders at various heights are seven male **drow** masons on spider silk swings. The spiders and drow form a work crew.

Statue. An alcove in the middle of the west wall houses a 20-foot-tall, corroded iron statue of Lolth in her female drow form, garbed in countless spiders.

In place of scaffolding, the drow workers here use web lines and swings to get at hard-to-reach places. The giant spiders manipulate these webs to move the drow workers wherever they want to go. In addition to the other spells they can cast innately, the drow workers are blessed by Lolth with the ability to cast the *mending* cantrip at will, and they use their magic to repair small cracks and broken stonework. If they notice intruders, the drow stop their work and attack with their hand crossbows. Each worker is suspended $2d4 \times 5$ feet off the ground.

27. Vlonwelt's Apartments

No one may enter these chambers without the consent of Vlonwelt Auvryndar. The punishment for violating her chambers is death.

27A. COUNCIL ROOM AND PARLOR

This area consists of two chambers connected by a short, 10-foot-high hallway. Vlonwelt meets with her captains in the council room to the west and entertains guests in the parlor to the east.

If Vlonwelt is here, the **drow priestess of Lolth** is relaxing in her parlor while receiving counsel from her **yochlol** advisor, which appears in its natural form. Standing near Vlonwelt is her champion, Zress (see "Zress Orlezzir," page 136).

Council Room. The room to the west contains a large spider-shaped table of sculpted stone. No chairs are present, since Vlonwelt expects her captains to stand as they deliver their briefings.

Parlor. The room to the east smells of incense. It contains two male **drow** attendants named Sharaun and Tarzyr; they're armed but unarmored (AC 12). These young drow doze on Vlonwelt when she's present.

The parlor is furnished with overstuffed chairs, cushioned divans, bronze braziers containing smoldering incense, a glass cabinet stocked with elven wines and crystal goblets, and crystal sculptures of demons.

27B. Vlonwelt's Bedchamber

Mosaic. The north wall is covered with a tarnished bronze mosaic depicting Lolth's face, with silver, web-like tracery fanning out from it.

Furnishings. The room contains a spider-shaped bed carved out of zerkhwood, a matching wardrobe containing assorted garments, and an ancient stone font filled with fresh water.

27C. GIANT SPIDER DEN

This 10-foot-high, web-filled chamber is home to three **giant spiders** that attack any non-drow who enter.

28. HOSPITAL AND ARMORY

Drow in the service of House Auvryndar come here to equip themselves for battle and to have their wounds treated.

28A. HOSPITAL

This chamber contains two dozen wooden cots in rows. Resting in six of them are wounded **drow** (three females and three males), each with $1d12$ hit points remaining.



They are still clad in armor, and they keep their weapons within arm's reach.

Tending to the injured are three junior priestesses of Lolth named Nyleene Auvryndar (Vlonwelt's grandniece), Eredra Abbath, and Llezorna Do'ett. These three are **drow priests**, with these changes:

- They are neutral evil.
- Each has two 1st-level spell slots and no spell slots of higher level remaining.
- They have these racial traits: They speak Elvish and Undercommon. They have advantage on saving throws against being charmed, and magic can't put them to sleep. They have darkvision out to a range of 120 feet. They can innately cast *dancing lights* at will, and *darkness* and *faerie fire* each once per day. Their spellcasting ability is Charisma (spell save DC 11). While in sunlight, they have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

28B. ARMORY

Crates. Crates stacked in the middle of the room contain sixty shortswords, one hundred hand crossbows, and thousands of bolts for the hand crossbows.

Tunnel Entrance. A gash in the north wall forms the entrance to a tunnel network (see area 24b).

29. ABANDONED APARTMENT

When various tunnels and rooms in the dungeon collapsed, these chambers were almost cut off. A narrow tunnel provides the only entrance. After the drow ran afoul of the wraith in area 29b, they decided not to explore these rooms further.

29A. GALLERY

Broken statuary litters this dust-choked gallery. Examination of the stone fragments accompanied by a successful Wisdom (Insight) check reveals that the statues once depicted drow.

29B. WRAITH THIS WAY

This room is deathly cold and contains the following:

- Undead.** A **wraith** and three **specters** haunt the room. They attack all living creatures that enter.
Corpses. Lying on the dusty floor amid pieces of broken furniture are three dead drow, their bodies shriveled.
Fireplace. A massive fireplace dominates the east wall. (Its 5-foot-wide chimney climbs vertically for 30 feet, then ends abruptly, having caved in long ago.)
Portrait of Halaster. Hanging crookedly above the fireplace is a 7-foot-tall, 5-foot-wide framed portrait showing the back of Halaster's head: a mass of gray hair (see "Painting Trap" below).

The wraith is all that remains of an evil adventurer who was disintegrated by Halaster in this room long ago. It speaks Common and Undercommon but doesn't have much to say to the living.

The wraith killed the three drow (two females and one male) and turned their spirits into specters. Each drow corpse wears a chain shirt, clutches a shortsword, and packs a hand crossbow with 1d20 bolts.

Painting Trap. A *detect magic* spell reveals an aura of necromancy magic around the painting. If anyone straightens the picture or otherwise tampers with it, the image of Halaster magically turns, revealing a withered skull face wearing a grin so horrifying that any creature looking at it must make a DC 15 Constitution saving throw; on a failed save, the creature drops to 0 hit points and is dying. After revealing its ghastly visage, the skull-faced Halaster then turns back around so that only its hair is visible once more. Once this trap triggers, the painting becomes nonmagical and harmless.

29C. COLLAPSED TUNNEL

This tunnel connected to area 23 before earth tremors triggered a collapse. Characters who search the rubble at the end of the tunnel find a mostly buried dwarf skeleton with shiny gauntlets and a rusty warhammer.

Treasure. The dwarf was an adventurer who was killed when the ceiling collapsed on her over a hundred years ago. Her gauntlets have no dents and show no signs of corrosion. An *identify* spell or similar magic reveals that they are *gauntlets of ogre power*.

30. NATURAL CAVERN

House Auvryndar keeps a large force stationed here in case the forces of House Freth launch an attack from level 11. This cavern provides most of the food that sustains House Auvryndar's troops, making it vital to the house's survival in Undermountain.

The main cavern (area 30a) has a 40-foot-high ledge to the north (area 30b) with a secret staircase connecting them.

30A. MAIN CAVERN

Roof. The cavern's roof is 80 feet high and festooned with dripping stalactites.

Monsters. Patrolling the cavern are four **drow elite warriors** (two females named Mizreen Abbath and Shynzal Tlin'orzza, and two males named K'yorl

Tanor'thal and Rross Hylarn) mounted on **giant lizards**, five giant flying spiders (see below), and eight **troglodytes** split into two groups of four.

River. Water pours in from the south, feeding a swift river that winds northwest for several hundred yards before plunging into the Underdark. The river is 5 feet deep but deepens to 10 feet as it exits the cavern. Fungi and moss grow on both riverbanks.

Fungi. The soft, peaty floor gives rise to a fungi forest that includes 40-foot-tall zurkhwood mushrooms (as well as the occasional stump).

The drow treat their lizard mounts as prized pets. These docile reptiles have saddles, reins, stirrups, saddlebags, and the Spider Climb trait (see the "Variant: Giant Lizard Traits" sidebar in appendix A of the *Monster Manual*).

The flying spiders are **giant spiders** that have wings and a flying speed of 40 feet. They zip around the cavern and build web nests in the caps of zurkhwood mushrooms.

The drow cut down zurkhwood when they need to build furniture or rafts, while gardens of barrelstalk and trillimac provide food, water, and parchment (see "Fungi," page 59, for more information on barrelstalk, trillimac, and zurkhwood).

The stinky troglodytes answer to Gorzil in area 30b. They wear breastplates and wield longswords (see "Gorzil's Gang," page 136).

30B. HIGH LEDGE

This ledge is 40 feet higher than the floor of area 30a. A staircase carved into the north wall climbs to area 11f.

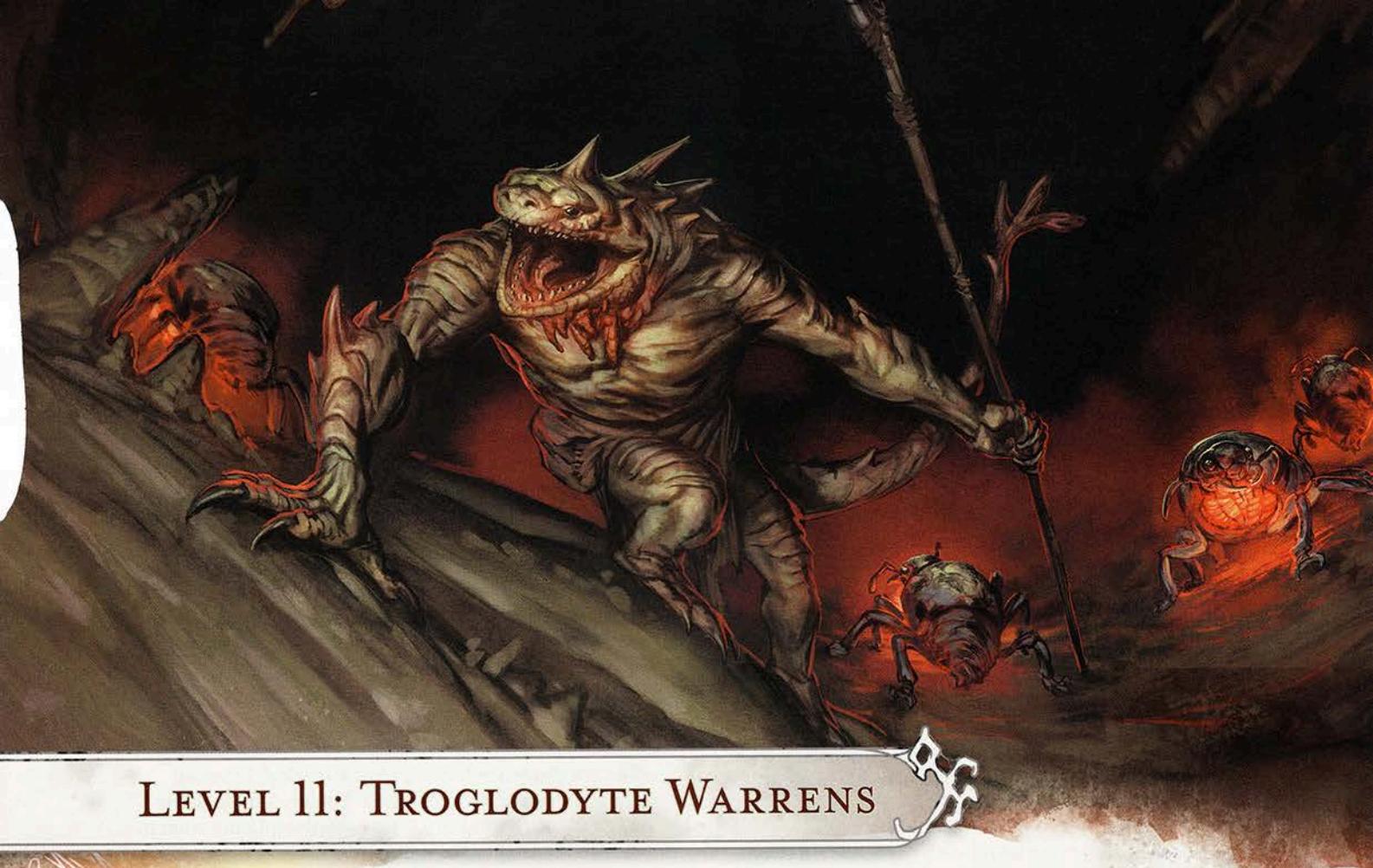
Stationed atop the ledge is a **drow mage** named Nhilisstra Argonrae, who commands a force of seven **drow** (two females named Vliss and Yereth, and five males named Chabbris, Dulorrn, Fral, Helxryn, and Tra'zorrl) and six **troglodytes**, including the troglodyte leader, Gorzil (who has 20 hit points). Gorzil hates Nhilisstra and tries to kill her if he thinks he can get away with it. The troglodytes wear breastplates and wield longswords (see "Gorzil's Gang," page 136).

Nhilisstra is charged with defending the ledge against incursions by Muiral, but she also helps defend the main cavern if it comes under attack. If that happens, she sends the troglodytes into melee combat while she and the drow attack at range.

AFTERMATH

If Muiral survives and the forces of House Auvryndar are routed, he animates the corpses of any dead drow and troglodytes he finds, then scatters these zombies and ghouls throughout the level.

As long as Vlonwely lives, House Auvryndar continues to gain footholds throughout Undermountain. Vlonwely's death, on the other hand, throws House Auvryndar into chaos as allied houses withdraw their support and align with House Freth. After securing level 11, House Freth begins a slow, steady push into Muiral's Gauntlet, putting Muiral and visiting adventurers at odds with the drow once more.



LEVEL 11: TROGLODYTE WARRENS

THE TROGLODYTE WARRENS ARE DESIGNED FOR four 11th-level characters, and characters who defeat the monsters on this level should gain enough XP to reach 12th level. These reeking caverns and rough tunnels have long been home to clans of troglodytes. The presence of drow on the levels above and below has turned these warrens into a battlefield—and an opportunity for unlikely alliances.

WHAT DWELLS HERE?

Troglodytes inhabit this level of Undermountain. Their dominance is contested by drow determined to enslave them, trolls twisted by Halaster's magic and hungry for troglodyte flesh, and a magically enhanced behir intent on terrorizing all.

TROGLODYTES

The troglodytes in area 2 on this level have been captured by drow, and they try to entice adventurers into helping them escape. Meanwhile, the strongest and last remaining free clan of troglodytes defends against encroaching drow in area 7. The troglodytes might reveal secret locations and treasures to adventurers who eliminate their hated enemies.

DROW

Drow from House Auvryndar on level 10 and House Freth on level 12 are fighting each other for control of this level, all the while capturing troglodytes to use as slaves and doing their best to steer clear of the behir.

MUTATED TROLLS

The trolls of the warrens have been mutated by the glowing, rune-covered cavern at area 11. The magic of that cavern has spawned trolls with grotesque deformities and magical traits. These creatures devour troglodytes, drow, and adventurers whenever they can find them. The trolls are smart enough to avoid the behir.

BEHIR

This serpentine monstrosity feeds on the troglodytes and trolls, keeping their populations in check. Halaster has bestowed the behir with arcane sigils painted on its hide, which it can activate to produce potent magical effects.

The behir roams throughout the level, but characters encounter it for the first time in area 17. Its presence can be hinted at beforehand, in the form of a flash of blue scales crossing the end of a tunnel. Huge, clawed footprints can be seen marking the ceilings of multiple caverns, and the sound of lightning and thunder erupts from time to time in the distance.

EXPLORING THIS LEVEL

All location descriptions for this level are keyed to map 11.

1. AUVRYNDAR WATCH POST

Ceiling. The concave ceiling of this cavern rises to a height of 20 feet.

Sentries. A female **drow elite warrior** named Ventrid Xil'talan leads six **drow** (two females and four males).

The drow, loyal to House Auvryndar, are tasked with guarding the tunnel that leads up to level 10. They ambush and kill any non-drow coming from that direction.

TREASURE

Ventrid wears an obsidian scarab engraved with the insignia of House Auvryndar (25 gp) and a spider-shaped crystal ring set with a black pearl (750 gp).

2. CAPTURED TROGLODYTES

The cracked bones and skulls of small creatures hunted by the troglodytes litter the tunnels leading to this area, marking the borders of territory that once belonged to their clans. The invading drow from levels 10 and 12 have enslaved the troglodytes that once dwelled here and have traded occupation of this area more than once. The drow of House Auvryndar are currently in control.

2A. TROGLODYTE CHAIN GANG

The air in this cavern is heavy with the stench of twenty-two adult **troglodytes**. They wear iron shackles on their ankles and are chained together while awaiting relocation to Muiral's Gauntlet (level 10).

A shackled troglodyte's speed is halved, and it can't move more than 5 feet away from the other troglodytes it is chained to. The drow mage in area 2c has the keys to the shackles. A character can pick the lock on a set of shackles with a successful DC 15 Dexterity check using thieves' tools.

Even if they are freed, the troglodytes won't flee this area while the drow are holding their young (see area 2c). Although initially fearful, the troglodytes engage with the characters in an attempt to turn them against the drow. They promise treasure in exchange for freeing them and their young. Characters who don't speak Troglodyte and don't have access to a *tongues* spell or similar magic can use gestures, pictures, or other crude methods to communicate with the troglodytes on a rudimentary level. Getting a message across in this way requires a successful DC 15 Charisma (Performance) check.

If the characters show no interest in aiding them, the troglodytes begin to bow down and chant loudly, as if worshiping the characters. They try to catch the attention of the drow in area 2c, hoping this display will anger the drow and prompt them to attack the characters.

The troglodytes enter any fight against the drow, under the limitations of their shackles. If they can, they focus their attacks on Tsabdrar Do'ett (see area 2c), hoping to acquire the key to the shackles. Any freed troglodyte tears into the drow with a vengeance.

If the characters help to liberate the troglodytes and their young from the drow, the troglodytes show the

characters the secret door that leads to area 2d and allow them to take the treasure that's there. If the characters are unintentional participants in the troglodytes' escape, the troglodytes offer up the treasure only if they are subsequently threatened.

2B. ARCH GATE TO LEVEL 6

A stone arch is embedded in the west wall of this 10-foot-high cave, just around the corner from the entrance tunnel. The arch is one of Halaster's gates (see "Gates," page 12). Carved into the arch's keystone is a hand-shaped indentation with a sigil representing magic scribed into the palm. Its rules are as follows:

- Casting the *mage hand* cantrip and pressing its spectral fingers into the keystone's indentation opens the gate for 1 minute.
- Characters must be 9th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 40 on level 6, in the closest unoccupied space next to the identical gate located there.

2C. AMORAL DILEMMA

Monsters. At the north end of the cave, five male **drow elite warriors** are holding eleven troglodyte young (small noncombatants) at sword point. A male **drow mage** named Tsabdrar Do'ett is contemplating what to do with the troglodyte young.

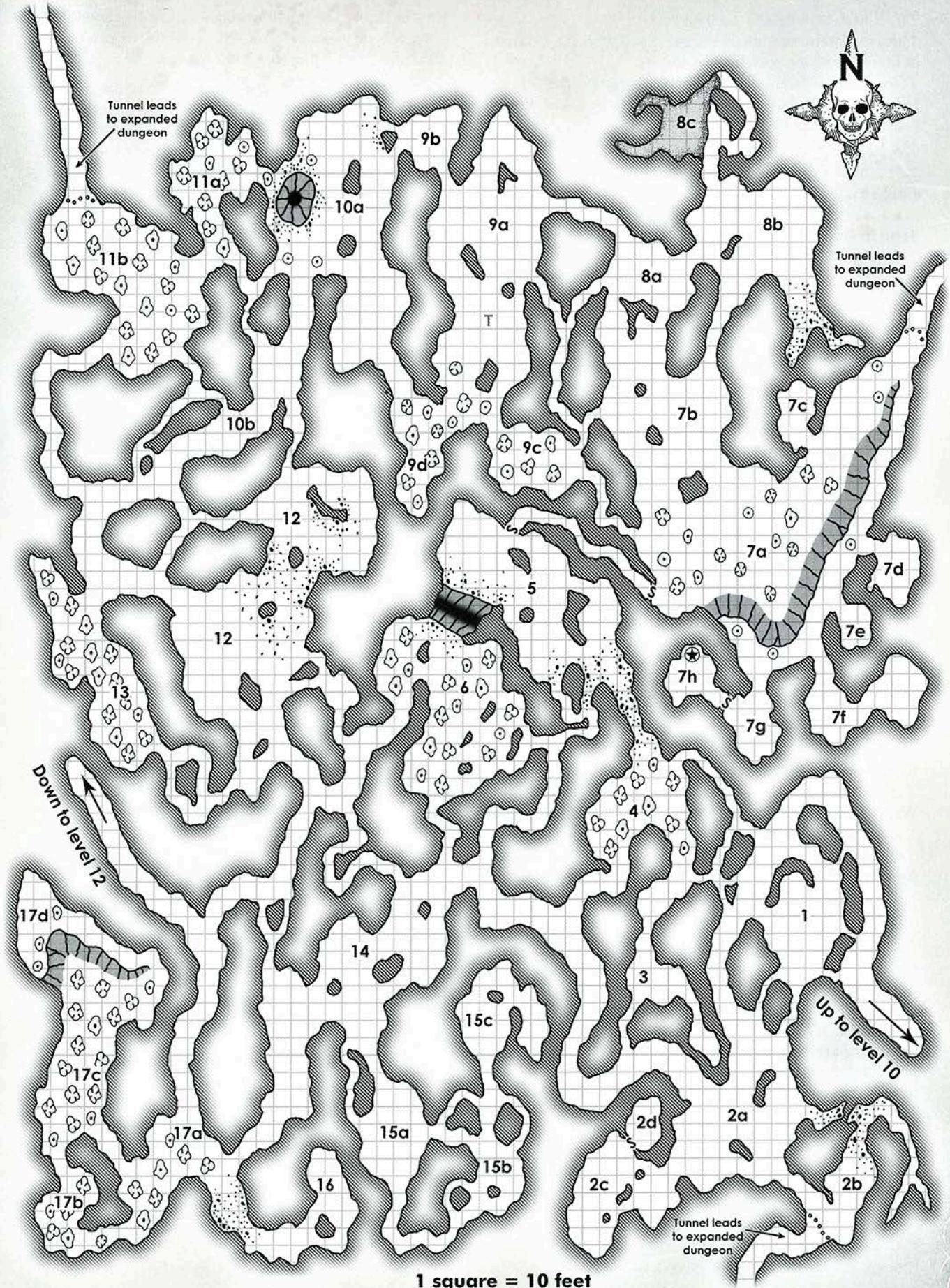
Crates. Zurkhwood crates half filled with iron chains and shackles stand in the south end of the cave.

Secret Door. A seam in the rock wall reveals a secret swivel door covered with oily troglodyte secretions. Anything that touches the oily door carries the mildly revolting stench of troglodytes for 1 hour or until the item is washed. The stench is not as potent as a troglodyte's Stench trait and imposes no conditions on those who catch a whiff of it.

The drow mage is deciding whether to kill the troglodyte young, because they are too small to be shackled. His inclination is to do so, and only the characters' interference stays his hand. Tsabdrar carries keys that unlock the shackles stored in this room as well as the shackles on the troglodytes in area 2a.

The drow investigate any commotion in area 2a and attack intruders who appear to be aiding or influencing the troglodytes. If the characters aren't doing so (or if they are able to negotiate an end to any initial hostilities), the drow are willing to bargain with them. They explain that a behir has been rampaging through this level, killing all the creatures it encounters. If the characters defeat the behir—and eliminate any drow of House Freth they encounter along the way—Tsabdrar promises that House Auvryndar will let them keep the behir's hoard. He also promises to spare the troglodyte children. A successful DC 15 Wisdom (Insight) check confirms that both assurances are false.

Treasure. Each drow wears an obsidian scarab engraved with the insignia of House Auvryndar (25 gp). Tsabdrar also carries a thin, leather-bound spellbook containing the spells he has prepared.



2D. TROGLODYTES' TROVE

This cave features natural shelves lined with the skulls of the troglodytes' former leaders.

Treasure. Piled on the floor in plain view is the troglodytes' wealth: 920 gp, a silvered longsword, and three amethyst orbs (750 gp each).

3. HUNGRY GNOME

Corpses. Eight drow corpses are splayed like rag dolls across the floor of this 10-foot-high cavern.

Troll in Gnome Form. A naked, hairless, gray-skinned deep gnome is gnawing on one of the corpses. (The gnome is really a **troll** named Xlorp, transformed by the runes in area 11b.)

In its current form, the troll has the statistics of an unarmored (AC 12), chaotic evil **deep gnome (svirfneblin)** that speaks only Giant. Casting a successful *dispel magic* spell (DC 19) on the troll causes it to revert to its normal form. Xlorp also reverts to its normal form when its gnome form is reduced to 0 hit points. It has full hit points in its troll form, but any excess damage from the attack that caused it to revert is carried over to that form.

Xlorp follows the characters around if they give it food. It fights alongside the party, as long as it remains happy and fed. If Xlorp is mistreated in any way, it goes berserk and attacks everyone.

The drow were killed by the behir. A character who examines the bodies and succeeds on a DC 10 Wisdom (Medicine) check reveals that four drow are covered in burn marks consistent with lightning strikes, three were torn to pieces by large claws, and one was crushed to death (a victim of the behir's coils).

4. LOATHSOME LIMBS

Rock Formations. Stalactites and stalagmites fill this area.

Warty Limbs. Six severed troll limbs (five arms and one leg) and a decapitated troll head lie in pools of dark, sticky blood across the floor.

Bloody Trail. A trail of large, bloody claw marks meanders around the stalactites on the ceiling, then exits to the southwest.

When the characters pass through this area, the limbs twitch as they come to life and attack, as described in the "Variant: Loathsome Limbs" sidebar in the "Troll" entry in the *Monster Manual*. Any character who succeeds on a DC 10 Wisdom (Medicine) check can identify the body parts as belonging to three separate trolls, which were torn apart and partially devoured by the behir. The tracks on the ceiling belong to the behir and fade out halfway to area 14.

5. TROLLING THE TROGLODYTES

Ceiling. This ceiling varies in height from 15 to 30 feet.

Battle. A five-armed troll is engaged in battle with six **troglodytes** in the northwest part of the cave.

Pit. The southwest edge of the cave borders a 30-foot-deep, yawning pit with nothing in it.

Secret Door. The north wall contains a secret door that swivels on a central axis. The secret door can be seen automatically from inside the tunnel.

If the characters watch to see how the battle plays out between the troglodytes and the troll, assume that one troglodyte dies each round, while the troll's hit points do not decrease thanks to its Regeneration trait. If the characters come to the troglodytes' aid, the fearful troglodytes disengage from combat on their next turn, flee through the secret door, and retreat to area 7a, leaving the characters to deal with the troll on their own.

The mutated troll has an extra pair of arms sprouting from its chest and a fifth arm growing out of its back. The troll has made a successful saving throw against the stench of the troglodytes. It has the statistics of a normal **troll**, with these changes:

- It has 44 hit points when the characters first arrive.
- It makes an additional three claw attacks as part of its Multiattack action.

In its wounded state, the troll has a challenge rating of 6 (2,300 XP). If it regains all its hit points, its challenge rating becomes 8 (3,900 XP).

6. PIERCER CAVERN

This cavern is filled with stalactites and stalagmites, and hidden among the stalactites are twenty-six **piercers**. A piercer drops onto any creature that ends its turn in the cave, until all the piercers have dropped.

North of the cavern is a 30-foot-deep, yawning pit with nothing in it. Beyond this pit lies area 5.

7. TROGLODYTE LAIR

The last free clan of troglodytes inhabits these caves. Its members live in equal fear of the behir, the trolls, and the drow. Adventurers are perceived as just another threat until they prove otherwise. Characters who don't speak Troglodyte and don't have access to a *tongues* spell or similar magic can use gestures, pictures, or other crude methods to communicate with the troglodytes on a rudimentary level. Getting a message across in this way requires a successful DC 15 Charisma (Performance) check.

7A. BATTLE-READY TROGLODYTES

Ceiling. Stalactites dot the ceiling, which runs from 30 feet high in the north to 50 feet high in the south.

Floor. This cavern has a muddy, uneven floor.

Troglodytes. Eighteen adult **troglodytes** take cover behind a scattering of stalagmites. (Add to this number any troglodytes that fled from area 5 or escaped from area 2.)

Ledge. A stone slope along the east side of the cave rises up to a long ledge toward the south. The ledge is 20 feet above the cavern floor and has four tunnels opening off it. A fiery glow spills out of the tunnel that leads to area 7d (see that area for details).

Secret Door. A secret door at the southwest corner of the cave swivels on a central axis. The secret door can be seen automatically from inside the tunnel.

The troglodytes are bracing for another drow attack from the north. The clan's current leader is a troglodyte with 20 hit points named Kol'daan. He carries a wooden sparring sword and can replace each of his claw attacks with a sword attack, dealing 4 (1d4 + 2) bludgeoning damage on a hit. Whether in battle or negotiations, Kol'daan is prone to striking heroic poses with his sparring sword and giving inspiring speeches in Troglodyte.

7B. BATTLEGROUND

The floor of this damp cavern is littered with the corpses of twenty-one troglodytes and nine drow, all surrounded by pools of sticky blood and in different stages of decay (suggesting that more than one battle occurred here). The troglodytes were felled by drow weapons, while the drow were torn to pieces by the troglodytes' teeth and claws. Some of the drow corpses are half eaten.

7C. WOUNDED TROGLODYTES

Four adult **troglodytes** occupy this side cave. One troglodyte is at full health and guards the other three, which are wounded (each has 1d6 hit points remaining). If the characters offer magical healing to all the wounded troglodytes and word of the deed gets around, they gain advantage on subsequent Charisma checks made to influence any troglodytes throughout area 7.

7D. FIRE BEETLE FARM

A fiery glow emanates from this cavern. Six **giant fire beetles** live here, watched over by a **troglodyte** with a 10-foot pole. Since being trapped by the drow, the troglodyte clan has taken to raising the beetles for food.

7E. HALASTER FORMATION

Centuries of dripping sediment have created a rock formation on the back wall of this cavern that resembles the face of Halaster Blackcloak. The troglodytes have left small offerings around the formation, including a half dozen balls of bat guano, a garland of drow intestines, and a muddy dagger with a curved blade.

Treasure. The muddy dagger is a *dagger of venom*. The troglodytes are unaware of its magical nature.

7F. TROGLODYTE NURSERY

Four adult **troglodytes** look after twenty-two troglodyte young (Small noncombatants) in this area. Two of the adults stand guard in the front cave; the other two feed and play with the young troglodytes in the rear cave.

7G. CHIEFTAIN'S CAVE

The last troglodyte chieftain was killed by drow some time ago, leaving Kol'daan in charge. Lurking in the chieftain's cave are three toothless old **troglodytes**, each with 8 hit points remaining and no bite attack. These evil troglodytes served as the former chieftain's advisors. Kol'daan thinks they're weak and wants nothing to do with them. They fight only in self-defense, and each has a challenge rating of 1/8 (25 XP).

Secret Door. A secret door stands in the northwest wall of this cavern. The old troglodytes won't divulge the secret door's location, and they spit insults at anyone who dares to open it.

7H. BLESSED LAOGZED

This dank cave contains a 5-foot-tall, 8-foot-diameter mud sculpture of a loathsome creature that combines the features of a demonic toad and a lizard. Any character who has an appropriate background or who succeeds on a DC 15 Intelligence (Religion) check knows that the sculpture represents the demon-god Laogzed, worshiped by many troglodytes.

Treasure. Smashing open the mud sculpture of Laogzed reveals fifty malachite gemstones (10 gp each).

8. ILLUSORY FRONT LINE

The drow of House Freth have learned the hard way that the troglodytes in area 7 are too hardy and stubborn to be easily conquered. A male **drow mage** named Orl Telenna has been tasked with holding these caves until reinforcements arrive. Using the resources at his disposal, Orl has created illusions designed to discourage the troglodytes from entering this area. As part of this tactic, he has the *hallucinatory terrain* spell prepared instead of *Evard's black tentacles*, *seeming* instead of *cloudkill*, and *rope trick* instead of *alter self*.

8A. FALSE IMPASSE

Thanks to Orl's *hallucinatory terrain* spell, this 20-foot-high cavern appears to be filled from wall to wall with a pool of bubbling acid. The caustic scent of the acid seems real to any creature that approaches this area, but contact with the acid deals no damage. The illusion can be removed with a successful *dispel magic* spell (DC 14). Orl refreshes the spell each day.

8B. FALSE CAMP

Orl has created a false camp inside a 30-foot-square area in the middle of this rubble-strewn cavern. The camp appears to be a quiet gathering of nine well-armed drow wizards and warriors, who are communicating with one another using sign language. In truth, the drow are nine troglodyte **zombies** created using *animate dead* and disguised with a *seeming* spell.

8C. ORL'S CAVE

Water. Fresh water trickles into this cave from cracks in the dead-end tunnels to the west, forming a 5-foot-deep pool over much of the floor.

Encampment. A rough camp is set up in an alcove to the southeast.

The alcove holds a blanket, a cask of mushroom wine, and a satchel made of spider silk that contains 10 days of rations and Orl's spellbook (see "Treasure" below). Orl spends most of his time here, but he listens for trouble and slips out every once in a while to check area 8b.

Orl's orders don't include fighting troglodytes or well-armed adventurers singlehandedly. If he discovers any creatures approaching, he casts a *rope trick* spell, climbs into the extradimensional space created by the spell, and pulls up the rope. He hides this way for 10 minutes before poking his head out to see if the intruders have left. If he doesn't have time to hide in this manner, he casts a *greater invisibility* spell on himself and retreats to area 9b.

Treasure. Orl's spellbook contains a drow mage's normal spells, plus *animate dead*, *hallucinatory terrain*, *rope trick*, and *seeming*.

9. CONTESTED CAVES

The drow of House Freth maintain a tenuous hold over these caves. Their defenses are tested daily by troglodytes, trolls, and infiltrators loyal to House Auvryndar.

9A. HIDDEN THREATS

Sentries. Two male **drow elite warriors** are hidden behind a natural column of rock to the north.

Eater of Corpses. The cave is full of rotting corpses (twenty troglodytes, nine drow, and five giant spiders). At the midpoint of the cavern, a fat **troll** rendered permanently invisible by Halaster's magic is feasting on one of the spider corpses.

The drow, Eilthymmar and Zaztorrl, serve House Freth. They have been watching the invisible troll but aren't sure what to make of it. They retreat to area 12 (through areas 9b, 10a, and 10b) if threatened.

Zaztorrl's loyalty to House Freth is shaky, the result of a series of dull assignments that have left him feeling underappreciated and scornful. If the characters capture or corner him, he offers to lead them to House Freth's fortress on level 12 in exchange for his freedom. If he is treated with respect, Zaztorrl might befriend the characters and help them in battle.

A successful *dispel magic* spell (DC 18) cast on the troll renders it visible for 1 minute. The troll attacks any creature it sees, but retreats to area 10a (through area 9d) the first time it takes acid or fire damage.

9B. DROW STAGING AREA

This 20-foot-high cavern is used as a staging area for House Freth's raids into troglodyte territory. Six **drow** loyal to House Freth (four females and two males) and four **shadow demons** lurk here. The drow and their demon allies are planning to soften up the troglodytes in area 7a and are not expecting to face adventurers. If four of the drow fall, the survivors use *darkness* spells to cover their retreat to area 13.

9C. ROPER RUSE

The drow and the troglodytes avoid this cave because they think a roper lives here—but the creature is an illusion created by Halaster.

Characters who can see into this dark cave observe that the northernmost stalagmite has a single glaring eye, a fang-filled mouth, and six waving tendrils. A *detect magic* spell reveals an aura of illusion magic around the stalagmite, and a successful DC 15 Intelligence (Investigation) check confirms that the "roper" is a silent illusion cast on an otherwise ordinary stalagmite. A successful *dispel magic* spell (DC 15) cast on the stalagmite ends the illusion, which doesn't attack or react to anything. Any attack or effect that targets the roper ends up targeting the stalagmite instead. The stalagmite has AC 17, 120 hit points, and immunity to poison and psychic damage. A character who sees the roper take damage can repeat the Intelligence (Investigation) check to discern that it's an illusion.

9D. STALAGMITES

This 20-foot-high cavern contains a forest of stalagmites and nothing else.

10. TROLL TUNNELS

The drow patrol these areas frequently, always on the lookout for the trolls that lurk here.

10A. SINKHOLE

This 30-foot-high cave is filled with the echoes of water dripping from stalactites, as well as the fluttering wings of thirteen **stirges** that live in a 30-foot-deep sinkhole to the west. The stirges attack anyone that disturbs them.

10B. MAIN ARTERY

A mutated **troll** feeds on a dismembered drow corpse in this 10-foot-high passage. The troll is a corpulent specimen covered with green boils. Whenever it takes damage, roll a d6. On a 5 or 6, one of the troll's boils bursts open, releasing a **swarm of insects (wasps)** that fills a random space within 5 feet of the troll. The swarm acts on its own initiative count and attacks the nearest creature that isn't a troll. If the troll is killed, it no longer releases any swarms.

11. FOREST OF STONE

These 20-foot-high caverns are filled with stalagmites, stalactites, and other rock formations, giving this area the appearance of a dense forest of stone.

11A. STANDING GATE TO LEVEL 8

Among the rock formations is a standing gate (see "Gates," page 12) formed by a pair of 10-foot-tall stalagmites carved to create the image of giant stone snakes wrapped around them. The points of the stalagmites have been sawed off, and a lintel stone rests atop them. Chiseled into the lintel stone are the words "DON THE CRYSTAL CROWN" in Dwarvish. The rules of this gate are as follows:

- The gate opens for 1 minute if a creature wears King Melair's crystal crown (level 6, area 11d) while standing within 5 feet of it.
- Characters must be 10th level or higher to pass through this gate (see "Jhesiyra Kestellharp," page 10). The first creature to pass through the gate triggers an elder rune (see "Elder Runes," page 12).
- A creature that passes through the gate appears in area 18b on level 8, in the closest unoccupied space next to the gate located there.

11B. TROLLWARP CAVERN

Stalagmites. This 20-foot-high cave contains ten stalagmites that been twisted by Halaster's magic so that each bears a passing resemblance to the Mad Mage: an old wizard in a robe covered with lidless eyes, his visage frozen in a mad scream.

Glowing Runes. Floating above each stalagmite is a glowing rune.

A character who succeeds on a DC 15 Intelligence (Arcana) check recognizes that the runes floating above the stalagmites represent the school of transmutation.

A *detect magic* spell reveals an aura of transmutation magic around each stalagmite. The runes' magic poses no danger to adventurers, but it causes weird, permanent transformations in any troll that lingers in this area. (For example, a troll might sprout an extra head or tentacles, or gain some kind of magical ability or aura.) Casting *dispel magic* on a rune causes it to vanish—and makes the stalagmite below it explode. Each creature within 20 feet of an exploding stalagmite must make a DC 15 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

If the characters linger here, a magical gate might open just long enough to expel 1d4 + 2 **trolls** and an equal number of chickens. The trolls immediately chase the chickens—or any other visible food source.

12. DROW BATTLE

Characters who approach this 50-foot-high cavern for the first time hear the sounds of battle ahead.

Demons. In the narrower section between the north and south halves of the cavern, two **chasmes** fight a **hezrou**. All three demons are glowing.

Drow. Two opposing groups of drow are peppering one another with spells and crossbow bolts, ignoring the demons. Ten drow spread out north of the demons. Sixteen drow stand south of the demons.

Corpses. The bodies of fifty drow and twenty troglodytes litter the battlefield amid pools of demon ichor. Their gear is unsalvageable.

The cavern is the site of a heated battle between House Freth (to the north) and House Auvryndar (to the south). House Freth's forces are nine male **drow** led by a male **drow mage** named Spirreth Dalambra. The forces of House Auvryndar are fifteen **drow** (twelve females and three males) led by a female **drow priestess of Lolth** named Shindreer Argonrae.

The chasmes are agents of House Freth, while the hezrou is a servant of House Auvryndar. All three demons are outlined with *faerie fire* spells cast on them by drow of the opposing side.

Characters who side with one drow house become the focus of the opposing house's wrath. If the characters side with the house that wins, the leader of the victorious drow parleys with them to find out what they expect in return (see below). If the characters end up on the losing side, the drow show them no mercy.

If the characters stay out of the fight, the forces on both sides dwindle slowly until the hezrou finally defeats the chasmes. The drow mage, Spirreth, escapes using *greater invisibility*, leaving his forces to die fighting the hezrou. He has expended all his spell slots and must drink a potion (see "Treasure" below) to restore his lost hit points. If he escapes, Spirreth tries to hide and rest in area 13. The hezrou has 72 hit points remaining at the end of the fight, and Shindreer has cast none of her spells. She uses her healing magic to return the demon to full health as quickly as possible. House Auvryndar's surviving fighting force consists of six female **drow**, which are healed by Shindreer's *mass cure wounds* spell.

SPIRRETH DALAMBRA

Spirreth found himself forced to assume command of House Freth's dwindling forces on this level after his superior, Beranica Freth, was killed by demons. Spirreth's job was to protect and serve Beranica. Now he faces the unwelcome task of reporting her death to her older sister, Erelal Freth, on level 12.

If the characters help Spirreth overcome the forces of House Auvryndar, or if they corner and capture him, he slyly offers to facilitate an audience with Erelal Freth, commander of the House Freth fortress on level 12. Spirreth declares that Erelal will want to reward them for their heroism or trade for his safe release. But the drow mage's offer is merely a desperate ploy to please his superiors, which characters can ascertain with a successful Wisdom (Insight) check contested by his Charisma (Deception) check. Spirreth is actually hoping to deliver the characters to Erelal Freth, then pass them off as Beranica's murderers.

Treasure. Spirreth's spellbook contains all the spells he has prepared, plus *crown of madness*, *fear*, *Melf's acid arrow*, and *send*. Fastened to his cloak is an obsidian scarab engraved with the insignia of House Freth (25 gp). In a special pouch on his belt, he carries a *potion of supreme healing* in a clear crystal vial (5 gp).

SHINDREER ARGONRAE

Shindreer is a powerful member of her small drow house, and she has pledged its strength to the larger cause of House Auvryndar. She also considers Vlonwely Auvryndar her mortal enemy, however, and has plans to depose her—thus reversing the relationship of fealty between Houses Auvryndar and Argonrae.

Fully aware of her rival's ambitions, Vlonwely ordered Shindreer to the front lines in the mounting conflict against House Freth. Vlonwely was counting on House Freth to take care of Shindreer for her, but Shindreer has proven harder to kill than Vlonwely anticipated.

If the characters killed Vlonwely on level 10 and they share this information with Shindreer, she becomes enraged that they deprived her of that pleasure and attacks them.

Treasure. Shindreer wears spider silk gloves with bloodstones sewn into them (750 gp for the pair) and a silver holy symbol of Lolth (25 gp). Worked into the handle of her scourge is an obsidian scarab engraved with the insignia of House Argonrae (25 gp).

13. FRETH REFUGE

Thick web curtains are strung between the stalactites and stalagmites that fill this 30-foot-high cavern. Unless they are cut down or burned away, the webs create a veritable maze, reducing visibility in the cavern to 10 feet. They also catch bats, lizards, and stirges, many of which are still alive and squawking.

At the north end of the cavern, hidden behind a stalagmite, is a cache of supplies left here by drow scouts of House Freth. The supplies include a cask of mushroom wine, 20 days of rations (dry meat and moss) in a satchel made of lizard skin, and a sealed gourd containing 20 applications of drow poison (see "Poisons" in chapter 8 of the *Dungeon Master's Guide*).

14. AUVRYNDAR WATCH POST

Ceiling. The ceiling and floor in this area are uneven, the distance between them ranging from 20 to 40 feet. Three natural columns of rock support the roof.
Scouts. Two female **drow elite warriors** (named Akora and Danafay) are mounted on **giant lizards** near the center of the cavern.

The drow attack at the first sign of intruders. Their lizards are fitted with saddles, reins, and stirrups, and have the Spider Climb trait (see the “Variant: Giant Lizard Traits” sidebar in appendix A of the *Monster Manual*). The drow take the lizards up the walls so they can get a better look at the characters as they approach.

If the characters veer toward area 12 from here, Akora and Danafay try to get there first to warn Shindree.

Treasure. Each drow wears an obsidian scarab engraved with the insignia of House Auvryndar (25 gp).

15. CLEARED-OUT CAVES

Troglodytes once lived here, but most of them were captured by drow or devoured by the behir and the trolls.

15A. FILTHY DEN

Once a troglodyte den, this 20-foot-high cave is strewn with filth. Foul, oily secretions on the walls were left there by the troglodytes.

15B. STONE TROLL

A mutated **troll** is searching through piles of troglodyte filth for edibles. The troll looks normal but has a peculiar trait. At the start of each of its turns, roll a d6. On a 1, the troll turns to stone and is petrified until the start of its next turn. Casting a *greater restoration* spell on the troll rids it of this magical malady.

15C. EMPTY NURSERY

The troglodytes once raised their young here, and the floor is strewn with the bones of vermin.

16. ARCH GATE TO LEVEL 7

Embedded in the north wall of this 10-foot-high cave is a stone arch. Carved into its keystone is a picture of a hand clutching a lit torch. The arch is one of Halaster’s magic gates (see “Gates,” page 12). Its rules are as follows:

- If a lit torch is brought within 5 feet of the arch, the gate opens for 1 minute.
- Characters must be 9th level or higher to pass through this gate (see “Jhesiyra Kestellharp,” page 10). The first creature to pass through the gate triggers an elder rune (see “Elder Runes,” page 12).
- A creature that passes through the gate appears in area 29 on level 7, in the closest unoccupied space next to the identical gate located there.

17. BEHIR LAIR

The floor of the behir’s musty lair is covered with broken bones that crunch underfoot. Creatures that walk on the floor have disadvantage on Dexterity (Stealth) checks made to move silently through these caves.

17A. THE MAW

Rock Formations. Sharp-pointed stalagmites and stalactites fill this 40-foot-high cave, giving it the appearance of a toothy maw. Harmless bats flutter between the stalactites.

Lightning Flashes. If the behir is in area 17c, sporadic flashes of blue-white light appear in the tunnel leading to that area, accompanied by a crackling noise.

17B. CRUSHED DROW

The half-eaten corpse of a recently slain male drow leans against the stalagmite at the northern entrance to this 30-foot-high cave. The drow’s chest is caved in where the behir stepped on it.

17C. BEHIR

The **behir** lies in wait in this 50-foot-high cavern, its muscled, serpentine body woven through the stalagmites. Scars are carved into its hide in the form of arcane runes, placed there by Halaster. The runes grant the behir the ability to use the following legendary actions.

LEGENDARY ACTIONS

The behir can take three legendary actions, choosing from the options below. It can take only one legendary action at a time and only at the end of another creature’s turn. The behir regains spent legendary actions at the start of its turn. Its spell-casting ability is Charisma (spell save DC 13).

Lesser Magic. The behir casts *color spray* or *sleep*, requiring no components.

Greater Magic (Costs 2 Actions). The behir casts *invisibility* or *misty step*, requiring no components.

17D. HOARD OF THE BEHIR

This ledge stands 30 feet above the floor of area 17c and 20 feet below the cavern roof. The behir has fashioned a nest of bones here, decorated with gleaming coins and gems.

Treasure. The behir’s hoard includes 6,700 gp, 4,100 sp, a gold-and-onyx scorpion brooch (250 gp), a silver music box of elven design (1,000 gp), and a *dread helm*. A common wondrous item, the *dread helm* is a fearsome steel helm that makes its wearer’s eyes glow red.

AFTERMATH

Houses Auvryndar and Freth continue to send forces to this level until their strongholds (on levels 10 and 12, respectively) are destroyed. In addition to drow, adventurers could find themselves facing demons sent by the drow to destroy the behir. Drow that succeed in killing the behir take its treasure back to their stronghold.

If the characters eliminate the behir, neutralize the trolls, and deal crippling blows to House Freth and House Auvryndar on this level, the troglodytes grow in strength and numbers. Even if the troglodytes are also eliminated, new clans journey here from elsewhere in Undermountain. Emboldened by their lack of enemies, troglodytes that regain control of their former warrens turn hostile toward all other creatures, regardless of any past truces.