

2e

Classic Adventure
Module Conversion



Night Below

An Underdark Campaign

Conversion Guide by
Mark Stout

A campaign taking
characters from level 1 to 14



Classic Modules Today

A D&D 5th Edition Conversion of the Early Edition Adventure Module

NIGHT BELOW

AN UNDERDARK CAMPAIGN

CONVERSION GUIDE

Introduction: In 1995, TSR published the campaign adventure named “Night Below” for Advanced Dungeons and Dragons 2nd edition. It was written by Carl Sargent and illustrated by Jeff Easley, Arnie Swekel, and Glen Michael Angus. It was a box set consisting of three 64-page books, player handouts on 16 sheets, an 8-page Monstrous Compendium supplement, 8 referee reference cards, and 3 double-sided full-color maps with tactical maps. This conversion guide allows DMs to run the original module with 5th Edition rules.

A campaign that takes 5-6 characters from 1st to 14th level

BY MARK STOUT

Dedicated to Carl Sargent, a true master of adventure



DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, THE DRAGON AMPERSAND, AND 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.

THIS WORK CONTAINS MATERIAL THAT IS COPYRIGHT WIZARDS OF THE COAST AND/OR OTHER AUTHORS. SUCH MATERIAL IS USED WITH PERMISSION UNDER THE COMMUNITY CONTENT AGREEMENT FOR DUNGEON MASTERS GUILD.

ALL OTHER ORIGINAL MATERIAL IN THIS WORK IS COPYRIGHT 2021 BY MARK STOUT AND PUBLISHED UNDER THE COMMUNITY CONTENT AGREEMENT FOR DUNGEON MASTERS GUILD.

NIGHT BELOW

Introduction

To use this conversion guide you will need a copy of “Night Below”, originally available in hard-copy and now for sale in digital and POD format at www.dndclassics.com.

This document gives DMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure. A list of encounters provides a quick in-game reference. Most creatures refer to stat blocks in the D&D 5e Monster Manual. Some creatures have full stat blocks in the Special Creatures section at the end of this conversion guide.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), and DMG (Dungeon Master Guide). All other page number refer to the locations in the original 'Night Below' module. Key text is in **bold** for easy scanning. Magic items are noted in *italics*.

Find more information about this and other early edition conversions at www.classicmodulestoday.com.

Adventure Summary

The campaign is divided into three parts. Book One pulls the characters into the adventure through the attempted kidnapping of spell casters. The characters meet the NPCs of Haranshire and learn of the various things happening. They have a chance to make good impressions on NPCs that can help them and win over the somewhat insular folk of the region. In the process, they will find clues that will lead them to the heart of the kidnapping operation and a confrontation. However this will turn out to be just the tip of the iceberg, leading into the underdark.

Book Two finds the characters descending into the fabled underdark to hunt down the true masters of the kidnapping plot and find the reason behind it. Once again they have to chance to make some allies, if they play their cards right, as they work their way further into the depths. They will learn of the power structure in this part of the underdark as well as the terrible threat that power poses to the surface. It culminates in a fight to get through the kuo-toa city that guards the entrance to the home of the masters.

Book Three finds the characters at the Sunless Sea, a vast underdark sea inhabited by the aboleth. The aboleth seek to enslave all beings hundreds of miles around by constructing a great artifact to amplify their abilities. This artifact requires the sacrifice of the creatures it is meant to dominate, which is why the aboleth are funding the kidnappings. The artifact is close to completion and it is up to the characters to navigate the treacherous waters of the Sunless Sea and put a stop to the aboleth plans for domination.

Converting to the Realms

This brief guide outlines a few thematic changes and additions to bring “Night Below” into the Forgotten Realms world of Faerûn.

Haranshire fits well between Daggerford and Secomber along the the road between them, if you wish to place Haranshire on the Sword Coast.

It can also be placed south of the Dalelands near the Thunder Peaks, on the road between Arabel and Ordulin.

Both locations are well away from large cities and Haranshire is a rural land with no strategic importance, so the characters will be on their own with no help from powerful NPCs or armies.

Book 1: The Evils of Haranshire

GM Notes

This section highlights special rules and tactics to brush up on prior to the game. Night Below is a huge campaign adventure that will require many sessions to complete. For ease of organization, this conversion document is split into sections for each of the three books that comprise the campaign – Book 1: The Evils of Haranshire, Book 2: Perils of the Underdark, Book 3: The Sunless Sea.

The following are standard conventions used in this conversion.

- **Published books** referenced in this conversion include: Player's Handbook (**PH**), Dungeon Master's Guide (**DMG**), Monster Manual (**MM**), Volo's Guide to Monsters (**VGM**), and Mordenkainen's Tome of Foes (**MTF**).
- References to pages in the original module are formatted as (**pg. XX**). References to other books include the prefix.

The following are specific things you need to know to effectively run Night Below.

- Use the **Conversation Reaction table (DMG pg. 245)** for NPC reactions when you're not sure how they'll react to the players. Some NPCs in Night Below have standard reactions to the characters, and others in special situations.
- Know how to use **perception** rules for noticing **traps**, **secret doors**, and **stealthed** creatures.
- Monetary treasure is very **high** for 5th edition, especially in books 2 and 3. Consider **reducing** the treasure amounts by a factor of **5 to 10**.
- The aboleth **potion of domination** is found throughout the campaign. It causes the drinker to suffer **disadvantage** on saving throws to resist any spell or ability that causes the **charmed** condition. If a character or NPC is charmed while under the effect of the potion, they **may not** make further saving throws to break the charm. The potion's effect lasts for 1 week. Many NPCs are continuously dosed with it to maintain aboleth domination.
- Read the **Campaign Synopsis** on **pg. 4-5 of Book 1**. It details everything you need to know about the overarching plot. Knowing this will help you understand the factions that oppose the characters, help them, or are indifferent.

The following notes are specific to Book 1: The Evils of Haranshire.

- The campaign starts as a simple delivery and then begins a slow burn as the characters become aware of kidnappings and disappearances and investigate the matter. There are lots of side quests in Book 1 that don't directly tie in to the main plot, but give the characters experience and treasure. Once the characters take care of the bandits in charge of the kidnappings, they realize that is just the lowest ranks of a much bigger operation. At the end of Book 1, the characters will find out how (literally) deep this rabbit hole goes.
- There are plenty of clues in Book 1 to lead the characters straight to the end, but they will not be strong enough to defeat the bandits and their orc allies. They should interact with the inhabitants of Haranshire who will tell them of other problems that need sorting. This will provide the needed experience to tackle the bandits, treasure to fund upgrades, magical items to help their quest, and establish a good reputation in Haranshire, which will allow them to have a place to come back to when needed. It also gives the characters the freedom to pursue their own path in a sandbox style of play.
- You can also use milestones instead of experience points to award levels to the characters. The following is suggested for that, but it is a good general guide for any experience advancement method.
 - Gain 2nd level after completing Delivery for the Wizard, and Creeping Along Hog Brook (or equivalent side quests).
 - Gain 3rd level after completing Mystery of the New Mire, Peril on the River, and Kidnapping on the Moor, plus at least one additional side quest. The characters **must** be 3rd level before heading to Ruins in the Thornwood or Evil in the Mines.
 - Gain 4th level after completing Ruins in the Thornwood and Evil in the Mines.
 - Gain 5th level after completing The Orcs Below the World.
 - The characters should be 5th or 6th level at the beginning of Book 2,, but no higher than 6th level.
- Being this is an older adventure, there are a lot of **magic items** handed out as treasure. It's up to you whether you want to use all of it, but the characters should have some magical weapons and armor before starting Book 2.

Visuals

Suggested visuals to create:

- Print every **player handout**.
- Print the **tactical maps**, or use the digital versions with a VTT, display screen, or projector. The battles in this campaign are best experienced with miniatures, but can be done in theater of the mind with some preparation.

Outdoor Encounters

Roll 2 times during the day, 1 time at night. Commoners aren't encountered at night.

Underground: Roll once every 30 minutes.

Roll	Grasslands	Moors
01-20	1d4 Farmers	2 Shepherds
21-40	1d4 Merchants	1 Shepherd
41-70	No encounter	No encounter
71-80	1d4+2 Goblins	1d4 Gnolls
81-90	2d4 Wild Dogs	2d4 Wild Dogs
91-95	1 Boar	2d4 Wolves
96-00	1 Poisonous Snake	1d2 Ogres

Roll	Thornwood	Hardlow Woods
01-20	2d4 Wolves	2d4 Wolves
21-40	1 Black Bear	1d4 Worgs
41-70	No encounter	No encounter
71-80	1 Brown Bear	1d4 Dire Wolves
81-90	2d4 Goblins	2d4 Goblins
91-95	1d6 Orcs	1d6 Hobgoblins
96-00	1d4 Bugbears	1d6 Goblins on dire wolf

Roll	Other Woods	Near or on River
01-20	2d4 Foresters	1d4+1 Farmers
21-40	2d4 Wild Dogs	River Barge
41-70	No encounter	No encounter
71-80	1 Harmless Snake	1d4 Giant Frogs
81-90	1 Boar	1d6 Giant Frogs
91-95	NPC Ranger*	1 Giant Eel
96-00	1 Poisonous Snake	1d6 Goblins

*Kuiper or Shiraz (50% chance of each).

Roll	Eelhold	Blanryde Hills
01-20	1 Giant Eel	2d6 Goblins
21-40	1d4 Giant Eels	1d4 Ogres
41-70	No encounter	No encounter
71-80	1 Skyfisher	1d4 Gnolls
81-90	1 Nixie	1d6 Hobgoblins
91-00	Shiraz, ranger	1d6 Goblins on dire wolf

Roll	Patchwork Hills	Forested Patchwork
01-20	2d4 Goblins	1d4 Aarakocra
21-40	1 Shepherd	1d2 Giant Eagles
41-70	No encounter	No encounter
71-80	1d4 Farmers	1d4 Bugbears
81-90	2d4 Wild Dogs	1d4 Giant Weasels
91-95	1 Poisonous Snake	1 Owlbear
96-00	1 Mountain Lion	1d6 Blood Hawks

Roll	Halfcut Hills	Shrieken Mire
01-20	2d4 Guards*	1d6 Lizardfolk
21-40	1d4 Merchants	1d6 Giant Lizards
41-70	No encounter	No encounter
71-80	1d6 Goblins	1 Giant Dragonfly
81-90	2d4 Wild Dogs	1 Giant Sundew
91-95	1 Mountain Lion	1d4 Ghouls
96-00	1 Ogre	1d2 Ghosts

*Patrol from Parlfray Keep

Roll	Great Rock Dale	Garlstone Mines
01-20	2d6 Goblins	1d6 Giant Rats
21-40	1d4 Bugbears	1d4 Giant Weasels
41-70	No encounter	No encounter
71-80	1d6 Gnolls	No encounter
81-90	1d6 Goats	2d4 Wild Dogs
91-95	2d4 Wild Dogs	2 Black Bears
96-00	1d4 Snakes	1 Brown Bear

Roll	Thornwood Keep Dungeons	Underground Passageways
01-20	2d4 Giant Rats	2d6 Giant Rats
21-40	2d10 Bats	1d4 Giant Bats
41-70	No encounter	No encounter
71-80	1 Swarm of Bats	1 Gelatinous Cube
81-90	1 Poisonous Snake	2d4 Orcs
91-00	1d4 Fire Beetles	2d4 Goblins

Planned Encounters

This section presents encounters that are mandatory to advance the campaign, as well as those that are optional tasks the characters can undertake. These are brief explanations of what happens. You should read through the book thoroughly to be familiar with all the details, which are not reprinted here.

The mandatory encounters will be clearly marked with **(M)** to help you keep track of character progress.

Beginning the Campaign (M)

Beginning the Campaign on **pg. 10 of Book 1** gets the characters heading to Haranshire to deliver a chest full of magical components to a wizard named Tauster who lives in the village of Thurmaster. The characters will be paid 150gp on delivery.

Capture Them Alive! (M)

This encounter (**pg. 10**) will happen when the characters are a few hours away from the village of Milborne in Haranshire. Four farmhands are walking down the road towards them. Just as they pass the characters, or if the characters stop to talk to them, two arrows fly out of the woods. The farmhands shout, "Bandits!" and brandish their farm tools as if to help the characters, but then attack them, targeting characters who seem to be

clerics or wizards.

The four “farmhands” are **1 thug** and **3 bandits**. They are armed with farm tools that function as heavy clubs (1d6 bludgeoning damage plus modifier), and have no ranged weapons. As they attack, **2 bandits** run out of the woods and join the attack. These two bandits are armed with long bows instead of light crossbows.

The bandits attack spellcasters with reserve, obviously seeking to disable, not kill. Against non-spellcasters they exercise no such caution.

If the bandits lose two of their number, they retreat back into the woods, firing a few arrows to discourage pursuit.

If captured, they confess to being hired by **Carlanis the thug** to capture evil necromancers coming into Haranshire. The bandits are a bunch of shiftless ne'er-do-wells common to these parts.

If Carlanis is captured alive, he says he was after the chest the characters carry. No persuasion, even magical, will get him to tell the truth (due to the effect of the *potion of domination*). Anyone close to Carlanis will notice a faint fishy odor hangs around him, but it could be from him eating fish. It shouldn't be suspicious at this point.

If the characters are overpowered, they wake up an hour or so later. Their wounds have been dressed with herbs and bound with leaves and vines. The bodies of several bandits lie nearby, mauled by some ferocious animals. A druid or ranger will recognize it as the work of wolves or large dogs. Tracks around the battle area vanish when they reach the woods. **Oleanne** the druid and her wolf companions rescued the characters, and then she left, covering their passage with a *pass without trace* spell.

Arrival in Milborne (M)

Give the players **Player Handout 1**. If the players arrive in Milborne (**pg. 16-17**) with a captive(s), they are directed to the house of Garyld the carpenter, who also is the local constable. Garyld takes possession of the captive(s) and has them manacled and locked in a local storehouse until the magistrate rules on them in the morning. He directs the characters to the Baron of Mutton to find a room for the night.

If the characters don't have a captive, a local passerby points them to the Baron of Mutton.

When they arrive at the Baron, the place is in disarray. A local girl and wizard apprentice, Jelenneth, was staying overnight and has vanished from her room. A distraught young man named Andren suspects foul play because she left her spell component pouch in the room. Andren and Jelenneth are courting, so he is very worried. Andren approaches the characters and asks if they can look for her in their travels. He shows them a portrait in a locket and describes some of

her distinct person possessions. He tells them she is apprentice to the wizard Tauster in Thurmaster (the man the characters are delivering the chest to). Whether the characters agree or not, they can get a room for the night. No amount of searching around the tavern or village helps. There are simply too many footprints to isolate anything.

Delivery for the Wizard (M)

It takes about two and a half days of walking, or one day and a few hours riding, to reach Thurmaster. Give the players **Player Handout 2**. Locals point out the only tower in the village when asked.

Tauster is an old man in his 70s, but still spry with a mischievous look about him. He gleefully accepts the chest and signs a letter of credit, instructing the characters how to find Squire Marlen, who can convert the letter into gold and silver. He also tells them to get a room at the Hound and Tails, but don't eat the mutton pies, and he'll pay for it.

If the characters tell Tauster about Jelenneth missing (and they should), he looks concerned. He asks them to deliver a letter to Kuiper at a farm along the road heading back to Milborne. He says Kuiper is a woodsman, who may be able to help find her. He offers the characters 10gp each to deliver the letter, and promises 50gp each if they find her. He also offers to train a character who is a wizard if Jelenneth is found.

If the characters go straight away to deliver the letter, proceed to the chapter Lured Into Darkness (**pg. 20**). Otherwise they can talk to villagers or explore Haranshire a bit. You can use the villagers to give information about the shire. Give the players **Player Handout 3**. If they should make it to Old Grizzler and charm the dwarf, he sells them a map for 10gp. Give them **Player Handout 4**.

Creeping Along Hog Brook (M)

When the characters deliver the letter to the woodsman Kuiper (**pg. 20**), he reads over it and relays what he thinks might have happened and suggests checking the Hog Brook area. He says he will get his equipment and join the characters. Kuiper is a 6th level ranger and will be quite a help to the characters in this part, but this is the only time he'll directly help.

A few hours into searching Hog Brook the characters encounter Oleanne with her two wolves. Kuiper goes up to talk to her. A druid or ranger character can approach, but any others evoke menacing growls from the wolves.

Oleanne hasn't seen Jelenneth, but is upset over something else. She saw a local farm boy leave his home and transform into a werebear. She knows he will be confused and frightened, and wants Kuiper and the characters to help find

him and lead him back to safety.

Kuiper agrees regardless of the characters wishes, since he knows the boy's family. He asks the characters to join him. He will distract the werebear, while the characters throw nets to tangle him up. Kuiper pulls two weighted nets out of his pack for two characters to use. He cautions the characters not to attack the werebear, as they are ferocious when provoked and the boy likely has no control of that form right now. Oleanne will accompany them as well.

It's near evening when Oleanne finds where she spotted the werebear last. Kuiper can't track well at night, so they make camp. Just before dawn, a group of Bloodskull orcs find the camp and attack. Characters that make a DC 12 Wisdom (Perception) check will hear the orcs approaching, or see them if they have darkvision. Oleanne's wolves will start growling, waking everyone one round before the orcs attack.

The Bloodskull orcs aren't armed as typical orcs. They wear hide armor and carry shields for an **Armor Class of 15**. They are armed with **battle axes (1d8+3 slashing damage)**, except for two that carry **silvered long swords (1d8+3 slashing damage)**, and one carries a **shield +1** that raises him to **AC 16**. There are a total of **10 orcs**.

After the battle, Kuiper will note the silvered long swords with worry. It suggests the orcs knew they would face a shapeshifter. He wants to get underway as soon as light is good. Give the players **Player Handout 5** and have Kuiper mention he doesn't recognize that orc tribe.

After three hours, characters that make a DC 12 Wisdom (Perception) check hear something big thrashing around the undergrowth ahead. This gives them one round to prepare. Otherwise roll initiative as the werebear charges out in bear form.

Kuiper distracts the werebear with smacks from the flats of his swords and uses his speed to keep away from it. This keeps the werebear's attention on him. The werebear is obviously wounded (down to 87 HP from his maximum of 135 HP). The pain of his wounds and inexperience in bear form give the werebear **disadvantage** on all attacks.

A character just needs to land a successful attack against AC 11 to get a net on the werebear. If a character isn't proficient with martial weapons, these attacks suffer **disadvantage**. One net restrains the werebear, two nets cause him to collapse, completely entangled. If a character misses a net attack by 5 or more, the werebear makes one claw attack against them.

Once he is down, Kuiper will ask a cleric or druid to use a *cure wounds* spell on the werebear to help calm it down. This calms him down and makes him not hostile. Kuiper leads everyone back to the boy's farm. As they walk, the boy transforms back into his true form. Kuiper leaves

with the boy to take him home and asks the characters to return to Milborne and let Garyld know what happened.

Both Kuiper and Oleanne are impressed with the characters and will provide information about Haranshire when asked. Oleanne can point the characters to the Thornwood as the source of the bandits, but you should wait until the characters are 3rd level before telling them.

Upon returning to Milborne, if using the milestone experience system, the characters should **advance to 2nd level**.

Mystery of the New Mire

When the characters return to Milborne, there are several minor events followed by a job offer to scout around the New Mire to find out what is causing the ground to become water-logged. The investigation will take time talking with farms around the mire area, but eventually the characters will find a child who saw creatures on the far side of the mire where the Patchwork Hills begin. This will lead the characters to the goblin tribe holed up there.

The goblins here are not aggressive nor brave. They are willing to talk and take the characters to the chief. If attacked, they fight until four are dead and then beg for parley. A character that makes a DC 10 Wisdom (Medicine) check can tell the goblins are scrawny and malnourished.

The chief and shaman are also thinner than normal and eager to talk. The chief insists they don't fight with humans, and the characters will know they have heard nothing of blue-faced goblins attacking.

If the characters mention the mire or flooding, the shaman looks nervous. Characters who make a DC 13 Wisdom (Perception) check will notice the shaman gulp and look down at a silver ring on his finger that he keeps twisting back and forth. If asked about the ring, he claims it was a gift from the goblin god. The other goblins look reverent at this. Give them **Player Handout 6**.

If talked to alone and a character makes a DC 14 Charisma (Persuasion or Intimidation) check, the shaman admits he found the ring, and that the waterlogging happened at the last place they lived.

He is willing to part with the ring, but he wants a magic item in return, or an exact duplicate (non-magical) of his ring so he can continue his deception. If the characters know about the Eelhold (**pg. 31-32**), they will realize with a DC 15 Intelligence (Nature) check that the ring's waterlogging effect wouldn't matter much near a lake. The chief and shaman would be willing to relocate to the Eelhold, especially with the prospect of a constant food supply in the form of eels. The characters would also have to talk to the ranger Shiraz to make this happen, but

she would be happy to do this to avoid conflict.

The characters could simply rampage through the goblin lair and slaughter them all, but this would be a foul act for any good aligned characters.

If they get the ring examined by a sage, give them **Player Handout 7**.

Peril on the River (M)

After finishing *Creeping Along Hog Brook* and *Mystery of the New Mire*, the characters are starting to be well regarded by the locals of Haranshire. They are the subject of much gossip and will have town and farm wives bringing them home cooked meals, pies, and the like. The characters should be starting to like things here in Haranshire.

A few days after the events of *New Mire*, the characters are asked to ride along the river as a barge travels between Thurmaster and Milborne (it can start in whichever village the characters are currently in). This may be something they have done already, and it is routine and somewhat boring. This time, however, it will anything but routine.

Ranchefus, the leader of the bandits kidnapping spellcasters for the aboleth, has heard of the characters and decided that they are both targets and a potential threat. He knows of the escort through spies and has organized a pre-dawn ambush.

As the characters are camped along the river, one hour before dawn. There is a **light drizzle** and **fog** that restricts clear vision to 30 feet. Any attack or check beyond 30 feet is made with **disadvantage**. Out of this murkiness, Ranchefus launches his attack.

Ranchefus, 4 bandits, and 2 strong bandits make up the attacking force. They know which characters are spellcasters and which are not via spies. Lethal attacks are used against the non-spellcasters. The strong bandits run up to melee with two bandits, while the other two bandits stay back and shoot with long bows.

One **strong bandit** has a *long sword +1*, which adds 1 to his attack and damage rolls. One **bandit** has a *long bow +1*, which adds 1 to his attack and damage rolls.

Ranchefus will already have cast *disguise self* to change his appearance, though vanity stops him from eliminating his eye patch. He'll stay back in the fog and use *charm person* and *hold person* to disable characters, though he can't effectively tell characters apart due to the fog and drizzle. If a character comes at him, he'll use his **Illusionary Duplicate** to confuse them by running in two separate directions. Once three of his allies are down, he calls for the retreat, and flies off using his *wings of flying*.

Any bandits captured or killed will have a

slightly fishy odor that is strong enough to be noticed automatically.

A Kidnapping on the Moors (M)

A few days after the attack at the river, the characters are contacted by Count Parlfray. Some clerics on a pilgrimage never arrived and he would like the characters to search the moors for signs of them (**pg. 29**).

The second day of searching the moors, the characters come across a battle site with bodies. Two fighter types, one dead and one nearly dead, lie. The nearly dead fighter gasps out his message then expires, as howls fill the air.

A group of **4 death dogs** has scented the blood and is closing in to feed. If two are killed, the other two run off.

Gazetteer of Haranshire

This section (**pg. 30-40**) covers locations throughout Haranshire and outlines several side jobs the characters could do that aren't directly related to the main plot. These quests can gain the characters some experience if they're not quite ready to tackle *Broken Spire Keep*. Some of the notable quests are covered here.

The Eelhold (**pg. 31-32**) is a lake that contains giant eels which form a staple food for the folks of Haranshire. The swanmay ranger Shiraz is often visiting here when not wandering the shire. She keeps an eye on the Eelhold which is kept full by a bound water elemental, and a resident nixie that can command it. Lately the water elemental isn't listening to the nixie and causing rough waters and spouts. Shiraz thinks the binding enchantment is weakening. If so, soon the elemental won't take orders from the nixie and could even attack shire folk trying to fish. Shiraz wants the characters to keep an eye out for something that might help. If the characters already handled the *Mystery of the New Mire*, they may have the solution. The goblins could settle in caves near the Eelhold and the ring could be used every so often to quiet the water elemental. This should earn characters the experience of defeating the water elemental, or count as a side quest for purposes of milestone experience.

Featherfall (**pg. 33**), a section of the Patchwork Hills at the Thornwood, has been settled by 12 aarakocra. Shiraz is sworn to protect them, but can't stand staying there all the time. She asks the characters to either take out the threats they face or convince them to move elsewhere.

The aarakocra are having trouble from a big nest of Blood Hawks as well as raiding humanoids (hobgoblins, gnolls, or forest goblins – your choice). Eliminating both threats will be

tough, since the hawks nest high up on a cliff, and the humanoid lair is not known. Killing at least 14 blood hawks and a raiding party of 4 to 10 humanoids will be enough to permanently deal with the threats.

Convincing the aarakocra to leave is even harder as they just split from another clan and like this location. This will take at least three successful DC 15 Charisma (Persuasion) checks to accomplish, though you can give advantage on rolls for particularly effective arguments.

The Rosestone (pg. 34) is a holy place that lies undiscovered in the Great Rock Dale. It is difficult to find, so much so that no one in Haranshire knows it exists. If the characters explore the Great Rock Dale, they can make a DC 18 Wisdom (Perception) check to notice a secluded alcove with a pillar of rose striped limestone. *Detect magic* will show the pillar to be magical. A cleric can make a DC 15 Intelligence (Religion) check to recognize it as a holy object. Reporting the location of the pillar to Kuiper, Garyld, the wandering cleric Lafayer, or any village cleric will earn the characters 2000 experience points or count as one side quest, and the eternal gratitude of the people of Haranshire.

If someone injured, diseased, or poisoned prays at the pillar they receive what they need. They are healed 2d8+2 hit points, have the disease cured, or the poisoned condition removed. This only works one time a week per person.

The Gleaming Glade (pg. 36-37) legend in Hardlow Woods can be heard from anyone in Haranshire. Old Grizzler in Milborne knows an old song that hints at its location. With the song to guide them, it takes a day of searching and a DC 15 Wisdom (Survival) check to find. The glade is guarded by undead: **1 wraith** and **2 skeletons**. The fight is a tough one, but the haul of magical treasure makes it worth it. Give them **Player Handout 9**.

Shrieken Mire (pg. 38-39) near Thurmaster is the site of a problem. Four residents were found beaten to death near giant footprints. Worse yet, a green dragon was seen flying over the mire.

The giants are fomorians and are way beyond the ability of the characters to deal with. Kuiper will point out that while green dragons are evil, they are also honorable creatures that keep their word. He suggests entering the mire to find the dragon and work out a deal with it to deal with the giants in return for something from the folks of Haranshire.

Finding the dragon will require 1d3 days of searching the mire. The dragon **Inzeldrin** will actually find them first. She's more curious than hungry, having just recently fed, and wonders aloud why small creatures are seeking her out.

Are they not afraid?

When informed of the giants, she will be annoyed. She has assumed ownership of the mire and doesn't plan on sharing it. She is willing to deal with the giants. She wants something in return, but has plenty of treasure and doesn't want more. She is interested in a steady food supply, and will be satisfied with a cow or a few sheep or goats about twice a month. She even offers to use her magic to enhance local crops, the better to fatten their livestock with. As Kuiper noted, she is Lawful, if evil, and will hold to her word.

Broken Spire Keep (M)

When the characters are at least 3rd level, you can have Oleanne tell them about finding Broken Spire Keep (pg. 41), if they haven't heard of it from the Parlfrays or found it themselves.

Be sure to read through **pages 41-45** to understand how the bandits will respond once they are alerted to an intrusion. It is likely the characters won't be able to take the upper keep level in one go, but it is possible with stealth and good tactics.

The forces of the upper keep are as follows:

- **Main Gate (1)** is guarded by **1 sneaky bandit** during the day, and unguarded at night. If she spots anyone, she alerts the bandits in 2a and 2b.
- **Guardhouse (2a)** is guarded by **1 sneaky bandit, 1 strong bandit, 1 bandit, and 1 war dog**.
- **Guardhouse (2b)** is guarded by **1 sneaky bandit, 1 strong bandit, and 1 bandit**.
- **Stables (5)** contain **3 war dogs** that will be let loose by one of the bandits during an attack.
- **Servant's rooms (9a, 9c, 9e)** are home to the rogues **Balrat, Wilmors, and Heydrus**. Balrat and Wilmors will rush to defend the keep, fighting to the death. Both smell slightly fishy. Heydrus will be ordered to let the war dogs out of the **stable (5)**, and then will go hide under his bed in 9e. He will surrender without a fight and is more than happy to give information as detailed on **pg. 45** and **Player Handout 10**.
- **Watch Platform (12)** is manned by **1 sneaky bandit** who watches over the approaches to the keep. He is armed with a **light crossbow**, with 40 bolts set in nearby quivers. If he spots anyone not with the bandits, he pulls a rope that rings an alarm bell in the **Grand hall (8)** and fires on intruders until they are out of sight. Anyone at the gates or in the courtyard is within **short range** of this bandit's crossbow.

If the characters have to retreat from the first battle, then the keep will have reinforcements and improved defenses when they return.

- **2 sneaky bandits** have returned from tasks away from the keep.
- All dead bandits are reanimated as **zombies** by Ranchefus.
- If the characters are gone 3 days or more, then **12 Bloodskull orcs** will have arrived to help.
- A **crossbow trap** (See Traps) is set up at the front gate.
- A **flaming oil trap** (See Traps) is laid just inside the front gate.
- All bandits carry a **reed tube** filled with **black pepper**. As an action, they can blow this at a character. The character must make a **DC 12 Constitution saving throw** or be **blinded** until the beginning of their next turn.

Broken Spire Dungeon (M)

When the bandits in the keep above have been defeated or bypassed, the characters can find their way in the dungeon below. If they go down the trapdoor in the **Lumber room (6)**, then they start in the **Landing (14)**. If they come down the spiral staircase in the **Watch Tower (11)**, they start in the **Landing (22)**.

15. **Marly** the jailer lurks here, hiding in cell 16a when she hears people approaching. **2 war dogs** pad about the room. She waits until characters are fighting the dogs, then slips out with Stealth to attack the nearest character. If that character doesn't spot her approach, she attacks with her garrote with advantage. On a hit, she locks the garrote around the character's neck. The character begins to choke and, after a number of rounds equal to their Constitution bonus, will drop to 0 Hit Points and start dying. Anyone can use an action to unlock the garrote and stop the choking by making a **DC 14 Intelligence check**. Rogues with the **Assassin** archetype add their **proficiency bonus** and roll with **advantage**. The victim can try to remove it, but rolls with **disadvantage**. A choking character can't be stabilized until the garrote is removed. After setting the garrote, or if she is spotted, she fights to the death.
17. There is a single **giant rat** in here that will attack anyone entering. It has an infection of Sewer Plague and will infect anyone bit who doesn't make a **DC 11 Constitution saving throw**.
18. The latrine is home to a **carrion crawler** that will pop out and attack if characters linger for more than one round.
19. The secret door here can be found with a **DC 20 Wisdom (Perception) check**. The door is

locked (**DC 18 Dexterity (thieves' tools check)** to open) and trapped with a **glyph of warding trap**. The chest inside is locked (same as the door), trapped with a **glyph of warding trap**, and trapped with a **poison needle trap**.

23. The original shrine has been desecrated and is home to **6 zombies**. Cleaning and reconsecrating the shrine earns the party an experience bonus of 200 XP each.
24. The secret door to this room can be found with a **DC 16 Wisdom (Perception) check**. The cleric **Ranchefus** is here, unless the characters are making a second attack, along with his **8 zombies** as bodyguards. He will command the zombies to form a wall to block the characters from getting to him while he casts spells, and yell for his orc allies in **25**. He will use *aid* first, then use *charm person*, *guiding bolt*, and *hold person*. If the characters get close, he'll use his Illusionary Duplicate and melee the most dangerous looking character so his flail attacks gain **advantage**, which lets him use his Dirty Fighter ability. If he has advance warning of the characters' arrival, he will have already cast *aid* and activated his *wings of flying*. If the fight goes badly, he will retreat using his *wings of flying*.
25. There are **2 orcs** from the Bloodskulls staying here. One is a standard Bloodskull (AC 15, long sword (1d8+3 slashing damage). The other is the emissary, armed with a *battle axe +1 and shield +1*; (AC 16, 20 HP, battle axe +6 to hit, 1d8+4 magical slashing damage). There are also **2 skeletons** here that guard the bedroom normally.

Evil Below the Mines (M)

If the characters haven't figured out there is a second bandit group, **pg. 51** details several ways to alert the characters to it. All the bandits wear a silver brooch that is not magical, but is a token that lets them pass the undead in area 20 without being attacked.

2. A *wyvern watch* spell (See New Spells) is set here at nights by Shilek.
5. The halfling rogues, **Caswell** and **Tinsley** stand guard here. They are hidden behind the many large stalagmites and columns in the cavern. Tinsley slips away to warn the guards at **12**, while Caswell stays hidden. If he is spotted, he pretends to be a survivor hiding from the bandits. Tactical notes on **pg. 53** detail how long it takes Tinsley to reach the guards and how long until they arrive.
12. The cabin here houses **3 strong bandits** unless they were alerted by Tinsley.
14. Anyone approaching within 5 feet of the pool is attacked by the **giant eel**. If it hits, it pulls the target underwater. When underwater, a target can only attack with one-handed

piercing weapons. Those outside the pool can't attack the eel because it's too deep in the pool.

15. This shed is home to **1 strong bandit** who has terrible body odor. There is a 50% chance he is sleeping.
16. The body floating here can be lassoed with a rope or grabbed with a grappling hook. Anyone entering the water gets attacked by **2 giant catfish**. Anyone searching the body must make a DC 11 Constitution saving throw or contract Sewer Plague. Give them **Player Handout 11**.
18. This cave is the home of **2 cave fishers**. The bandits know about them and avoid this cave.
19. There are **8 zombies** in this chamber that attack anyone not wearing a silver brooch. With a brooch, characters can walk right past them.
20. This cavern is where the bandit leaders stay. **Shilek** and **Imrin** are clerics of Cyric, just like Ranchefus. **Ramor** is a mercenary dominated by the aboleth. There are **6 zombies** at the entrance that attack anyone whether they wear a silver brooch or not. Everyone here fights to the death.
 - The **zombies** move to attack immediately, forming a wall so no one can get past.
 - **Shilek** will use her *boots of levitation* to rise 20 feet into the air. She uses *command*, *toll the dead*, *ray of sickness*, *spiritual weapon*, and *hold person*. If Imrin and Ramor start to get overpowered, she will descend and use her *Touch of Death*, *vampiric touch*, and *inflict wounds* to attack, using her sickle only when out of spells.
 - **Imrin** will cast *spiritual weapon* to assist him, then use *blindness* on a character, and then attempt to beat that character to death with his mace. He'll use his *Touch of Death* on his first successful mace strike. If he can, he will use *command* to knock someone prone (Drop), then attack them with his mace. He prefers melee to magic, but uses spells when needed.
 - **Ramor** will immediately activate his *boots of speed* and then move to attack a fighter type character. If he has trouble hitting a character, he'll use Feinting Attack or Trip Attack to give himself the advantage. If he is ganged up on, he'll use Menacing Attack to scare an attacker off.

If the characters have to retreat, read **pg. 57** to see how the bandits will reinforce if they have the time.

An *identify* spell will tell a caster the command words for the *Leomund's desirable residence* in Shilek's possession.

The passage to the orc caverns is found only if the characters already defeated the bandits at

Broken Spire Keep.

The Orcs Below the World (M)

The orcs are holed up in a small cavern complex as detailed on pg. 59-60. If the characters have both keys – from Broken Spire Keep and the Garlstone Mines, then they can open the doors and proceed. Read through the tactics section on **pg. 63** to be familiar with how the orcs react to attack.

The magical spear carried by Argripyek, the highest ranking Eye of Gruumsh, makes the orcs in the complex **immune** to the **frightened** condition. When the characters see it, give them **Player Handout 8**.

1. The entry is guarded by **11 orcs** armed with long swords and battle axes (1d8+3 slashing damage) and wearing hide and shield (AC 15). Eight of the orcs attack right away; the other three spend the first round applying an irritant to the tails of **3 giant lizards**, which makes them mad enough to attack non-orcs. The sounds of battle alert the entire complex.
2. This chamber houses 25 orc females and 14 young, who do not fight. They are guarded by Garundaryek, a **Claw of Luthic**. She doesn't attack unless the characters threaten the women and children. She has no love for the Eyes of Gruumsh or their deal with the aboleth.
3. This cave houses the Bloodskull protectors, **13 orcs** and **1 orog**. Five of the protectors are sleeping and it takes them 4 rounds to get armed and armored before they can fight. Alternately, they can take 1 round to grab a weapon and shield and skip the armor, which lowers them to AC 12.
4. The orc chieftain (actually an orog) lives here with the priests of Gruumsh. They are **1 orog (Ogurkek)** and **2 orc eyes of Gruumsh (Argripyek and Kalyagbek)**. Argripyek has a special spear gifted to him by the aboleth. The weapon is a +1 spear, but only for him, and it dominates him utterly. His attack with the spear is +6 to hit, 1d6+4+1d8 magical piercing damage. The Eyes use the normal stat block, except Kalyagbek has *aid* and Argripyek has *heat metal* instead of *augury*. Kalyagbek casts *aid* on all of them, and Argripyek casts *bless* on all of them before they head into battle. They both use *spiritual weapon* as soon as they sight enemies.

Details on reinforcements after a first attack is covered on **pg. 63-64**.

When the orcs are defeated, the prisoner **Snagger** is found and the passageway down discovered. If the characters venture down, the deep gnomes appear and talk to them as detailed on **pg. 64**.

Magic Items

Note: Magic items held by allied NPCs are not listed here, but are accounted for in the NPC stat block.

- Bastard sword +1 (replace with short sword +1) pg. 43
- Bastard sword +2 (replace with long sword +2) pg. 56
- Battle axe +1 pg. 49
- Battle axe +1 pg. 62
- Battle axe, dwarven make pg. 63
- Bolt +1 (13) pg. 42
- Boots of levitation pg. 56
- Boots of speed pg. 56
- Brooch of shielding pg. 55
- Chain mail +2 pg. 49
- Chain mail +2 pg. 56
- Chain mail +1 pg. 56
- Chain mail +1 pg. 62
- Chain mail +1, dwarf-sized pg. 63
- Cleric scroll (aid, lesser restoration, prayer) pg. 56
- Cleric scroll (cure wounds (1st), cure wounds (4th), lesser restoration) pg. 56
- Dagger +1 pg. 37
- Dagger +2 pg. 56
- Flail +2 pg. 49
- Light crossbow +2 pg. 42
- Long bow +1 pg. 27
- Long bow +1 pg. 56
- Long sword +1 pg. 27
- Long sword +1 pg. 37
- Long sword +1 pg. 42
- Mace +1 pg. 56
- Potion of domination (8) (See Special Items) pg. 50
- Potion of domination (4) pg. 58
- Potion of extra healing (replace with potion of greater healing) pg. 56
- Potion of extra healing (replace with potion of greater healing) pg. 63
- Potion of flying pg. 49
- Potion of healing pg. 43
- Potion of healing (2) pg. 63
- Potion of polymorph (See Special Items) pg. 49
- Ring of free action pg. 49
- Ring of protection +1 pg. 37
- Ring of protection +1 pg. 43
- Robe of useful items (1 each mundane patch, 6 special patches) pg. 56
- Scroll of protection from plants pg. 43
- Shield +1 pg. 22
- Shield +1 pg. 37
- Shield +1 pg. 49
- Shield +1 pg. 56
- Shield +1 pg. 62
- Short sword +1 pg. 25
- Short sword +1 pg. 43
- Sickle +2 pg. 56
- Spear +2 pg. 61

- Splint armor +2 pg. 56
- Wand of frost (replace with wizard scroll - cone of cold x 3) pg. 58
- Warding ring (See Special Items) pg. 48
- Wizard scroll (dispel magic, fly, stinking cloud) pg. 37
- Wizard scroll (acid arrow, dispel magic, hold person) pg. 48
- Wizard scroll (dispel magic, globe of invulnerability, mirror image, web) pg. 58

Traps

- **Crossbow Trap (pg. 45):** Triggered when the front gates of the keep are opened, DC 15 Wisdom (Perception) check to spot; DC 15 Dexterity check to disable (no tools needed). The crossbow fires on the gate opener with a +6 to hit, doing 6 (1d8+2) piercing damage on a hit, plus 10 (3d6) poison damage.
- **Glyph of Warding Trap (pg. 48):** Triggered when the door is opened. DC 13 Intelligence (Investigation) check to notice the glyph. Anyone within 20 feet must make a DC 13 Dexterity saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a success.
- **Oil Trail (pg. 45):** Triggered when a bandit throws a torch into the area, requiring a ranged attack roll versus AC 10. Anyone in a 10 foot area inside the gate takes 4 (1d8) fire damage, and 4 (1d8) fire damage at the beginning of their turn if they are still in the area next round. After 3 rounds, the oil burns out.
- **Poison Needle Trap (pg. 48):** Triggered when the chest is opened without the proper key. DC 15 Wisdom (Perception) check to notice; DC 15 Dexterity (thieves' tools) check to disarm. The target must make a DC 13 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a success.

Monster Roster

1. **Aarakocra** (MM 12, CR 1/4, 50 XP)
2. **Balrat** (See Special Creatures)
3. **Bandit** (MM 343, CR 1/8, 25 XP)
4. **Bandit Captain** (MM 344, CR 2, 450 XP)
5. **Bandit, Sneaky** (See Special Creatures)
6. **Bandit, Strong** (See Special Creatures)
7. **Bat** (MM 318, CR 0, 0 XP)
8. **Black Bear** (MM 318, CR 1/2, 100 XP)
9. **Blood Hawk** (MM 319, CR 1/8, 25 XP)
10. **Boar** (MM 319, CR 1/4, 50 XP)
11. **Brown Bear** (MM 319, CR 1, 200 XP)
12. **Bugbear** (MM 33, CR 1, 200 XP)
13. **Carrion Crawler** (MM 37, CR 2, 450 XP)
14. **Caswell/Tinsley** (See Special Creatures)
15. **Cave Fisher** (VGM 130, CR 3, 700 XP)
16. **Commoner** (MM 345, CR 0, 0 XP)
17. **Death Dog** (MM 321, CR 1, 200 XP)
18. **Dire Wolf** (MM 321, CR 1, 200 XP)
19. **Elemental, Water** (MM 125, CR 5, 1800 XP)
20. **Farmer** (As commoner)
21. **Garyld** (See Special Creatures)
22. **Gelatinous Cube** (MM 242, CR 2, 450 XP)
23. **Ghast** (MM 148, CR 2, 450 XP)
24. **Ghoul** (MM 148, CR 1, 200 XP)
25. **Giant Badger** (MM 323, CR 1/4, 50 XP)
26. **Giant Bat** (MM 323, CR 1/4, 50 XP)
27. **Giant Catfish** (See Special Creatures)
28. **Giant Dragonfly** (See Special Creatures)
29. **Giant Eagle** (MM 324, CR 1, 200 XP)
30. **Giant Eel** (See Special Creatures)
31. **Giant Fire Beetle** (MM 325, CR 0, 5 XP)
32. **Giant, Fomorian** (MM 136, CR 8, 3900 XP)
33. **Giant, Fomorian Young** (as Ogre)
34. **Giant Frog** (MM 325, CR 1/4, 50 XP)
35. **Giant Lizard** (MM 326, CR 1/4, 50 XP)
36. **Giant Poisonous Snake** (MM 327, CR 1/4, 50 XP)
37. **Giant Rat** (MM 327, CR 1/8, 25 XP)
38. **Giant Spider** (MM 328, CR 1, 200 XP)
39. **Giant Sundew** (See Special Creatures)
40. **Giant Swan** (See Special Creatures)
41. **Giant Weasel** (MM 329, CR 1/8, 25 XP)
42. **Gnoll** (MM 163, CR 1/2, 100 XP)
43. **Goat** (MM 330, CR 0, 5 XP)
44. **Goblin** (MM 166, CR 1/4, 50 XP)
45. **Goblin Boss (Grundlegek)** (MM 166, CR 2, 450 XP)
46. **Goblin Shaman (Burukkleyet)** (See Special Creatures)
47. **Guard** (MM 347, CR 1/8, 25 XP)
48. **Heydrus** (As bandit)
49. **Imrin** (See Special Creatures)
50. **Inzeldrin, adult green dragon** (MM 94, CR 15, 13000 XP)
51. **Kuiper** (See Special Creatures)
52. **Lafayer** (See Special Creatures)
53. **Large Spider** (See Special Creatures)
54. **Lion** (MM 331, CR 1, 200 XP)
55. **Lizardfolk** (MM 204, CR 1/2, 100 XP)
56. **Marly** (See Special Creatures)
57. **Merchant** (As Commoner)
58. **Miner** (as Commoner)
59. **Nixie** (See Special Creatures)
60. **Ogre** (MM 237, CR 2, 450 XP)
61. **Oleanne** (See Special Creatures)
62. **Orc** (MM 246, CR 1/2, 100 XP)
63. **Orc Claw of Luthic (Garundaryek)** (VGM 183, CR 2, 450 XP)
64. **Orc Eye of Gruumsh (Argripyek, Kalyagebek)** (MM 247, CR 2, 450 XP)
65. **Orog (Garundzer, Ogurkek)** (MM 247, CR 2, 450 XP)
66. **Owlbear** (MM 249, CR 3, 700 XP)
67. **Poisonous Snake** (MM 344, CR 1/8, 25 XP)
68. **Ramor** (See Special Creatures)
69. **Ranchefus** (See Special Creatures)
70. **Scout** (MM 349, CR 1/2, 100 XP)
71. **Shilek** (See Special Creatures)
72. **Shiraz** (See Special Creatures)
73. **Skeleton** (MM 272, CR 1/4, 50 XP)
74. **Skyfisher** (See Special Creatures)
75. **Snagger** (See Special Creatures)
76. **Swarm of Bats** (MM 337, CR 1/4, 50 XP)
77. **Tauster** (See Special Creatures)
78. **Thug** (MM 350, CR 1/2, 100 XP)
79. **War Dog** (See Special Creatures)
80. **Werebear** (MM 208, CR 5, 1800 XP)
81. **Wight** (MM 300, CR 3, 700 XP)
82. **Wild Dog** (as Jackal, MM 331, CR 0, 5 XP)
83. **Wilmors** (See Special Creatures)
84. **Wolf** (MM 341, CR 1/4, 50 XP)
85. **Worg** (MM 341, CR 1/2, 100 XP)
86. **Wraith** (MM 302, CR 5, 1800 XP)
87. **Zombie** (MM 316, CR 1/4, 50 XP)

Special Creatures

Balrat

Medium humanoid (human), chaotic evil

Armor Class 15 (leather, ring of protection +1)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	8 (-1)

Saving Throws Dex +6; +1 to all others from ring

Skills Perception +6, Stealth +7

Senses passive Perception 16

Languages Common

Challenge 1 (200 XP)

Assassinate. On his first turn, Balrat has advantage on attack rolls against any foe that hasn't taken a turn yet. Any hit scored on a surprised foe is a critical hit.

Cunning Action. Balrat may Dash, Disengage, or Hide as a bonus action.

Potion of Healing (1 use). As an action, Balrat can heal 7 (2d4+2) hit points.

Sneak Attack. Once per turn, if Balrat makes a weapon attack with advantage or flanking, he inflicts an extra 7 (2d6) damage on a hit.

Actions

Short sword +1. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) magical piercing damage.

Short Bow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Bandit, Sneaky

Medium humanoid (human), neutral evil

Armor Class 13 (leather armor)

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	12 (+1)	13 (+1)	8 (-1)

Skills Stealth +6

Senses passive Perception 11

Languages Common

Challenge 1/2 (100 XP)

Cunning Action. May Dash, Disengage, or Hide as a bonus action.

Sneak Attack. Once per turn, if the sneaky bandit makes a weapon attack with advantage or flanking, it inflicts an extra 3 (1d6) damage on a hit.

Actions

Short sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Short Bow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Bandit, Strong

Medium humanoid (human), neutral evil

Armor Class 18 (chain mail, shield)

Hit Points 26 (4d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	12 (+1)

Saving Throws Con +4

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Action Surge (Recharges on a short rest). The strong bandit can take one additional action on its turn.

Actions

Long sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Long Bow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Burukkleyet, Goblin Shaman

Small humanoid (goblinoid), neutral evil

Armor Class 14 (studded leather)

Hit Points 35 (8d6+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	11 (+0)	14 (+2)	11 (+0)

Saving Throws Wis +5

Skills Stealth +6

Senses darkvision 60 ft.

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Spellcasting. The goblin shaman is a 3rd level caster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *charm person*, *cure wounds*, *faerie fire*, *thunderwave*

2nd level (2 slots): *barkskin*, *spider climb*, *spike growth*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Quarterstaff with Shillelagh. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) magical bludgeoning damage.

Caswell and Tinsley

Small humanoid (halfling), lawful evil

Armor Class 14 (leather armor)

Hit Points 18 (4d6+4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	12 (+1)	13 (+1)	8 (-1)

Skills Stealth +6

Senses passive Perception 11

Languages Common

Challenge 1/2 (100 XP)

Cunning Action. May Dash, Disengage, or Hide as a bonus action.

Lucky (2/day). If they don't like the result of a d20 roll, they may roll again, but must keep the second roll result.

Sneak Attack. Once per turn, if they make a weapon attack with advantage or flanking, they inflict an extra 7 (2d6) damage on a hit.

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

Garyld

Medium humanoid (human), lawful good

Armor Class 15 (studded leather armor)

Hit Points 39 (6d8+12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Dex +5

Skills Perception +4, Stealth +5

Senses passive Perception 14

Languages Common

Challenge 1 (200 XP)

Lame. Garyld's speed is reduced due to a permanent leg injury.

Slayer's Prey. Garyld chooses a target within 60 feet. The first time each turn he hits the target, it takes an extra 1d6 damage.

Spellcasting. Garyld is a 4th level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He knows the following spells:

1st level (3 slots): *ensnaring strike*, *hunter's mark*, *longstrider*, *protection from evil and good*

Actions

Long sword +1. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) magical slashing damage.

Longbow +1. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+4) magical piercing damage.

Giant Catfish

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 38 (5d10+10)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +4

Senses darkvision 30 ft., passive Perception 14

Languages -

Challenge 1 (200 XP)

Sensory Whiskers. The giant catfish effectively has blindsight 10 ft. and can sense and attack stealthed and invisible targets with no penalty.

Water Breathing. The giant catfish can breathe underwater, but not in air.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the catfish can't bite another target. If the target is size Small or smaller, the catfish swallows it.

Swallow. The catfish swallows a size Small or smaller target it has bitten. The target is blinded and restrained, has total cover against attacks outside the catfish, and takes 3 (1d6) acid damage at the start of each of the catfish's turns. The target can attack with a small melee weapon. If the target inflicts a total of 10 damage, the catfish regurgitates the target. When the catfish is dead, the target can exit with a standard move.

Giant Dragonfly

Medium beast, unaligned

Armor Class 14

Hit Points 44 (8d8 + 8)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	13 (+1)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +4

Senses passive Perception 14

Languages -

Challenge 1 (200 XP)

Hit and Run. The giant dragonfly may Disengage as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Giant Eel

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 45 (6d10+12)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +4

Senses darkvision 30 ft., passive Perception 14

Languages -

Challenge 1 (200 XP)

Lightning Quick. The giant eel has advantage on Initiative rolls.

Water Breathing. The giant eel can breathe underwater, but not in air.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10+3) piercing damage and the target is grappled (escape DC 13). Until this grapple ends, the target takes 8 (1d10+3) piercing damage automatically at the beginning of the eel's turn. The eel can't attack another target while it is grappling.

Giant Sundew

Medium plant, unaligned

Armor Class 13 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	1 (-5)	13 (+1)	1 (-5)	10 (+0)	1 (-5)

Damage Resistances fire, piercing

Condition Immunities blinded, deafened, prone

Senses tremorsense 10ft. (blind beyond that range), passive Perception 10

Languages -

Challenge 4 (1100 XP)

Actions

Multiattack. The giant sundew makes four melee attacks. It has hundreds of tendrils, so tendrils currently restraining targets do not diminish the number of attacks it can perform.

Tendril. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 3 (1d6) acid damage and target is restrained. As an action, a restrained target can make a DC 12 Strength or Dexterity check to break loose from a tendril. The target can also use an action to pour alcohol or vinegar on the tendril, which automatically removes it. A restrained target takes 3 (1d6) acid damage for each attached tendril at the beginning of its turn. One creature can have a maximum of 6 tendrils attached at one time.

Giant Swan

Medium beast, unaligned

Armor Class 13

Hit Points 22 (4d8+4)

Speed 20 ft., swim 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	10 (+0)	10 (+0)

Skills Intimidation +4, Perception +2

Senses passive Perception 12

Languages -

Challenge 1/2 (100 XP)

Honk! (Recharge 5-6). As a bonus action, the giant swan can let out an ear-splitting honk. This gives it advantage on its next Intimidation or attack roll.

On Guard. The giant swan has advantage on Perception checks that rely on sight or hearing.

Pack Tactics. The giant swan has advantage on attack rolls against a creature if at least one of the giant swan's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Multiattack. The giant swan makes one bite attack and one wing buffet attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage

Wing Buffet. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage

Imrin

Medium humanoid (human), neutral evil

Armor Class 20 (chain mail +1, shield +1)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	16 (+3)	8 (-1)

Saving Throws Wis +5

Senses passive Perception 13

Languages Common

Challenge 1 (200 XP)

Spellcasting. Imrin is a 4th level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *chill touch*, *guidance*, *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bane*, *command*, *cure wounds*, *false life*, *inflict wounds*, *ray of sickness*

2nd level (3 slots): *blindness/deafness*, *hold person*, *ray of enfeeblement*, *silence*, *spiritual weapon*

Touch of Death (1 use, recharges on short rest).

When Imrin hits with a melee attack, he can deal 13 extra necrotic damage.

What's This Do? As an action, Imrin can pull a patch off his *robe of useful items*. He has 6 special patches and will pull one of these. Roll on the robe table (**DMG pg. 195**) to determine which patch he pulls off. He will make use of it as intelligently as possible.

Actions

Mace +1. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) magical bludgeoning damage.

Kuiper

Medium humanoid (human), neutral good

Armor Class 16 (studded leather armor +1)

Hit Points 58 (9d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Dex +5

Skills Perception +4, Stealth +5

Senses passive Perception 14

Languages Common

Challenge 2 (450 XP)

Colossus Slayer. Once on his turn, when Kuiper hits a foe, the foe takes an extra 1d8 damage if it is below maximum hit points.

Ring of Free Action. Difficult terrain doesn't cost Kuiper extra Movement. In addition, magic can neither reduce his speed nor cause him to be paralyzed or restrained.

Spellcasting. Kuiper is a 6th level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He knows the following spells:

1st level (4 slots): *ensnaring strike*, *hunter's mark*, *longstrider*

2nd level (2 slots): *pass without trace*

Actions

Multiattack. Kuiper makes two short sword attacks and another short sword attack as a bonus action, or two longbow attacks.

Short sword +1 (2). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) magical piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Reactions

Skirmish. When a foe moves into melee range with Kuiper, he can use his reaction to Disengage and move up to his speed.

Lafayer

Medium humanoid (human), lawful good

Armor Class 18 (chain mail +2)

Hit Points 65 (10d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Wis +5

Skills Perception +5

Senses passive Perception 15

Languages Common

Challenge 2 (450 XP)

Healer. When Lafayer casts a healing spell, he heals the target an extra amount equal to 2+spell level. He also gains 2+spell level hit points if he is below maximum.

Lifegiver (2/day). As an action, Lafayer can divide 35 hit points worth of healing among any number of targets he can see within 30 feet.

Spellcasting. Lafayer is a 7th level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *light*, *sacred flame*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *bless*, *command*, *cure wounds*, *guiding bolt*, *shield of faith*

2nd level (3 slots): *aid*, *hold person*, *lesser restoration*, *spiritual weapon*

3rd level (3 slots): *beacon of hope*, *create food and water*, *magic circle*, *protection from energy*, *remove curse*, *revivify*

4th level (1 slot): *death ward*, *divination*, *guardian of faith*

Actions

Quarterstaff +1. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) magical bludgeoning damage.

Large Spider

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 9 (2d6+2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	2 (-4)	10 (+0)	3 (-4)

Skills Stealth +4

Senses darkvision 30 ft., passive Perception 10

Languages -

Challenge 1/4 (50 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down, without needing to make a check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with it.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage plus 3 (1d6) poison damage. If the poison damage reduces a creature to 0 hit points, the creature is stable but poisoned for 1 hour, and paralyzed while poisoned.

Marly

Medium humanoid (human), neutral evil

Armor Class 12

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	12 (+1)	13 (+1)	8 (-1)

Skills Stealth +6

Senses passive Perception 11

Languages Common

Challenge 1/2 (100 XP)

Cunning Action. May Dash, Disengage, or Hide as a bonus action.

Sneak Attack. Once per turn, if Marly makes a weapon attack with advantage or flanking, she inflicts an extra 3 (1d6) damage on a hit.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft.,

one target. *Hit:* 4 (1d4+2) piercing damage.

Garrote. Marly must be stealthed and catch a target unaware to use this action. On a hit, she locks the garrote around the target's neck. The target begins choking and has a number of rounds equal to their Constitution bonus before they drop to 0 hit points and start dying. The target can't be stabilized until the garrote is removed, requiring an action and a DC 14 Intelligence check. The target makes the roll with disadvantage.

Nixie

Small fey, neutral

Armor Class 15

Hit Points 9 (2d6+2)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	12 (+1)	11 (+0)	12 (+1)	16 (+3)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Aquan

Challenge 1/4 (50 XP)

Amphibious. The nixie can breathe underwater and in air.

Elemental Friend. Nixies are on good terms with water elementals. Water elementals won't attack them and will listen to their commands.

Magic Resistance. The nixie has advantage on saving throws against spells and magical effects.

Actions

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+5) piercing damage.

Oleanne

Medium humanoid (human), neutral

Armor Class 12

Hit Points 40 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	10 (+0)	18 (+4)	14 (+2)

Saving Throws Wis +6

Skills Perception +6, Stealth +4

Senses passive Perception 16

Languages Common

Challenge 1 (200 XP)

Beast Friend. Oleanne can speak to animals without a spell. She is always accompanied by two wolves.

Pack Tactics. Oleanne has advantage on attack rolls against a creature if at least one of her allies is within 5 ft. of the creature and the ally isn't incapacitated.

Spellcasting. Oleanne is a 4th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *druidcraft*, *shillelagh*, *thorn whip*

1st level (4 slots): *cure wounds*, *entangle*, *faerie fire*, *fog cloud*

2nd level (3 slots): *barkskin*, *moonbeam*, *pass without trace*, *spike growth*

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) bludgeoning damage.

Quarterstaff with Shillelagh. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) magical bludgeoning damage.

Ramor

Medium humanoid (human), lawful evil

Armor Class 19 (*splint armor* +2)

Hit Points 60 (8d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	10 (+0)	12 (+1)

Saving Throws Con +5

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Action Surge (Recharges on a short rest). Ramor can take one additional action on his turn.

Boots of Speed. Ramor can use a bonus action to activate his boots. While active, his speed is 60 ft. and opponents suffer disadvantage with opportunity attacks.

Combat Superiority (Recharges on a short rest). Ramor has four d8 dice to activate the maneuvers below. The maneuvers have a save DC 14.

Feinting Attack: Ramor uses a die and a bonus action on his turn to feint, choosing one creature within 5 feet as his target. He has advantage on his next attack roll against that creature before the end of his turn. If that attack hits, add the superiority die to the attack's damage roll.

Menacing Attack: Add d8 die to weapon damage on a hit and target must make a Wisdom save or be frightened of Ramor for one minute.

Trip Attack: Add d8 die to weapon damage on a hit and target must make a Strength save or be knocked prone.

Potion of Greater Healing. As an action, Ramor can drink the potion to regain 15 hit points.

Actions

Multiattack. Ramor makes two long sword attacks.

Long sword +1 (used two-handed). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) magical slashing damage.

Ranchefus, cleric of Cyric

Medium humanoid (human), neutral evil

Armor Class 18 (chain mail +2)

Hit Points 60 (8d8+24)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	11 (+0)	17 (+3)	11 (+0)

Saving Throws Wis +5

Skills Perception +5

Senses passive Perception 15

Languages Common

Challenge 3 (700 XP)

Dirty Fighter. Once per turn, if Ranchefus makes a weapon attack with advantage, he inflicts an extra 7 (2d6) damage on a hit.

Illusory Duplicate (1/day). As an action, Ranchefus can make an illusion of himself appear anywhere he can see within 30 feet. Any spell he casts originates from the illusion. He can move the illusion 30 feet as a bonus action, but it must remain within 120 feet or vanish. If he and the illusion are within 5 feet of a foe, he gets advantage on attack rolls.

Ring of Free Action. Difficult terrain doesn't cost Ranchefus extra Movement. In addition, magic can neither reduce his speed nor cause him to be paralyzed or restrained.

Spellcasting. Ranchefus is a 5th level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *guidance, light, thaumaturgy, toll the dead*

1st level (4 slots): *charm person, disguise self, cure wounds, guiding bolt*

2nd level (3 slots): *aid, hold person, mirror image, pass without trace, silence, spiritual weapon*

3rd level (2 slots): *animate dead, blink, dispel magic, spirit guardians*

Wings of Flying. As an action, Ranchefus can activate the wings to gain a fly speed of 60 feet. The wings stay active for one hour, after which they can't be used again for 1d12 hours.

Actions

Flail +2. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) magical bludgeoning damage.

Reactions

Flying Retreat. Ranchefus can use his reaction to Disengage and move up to his fly speed, but only if his *wings of flying* are active.

Shilek

Medium humanoid (human), neutral evil

Armor Class 18 (chain mail +2)

Hit Points 52 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	17 (+3)	13 (+1)

Saving Throws Wis +5

Senses passive Perception 13

Languages Common

Challenge 2 (450 XP)

Boots of Levitation. Shilek can cast the *levitate* spell at will.

Inescapable Destruction. Shilek's necrotic damage spells ignore necrotic resistance.

Spellcasting. Shilek is a 6th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *chill touch, light, resistance, thaumaturgy, toll the dead*

1st level (4 slots): *command, cure wounds, false life, inflict wounds, ray of sickness*

2nd level (3 slots): *aid, blindness/deafness, hold person, ray of enfeeblement, silence, spiritual weapon, wyvern watch (new spell)*

3rd level (3 slots): *animate dead, speak with dead, vampiric touch*

Touch of Death (1 use, recharges on short rest).

When Shilek hits with a melee attack, she can deal 13 extra necrotic damage.

Actions

Sickle +2. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) magical slashing damage.

Shiraz

Medium humanoid (human, shapechanger), chaotic good

Armor Class 16 (ring of protection +2)

Hit Points 65 (10d8+20)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	12 (+1)	14 (+2)	17 (+3)

Damage Immunities poison (from periapt)

Condition Immunities poisoned (from periapt)

Saving Throws Dex +8, Cha +7; +2 to all others

Skills Perception +6, Stealth +9

Senses darkvision 60 ft., passive Perception 16

Languages Common

Challenge 4 (1100 XP)

Amphibious. Shiraz can breathe underwater and in air.

Magic Resistance. Shiraz has advantage on saving throws against spells and magical effects.

Shapechanger. As an action, Shiraz can shapechange into a giant swan, or back into her true form. If she dies, she reverts to her true form.

Spellcasting. Shiraz is a 7th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She knows the following spells:

1st level (4 slots): *goodberry*, *hunter's mark*, *speak with animals*

2nd level (3 slots): *lesser restoration*, *pass without trace*

Actions

Multiattack. Shiraz makes two long sword attacks and a dagger attack as a bonus action, or two longbow attacks.

Long sword +2. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) magical slashing damage.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Skyfisher

Medium beast, unaligned

Armor Class 13

Hit Points 39 (6d8+12)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	8 (-1)	12 (+1)	8 (-1)

Skills Perception +5

Senses passive Perception 15

Languages -

Challenge 1 (200 XP)

Dive. The skyfisher can make a dive attack if it moves at least 20 feet flying before attacking a target. It attacks with advantage, and inflicts an additional 7 (2d6) damage on a hit.

Actions

Multiattack. The skyfisher makes one talon attack and one beak attack. If it uses Dive, it can make only one beak attack.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Snagger

Medium humanoid (dwarf), lawful neutral

Armor Class 19 (chain mail +1, shield)

Hit Points 45 (6d8+18)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	11(+0)	11 (+0)	13 (+1)

Saving Throws Str +6, Con +5

Skills Perception +2

Senses passive Perception 12

Languages Common, Dwarven

Challenge 1 (200 XP)

Action Surge (Recharges on a short rest). Snagger can take one additional action on his turn.

Second Wind (Recharges on a short rest). Snagger can use a bonus action to regain 1d10+4 hit points.

Actions

Battle Axe +1. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d8+7) magical slashing damage. Scores a critical hit on a 19-20.

Tauster

Medium humanoid (human), chaotic good

Armor Class 12 (ring of protection +2)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	10 (+0)	18 (+4)	16 (+3)	13 (+1)

Saving Throws Int +9, Wis +8; all others +2

Skills Arcana +7, Insight +6

Senses darkvision 60 ft. (from transmuter stone), passive Perception 13

Languages Common

Challenge 5 (1800 XP)

Paranoid. Tauster has advantage on Insight and Initiative rolls.

Spellcasting. Tauster is a 7th level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *charm person*, *comprehend languages*, *magic missile*, *sleep*

2nd level (3 slots): *detect thoughts*, *invisibility*, *web*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*

4th level (1 slot): *private sanctum*

Actions

Fire Bolt. Ranged Spell Attack: +7 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

Dagger +2. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

War Dog

Medium beast, unaligned

Armor Class 15 (spiked armor)

Hit Points 11 (2d8+2)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 10

Languages can understand limited commands in Common, but can't speak

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The war dog has

advantage on Perception checks that rely on hearing or smell.

Pack Tactics. The war dog has advantage on an attack roll against a creature if at least one of the war dog's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Spiked Armor. Any creature attacked by the war dog must make a DC 12 Dexterity saving throw or take 3 (1d6) piercing damage from the spikes on the armor. Additionally, any creature grappling the war dog automatically takes 3 (1d6) piercing damage at the beginning of the war dog's turn.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Wilmors

Medium humanoid (human), neutral evil

Armor Class 15 (bracers of defense)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	8 (-1)

Saving Throws Dex +6; +1 to all others from ring

Skills Perception +6, Stealth +7

Senses passive Perception 16

Languages Common

Challenge 1 (200 XP)

Cunning Action. Wilmors may Dash, Disengage, or Hide as a bonus action.

Sneak Attack. Once per turn, if Wilmors makes a weapon attack with advantage or flanking, he inflicts an extra 7 (2d6) damage on a hit.

Actions

Short sword +1. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) magical piercing damage.

Short Bow +1. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6+4) magical piercing damage.

Special Items

Leomund's Desirable Residence

Wondrous item, rare

This appears to be a crude clay model of a cottage. When you use an action to speak the command word, it turns into a sturdy cottage exactly like one created by a *Leomund's secure shelter* spell.

Items left in the cottage remain there until retrieved. Creatures of any kind, even undead and constructs, are expelled from the cottage at the end of its duration.

You can use this item twice per week. It regains both uses 7 days after it was first used.

Potion of Domination

Potion, rare

When you drink this potion, you suffer disadvantage on saving throws to resist any spell or ability that causes the charmed condition. If you are charmed while under the effect of the potion, you may not make further saving throws to break the charm until the potion's effect ends. The potion's effect lasts for 1 week. The potion is a vile green color and smells of stagnant water and fish.

While under the effect of this potion, you exude a slight fishy odor.

Potion of Polymorph

Potion, rare

When you drink this potion, you can transform into any beast as per the *polymorph* spell. The effects last for 1 hour, with no concentration required. As a bonus action, you can change back to your normal form. This ends the potion's effect. This potion is constantly changing color and appearance.

Warding Ring

Wondrous item (ring), rare (requires attunement)

This ring wards the wearer against magical attacks from demons, devils, and other evil extraplanar creatures.

While you are attuned to this ring you gain advantage on saving throws against spells and magical effects from demons, devils, and other evil extraplanar creatures.

Curse. An *identify* spell reveals the power of the ring, but not the drawback. Once attuned to the ring, the wearer projects an aura that infuriates demons, devils, and other evil extraplanar creatures within 10 feet. These creatures will attack the ring wearer in preference to anyone else. The ring can be removed at any time, ending both the benefit and drawback.

New Spells

Leomund's Secure Shelter

4th level conjuration (ritual)

Casting Time: 10 minutes

Range: 50 feet

Components: V S M

Duration: 12 hours

Usable By: Bard, Wizard

You magically call into being a sturdy cottage made of wood or stone. The cottage measures 30 feet wide by 20 feet deep by 12 feet high. The cottage is furnished as you choose with up to 8 bunk beds or 4 twin beds, a trestle table with benches, up to 4 chairs or 8 stools, and a writing desk. The cottage has a single front door and two windows, as well as a fireplace. There is one *unseen servant* present to serve the needs of the occupants.

The front door and window shutters are secured with *arcane lock* and the chimney has an iron grate to prevent entry. The cottage is as hard as stone regardless of material and is immune to all damage types, except for siege weapons and *disintegrate* spells. An *alarm* spell can be activated one time, when the caster wishes.

When the spell duration ends, anyone still in the shelter appears where the cottage stood.

Material components needed are a stone at least 1 inch in diameter, an ounce of water, and a few splinters of wood.

Wyvern Watch

2nd level abjuration

Casting Time: 1 minute

Range: Touch

Components: V S M (holy symbol)

Duration: 8 hours or until triggered

Usable By: Cleric, Druid

When you cast this spell, you touch a wall, door, or other immovable object. An amber haze, resembling a small wyvern appears close to where you touched. A Wisdom (Perception) check with a DC equal to your spell save will notice the haze on a success.

While the spell is active, any creature other than yourself to approach within 10 feet must make a Constitution save or be paralyzed, as the wyvern haze stings it, transferring the amber haze to the target. The target can make another save at the end of each of its turns, ending the spell on a success.

You become aware the instant the spell is triggered, though you don't know what triggered it.

Book 2: Perils of the Underdark

GM Notes

This section highlights special rules and tactics to brush up on prior to the game.

The following notes are specific to Book 2: Perils of the Underdark.

- The underdark is **unlit** in virtually all areas. Native creatures can see without light. Characters will need a light source unless everyone has darkvision.
- The underdark is **chilly**, usually a constant 50-55° Fahrenheit. While winter clothing isn't necessary, bedrolls and blankets are.
- Travel underground is **slow**. The characters can travel **20 miles per day**.
- **DM Reference Card 3: Hazards of the Underdark** covers hazards the characters could run across. Conversion notes are as follows.
 - **Flux Points**: These work as described for a sorcerer or wizard.
 - **Fungal Hazards**: If you don't have access to **Frog God Games 5e Tome of Horrors**, then replace Phycomid and Ascomoid with Yellow Mold and Green Slime.
 - **Glassrock**: Characters moving at half speed on glassrock incur no penalties. A character that moves faster than half speed must make a DC 13 Dexterity saving throw or fall prone after moving an additional 5 feet.
 - **Ledgeways**: Characters moving at more the half speed on ledgeways must make a **DC 13 Dexterity** saving throw or slip off the ledge. The character can make a **DC 15 Dexterity** saving throw to grab on to something before falling, otherwise they fall over 100 feet, taking at least 10d10 falling damage. Creatures that are **knocked prone** must make the DC 13 Dexterity save, and those **shoved** must make the DC 15 Dexterity save.
 - **Oozes**: Replace the Mustard Jelly with 1d3 Black Puddings.
 - **Piercers**: Assume the average ceiling height in these areas is 30 feet, so the piercers inflict 10 (3d6) piercing damage.
 - **Razor Rock**: This areas of sharp, jagged floor are difficult terrain for all creatures, except oozes, constructs, and flying creatures, if they want to avoid injury. Anyone moving faster than half speed takes **5 (1d10) slashing damage per 5 feet traveled** and must make a Constitution save with a DC equal to the cumulative damage taken at the end of each round of more than half movement. Failing the save means the character's speed is reduced by 10 feet until a *cure wounds* spell is used to heal the damage to the feet. Succeeding on the save means the character's speed is unaffected. **Example**: If a character moves their full speed and takes 14 damage, the Con save is DC 14. If they move full speed the next round and take 10 damage, it is added to the save – so the Con save is DC 24.
- **Stinkmold**: This functions exactly like a *stinking cloud* spell requiring a DC 17 Constitution saving throw.
- **Treacherous Footing**: These areas are difficult terrain, so speed is halved.
- **Wormholes**: These areas are riddled with large holes in walls, floor, and ceiling. Entering a wormhole prompts an immediate roll for encounter. Roll percentile dice one time per wormhole area. On a result of 01-20, a purple worm is encountered. If the characters are still lower level, running is always an option.
- Before the characters get to the **City of the Glass Pool**, read the **DM Reference Card 4: Social Collapse Point system**. The characters don't have to kill every kuo-toa in the city, they just have to do enough damage to collapse the social structure of the city, which the kuo-toa need to function effectively. Be familiar with it before the characters get there. You won't need the Monster Roster for the city, that is provided here.
- Whether using milestone experience or conventional experience awards, the following levels are suggested for areas in this book.
 - Finishing the **Troll Caves** will raise characters from 5th to 6th level, or 6th to 7th.
 - Clearing out **The Grell Nest** and the caves of **Monsters at War** will raise characters from 6th to 7th level. Characters that are already 7th level will need to clear out **The Smooth Caverns** to reach 8th level.
 - Finishing **The Smooth Caverns**, **Caves of the Slime Lord**, and **Scales Before the Elves** will raise characters from 7th to 8th level.
 - Finishing **The Wormholes**, **The Slavers**, **The Renegades**, **The Watch Post**, and the **Warrens of the Servitors** will raise characters from 8th to 9th level.
 - Finishing the **City of the Glass Pool** will raise the characters from 9th to 10th level.

Underdark Encounters

Roll a d6 every 6 hours of in-game time. On a result of 1, there is an encounter.

Upper Caverns are any areas within 30 miles of the Bloodskull orc lair. Lower Caverns are any areas deeper than that. City Margins is used when within 10 miles of the City of the Glass Pool. Aquatic is for encounters in water anywhere.

Roll	Upper Caverns	Lower Caverns
01-10	2d6 Orcs	1d4+4 Ghosts
11-20	2d8 Goblins	1d3 Ropers
21-30	1d3 Svirfneblin	1d4 Black Puddings
31-40	No encounter	2d4 Giant Lizards
41-50	1d3 Gelatinous Cube	2d6 Gray Oozes
51-60	2d6 Quaggoths	1d6+2 Gargoyles
61-70	1d6 Ogres	1d6 Wraiths
71-80	1-2 Hill Giants	2d4 Specters
81-85	No encounter	1 Purple Worm
86-90	No encounter	1d4 Xorn
91-95	DM's choice	1d6 Trappers
96-00	DM's choice	DM's choice

Roll	Aquatic	City Margins
01-20	1d3 Crystal Oozes	1 Illithid, 1d4 derro
21-30	1d4 Giant Eels	1 Illithid
31-50	No encounter	2d6 Derro
51-60	1d4 Umber Hulks	2d6 Kuo-toa
61-70	2d4 Giant Catfish	No encounter
71-80	2d6 Giant Leeches	Kidnappers
81-90	2d4 Giant Frogs	Use Lower Caverns table
91-00	DM's choice	DM's choice

Planned Encounters

This section presents encounters that are mandatory to advance the campaign, as well as those that are optional tasks the characters can undertake. These are brief explanations of what happens. You should read through the book thoroughly to be familiar with all the details, which are not reprinted here.

The mandatory encounters will be clearly marked with **(M)** to help you keep track of character progress.

Talking to the Svirfneblin (M)

The first thing that happens when the characters head down the tunnel behind the secret door in the orc lair is the appearance of many deep gnomes, or svirfneblin in their language.

The leader of the gnomes is Carmeneren, a 13th level cleric of Callarduran Smoothhands. She relays the information on **pg. 2** and then urges the characters to return to the surface to rest, replenish their supplies, and return in no more than 12 days time.

The second meeting is with Carmeneren and an entourage of deep gnomes. She relays the

information on **pg. 3** and asks the characters to deal with the trolls to help them.

If the characters don't eliminate the trolls, they receive no help from the deep gnomes. They go into hiding and aren't seen again. If they kill all the trolls, Carmeneren and the gnomes consider them allies. She gives them a map – give the players **Handout 12** – and the gnomes load them up with rations and give the information on **pg. 11**. They also show the characters how to get through the illusion covering the north route.

The Burial Grounds

Going into the gnomish burial grounds (**pg. 5**) will anger the deep gnomes, and going in after being told not to will cause the deep gnomes to cut all help and contact with the characters. If the characters take care of the danger of the interdicted chamber and don't disturb the gnome graves, then the gnomes will be a bit less angry with them, but still angry. In this case, the characters must be truthful about their actions, not harmed gnome graves or the statue and altar, and must offer the gnomes 10,000 gp worth of gems or jewelry to appease them. Since some players and characters will try anyway, this section is included here.

It's **important to note** that the characters won't have any idea that this place exists until they find **Handout 15. Attempting this area when under 11th level is suicidal.**

Location X2 on the underdark map is where the secret door to the burial grounds can be found. It is well built and hidden by illusion for good measure. *Detect magic* will reveal illusion magic present, but not what exactly it is. The *hallucinatory terrain* spell is cast as a 7th level spell for purposes of *dispel magic*. Even on a success, the illusion spell is simply suppressed for 10 minutes before it reactivates – a boon from Callarduran Smoothhands. The illusion can also be seen through with a *true seeing* spell or item. Once the illusion is bypassed, a DC 20 Intelligence (Investigate) check is needed to figure out how to open the door. Once past this door, they can follow the tunnel to the burial grounds (**Map 11**).

1. **Trapped Door.** The entry door is locked and requires a **DC 25 Dexterity (thieves' tools) roll with disadvantage** to open, so complex is the lock. The door is protected with a *glyph of warding* cast as a 7th level spell. It can be detected with a DC 18 Intelligence (Investigation) check. If set off, everyone within 20 feet must make a **DC 18 Dexterity saving throw**, taking **40 (9d8) cold damage** on a failed save, or half as much on a success.
3. **Altar of Callarduran.** Anyone damaging the stone statue takes 27 (5d8+5) necrotic damage each time they damage it. Touching the large

ruby on the altar will cause the statue to attack as a **stone golem**.

6. **Hidden Portal.** The secret door here can be found with a DC 20 Wisdom (Perception) check. The door is protected with a *glyph of warding* cast as a 7th level spell. It can be detected with a DC 18 Intelligence (Investigation) check. If set off, everyone within 20 feet must make a **DC 18 Dexterity saving throw**, taking **40 (9d8) fire damage** on a failed save, or half as much on a success.
7. **Multiple Trap.** The first defense is a permanent *wall of stone*. It can be dispelled or broken in the normal ways, but if it is it explodes into a shower of acid hitting everyone within 20 feet. Anyone in the area must make a **DC 18 Dexterity saving throw** or take **44 (8d10) acid damage** on a failed save, or half as much damage on a success. The second trap is a normal door protected with a *glyph of warding* cast as a 7th level spell. It can be detected with a DC 18 Intelligence (Investigation) check. If set off, everyone within 20 feet must make a **DC 18 Dexterity saving throw**, taking **40 (9d8) cold damage** on a failed save, or half as much on a success. The last obstacle is not a trap, but a stone wall that must be bypassed with magic or broken down like a *wall of stone*.
8. **Interdicted Chamber.** This chamber is protected by **2 iron golems** that attack anyone in the room or attacking from outside the room. They stop attacking when no one is in the room or attacking from outside the room. Once the golems are destroyed, the chamber can be explored. Trying to open the crystal coffin or touching the bronze sphere causes the sphere to attack. Once it is destroyed, the secret compartment in the bottom of the coffin can be found with a DC 20 Wisdom (Perception) check.

The Troll Caves

The troll caves (pg. 7) are shown on **Map 12**. Note the map scale of 1 square = 40 feet. This will affect how long it takes reinforcements to arrive, and even if the other trolls hear the combat. The characters are expected to wipe out all trolls of both groups. The troglodytes don't have to be killed to make the deep gnomes happy, but they're evil creatures and will probably make trouble if left alone.

These caves are a deadly challenge to a group of level 5-6 characters. They will most likely need to use hit-and-run tactics to wear the trolls down so they don't get overwhelmed. This is a good first test of their ability to handle the even greater dangers further down.

The **Topknot trolls** are **standard** trolls per the Monster Manual.

The **Slaverer trolls** are all **diseased** and this has **weakened** them. They have a **Constitution of 14** and **60 Hit Points** on average.

1. **Topknot Guards.** There are **2 trolls** guarding here. If they start to get overpowered, or magical acid or fire is used against them, they flee towards areas **3** and **4** to get help.
2. **Topknot Guards.** There are **2 trolls** guarding here. They always face towards slaverer territory, so it is possible to sneak up on them and gain surprise.
3. **Farmer Trolls.** There are **4 trolls** here cultivating fungi.
4. **Sinkhole Trolls.** The **3 trolls** here use the sinkhole to their advantage. Instead of attacking normally, they try to grapple targets and drag them to the sinkhole to throw in. Anyone thrown in the sinkhole takes **21 (6d6) damage** from the fall. A troll will drop rocks on **someone down the sinkhole**. The trolls **can drop 1** rock as an action with a normal melee attack roll. A rock does **10 (3d6) damage** on a hit.
5. **Cavern of the Shaman.** The two-headed troll shaman is here unless called into battle already, along with **2 trolls** as bodyguards. All trolls, of both groups, are terrified of her since she can wield fire without harm to herself. She has used it to good effect, which is why she is in charge.
6. **Slaverer Guards.** There are **2 trolls** guarding here. They always face towards topknot territory, so it is impossible to sneak up on them without magic.
7. **Slaverer Guards.** here are **2 trolls** guarding here. If they start to get overpowered, or magical acid or fire is used against them, they flee towards areas **8** and **9** to get help.
8. **Cavern of Spears.** There are **7 trolls** here. They can snap off one thin stalactite and throw it as an action. The thrown stalactite acts just like a thrown spear (+7 to hit, range 30/60, 7 (1d6+4) piercing damage).
9. **Crayfish Cavern.** There are **7 trolls** in this cavern. They enjoy drowning prey in the pool. Instead of attacking, they grapple a target and hold them underwater. The trolls grapple with an escape DC 15.
10. **Cavern of Disease.** Here live **4 trolls** that have suffered worst from the disease that infects the group. These trolls have a **Constitution of 10** and **44 Hit Points** each. Unlike the other Slaverers, they can infect a character with the disease they carry. A character hit by one of these trolls for the first time in the encounter must make a DC 15 Constitution saving throw or contract **Lung Rot**. Lung Rot causes a target to lose 2 points of Strength, Dexterity, and Constitution after 48 hours. Every 48 hours the character makes another DC 15 Constitution saving throw, losing 2 more

points off ability scores on a failure, or shaking off the disease on a success. Lost ability score points return at a rate of 1 per day. A *lesser restoration* spell cures the disease and restores lost points. The trolls here have another disgusting ability – they can spit a wad of phlegm at a target. The **spit attack** is +4 to hit; on a hit the target is **blinded** until they spend an action wiping away the mucus. This attack also necessitates a save to avoid contracting the disease. The **otyugh** in the pool is a carrier for the disease and characters wounded by it must make the same saving throw, unless they already have the disease or have successfully saved against it already. The trolls and the otyugh ignore and don't help each other.

11. **Troglodyte Caverns.** There are **44 troglodytes** holed up in here including the **chieftain**, who is a normal troglodyte with maximum Hit Points. They are starving and will attack without reservation at the prospect of food.

The Grell Nest

The grell nest (**pg. 13**) is shown on **Map 13**. The grell here have long tubes called *lightning lances*. These are like wands that shoot a small bolt of lightning as an action. A grell armed with one can attack with tentacles and use the lance instead of the bite, if it chooses. The bolt has a range of 30 feet, hits automatically, and inflicts 10 (3d6) lightning damage. Each bolt uses 1 charge. Only grell can use and recharge the lances.

Some areas in the grell nest have **razor rock** floors. Consult **GM Notes** on how to handle razor rock. Since grell fly, they aren't bothered by it.

1. **Soldier Guard.** There is **1 grell** on guard here. It is armed with a *lightning lance* with 10 charges.
2. **Soldier Guard.** There are **2 grells** here as backup guards. One has a *lightning lance*; this one has 12 charges. They will respond to the sounds of combat at location 1.
3. **Great Cave Eel.** A **huge cave eel** resides in the pool here. Anyone passing within 10 feet of the pool will be attacked by the eel as it lunges out. If it hits, it will drag the target into the water and back to location 4 if it can. It will attack with advantage unless spotted. This requires a DC 20 Wisdom (Perception) check.
4. **Cave Eel Den.** This submerged den is the eel's home.
5. **The Hive.** This central area is the main living quarters and currently houses **7 grells**. None have *lightning lances*.
6. **Philosopher and Phalanx.** This approach to the patriarch is guarded by **1 grell philosopher** and **2 grells** with *lightning lances* (13 and 16 charges respectively).
7. **Champion Philosopher.** The **grell champion**

lives here. It will rush to defend the grell patriarch when it hears combat begin. It will arrive at the beginning of the 3rd round of combat in location 8.

8. **The Patriarch of the Grell.** The **grell patriarch** waits here atop a 10 foot high pillar. It stays there during combat, out of reach of melee by Medium and Small size creatures that can't fly. The **grell champion** from location 7 will arrive at the beginning of the 3rd round of combat here to help the patriarch.
9. **Lair of the Deepspawn.** This cave is home to **1 deepspawn** that the grell have a tenuous alliance with. If the characters enter this cave, the deepspawn attacks. It pursues them until it reaches a tunnel it can't fit in. Give the players **Player Handout 13**.

Monsters at War (M)

The caverns where monsters are at war with each other (**pg. 15**) are shown on **Map 14**. A group of quaggoths are at war with hook horrors led by a rakshasa disguised as a hook horror. This area is worth it to the characters to gain the sword *Finslayer*, which will help them immensely later on.

1. **Quaggoth Guards.** There are **4 quaggoths** standing guard here. When attacked, they yell out which has a 50% chance of alerting the quaggoths in **location 2**. The alerted quaggoths run to help, with 4 arriving at the beginning of the 3rd round and the other 4 arriving at the beginning of the 4th round.
2. **Quaggoth Pack.** There are **8 quaggoth** here, including one brute with maximum Hit Points (**72**).
3. **The Larder.** This food supply cave is guarded by **8 quaggoths**. They always stay to guard the cave and do not respond to alerts.
4. **The Thonot's Pack.** The bulk of the group lair here with the chieftain. There are **12 quaggoths** here along with the **quaggoth thonot**. The entire pack fights to the death in a frenzy.
5. **Cavern of the Spectre.** A **wraith** lairs here along with **4 specters** it has created from slain quaggoth. It fights out of rage until destroyed.
6. **Guard Post.** This area is guarded by **6 quaggoths**.
8. **Horror Lurks.** There are **4 hook horrors** guarding this area.
9. **Horror Lurks.** There are **4 hook horrors** guarding this area.
10. **The Grand Cavern.** The entryway into this cave from location 9 is a narrow ledge with a 60 ft. drop on either side. There are **10 hook horrors** in the cave, but most will stay out of sight to avoid ranged attacks and spells. Two

of the horrors will cross onto the ledge. They are experienced doing this and don't need to make any checks to maintain balance while fighting. They attempt to **shove** anyone crossing off the ledge. Additionally, anyone fighting on the ledge must make a DC 12 Dexterity saving throw each round at the end of their turn. On a failed save, they slip and fall prone; on a success they maintain footing. Anyone who falls off the ledge takes 27 (6d8) damage from the fall and the landing on sharp stalagmites. If the characters all make it past the ledge, the horrors attack en masse.

11. **The Hook.** This chamber is always attended by **4 hook horrors** that attack any non-horror who enters.
12. **The "Chieftain" of the Horrors.** The chieftain of the horrors is really a **rakshasa** who maintains an illusion of a horror. He is guarded by **2 hook horrors**. He is something of a coward and will surrender when reduced to less than half of his hit points. He offers all his treasure for his escape. He will attempt a *dominate person* spell on someone for a distraction, then will attack with claws.

The Smooth Caverns

These caverns (pg. 19) are shown on **Map 15**. These caverns were created by the Rockseer elves, but have been taken over by monsters. This section of caves is a simple slugfest to eliminate the threats.

1. **Pillar Chamber.** A dwarf can tell, with no check needed, that these caves aren't natural, but haven't been worked in any conventional way. They would assume magic was used to sculpt the stone. There are **2 ropers** hiding amidst the pillars. They attack as soon as targets are within tentacle range. All these caves have an *antipathy* spell effect on them targeted against gnomes. Any gnome character must make a DC 18 Wisdom saving throw or be frightened of the caves and wish to leave.
2. **Chamber of Stars.** Glassrock covering the floor is the only hazard here.
3. **The Cyst Chamber.** There are **2 ropers** hiding among the pillars here.
4. **The Swirl Maze.** Picking any of the gems off the "tree" will attract **1 xorn**, who demands gold and silver in return for the gems. The xorn will fight for the precious metals..
5. **Sunken Passages.** Within these submerged tunnels, **4 crystal oozes** lurk, waiting for prey.
7. **Storoper Cavern.** A single **storoper** waits here for prey. As soon as it has two targets grappled, it envenoms them to gain bodyguards. Among its treasures is **Player Handout 14**.
8. **The Cavern of Brilliant Gems.** There is a life-

size elf statue in this cave, along with 60 polished gems along the water. There are also **2 ropers** that will attack when characters are in range. See **pg. 21** for details about the statue.

Caves of the Slime Lord

These caves (pg. 21) are shown on **Map 16**. All the stone in this area is slimy to the touch, except for the stone wall at X3 – which is clear to anyone making a DC 15 Intelligence (Arcana) check to be a magical *wall of stone* made permanent by extended concentration. The non-slimy nature of the wall at X3 is noticed with a DC 14 Wisdom (Perception) check.

1. **Double Jeopardy.** The ceiling here is 30 feet high and on one side **8 piercers** hang among the normal stalactites. If they are noticed and avoided, this puts characters right under **4 trappers** that drop from the ceiling to envelop targets. One piercer clearly has a piece of paper stuck on it (**Player Handout 15**).
2. **Cavern of the Obal.** The ceiling of this cave's entrance is covered by an **obal**, a type of animal intelligence fungus. It "attacks" creatures passing under it by emitting spores and shooting feeding strands at them. The spores fill the entire cave and creatures must make DC 14 Constitution saving throws; becoming blinded for 1d4 rounds on a failure, or resisting on a success. The feeding strands attack with a +6 to hit, doing 2 (1d4) piercing damage on a hit. The strand embeds in the creature and automatically drains fluids at the beginning of each of the creature's turns doing 3 (1d6) damage. It only shoots one strand per character, but can shoot another if the first is removed. A creature can automatically remove a strand as an action. Once the obal attacks, **2 black puddings** hiding in the cave come to attack – the obal doesn't attack them.
3. **The Hidden Wizard.** The wizard Kranin escaped from his illithid escort after he was captured on the surface and now hides here. He endured psychic assaults that caused him to forget many of his prepared spells, but he still has some remaining (see his stat block). He already previously summoned an **invisible stalker** and struck a bargain with it to stay and guard. When the fight starts, Kranin casts *conjure elemental* at 6th level, summoning another **invisible stalker**. He instructs it to stand between him and anyone coming to melee range. The stalker will attack anyone coming within 10 feet of Kranin. The wizard will start with *confusion* to disable fighter type characters, then cast *invisibility* and move to a new location in the room to cast. If he gets closed on by more than one

person, he will target a *fireball* or two across the room (leaving himself out of the area). Kranin is evil, but just wants to get out of this underground hellhole. He will initially attack intruders, but after 2 rounds of combat will shout out for them to surrender since he just wants a *teleport* spell to memorize so he can leave. If they keep fighting, he fights until he is at half his hit points or less, then surrenders, turning into a sobbing mess. Being neutral evil, he can't be trusted to keep his word on anything except escaping the underdark. He won't go with the party under any circumstances.

4. **The Oozing Pool.** This flooded passage is inhabited by **4 crystal oozes**.
7. **The Ruhk's Lair.** A single **rakshasa** hides here. It is the brother of the one in the hook horror lair in **Monsters at War**. It is tired, frightened, and just wants to leave, but won't unless it knows its brother is dead. It bargains with a piece of paper it found with writing on it (**Player Handout 16**). If the characters have the other brooch, showing it to him is enough. The ruhk will leave the caves and leave his treasure behind in gratitude. If fought, it will surrender right away, fighting only if given no quarter.
8. This cave has the ruhk's cairn which hides its treasure.
9. **Shrine to Juiblex.** This chamber houses an altar and statue of Juiblex with rubies for eyes. There is no danger in here if the characters leave everything alone. If the altar or statue are damaged or desecrated (like pouring holy water on it), the chamber comes alive. The pillars turn into **2 black puddings**, the statue spews out **2 ochre jellies**, and then the statue itself turns into a **gelatinous cube**. There is a 25% chance each round that a **slithering tracker** will appear from one of the walls. Finally, if combat is still going after 10 rounds, the entire ceiling turns into **green slime** and makes one attack on each character every round at the beginning of their turns. The diamonds from the altar carry a **curse**. Anyone keeping one more than 24 hours must make a **DC 18 Wisdom saving throw** or have their skin become greasy and slimy. This gets worse so 1d4 days later, the affected character leaves to find a dark cave to sleep. After 1d4 days of sleep, the character is transformed into an ochre jelly. A *remove curse* spell will undo the curse unless the transformation has occurred, then nothing but a *wish* will bring them back.

Caverns of the Reptiles

These caves (**pg. 26**) contain the lair of the behir Azzuzir and the shadow dragon Fandruzsch, and

are shown on **Map 17**. The floors are rock strewn and covered with stalagmites so the entire complex is difficult terrain.

These are difficult encounters, but the fact that each monster fights by itself is a huge advantage for the characters. It does have a massive payoff, both in treasure and gaining access to the Rockseer Elves who can teach them about flux points and provide information.

Read through **pg. 26-29** carefully to understand how each monster acts.

1. **Azzuzir's Cavern.** The **behir**, Azzuzir, lives here. He is a large, old behir much more intelligent than typical of his kind. His first inclination towards intruders is attack. Once he notices the approach of someone – which he will at some distance thanks to enhanced senses – he will climb to the ceiling and coil around a huge stalactite. This gives him a clear view of the entrance, and a clear shot with his **lightning breath**. He will always aim it to catch at least 2-3 targets. He favors his lightning breath and uses it as soon as it recharges. If the fight goes against him quickly, he will offer to stop fighting and parley, in Draconic initially, then Undercommon if they don't understand Draconic. He parleys as described on **pg. 26**, but since he is neutral evil, he is fine with breaking an agreement if it benefits him. The aura of dragon control that the shadow dragon fears is a *potion of brass dragon control*, which allows the drinker to attempt to charm a brass dragon. While it wouldn't work on the shadow dragon, it doesn't know that and so it stays away from this cave. **Azzuzir** is a standard behir with: **250 hit points**, **Intelligence of 13**, and **immunity to poison damage** and the **poisoned condition**. He wears a *ring of protection +2* on one claw which raises him to **AC 19** and adds **+2** to all his **saving throws**.
2. **Caverns of the Shadow Dragon.** Locations 2 and 3 on the map are the lair of Fandruzsch the **shadow dragon**. He is thoroughly evil and immediately attacks anyone who comes in. His senses make it difficult to sneak in undetected and he is only sleeping 5% of the time when the characters arrive. If they fought with Azzuzir, then he is definitely not sleeping. His quasit familiar lets him sense what it does up to 1 mile away and he uses this to spy the approach to his lair. The quasit stays in bat form, invisible and hanging from the ceiling near the entrance. It is out of the line of fire of Fandruzsch's breath weapon. The dragon hides in the shadowed sides of his lair and waits to engulf the intruders in his **breath weapon** as they come in. He uses the breath weapon once, then closes to melee as he relishes tearing victims

apart. If wounded below half his hit points, he disengages and flies back to use his breath weapon again. Fandruzsch has been in the underdark so long he is extremely vulnerable to bright light. A *light* spell won't bother him enough to hinder him, but a *daylight* spell will trigger his **Sunlight Sensitivity**. He will always retreat from the primary bright light radius until he reaches dim light and can see properly again. An *augury* or *divination* spell may reveal this fact to the characters if they think about it. If the characters flee, Fandruzsch will not pursue them into the behir's cave as it fears the dragon control magic it senses. Otherwise, Fandruzsch fights to the death to protect his horde. The quasit doesn't get involved in the fight, since if the dragon dies, it is free to return to its home.

3. This is the other cave of the shadow dragon's lair.
4. **Grab Point.** This is one of those events that players hate - something happens that they can't prevent or fix. When they reach a point a mile south of the dragon lair, a Rockseer elf reaches out of the stone and pulls someone through. This happens so fast it's over before the other characters know what happened. The character grabbed, in order of preference, is: an elf character, a character with the lifestone, or a good-aligned character if the first options aren't available. Read **pg. 30** to see what the characters can do, and what NPCs can suggest to them.

The Halls of the Rockseer Elves

These halls (**pg. 31**) are shown on **Map 18**. No notes or stats are given for the Rockseer elves since the characters shouldn't fight them – and have no hope of succeeding even if they tried. Read **pg. 31-34** carefully to understand how the Rockseers interact with their guest.

The Wormholes (M)

The only encounter that must take place here is with a **purple worm**. This spot is marked **X4** on the main map. After fighting a dragon, taking on a purple worm shouldn't seem too daunting. The brooch inside the worm shows up to a *detect magic* spell or ability, and should motivate the characters to cut open the worm and find it. Give them **Player Handout 17** when they find it.

The Slavers (M)

This group of evil NPCs, at **X5** on the main map, just brought a group of slaves to the City of the Glass Pool to sell. They're on their way to the surface for more people when they spot the characters and decide to take them captive.

The rogue Prentyss scouts about 200 feet

ahead **invisible** thanks to her ring. When she sees the characters, she hurries back to tell them. Give the characters a **Wisdom (Perception) check** **opposed by her Dexterity (Stealth) check** to hear the sounds of her footfalls as she retreats back to her group.

The group is flushed with success and overconfident to the point of arrogance. They just wait in the tunnel, not in cover, for the characters to approach. The group consists of the fighter Groznyj, the fighting wizard Farayenel, the cleric Haragswald, the rogue Prentyss, and the wizard Crystenna.

The group is a trove of magical items, but more importantly they have great information on what lies ahead, if the characters can get it out of them. Read **pg. 35-37** to see how they bargain if captured.

The group's tactics are as follows:

Prentyss stands off to one side, invisible. She waits for an opportunity to use her bow to sneak attack someone with a poisoned arrow. She snipes with the bow rather than melee.

Groznyj stands 5 feet ahead of the group to intercept any fighting types.

Crystenna casts *mage armor* and *blur*, then uses instantaneous offensive spells so she can maintain the *blur* spell.

Farayenel casts the *globe of invulnerability* spell from her scroll and uses instant offensive spells. When she runs out, she switches to her short bow and poisoned arrows. If rushed she switches to her sword.

Haragswald waits until he can see a target and casts *hold person* on them, preferably a fighter. He uses *guiding bolt* and *ray of sickness* until foes close in. If rushed, he casts *spirit guardians* and uses his flail and Touch of Death.

The Watch Post (M)

The watch post (**pg. 37**) is marked **X6** on the main map. The Derro here all wear a brooch with a unique design – give the players **Player Handout 18**. This post is just a collection of stone beds and a fire pit. The guards are rotated out on a regular basis so they don't become complacent. The mind flayers stay until they get too bored, then rotate out. There are always **4 derro**, **2 derro snipers**, and **2 illithid** on guard here. They are extremely vigilant.

In the event of a tough fight, 2 derro will run into the warrens (**pg. 41**) to alert everyone. The mind flayers fight until it looks hopeless, then use *plane shift* to escape. They won't be able to return until a day has passed, so they won't be able to warn the derro of intruders.

The Renegades

The lair of the derro renegades (pg. 38) is laid out on **Map 19**. Read through **pg. 38-41** to understand how the renegades react to intruders and how they may be parleyed with. Negotiating with them is difficult, but rewarding as the derro can provide information and maps of the servitor derro warrens and the City of the Glass Pool – **Player Handouts 19 & 20**.

The caverns of the renegades are as follows, in case the characters decide to wipe them out.

1. **Pool Guards.** There are **8 derro** guarding this room and, by default, the entrance.
2. **Guard Post.** There are **6 derro** and **4 derro snipers** posted at this station.
3. **Spider Pack.** This stable houses **4 giant spiders** used as mounts, and the **10 derro** and **1 derro savant** that live here.
4. **Great Cavern.** This is the main home of the renegades. At any time there are **18 derro**, **6 derro snipers**, **4 derro savants**, **2 student savants**, and **2 derro lieutenants** here. One savant has a *ring of spell storing (lightning bolt, spider climb)* and another savant has a *wand of polymorph*.
5. **Chieftain-Savant's Retreat.** The **derro chieftain-savant**, the **adjutant-savant**, **2 derro lieutenants**, and a **giant flying spider** are always in this cave. The treasure chests here have tough locks, DC 20 Dexterity (thieves' tools) check to unlock, and are trapped with **poison needle traps**.

Warrens of the Servitors (M)

The warrens housing the servitor derro (pg. 41) are shown on **Map 20**. At any given time, about half the derro are out on patrol or doing guard duty in the City of the Glass Pool. It will likely take multiple assaults to wipe them out, but they will replace half their losses every 4 days, until they reach a number equal to twice those given in the descriptions, if the characters let it go that long. If they do go that long, the derro will be able to alert the city and the kuo-toa will be on guard and send out hunting patrols, like described under the Slavers.

The regular derro are just following their leaders, the savants. The savants are dominated by the aboleth, thanks to regular *potions of domination*. All derro have poisoned crossbow bolts that force a DC 14 Constitution saving throw, inflicting 3d6 poison damage on a failed save, or half as much on a success.

All derro savants here also have the *fly* spell prepared. Their training allows them to prepare the extra spell.

1. **Trapped Passage.** This section of the entry passage right before a branch off to the right has murder holes all through the ceiling,

watched over by 4 paranoid derro. The murder holes are concealed by an **illusion**, so they aren't noticed unless someone is specifically looking – then a DC 18

Intelligence (Investigation) check will see them. As soon as the derro spot intruders, they begin dropping rocks and pots of viscous oil onto them. Two derro drop rocks with a +6 to hit, doing 2d6 bludgeoning damage on a hit. The other two derro drop pots of thick oil with a flaming rag wick that burst into flame on impact. The pots shatter and splash when they hit the ground, forcing 3 creatures to make a DC 15 Dexterity saving throw or take 1d8 fire damage and catch on fire. While on fire, they take 1d8 fire damage at the beginning of each of their turns. They can make a DC 12 Dexterity saving throw at the end of each of their turns to put the fire out.

2. **Murder Holes Room.** This room is above the entry passage and is reached through the stairs in the guard chamber. There are **4 derro** here watching the holes.
3. **Guard Chamber.** There are **4 derro** here who respond to intruders by waiting for them to come running out from under the murder holes and shoot at them with crossbows.
4. **Crossbow Defense Point.** The corridor here is 40 feet wide. A wooden wall pierced with 10 firing slots takes up the central 30 feet, leaving only two 5 foot openings on either side. This mechanism slaves **10 light repeating crossbows** together to fire and load with the pull of two levers, allowing it to fire once every round. Anyone in front of the crossbows is subject to attack unless prone. When the crossbows are fired, roll 10 attacks with a +6 to hit. Divide the attacks as evenly as possible among all targets. A hit causes 1d8+3 piercing damage (no poison). No one creature can be hit more than 5 times. It is operated by **4 derro** and overseen by a **derro lieutenant**. They have three-quarters cover, giving them +5 to AC and Dexterity saving throws. The crossbow mechanism can take **100** points of damage from spells like *fireball*, *lightning bolt*, etc. before it is rendered inoperable. It doesn't get saving throws against spell attacks.
5. **Hidden Guards.** The secret door could be noticed with a DC 20 Wisdom (Perception) check, assuming the characters aren't busy avoiding massed crossbow fire and attack from guards. There is always a **derro** at the door watching through eye holes. When combat begins, the other **6 derro** will form 2 firing lines: three kneeling down and three standing behind them. The watcher will open the door, let the others shoot a volley, then close the door again. They will repeat this as long as they can, resorting to melee if rushed

by the characters.

6. **Barracks Cavern.** This cave houses **6 derro**, **4 derro snipers**, and **1 derro savant**. When combat begins, they will rush to reinforce the crossbows at location 4.
7. **Slave Pens.** This area currently has **14 slaves** working the fungi farm and eel fishing. They are all **commoners**. They are guarded by **12 derro**, a **derro lieutenant**, and **1 derro savant**. The derro are among the slaves, so any area effect spells will hit the slaves.
8. **Stream Cavern.** There are **2 derro** here refilling water barrels.
9. **The Nest of Savants.** This chamber is a hive of activity. There are **5 derro savants**, the servitor **derro chieftain-savant**, **6 giant flying spiders**, and an **illithid**. The savants and the chieftain-savant are talking with the illithid messenger who is here from the City of the Glass Pool delivering a new batch of *potions of domination*. This particular batch is mixed with a delusional ingredient that makes the drinker think it is a *potion of giant strength*. When the characters attack, the savants will start with casting *fly*, then take to the air to rain spells down. The spiders also take off to attack in melee. The illithid lines up for a mind blast, then closes in to melee. The chieftain-savant casts *fly*, then alternates between spells and his spear – which is enhanced with an *oil of sharpness*, giving it +10 to hit, 1d8+7 piercing damage on a hit! The savants also have magical items that they can use:
 - Savant 1: 2 *potions of superior healing*
 - Savant 2: *scroll (dispel magic, fly, polymorph)*
 - Savant 3: *bracers of defense* (AC 14), *potion of gaseous form*
 - Savant 4: *ring of fire resistance*
 - Savant 5: *potion of flying*, *potion of polymorph*, *wand of enemy detection*, *quarterstaff +2*

There are two chests: one is trapped with a **poison needle trap** and the other with a **slicing blade trap**. The traps will not trigger if opened with the right key. The locks can be opened with DC 20 Dexterity (thieves' tools) checks.

Return to the Rockseers

The **dragon statuette** sought out by the **Rockseer elves** is also here. Returning it will earn their trust and respect. They will teach one wizard or sorcerer how to identify **Flux Points** and how to **teleport** up to **10 people** between them **once per day** without using any spell slots. It can be done **more often** than that, but uses one of the caster's **highest spell slots** when done.

One elf character, if there are any in the party, will be given a *cloak of the Rockseers*.

If the characters never visited the Rockseers,

then the statuette will just mysteriously vanish – grabbed by a stone-walking Rockseer while they sleep. In its place will be a bag full of gemstones, 50,000 gold pieces worth!

The City of the Glass Pool (M)

The City of the Glass Pool (pg. 36) is actually more of a fortress and is shown on **Map 21**. Read through pg. 46-48 to understand how the kuo-toa will react to the characters before and after attacks have started, and how **Darafayen** the Rockseer wizard might join them. The characters are best served by making several runs at the city and maximizing the damage they do by targeting key creatures and places. Having one of the dominator symbols, picked up from an illithid earlier, is an easy way to wander the city and get information.

Location 21 on the main map is the main entry to the city cavern, location 2 on the city map. This is one way to get in. The other way is location X7 on the main map. This is a collapsed tunnel that can be dug out with 60 total hours of work – so 6 characters working for 10 hours will clear it enough to use. This leads to location 1 on the city map, an old entrance no longer used and, more importantly, unguarded initially.

1. **Southern Ledge.** This area is unguarded initially and for the first 24 hours after attack.
2. **Illithid Guard Post.** There are **4 derro** and an **illithid** on guard here. They are rather lazy and anyone carrying a dominator symbol can just walk right in as long as they don't act too suspicious. If attacked, the illithid's first action is spent breaking a globe that sends up a plume of yellow smoke warning of an attack.
3. **Northern Ledge.** Just like city location 1, but no tunnel.
4. **City Walls.** The walls are set with pieces of downward facing glassrock which makes climbing difficult. Climbers suffer disadvantage on Strength (Athletics) checks to climb. It takes 3 checks to reach the top of the wall, and the climber takes 7 (2d6) slashing damage each time a check is made, whether successful or not. The amount of glassrock cuts through ropes used to scale eventually. Roll 1d6 each time a rope is used: on a 1-3 the rope is cut and the climber falls 10 feet (1d6 falling damage). The inside of the walls don't have glassrock.
5. **Great Gates.** The gates are open initially and guarded by **8 derro**. Read the description to see how the gates are reinforced if an attack starts here.
6. **Derro Barracks.** There are **20 derro** here led by a **derro commander** and a **derro savant**. Room 6c has a chest of wealth taken from slaves. It is locked and trapped with a poison

needle trap. The commander has the key. It can be picked with a DC 20 Dexterity (thieves' tools) check.

7. **Derro Barracks.** There are **24 derro** here led by **2 derro savants**. One of the savants has a *potion of flying* and a wizard scroll (*dispel magic, fly, slow*).
8. **Pool of the Ixzan.** There are **8 ixzan**, an **ixzan mutant**, and an **ixzan wizard** living here. The mutant and the wizard will respond to a call for help from the gate. The wizard will scout the situation with *arcane eye*. Once it knows what is happening, it will cast *fly* on itself and the mutant will consume a *potion of flying*, and they will both fly to the defense of the gate. If no attack is happening, they stay here.
9. **The Domeheads.** There are **4 stone giants** here, charmed into doing heavy stone building. The giants are not hostile, but curious enough to talk. They know they are charmed, but can't do anything about it. A *dispel magic* can break the charm, which is not reinforced by *potions of domination*. If the charm is broken, they leave the city right away, easily jumping over the city wall. This will be noticed, but attributed to the illithid failing to maintain the charm. Freeing the giants should award experience as if they were defeated in combat.
10. **The Order of the Claw.** This building is home to an advanced order of kuo-toa monitors who are blessed by the Sea Mother. There are **6 kuo-toa order monitors** here unless there are many insane kuo-toa (**See Social Collapse Point System handout**), then they are out trying to deal with them.
11. **Stone Pipes.** These pipes are warded against some spells, so Rockseer elves can't use their stone walk ability to pass through them. The pipes are immune to *disintegrate*, *stone to flesh*, and *transmute rock*. The spells *passwall* and *stone shape* will work, but only last for 1d6 rounds before the wards reseal the pipes.
12. **The Resting Pool.** There are around 50 kuo-toa here at any time relaxing in the pool. The **enchancements** in the pool calm them and help prevent insanity. As a result, no kuo-toa will look twice at a character passing by. They will only be roused to action if actually attacked. The sounds of attack outside aren't even enough to draw them out.
13. **The Grand Channel.** Until an attack happens, this channel can be used to get around the city unseen. After an attack, kuo-toa guards will be stationed at intervals along the channel.
14. **The Asylum.** This building houses 3 insane kuo-toa who are valuable enough to try to save through dubious "treatments". The prisoners are a **kuo-toa whip**, a **kuo-toa eye**, and **kuo-toa brute**. They are guarded by a **kuo-toa order monitor**. The whip and eye are not able to cast spells due to their insanity. Letting the prisoners out to rampage through the city is a good idea.
15. **The Hall of Hatred.** There are **2 kuo-toa eyes** and **2 kuo-toa monitors** on duty here. The eyes fanatically defend the place. This gives them advantage on attacks and immunity to the frightened condition. The second eye has a *short sword* +2, which raises its attack to +8 to hit, 1d6+6 magical piercing damage.
16. **Pools of Sacrifice.** Anyone except kuo-toa staring into these pools for more than 1 round must make a DC 15 Wisdom saving throw or be compelled to step into them. They sink to the bottom when they enter and begin choking. They have a number of rounds equal to their Constitution bonus (minimum 1) before they die. If they die in the pool, they are drawn into the Sea Mother's realm and irretrievable, even with a *wish*. Characters in the pool may make a new Wisdom saving throw at the beginning of their turn. People outside the pool may help them, but have to make the saving throw as well.
17. **The Priests of Purification.** There are **2 kuo-toa archpriests** here purifying the water, with **2 kuo-toa eyes** assisting. The second priest has a magic scepter that acts as a *mace* +2, which raises his attack to +8 to hit, 1d6+5 bludgeoning damage plus 14 (4d6) lightning damage. There is also a **kuo-toa lieutenant** watching the entry door.
18. **Farm Pools.** Each of the four pools here is tended by **15 kuo-toa** watched over by a **monitor** and **3 whips**. Chamber A also has a **kuo-toa lieutenant** overseeing the operation. Chambers B and C are brightly lit, causing all kuo-toa to suffer their Sunlight Sensitivity.
19. **Fingerling Pool.** The doors are guarded by **2 eyes** while **1 archpriest** tends the young. The young are noncombatant and can be easily killed.
20. **Artisans.** The seven workshops have **5 kuo-toa** workers in each. A total of **4 whips** circulate the shops to make sure the workers are calm and focused.
21. **Plaza of Offerings.** Nothing goes on here, except those passing through pause to bow heads or offer reverence.
22. **Halls of the Dukes.** The kuo-toa Dukes, **Dagoorg**, **Hurlgaboorg**, **Kugloogoop** live in these rich halls. All three are dominated by the illithid. They are guarded by **4 whips** commanded by a **kuo-toa lieutenant**. The dukes vary from standard as follows:
 - **Dagoorg** has a *short sword* +3 that raises his attack to +9 to hit, 1d6+6 magical piercing damage. He also has a *pincer staff of bleeding*. On a hit, the target bleeds for 2d6 damage, and every round at the

beginning of Dagoorg's turn as long as they're grappled by it. He also has an *oil of armoring* that increases him to AC 20 for 10 minutes. He has enough for the other dukes if he can reach them.

- **Hurlgaboorg** has a *short sword* +2 that raises his attack to +8 to hit, 1d6+5 magical piercing damage. He also has 2 *potions of superior healing*. The potions are mixed with a fishy oil that causes anyone not a kuo-toa to make a DC 12 Constitution saving throw or be unable to drink them, ever.
 - **Kugloogoop** has a *short sword* +1 that raises his attack to +7 to hit, 1d6+4 magical piercing damage. The sword is evilly aligned and on a hit can inflict 3d8+3 necrotic damage, up to 3 times per day. He also has 2 *potions of invisibility* and a *wizard scroll* he can't use.
23. **The Slave Pens.** The pens are guarded by a **kuo-toa captain**, **2 lieutenants**, and **2 whips**. The captain wields a *greatsword* +2 that raises his attack to +9 to hit, 2d6+6 magical slashing damage. He also wears a *ring of fire resistance*.
 24. **Chambers of the Illithids.** There are **3 illithids** in this chamber. The third illithid, Zanticor, wears a *ring of protection* +3 which gives him an AC 18 and +3 to saving throws. He also wears the *derro crown of domination*. This item can help the characters greatly if they can get it from him. The illithids are geniuses, and know everyone employed by them. As soon as they see the characters, they will attack, knowing they don't belong here. They fight to the best of their ability, but will *plane shift* away if the fight seems to be going badly. Chamber 24g holds the treasure, the door is locked and trapped with 2 traps, a **poison needle trap** and **slicing blade trap**. The lock can be picked with a DC 20 Dexterity (thieves' tools) check. The room is guarded by a **stone golem**. There are two chests in the room, both are locked and trapped. The lock can be picked as the door. One chest is trapped with a **poison cloud trap** and the other with an **acid spray trap**.
 25. **Grand Pool of the Ixzan.** The pool contains **16 ixzan**, **2 ixzan mutants**, an **ixzan priest**, and **2 ixzan wizards**. The kuo-toa in location 26 do not come to help the ixzan, and the ixzan will not help them either. The temple is too important for the kuo-toa to abandon and the ixzan aren't welcome in the temple unless invited by the priest-king.
 26. **The Dome of the Glass Pool.** This is the main temple of the kuo-toa in the city. Destroying the statue here and the priests will significantly destabilize the city (**See Social Collapse Point System handout**), although it will take more to completely shatter the kuo-toa. Tending the temple are **Googlaboorp**, a **kuo-toa archpriest**; **2 kuo-toa eyes**, **2 kuo-toa priests**, the statue of Blibdoolpoolp (a **stone golem**), **2 water elementals**, and **16 giant crayfish**. The priests from location 27 will come to help after 2 rounds of battle. Googlaboorp has a *ring of protection* +2 and a *trident* +3 of *lobster command*. This gives him AC 15 and raises his attack to +9 to hit, 1d8+6 magical piercing damage plus 4d6 lightning damage. Replace the *tongues* spell on his 3rd level list with *lightning bolt*. As soon as hostilities start, Googlaboorp commands the giant crayfish to attack all non-kuo-toa. He then uses spells to attack, then closes to melee. The eyes use spells and try to gang up on a single target so they can use their sneak attacks. The priests use spells, going to melee only when out or desperate. The statue doesn't attack until someone tries to damage it, then it attacks and commands the water elementals to attack. This is a tough battle and the characters should be prepared to expend most of their firepower here to win the day.
 27. **Senior Priests.** There are **4 kuo-toa priests** in this area. They respond to any fight in 26 within 2 rounds.
 28. **The Lozenge.** This building is home to priest-king's son, Bagoorgoop, who hates what his father is doing, and especially hates the illithids. If the characters can convince him that they just want to overthrow the priest-king and not kill all kuo-toa, then he and his followers would join the characters on a raid into the palace. This would trigger a conflict with Finslayer and its wielder, since the sword wants all kuo-toa dead. **Bagoorgoop** is here, plus his followers: **1 kuo-toa lieutenant**, **2 kuo-toa eyes**, and **12 kuo-toa**.
 29. **Whip Barracks.** These are quarters for **10 kuo-toa whips** and the **chief whip**. They are fanatical and fight to the death. The chief whip will use his *wand of web* if he can avoid his own whips, otherwise he casts *shield of faith* and wades in melee combat.
 30. **Royal Bodyguards.** Ignore the original text about the *wall of force*. The door is guarded by **2 kuo-toa lieutenants**. They won't let characters in regardless of story, but they will let them in if Bagoorgoop is "leading" the entourage. The inside is guarded by **2 kuo-toa captains**, **2 kuo-toa lieutenants**, and **4 kuo-toa whips**. They will attack characters on sight unless they are with Bagoorgoop. They will him and those with him in to see the priest-king.
 31. **Throne Chamber of Bupgopgoorg.** The **kuo-toa priest-king** is here, flanked by **2 kuo-toa captains**, and the **illithid** advisor Ilsenzenden. The captains have 130 hit points,

AC 15, and each use a *greatsword* +2; +9 to hit, 2d6+6 magical slashing damage. They try to keep anyone from getting past them to the priest-king. The illithid opens with a mind blast and then uses spells, including *sanctuary* to avoid attackers. If all looks lost, or the priest-king is killed, he escapes with *plane shift*. The priest-king casts a *blade barrier* between him and the characters and uses spells until the blades are gone, then moves to melee. The illithid's chest in 31b is locked but can be opened with a DC 20 Dexterity (thieves' tools) check (it has the key). 31E is the priest-king's treasure vault, and is locked – DC 25 Dexterity (thieves' tools) check to open (the priest-king has the keys to this and the chests). There are 4 chests inside. Each has an obvious fake keyhole that will set off a trap if present. The real keyhole is hidden in the design and can be found with a DC 22 Wisdom (Perception) check. Using the key in this keyhole deactivates the trap. The chests are:

- **Chest 1:** Locked and trapped with a **poison cloud trap**. The lock may be opened with a DC 20 Dexterity (thieves' tools) check.
- **Chest 2:** Locked and trapped with a **slicing blade trap**. Lock may be opened as above.
- **Chest 3:** Locked but not trapped.
- **Chest 4:** Locked and trapped with an **acid spray trap** that hits everyone within 10 feet of the front of the chest.

End of Book 2

Magic Items

Note: Magic items held by allied NPCs are not listed here, but are accounted for in the NPC stat block.

- *Aklis* +2 (replace with *quarterstaff* +2) pg. 43
- *Amulet versus undead* (replace with *amulet of health*) pg. 29
- *Arrow-catching shield* pg. 29
- *Arrow of slaying* (mind flayer) pg. 40
- *Bag of holding* pg. 23
- *Bastard sword* (replace with *sword of choice*), *flame tongue* pg. 28
- *Bolts* +2 (16) pg. 40
- *Bolts* +3 (20) pg. 57
- *Boots of elvenkind* pg. 17
- *Boots of elvenkind* (Rockseer) pg. 53
- *Boots of striding and springing* pg. 36
- *Bracers of archery* pg. 29
- *Bracers of defense* pg. 16, 43
- *Brooch of shielding* pg. 39, 44
- *Ceramic pig* (See *Special Items*) pg. 28
- *Chain mail* +1 pg. 36
- *Chain mail* +2 pg. 24, 35
- *Cleric scroll* (cure wounds (5th), meld into stone,

- prayer, spirit guardians*) pg. 9
- *Cleric scroll* (cure wounds (5th), prayer, heroes' feast) pg. 14
- *Cleric scroll* (blade barrier, death ward, flame strike) pg. 14
- *Cleric scroll* (cure wounds (5th), dispel evil and good, flame strike) pg. 40
- *Cloak of displacement* pg. 61
- *Cloak of elvenkind* (Rockseer) pg. 53
- *Cloak of the Rockseers* (See *Special Items*)
- *Coffer of holding* (See *Special Items*) pg. 44
- *Crossbow of speed* (See *Special Items*) pg. 40
- *Crown of Derro Domination* (See *Special Items*) pg. 57
- *Crystal ball* pg. 64
- *Dagger* +2 pg. 9, 10
- *Dagger* +3 pg. 17 (this could be a short sword)
- *Dagger* +2 pg. 20 (this could be a short sword)
- *Dagger* +2, *Longtooth* (See *Special Items*) pg. 40
- *Dagger* +2 pg. 55
- *Darkvision lenses* (See *Special Items*) pg. 23
- *Dust of appearance* (3) pg. 36
- *Dust of disappearance* (2) pg. 10
- *Elven chain shirt* +2 pg. 28
- *Elven chain mail* +3 pg. 64
- *Exalted holy symbol* (See *Special Items*) pg. 29
- *Flail* +2 pg. 36
- *Greatsword* +2 pg. 16, 56, 62
- *Helm of underwater action* pg. 28
- *Ioun stone, deep red* pg. 7
- *Ioun stone, pale lavender* pg. 7
- *Leather armor* +3 pg. 36
- *Lifestone* (See *Special Items*) pg. 21
- *Long sword, Finslayer* (See *Special Items*) pg. 18
- *Long sword* +2 pg. 28, 35
- *Long sword* +2, *shocking* (2d6 lightning) pg. 60
- *Long sword* +2, *surface bane* (+3d6 damage vs surface races) pg. 62
- *Mace* +2 pg. 10
- *Mace* +3 pg. 29
- *Mirror of grace* (See *Special Items*) pg. 15
- *Necklace of prayer beads* (bless, cure x2) pg. 24
- *Netwand* (replace with *wand of web*) pg. 61
- *Oil of armoring* (See *Special Items*) (4) pg. 55
- *Oil of sharpness* (4) pg. 43
- *Pincer staff of bleeding* (See *Special Items*) pg. 55
- *Plate armor* +2 pg. 28, 62
- *Plate armor* +3 pg. 29, 64
- *Plate armor* +1 pg. 35
- *Potion of extra healing* (replace with *potion of greater healing*) (2) pg. 14, 35
- *Potion of extra healing* (replace with *potion of superior healing*) (2) pg. 43, 55, 61
- *Potion of fire resistance* pg. 44
- *Potion of flying* pg. 43
- *Potion of gaseous form* pg. 43
- *Potion of hill giant strength* pg. 61
- *Potion of invisibility* pg. 54, (2) pg. 55
- *Potion of invulnerability* (2) pg. 15
- *Potion of levitation* pg. 53
- *Potion of polymorph* pg. 10, 43

- *Potion of water breathing* (2) pg. 14
- *Quarterstaff* +3 pg. 23
- *Ring of armor* (See *Special Items*) pg. 14
- *Ring of blow returning* (See *Special Items*) pg. 50
- *Ring of fire resistance* pg. 43, 56
- *Ring of free action* pg. 7, 35, 63
- *Ring of invisibility* pg. 36
- *Ring of protection* +2 pg. 23, 26, 39, 43, 60, 61, 63
- *Ring of regeneration* pg. 7
- *Ring of see invisibility* pg. 36
- *Ring of shooting stars* pg. 7
- *Ring of spell storing* pg. 39
- *Robe of blending* (See *Special Items*) pg. 29
- *Rope of climbing* pg. 29
- *Scepter (mace)* +2 pg. 54
- *Shield* +2 pg. 10, 24, 28, 36, 60, 62
- *Shield* +3 pg. 14
- *Shield* +1 pg. 35, 64
- *Short bow* +2 pg. 35
- *Short bow* +1 pg. 36
- *Short sword* +2 pg. 35
- *Short sword* +1 pg. 36
- *Short sword* +2 pg. 53, 55
- *Short sword* +3 pg. 55, 61
- *Short sword* +1 (can inflict 3d8+3 necrotic damage 3/day, evilly aligned) pg. 55
- *Spear* +1 pg. 39
- *Spear* +2 pg. 39, 43
- *Staff of fire* pg. 28
- *Staff of frost* pg. 64
- *Staff of healing* pg. 64
- *Stone of controlling earth elementals* pg. 44
- *Talisman of pure good* (2 charges) pg. 44
- *Tome of understanding* pg. 44
- *Wand of illusion* (replace with wand of magic missiles) pg. 36
- *Wand of magic missiles* pg. 7, 44
- *Wand of magic missiles* (replace with wand of secrets) pg. 35
- *Wand of metal and mineral detection* (replace with wand of enemy detection) pg. 43
- *Wand of negation* (replace with rod of absorption-5 levels stored, can absorb 9 more) pg. 36
- *Wand of polymorph* pg. 39
- *Wand of viscid globs* pg. 57
- *Wizard scroll* (teleport x2) pg. 7
- *Wizard scroll* (dimension door, fly, invisibility, knock) pg. 20
- *Wizard scroll* (antimagic field, magic missile (8th), Otiluke's freezing sphere (8th)) pg. 29
- *Wizard scroll* (acid arrow, blink, globe of invulnerability) pg. 35
- *Wizard scroll* (dimension door, polymorph) pg. 36
- *Wizard scroll* (dispel magic (5th), fly, globe of invulnerability) pg. 39
- *Wizard scroll* (dispel magic, fly, polymorph) pg. 43
- *Wizard scroll* (globe of invulnerability, magic circle, major image, slow) pg. 55

- *Wizard scroll* (fly, globe of invulnerability, lightning bolt, stonewall) pg. 57
- *Wizard scroll* (suggestion, Melf's minute meteors, polymorph, greater invisibility, wall of stone) pg. 63

Traps

- **Acid Spray Trap (pg. 57, 64):** Triggered when the chest is opened without the key. DC 20 Wisdom (Perception) check to spot; DC 20 Dexterity (thieves' tools) check to disable. The spray forces the target to make a DC 20 Dexterity saving throw, taking 55 (10d10) acid damage on a failed save, or half as much on a success.
- **Poison Cloud Trap (pg. 57, 64):** Triggered when the chest is opened without the key. DC 20 Wisdom (Perception) check to spot; DC 20 Intelligence (Investigation) check to identify, a *dispel magic* will remove it. The cloud fills the room. Everyone in the room must make a DC 18 Constitution saving throw, taking 55 (10d10) poison damage on a failed save, or half as much on a success.
- **Poison Needle Trap (pg. 40, 44, 50, 57):** Triggered when the chest is opened without the key. DC 20 Wisdom (Perception) check to spot; DC 20 Dexterity (thieves' tools) check to disable. The needle does 1 piercing damage and the target must make a DC 17 Constitution saving throw, taking 55 (10d10) poison damage on a failed save, or half as much on a success.
- **Slicing Blade Trap (pg. 44, 57, 64):** Triggered when the chest is opened without the key. DC 20 Wisdom (Perception) check to spot; DC 20 Dexterity (thieves' tools) check to disable. The blade inflicts 44 (8d10) slashing damage.

Monster Roster

1. **Bat** (MM 318, CR 0, 0 XP)
2. **Bagoorgoop** (See Special Creatures)
3. **Behir** (MM 25, CR 11, 7200 XP)
4. **Black Pudding** (MM 241, CR 4, 1100 XP)
5. **Bronze Sphere** (See Special Creatures)
6. **Carrion Crawler** (MM 37, CR 2, 450 XP)
7. **Cave Fisher** (VGM 130, CR 3, 700 XP)
8. **Commoner** (MM 345, CR 0, 0 XP)
9. **Crystal Ooze** (See Special Creatures)
10. **Crystenna** (See Special Creatures)
11. **Darafayen** (See Special Creatures)
12. **Deepspawn** (See Special Creatures)
13. **Derro** (MTF 158, CR 1/4, 50 XP)
14. **Derro Adjutant-Savant** (as derro savant)
15. **Derro Chieftain-Savant** (See Special Creatures)
16. **Derro Commander** (See Special Creatures)
17. **Derro Lieutenant** (See Special Creatures)
18. **Derro Savant** (MTF 159, CR 3, 700 XP)
19. **Derro Sniper** (See Special Creatures)
20. **Derro Student Savant** (See Special Creatures)
21. **Elemental, Water** (MM 125, CR 5, 1800 XP)
22. **Farayenel** (See Special Creatures)
23. **Gargoyle** (MM 140, CR 2, 450 XP)
24. **Gelatinous Cube** (MM 242, CR 2, 450 XP)
25. **Ghast** (MM 148, CR 2, 450 XP)
26. **Ghoul** (MM 148, CR 1, 200 XP)
27. **Giant Crayfish** (See Special Creatures)
28. **Giant, Hill** (MM 155, CR 5, 1800 XP)
29. **Giant Leech** (See Special Creatures)
30. **Giant Lizard** (MM 326, CR 1/4, 50 XP)
31. **Giant Rat** (MM 327, CR 1/8, 25 XP)
32. **Giant Spider** (MM 328, CR 1, 200 XP)
33. **Giant Spider, Flying** (See Special Creatures)
34. **Goblin** (MM 166, CR 1/4, 50 XP)
35. **Golem, Iron** (MM 170, CR 15, 16000 XP)
36. **Golem, Stone** (MM 170, CR 10, 5900 XP)
37. **Gray Ooze** (MM 243, CR 1/2, 100 XP)
38. **Grell** (MM 172, CR 3, 700 XP)
39. **Grell Champion** (See Special Creatures)
40. **Grell Patriarch** (See Special Creatures)
41. **Grell Philosopher** (See Special Creatures)
42. **Groznyj** (See Special Creatures)
43. **Haragswald** (See Special Creatures)
44. **Hook Horror** (MM 189, CR 3, 700 XP)
45. **Huge Cave Eel** (See Special Creatures)
46. **Illithid (mind flayer)** (MM 222, CR 7, 2900 XP)
47. **Ilsenzenden, illithid priest** (See Special Creatures)
48. **Invisible Stalker** (MM 192, CR 6, 2300 XP)
49. **Ixzan** (See Special Creatures)
50. **Ixzan Mutant** (See Special Creatures)
51. **Ixzan Priest** (See Special Creatures)
52. **Ixzan Wizard** (See Special Creatures)
53. **Kranin** (See Special Creatures)
54. **Kuo-toa** (MM 199, CR 1/4, 50 XP)
55. **Kuo-toa Archpriest** (MM 200, CR 6, 2300 XP)
56. **Kuo-toa Brute** (See Special Creatures)
57. **Kuo-toa Captain** (See Special Creatures)
58. **Kuo-toa Chief Whip** (See Special Creatures)
59. **Kuo-toa Duke** (See Special Creatures)
60. **Kuo-toa Eye** (See Special Creatures)
61. **Kuo-toa Lieutenant** (See Special Creatures)
62. **Kuo-toa Monitor** (as variant whip, MM 198)
63. **Kuo-toa Order of the Claw Monitor** (See Special Creatures)
64. **Kuo-toa Priest** (See Special Creatures)
65. **Kuo-toa Priest-King** (See Special Creatures)
66. **Kuo-toa Whip** (MM 200, CR 1, 200 XP)
67. **Ochre Jelly** (MM 243, CR 2, 450 XP)
68. **Ogre** (MM 237, CR 2, 450 XP)
69. **Orc** (MM 246, CR 1/2, 100 XP)
70. **Otyugh** (MM 248, CR 5, 1800 XP)
71. **Prentyss** (See Special Creatures)
72. **Purple Worm** (MM 255, CR 15, 13000 XP)
73. **Quaggoth** (MM 256, CR 2, 450 XP)
74. **Quaggoth Thonot** (See Special Creatures)
75. **Quasit** (MM 63, CR 1, 200 XP)
76. **Rakshasa** (MM 257, CR 13, 10000 XP)
77. **Roper** (MM 261, CR 5, 1800 XP)
78. **Scout** (MM 349, CR 1/2, 100 XP)
79. **Shadow Dragon** (MM 85, CR 13, 10000 XP)
80. **Skeleton** (MM 272, CR 1/4, 50 XP)
81. **Slithering Tracker** (VGM 191, CR 3, 700 XP)
82. **Specter** (MM 279, CR 1, 200 XP)
83. **Stone Giant** (MM 156, CR 7, 2900 XP)
84. **Stone Golem** (MM 170, CR 10, 5900 XP)
85. **Storoper** (See Special Creatures)
86. **Svirfneblin (deep gnome)** (MM 164, CR 1/2, 100 XP)
87. **Swarm of Bats** (MM 337, CR 1/4, 50 XP)
88. **Trapper** (VGM 194, CR 3, 700 XP)
89. **Troglodyte** (MM 290, CR 1/4, 50 XP)
90. **Troll** (MM 291, CR 5, 1800 XP)
91. **Troll Shaman** (See Special Creatures)
92. **Umber Hulk** (MM 292, CR 5, 1800 XP)
93. **Wight** (MM 300, CR 3, 700 XP)
94. **Wraith** (MM 302, CR 5, 1800 XP)
95. **Xorn** (MM 304, CR 5, 1800 XP)
96. **Zombie** (MM 316, CR 1/4, 50 XP)

Special Creatures

Bagoorgoop, kuo-toa captain

Medium humanoid (kuo-toa), neutral evil

Armor Class 19 (natural armor, shield +2)

Hit Points 112 (15d8+45)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Str +8, Con +6

Skills Perception +6

Senses darkvision 120 ft., passive Perception 16

Languages Undercommon

Challenge 8 (3900 XP)

Action Surge (Recharges on a short rest). The kuo-toa can take one additional action on its turn.

Amphibious. The kuo-toa can breathe air and water.

Indomitable (1/day). The kuo-toa may reroll a failed saving throw.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Second Wind (2/day). Bagoorgoop can use a bonus action to regain 1d10+10 hit points

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Actions

Multiattack. Bagoorgoop makes three melee attacks.

Long sword +2, shocking. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (1d8+9) slashing damage plus 7 (2d6) lightning damage. Scores a critical hit on a 19-20.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+5) piercing damage.

Net. *Ranged Weapon Attack:* +5 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Reactions

Sticky Shield. When a creature misses the kuo-toa with a melee weapon attack, the kuo-toa uses its sticky shield to catch the weapon. The attacker must succeed on a DC 15 Strength saving throw, or the weapon becomes stuck to the kuo-toa's shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 15 Strength check and succeeding.

Bronze Sphere

Tiny construct, unaligned

Armor Class 22 (natural armor)

Hit Points 55 (10d4+30)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	16 (+3)	3 (-4)	10 (+0)	1 (-5)

Saving Throws Dex +7, Wis +6

Damage Resistances all damage types

Damage Immunities necrotic, poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, poisoned, prone, stunned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 10

Languages -

Challenge 7 (2900 XP)

Immutable Form. The sphere is immune to any spell or effect that would alter its form.

Magic Resistance. The sphere has advantage on saving throws against spells and other magical effects.

Actions

Random Spell. Roll 1d6 to determine which spell the sphere casts and roll to determine a random target for the spell. All spells have a save DC 16 and are cast as 6th level slots.

1. **Lightning bolt:** 39 (11d6) lightning damage
2. **Magic missile:** 28 (8d4+8) force damage
3. **Cone of cold:** 40 (9d8) cold damage
4. **Circle of Death:** 27 (8d6) necrotic damage
5. **Cloudkill** 27 (6d8) poison damage
6. **Chain lightning:** 45 (10d8) lightning damage

Crystal Ooze

Medium ooze, unaligned

Armor Class 9

Hit Points 53 (7d8+21)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	3 (-4)	6 (-2)	2 (-4)

Skills Stealth +5

Damage Resistances cold

Damage Immunities acid, fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 3 (700 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the ooze is submerged in water, it is indistinguishable from water. When attacking from water it is treated as invisible.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage plus 17 (5d6) acid damage and the target must make a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can make a new saving throw at the end of their turn.

Engulf. The ooze can automatically engulf a paralyzed target. The engulfed target can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of the ooze's turn. An engulfed target that isn't paralyzed can try to escape by taking an action to make a DC 12 Strength check. On a success, the target escapes and enters a space of its choice within 5 feet of the ooze. The ooze can engulf 1 Medium or 2 Small creatures at a time. It can still attack with its pseudopod while engulfing.

Crystenna

Medium humanoid (human), neutral evil

Armor Class 13 (cloak of protection +2, 16 with magic armor)

Hit Points 65 (10d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	18 (+4)	14 (+2)	10 (+0)

Saving Throws Int +9, Wis +7, +2 to all others

Senses passive Perception 12

Languages Common

Challenge 5 (1800 XP)

Rod of Absorption. Crystenna can use the rod, which has 5 levels stored, to cast any spell she has prepared without using a spell slot, so long as she pays the level of the spell from the rod's stored levels. Casting this way takes the normal action the spell requires.

Scroll. Crystenna has a scroll with the spells *dimension door* and *polymorph*. She can cast each spell once as an action.

Sculpt Spells. When Crystenna casts an area effect spell, she may designate 1 + spell level creatures she can see. Those creatures automatically succeed at saving throws against the spell, and take no damage if a successful save would normally result in half damage.

Spellcasting. Crystenna is a 7th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *blade ward*, *fire bolt*, *light*, *shocking grasp*

1st level (4 slots): *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *blur*, *misty step*, *web*

3rd level (3 slots): *fireball*, *haste*, *lightning bolt*

4th level (1 slot): *dimension door*, *stoneskin*

Wand of Magic Missiles. As an action, Crystenna can expend a charge from the wand to cast *magic missile*. The wand has 7 charges.

Actions

Shocking Grasp. *Melee Spell Attack:* +7 to hit (advantage on attack if target is metal armored), reach 5 ft., one target. *Hit:* 9 (2d8) lightning damage.

Fire Bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

Reactions

Rod of Absorption. While holding the rod, Crystenna can use her reaction to absorb a spell cast directly at her (not area effect). The spell's levels are stored in the rod and taken from the remaining absorption total (9). Once 9 levels of spells have been absorbed, the rod can't absorb any more, though it can use the stored levels until they are exhausted.

Darafayen, Rockseer wizard

Medium humanoid (elf), chaotic good

Armor Class 19 (bracers of defense, ring of protection +3, [22 with mage armor])

Hit Points 91 (14d8+28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18(+4)	14 (+2)	20 (+5)	16 (+3)	13 (+1)

Saving Throws Int +11, Wis +9

Skills Arcana +8, Perception +6

Senses darkvision 120 ft., passive Perception 16

Languages Common

Challenge 8 (3900 XP)

Potent Spells. Darafayen adds her Intelligence bonus to her spell damage rolls.

Spellcasting. Darafayen is an 11th level wizard. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). She has the following wizard spells prepared.

Cantrips (at will): *dancing lights*, *fire bolt*, *mage hand*, *mending*, *shocking grasp*

1st level (4 slots): *chromatic orb*, *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *acid arrow*, *mirror image*, *see invisibility*

3rd level (3 slots): *dispel magic*, *fireball*, *lightning bolt*

4th level (3 slots): *Evard's black tentacles*, *greater invisibility*

5th level (2 slots): *conjure elemental*, *wall of stone*

6th level (1 slot): *globe of invulnerability*

Actions

Stone Quarterstaff +3. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) magical bludgeoning damage.

Fire Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 21 (3d10+5) fire damage.

Shocking Grasp. *Melee Spell Attack:* +8 to hit (advantage on attack if target is metal armored), reach 5 ft., one target. *Hit:* 18 (3d8+5) lightning damage.

Reactions

Spell Absorption. While the ioun stone orbits her head, Darafayen can use her reaction to cancel a spell of 8th level or lower cast by a creature she can see and targeting only her. The stone can cancel 31 levels of spells before burning out.

Deepspawn

Huge aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 157 (15d12+60)

Speed 15 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	18 (+4)	17 (+3)	15 (+2)	12 (+1)

Skills Perception +6

Damage Immunities poison

Condition Immunities poisoned, prone

Senses tremorsense 30 ft., darkvision 120ft., passive Perception 16

Languages Telepathy 120ft. (only with its spawn), understands Common but can't speak

Challenge 9 (5000 XP)

Create Spawn. The deepspawn can create a spawn, a perfect copy, of any Large or smaller living creature it has consumed. A spawn generally takes 1d4 days to create, and emerges fully grown and functional. Spawn have exactly the same stats as the original creature, except they are unbreakably loyal to the deepspawn that created them, and so are immune to the charmed condition. Most deepspawn will have a force of spawn to protect them.

Magic Resistance. The deepspawn has advantage on saving throws against spells and other magical effects.

Heal (1/day). The deepspawn can spend an action to heal itself for 70 hit points. This also removes the blindness and deafness conditions, and cures all diseases.

Actions

Multiattack. The deepspawn makes 6 tentacle attacks; 3 bite, and 3 constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 13 (2d6+6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 13 (2d6+6) bludgeoning damage and target is grappled (escape DC 16).

Derro Adjutant-Savant

Small humanoid (derro), chaotic evil

Armor Class 13 (leather armor)

Hit Points 45 (10d6+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	11 (+0)	5 (-3)	14 (+2)

Skills Perception -1, Stealth +4

Senses darkvision 120 ft., passive Perception 9

Languages Dwarvish, Undercommon

Challenge 4 (1100 XP)

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Spellcasting. The derro is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared.

Cantrips (at will): *mage hand*, *message*, *prestidigitation*, *ray of frost*

1st level (4 slots): *burning hands*, *magic missile*, *shield*

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

3rd level (3 slots): *fly*, *lightning bolt*

4th level (1 slot): *wall of fire*

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Derro Chieftain-Savant

Small humanoid (derro), chaotic evil

Armor Class 17 (scale armor, ring of protection +2)

Hit Points 63 (14d6+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	11 (+0)	5 (-3)	16 (+3)

Saving Throws Con +6, Wis +2, all others +2

Skills Perception +0, Stealth +5

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 6 (2300 XP)

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Spellcasting. The derro is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *message*, *prestidigitation*, *ray of frost*

1st level (4 slots): *burning hands*, *comprehend languages*, *magic missile*, *shield*

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

3rd level (3 slots): *fly*, *lightning bolt*

4th level (3 slots): *Evard's black tentacles*, *wall of fire*

5th level (2 slots): *cloudkill*, *cone of cold*

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Spear +2. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage and the target must make a DC 14 Constitution saving throw taking 10 (3d6) poison damage on a failed save, or half as much damage on a success.

Fire Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

Derro Commander

Small humanoid (derro), chaotic evil

Armor Class 18 (scale armor +1, shield)

Hit Points 68 (12d6+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	11 (+0)	5 (-3)	9 (-1)

Skills Perception +0, Stealth +5

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 5 (1800 XP)

Insanity. The derro has advantage on saving throws against being charmed or frightened.

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The derro commander makes three melee or ranged attacks.

War Pick +3. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d8+7) piercing damage.

Thrown Dagger. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage and the target must make a DC 14 Constitution saving throw taking 10 (3d6) poison damage on a failed save, or half as much damage on a success.

Reactions

Ring of Blow Returning. When the derro commander is struck in melee, he can use his reaction to make a Constitution saving throw with a DC equal to the damage he took. On a success, he takes no damage and the creature making the attack takes the damage. On a failure, he takes the damage as normal.

Derro Lieutenant

Small humanoid (derro), chaotic evil

Armor Class 17 (scale armor, shield)

Hit Points 56 (12d6+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	11 (+0)	5 (-3)	9 (-1)

Skills Perception -1, Stealth +4

Senses darkvision 120 ft., passive Perception 9

Languages Dwarvish, Undercommon

Challenge 2 (450 XP)

Insanity. The derro has advantage on saving throws against being charmed or frightened.

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The derro lieutenant makes two melee or ranged attacks.

Spear +1. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) piercing damage.

Thrown Dagger. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage and the target must make a DC 14 Constitution saving throw taking 10 (3d6) poison damage on a failed save, or half as much damage on a success.

Derro Sniper

Small humanoid (derro), chaotic evil

Armor Class 14 (leather armor)

Hit Points 18 (4d6+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	11 (+0)	5 (-3)	9 (-1)

Skills Perception -1, Stealth +4

Senses darkvision 120 ft., passive Perception 9

Languages Dwarvish, Undercommon

Challenge 1/2 (100 XP)

Insanity. The derro has advantage on saving throws against being charmed or frightened.

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The derro sniper makes two ranged attacks.

Repeating crossbow. Ranged Weapon Attack: +5 to hit, range 40/160 ft., one target. *Hit:* 7 (1d8+3) piercing damage and the target must make a DC 14 Constitution saving throw. On a failure the target is weakened, reducing all weapon damage by half. The target can make a new saving throw at the end of their turn.

Short sword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Derro Student Savant

Small humanoid (derro), chaotic evil

Armor Class 13 (leather armor)

Hit Points 18 (4d6+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	11 (+0)	5 (-3)	14 (+2)

Skills Perception -1, Stealth +4

Senses darkvision 120 ft., passive Perception 9

Languages Dwarvish, Undercommon

Challenge 1/2 (100 XP)

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Spellcasting. The derro is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *burning hands*, *magic missile*, *sleep*

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

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Farayenel, elf fighter 1/wizard 5

Medium humanoid (elf), chaotic evil

Armor Class 18 (chain mail +2)

Hit Points 52 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	16 (+3)	10 (+0)	8 (-1)

Saving Throws Int +5, Wis +4

Senses passive Perception 12

Languages Common

Challenge 5 (1800 XP)

Scroll. Farayenel has a scroll with the spells *acid arrow*, *blink*, and *globe of invulnerability*. She can cast each spell once as an action.

Second Wind (Recharge on short rest). Farayenel can use a bonus action to regain 1d10+1 hit points.

Spellcasting. Farayenel is a 5th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *blade ward*, *fire bolt*, *light*, *mage hand*, *ray of frost*

1st level (4 slots): *hideous laughter*, *magic missile*, *shield*

2nd level (3 slots, 2 left): *darkvision*, *mirror image*, *web*

3rd level (2 slots): *dispel magic*, *fireball*

Actions

Short sword +2. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) magical piercing damage.

Short bow +2. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 8 (1d6+5) magical piercing damage and the target must make a DC 15 Constitution saving throw or be poisoned for 1 minute. While poisoned, the target is also paralyzed. The target can make a new saving throw at the beginning of each of their turns.

Giant Crayfish*

*City of Brass ©2018 Frog God Games; Authors: Casey Christofferson and Scott Greene

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 45 (6d10+12)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	2 (-4)	10 (+0)	2 (-4)

Skills Stealth +4

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages -

Challenge 2 (450 XP)

Amphibious. The giant crayfish can breathe air and water.

Actions

Multiattack. The giant crayfish makes 2 pincer attacks.

Pincer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage and the target is grappled (escape DC 13). The crayfish has two claws, each of which can grapple only one target.

Giant Flying Spider

Large beast, unaligned

Armor Class 13

Hit Points 39 (6d10+6)

Speed 30 ft., climb 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses Blindsight 10 Ft., Darkvision 60 Ft., passive Perception 10

Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Multiattack. When ending a jump or fly movement at a target, the spider can make two leg strike attacks.

Leg Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) piercing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) piercing damage and the target must make a DC 13 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a success. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, reach 30/60 ft., one creature. *Hit.* The target is restrained by webbing. As an action, the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Giant Leech

Tiny beast, unaligned

Armor Class 13

Hit Points 7 (2d4+2)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 30 ft. (blind beyond that range), passive Perception 10

Languages -

Challenge 1/8 (25 XP)

Amphibious. The giant leech can breathe air and water.

Actions

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 +3) piercing damage, and the leech attaches to the target. While attached, the leech doesn't attack. Instead, at the start of each of the leech's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The leech can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. Any creature, including the target, can use its action to detach the leech automatically.

Grell Champion

Medium aberration, neutral evil

Armor Class 15 (natural armor)

Hit Points 83 (15d8+15)

Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	9 (-1)

Skills Perception +4, Stealth +6

Damage Immunities lightning

Condition Immunities blinded, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 14

Languages Grell

Challenge 5 (1800 XP)

Spellcasting. The grell champion is a 6th level caster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *ray of frost*, *shocking grasp*

1st level (4 slots): *burning hands*, *magic missile*, *shield*

2nd level (3 slots): *darkness*, *mirror image*, *web*

3rd level (3 slots): *dispel magic*, *lightning bolt*, *stinking cloud*

Actions

Multiattack. The grell makes two attacks: one with its tentacles and one with its beak.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success. The target is also grappled (escape DC 15). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the grell has advantage on attack rolls against it and can't use this attack against other targets. When the grell moves, any Medium or smaller target it is grappling moves with it.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Grell Patriarch

Medium aberration, neutral evil

Armor Class 12

Hit Points 98 (15d8+30)

Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	16 (+3)	11 (+0)	9 (-1)

Skills Perception +4, Stealth +6

Damage Immunities lightning

Condition Immunities blinded, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 14

Languages Grell

Challenge 6 (2300 XP)

Magic Resistance. The grell patriarch has advantage on saving throws against spells and other magical effects.

Spellcasting. The grell patriarch is a 7th level caster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *acid splash*, *fire bolt*, *mage hand*, *ray of frost*

1st level (4 slots): *burning hands*, *magic missile*, *shield*

2nd level (3 slots): *invisibility*, *mirror image*, *web*

3rd level (3 slots): *dispel magic*, *lightning bolt*, *slow*

4th level (1 slots): *Evard's black tentacles*

Actions

The grell patriarch doesn't move from the pillar and takes no actions except to cast spells.

Grell Philosopher

Medium aberration, neutral evil

Armor Class 20 (ring of armor)

Hit Points 55 (10d8+10)

Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	14 (+2)	11 (+0)	9 (-1)

Skills Perception +4, Stealth +6

Damage Immunities lightning

Condition Immunities blinded, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 14

Languages Grell

Challenge 4 (1100 XP)

Spellcasting. The grell philosopher is a 3rd level caster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *mage hand*, *ray of frost*, *shocking grasp*

1st level (4 slots): *charm person*, *magic missile*, *shield*

2nd level (2 slots): *darkness*, *mirror image*

Actions

Multiattack. The grell makes two attacks: one with its tentacles and one with its beak.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success. The target is also grappled (escape DC 15). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the grell has advantage on attack rolls against it and can't use this attack against other targets. When the grell moves, any Medium or smaller target it is grappling moves with it.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Groznyj

Medium humanoid (human), neutral evil

Armor Class 22 (plate armor +1, shield +1)

Hit Points 75 (10d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	8 (-1)	9 (-1)	7 (-2)

Saving Throws Str +7, Con +6

Senses passive Perception 10

Languages Common

Challenge 5 (1800 XP)

Action Surge (Recharges on a short rest). Groznyj can take one additional action on its turn.

Bleeding Cut. Once on his turn, when Groznyj hits a target, he can inflict a wound that continues to bleed. The target takes 7 (2d6) damage immediately and at the beginning of their turn until they make a DC 14 Constitution saving throw, spend an action to bind it, or receive magical healing of any kind. Multiple instances of bleeding cut stack.

Ring of Free Action. Difficult terrain doesn't cost Groznyj extra Movement. In addition, magic can neither reduce his speed nor cause him to be paralyzed or restrained.

Second Wind (Recharge on short rest). Groznyj can use a bonus action to regain 1d10+7 hit points.

Actions

Multiattack. Groznyj makes two melee attacks.

Long sword +2. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (1d8+8) magical slashing damage. Scores a critical hit on a 19-20.

Haragswald, cleric of Cyric

Medium humanoid (human), neutral evil

Armor Class 21 (chain mail +1, shield +2)

Hit Points 65 (10d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	9 (-1)	18 (+4)	8 (-1)

Saving Throws Wis +6

Senses passive Perception 14

Languages Common

Challenge 3 (700 XP)

Spellcasting. Haragswald is a 7th level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *chill touch*, *light*, *guidance*, *thaumaturgy*, *toll the dead*

1st level (4 slots): *bless*, *command*, *cure wounds*, *false life*, *guiding bolt*, *ray of sickness*

2nd level (3 slots): *blindness/deafness*, *hold person*, *protection from poison*, *ray of enfeeblement*, *silence*

3rd level (3 slots): *animate dead*, *bestow curse*, *glyph of warding*, *spirit guardians*, *vampiric touch*

4th level (1 slots): *blight*, *death ward*, *freedom of movement*

Touch of Death (2 uses, recharges on short rest).

When Haragswald hits with a melee attack, he can deal 21 extra necrotic damage.

Actions

Flail +2. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) magical bludgeoning damage plus 4 (1d8) necrotic damage.

Huge Cave Eel

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 105 (10d12+40)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages -

Challenge 5 (1800 XP)

Ambusher. When underwater and not moving, creatures need to make a DC 20 Wisdom (Perception) check to spot the eel.

Water Breathing. The giant eel can breathe underwater, but not in air.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) piercing damage and the target is grappled (escape DC 17). Until this grapple ends, the target takes 17 (2d10+6) piercing damage automatically at the beginning of the eel's turn. The eel can't attack another target while it is grappling.

Ilsenzenden, illithid priest

Medium aberration, lawful evil

Armor Class 17 (breastplate, ring of protection +2)

Hit Points 84 (13d8+26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	14 (+2)	19 (+4)	18 (+4)	17 (+3)

Saving Throws Int +9, Wis +9, Cha +8

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 8 (3,900 XP)

Innate Spellcasting (Psionics). The illithid's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

1/day each: *dominate monster*, *plane shift* (self only)

Magic Resistance. The illithid has advantage on saving throws against spells and other magical effects.

Spellcasting. The illithid is a 10th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *guidance*, *light*, *mending*, *resistance*, *thaumaturgy*

1st level (4 slots): *cure wounds*, *protection from good and evil*, *sanctuary*

2nd level (3 slots): *blindness/deafness*, *silence*, *spiritual weapon*

3rd level (3 slots): *dispel magic*, *protection from energy*, *spirit guardians*

4th level (3 slots): *banishment*, *death ward*

5th level (2 slots): *commune*, *flame strike*, *scrying*

Actions

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10+4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the illithid. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the

target to 0 hit points, the illithid kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5–6). The illithid magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8+4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ixzan

Medium aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 22 (4d8+4)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	7 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Ixzan

Challenge 1/4 (50 XP)

Semi-Amphibious. The ixzan can survive out of water for 1 hour before it begins to suffocate.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Reactions

Barbed Tail. When a creature provokes an opportunity attack, the ixzan can use this attack instead of bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Ixzan Mutant

Medium aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 55 (8d8+16)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	10 (+0)	13 (+1)	7 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Ixzan

Challenge 3 (700 XP)

Semi-Amphibious. The ixzan can survive out of water for 1 hour before it begins to suffocate.

Actions

Multiattack. The ixzan mutant can make 2 bite attacks or 1 crushing bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Crushing Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (5d6+4) piercing damage and target is grappled (escape DC 14). While the target is grappled it automatically takes 21 (5d6+4) piercing damage at the beginning of the ixzan's turn.

Reactions

Barbed Tail. When a creature provokes an opportunity attack, the ixzan mutant can use this attack instead of bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Ixzan Priest

Medium aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 55 (10d8+10)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	18 (+4)	7 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Ixzan

Challenge 4 (1100 XP)

Destructive Wrath. (2/day). The ixzan can maximize a spell that does thunder or lightning damage, so the spell does maximum damage instead of rolling dice.

Semi-Amphibious. The ixzan can survive out of water for 1 hour before it begins to suffocate.

Spellcasting. The ixzan is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *mage hand*, *ray of frost*, *resistance*, *true strike*

1st level (4 slots): *cure wounds*, *guiding bolt*, *sanctuary*, *thunderwave*

2nd level (3 slots): *aid*, *gust of wind*, *hold person*, *prayer of healing*, *spiritual weapon*

3rd level (3 slots): *air breathing*, *dispel magic*, *lightning bolt*, *spirit guardians*

4th level (2 slots): *banishment*, *control water*

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Reactions

Barbed Tail. When a creature provokes an opportunity attack, the ixzan can use this attack instead of bite: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Ixzan Wizard

Medium aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 60 (11d8+11)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	18 (+4)	13 (+1)	7 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Ixzan

Challenge 5 (1800 XP)

Elemental Command. When the ixzan summons a water elemental, it doesn't need to maintain concentration. The elemental will be friendly and take commands.

Semi-Amphibious. The ixzan can survive out of water for 1 hour before it begins to suffocate.

Spellcasting. The ixzan is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*, *shocking grasp* (can use with bite), *true strike*

1st level (4 slots): *charm person*, *comprehend languages*, *magic missile*, *shield*

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

3rd level (3 slots): *air breathing*, *fly*, *lightning bolt*

4th level (3 slots): *arcane eye*, *Evard's black tentacles*

5th level (2 slots): *cone of cold*, *conjure elemental*

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Reactions

Barbed Tail. When a creature provokes an opportunity attack, the ixzan can use this attack instead of bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Kranin

Medium humanoid (human), neutral evil

Armor Class 13 (ring of protection +2)

Hit Points 76 (14d8+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13(+1)	12 (+1)	18 (+4)	10 (+0)	15 (+2)

Saving Throws Int +10, Wis +6

Senses darkvision 60 ft., passive Perception 16

Languages Common

Challenge 8 (3900 XP)

Spellcasting. Kranin is a 12th level wizard. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He has the following wizard spells prepared.

Cantrips (at will): *fire bolt*, *light*

1st level (4 slots): *detect magic*, *magic missile*

2nd level (3 slots): *invisibility*, *suggestion*

3rd level (3 slots): *fireball*

4th level (3 slots): *confusion*, *polymorph*

5th level (2 slots): *conjure elemental*

6th level (1 slot):

Actions

Quarterstaff +3. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) magical bludgeoning damage.

Fire Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 16 (3d10) fire damage.

Kuo-toa Brute

Medium humanoid (kuo-toa), neutral evil

Armor Class 15 (natural armor)

Hit Points 128 (15d8+60)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	6 (-2)	10 (+0)	6 (-2)

Condition Immunities charmed, frightened

Saving Throws Str +10, Con +8

Senses darkvision 120 ft., passive Perception 10

Languages Undercommon

Challenge 9 (5000 XP)

Amphibious. The brute can breathe air and water.

Brute. The brute does an extra die of damage in melee combat (figured into actions).

Otherworldly Perception. The brute can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The brute has advantage on ability checks and saving throws made to escape a grapple.

Actions

Multiattack. The brute makes two bite attacks and two claw attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) slashing damage.

Kuo-toa Captain

Medium humanoid (kuo-toa), neutral evil

Armor Class 17 (natural armor, shield)

Hit Points 105 (14d8+42)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Str +7, Con +6

Skills Perception +6

Senses darkvision 120 ft., passive Perception 16

Languages Undercommon

Challenge 6 (2300 XP)

Action Surge (Recharges on a short rest). The kuo-toa can take one additional action on its turn.

Amphibious. The kuo-toa can breathe air and water.

Indomitable (1/day). The kuo-toa may reroll a failed saving throw.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Actions

Multiattack. The kuo-toa captain makes three melee attacks.

Spear. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d6+6) piercing damage. Scores a critical hit on a 19-20.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

Net. *Ranged Weapon Attack:* +5 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Reactions

Sticky Shield. When a creature misses the kuo-toa with a melee weapon attack, the kuo-toa uses its sticky shield to catch the weapon. The attacker must succeed on a DC 15 Strength saving throw, or the weapon becomes stuck to the kuo-toa's shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 15 Strength check and succeeding.

Kuo-toa Chief Whip

Medium humanoid (kuo-toa), neutral evil

Armor Class 15 (natural armor, ring of protection +2)

Hit Points 91 (14d8+28)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
*21 (+5)	14 (+2)	15 (+2)	10 (+0)	14 (+2)	8 (-1)

*With *potion of hill giant strength*, normally 16.

Skills Perception +4, Religion +4

Senses darkvision 120 ft., passive Perception 14

Languages Undercommon

Challenge 5 (1800 XP)

Amphibious. The whip can breathe air and water.

Cloak of Displacement. Creatures attacking the whip have disadvantage on their attack rolls. If the whip takes damage from an attack, it loses this protection until the beginning of its next turn.

Otherworldly Perception. The whip can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The whip has advantage on ability checks and saving throws made to escape a grapple.

Spellcasting. The whip is a 7th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame*

1st level (4 slots): *command, cure wounds, heroism, shield of faith*

2nd level (3 slots): *blindness/deafness, calm emotions, hold person, locate object, silence*

3rd level (3 slots): *clairvoyance, hypnotic pattern, sending, slow*

4th level (1 slots): *commune, dominate person, freedom of movement, locate creature*

Actions

Multiattack. The kuo-toa chief whip can make two melee attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage.

Short sword +3. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d6+8) piercing damage.

Kuo-toa Duke

Medium humanoid (kuo-toa), neutral evil

Armor Class 16 (natural armor, shield)

Hit Points 112 (15d8+45)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Con +6, Wis +6

Skills Perception +6

Senses darkvision 120 ft., passive Perception 16

Languages Undercommon

Challenge 6 (2300 XP)

Amphibious. The kuo-toa can breathe air and water.

Evasion. When the duke is hit by an area effect that allows a Dexterity save for half damage, it takes half damage on a failure, or no damage on a success.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Spellcasting. The duke is a 10th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *command, cure wounds, guiding bolt, heroism, inflict wounds*

2nd level (3 slots): *blindness/deafness, calm emotions, hold person, locate object, silence*

3rd level (3 slots): *clairvoyance, dispel magic, hypnotic pattern, sending, slow, spirit guardians*

4th level (3 slots): *commune, dominate person, freedom of movement, locate creature*

5th level (2 slots): *flame strike*

Sneak Attack. Once per turn, if the duke makes a weapon attack with advantage or flanking, it inflicts an extra 21 (6d6) damage on a hit.

Actions

Multiattack. The kuo-toa duke makes three melee attacks.

Short sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Pincer Staff. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6+3) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the kuo-toa can't use its pincer staff on another target.

Reactions

Sticky Shield. When a creature misses the duke with a melee weapon attack, the duke uses its sticky shield to catch the weapon. The attacker must succeed on a DC 15 Strength saving throw, or the weapon becomes stuck to the duke's shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 15 Strength check and succeeding.

Kuo-toa Eye

Medium humanoid (kuo-toa), neutral evil

Armor Class 15 (natural armor)

Hit Points 65 (10d8+20)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	8 (-1)

Skills Perception +4, Religion +4

Senses darkvision 120 ft., passive Perception 14

Languages Undercommon

Challenge 3 (700 XP)

Amphibious. The eye can breathe air and water.

Evasion. When the eye is hit by an area effect that allows a Dexterity save for half damage, it takes half damage on a failure, or no damage on a success.

Otherworldly Perception. The eye can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The eye has advantage on ability checks and saving throws made to escape a grapple.

Spellcasting. The eye is a 7th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame*

1st level (4 slots): *command, cure wounds, heroism, inflict wounds*

2nd level (3 slots): *blindness/deafness, calm emotions, hold person, locate object, silence*

3rd level (3 slots): *clairvoyance, hypnotic pattern, sending, slow*

4th level (1 slot): *commune, dominate person, freedom of movement, locate creature*

Sneak Attack. Once per turn, if the eye makes a weapon attack with advantage or flanking, it inflicts an extra 14 (4d6) damage on a hit. Bite and Claw are considered weapon attacks.

Actions

Multiattack. The kuo-toa eye can make one short sword attack and one claw or bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Short sword +1. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) magical piercing damage.

Kuo-toa Lieutenant

Medium humanoid (kuo-toa), neutral evil

Armor Class 15 (natural armor, shield)

Hit Points 90 (12d8+36)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	12 (+1)

Skills Perception +4

Senses darkvision 120 ft., passive Perception 14

Languages Undercommon

Challenge 3 (700 XP)

Action Surge (Recharges on a short rest). The kuo-toa can take one additional action on its turn.

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Actions

Multiattack. The kuo-toa lieutenant makes three melee attacks.

Long sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Net. *Ranged Weapon Attack:* +4 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Reactions

Sticky Shield. When a creature misses the kuo-toa with a melee weapon attack, the kuo-toa uses its sticky shield to catch the weapon. The attacker must succeed on a DC 15 Strength saving throw, or the weapon becomes stuck to the kuo-toa's shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 15 Strength check and succeeding.

Kuo-toa Order of the Claw Monitor

Medium humanoid (kuo-toa), neutral evil

Armor Class 17 (natural armor, unarmored defense)

Hit Points 78 (12d8+24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	11 (+0)

Condition Immunities charmed, frightened

Saving Throws Dex +6, Wis +6

Skills Perception +9, Religion +5

Senses darkvision 120 ft., passive Perception 19

Languages Undercommon

Challenge 5 (1800 XP)

Amphibious. The kuo-toa can breathe air and water.

Blessing of the Sea Mother. As a bonus action, the kuo-toa monitor can transform its hands into large lobster claws. It can't hold weapons or do fine manipulation with the claws. It can change back to its normal hands as a bonus action.

Intensive Training. The kuo-toa gains double proficiency bonus for bite, unarmed strike, and claw attacks.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Unarmored Defense. The kuo-toa adds its Wisdom modifier to its armor class.

Actions

Multiattack. The kuo-toa makes one bite attack and two unarmed strike or claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage plus 7 (2d6) lightning damage, and the target can't take reactions until the end of the kuo-toa's next turn.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage plus 7 (2d6) lightning damage, and the target can't take reactions until the end of the kuo-toa's next turn.

Kuo-toa Priest

Medium humanoid (kuo-toa), neutral evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8+14)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	16 (+2)	8 (-1)

Skills Perception +4, Religion +4

Senses darkvision 120 ft., passive Perception 14

Languages Undercommon

Challenge 2 (450 XP)

Amphibious. The priest can breathe air and water.

Otherworldly Perception. The priest can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The priest has advantage on ability checks and saving throws made to escape a grapple.

Spellcasting. The priest is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame*

1st level (4 slots): *command, cure wounds, guiding bolt, heroism, inflict wounds*

2nd level (3 slots): *blindness/deafness, calm emotions, hold person, locate object, silence*

3rd level (2 slots): *dispel magic, hypnotic pattern, slow*

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Reactions

Sticky Shield. When a creature misses the kuo-toa with a melee weapon attack, the kuo-toa uses its sticky shield to catch the weapon. The attacker must succeed on a DC 15 Strength saving throw, or the weapon becomes stuck to the kuo-toa's shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free

by taking an action to make a DC 15 Strength check and succeeding.

Kuo-toa Priest-King

Medium humanoid (kuo-toa), neutral evil

Armor Class 24 (plate armor +2, shield +2)

Hit Points 150 (20d8+60)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	18 (+4)	12 (+1)

Saving Throws Con +7, Wis +7

Skills Perception +7

Senses darkvision 120 ft., passive Perception 17

Languages Undercommon

Challenge 8 (3900 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Ring of Free Action. Difficult terrain doesn't cost the kuo-toa extra Movement. In addition, magic can neither reduce his speed nor cause him to be paralyzed or restrained.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Spellcasting. The priest-king is a 12th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *guidance, light, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *command, cure wounds, guiding bolt, inflict wounds*

2nd level (3 slots): *aid, hold person, silence, spiritual weapon*

3rd level (3 slots): *dispel magic, lightning bolt, sending, spirit guardians*

4th level (3 slots): *beacon of hope, death ward, dominate person*

5th level (2 slots): *flame strike, mass cure wounds*

6th level (1 slot): *blade barrier*

Actions

Multiattack. The priest-king makes three melee attacks.

Long sword +2, surface bane. *Melee Weapon Attack:*

+9 to hit, reach 5 ft., one target. *Hit*: 10 (1d8+6) magical slashing damage plus 10 (3d6) magical slashing damage.

Reactions

Sticky Shield. When a creature misses the priest-kling with a melee weapon attack, the duke uses its sticky shield to catch the weapon. The attacker must succeed on a DC 15 Strength saving throw, or the weapon becomes stuck to the duke's shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 15 Strength check and succeeding.

Prentyss

Medium humanoid (human), chaotic evil

Armor Class 18 (*leather armor +3*)

Hit Points 66 (12d8+12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	14 (+2)	14 (+2)	10 (+1)

Saving Throws Dex +6

Skills Perception +6, Stealth +8 (advantage)

Senses darkvision 60 ft., see invisibility, passive Perception 16

Languages Common

Challenge 4 (1100 XP)

Evasion. When Prentyss is hit by an area effect that allows a Dexterity save for half damage, she takes half damage on a failure, or no damage on a success.

Ring of Invisibility. As an action Prentyss can become invisible until she attacks, removes the ring, or uses a bonus action to become visible.

Sneak Attack. Once per turn, if Prentyss makes a weapon attack with advantage or flanking, she inflicts an extra 17 (5d6) damage on a hit.

Actions

Short sword +1. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 8 (1d6+5) magical piercing damage.

Short bow +1. *Ranged Weapon Attack*: +7 to hit, range 80/320 ft., one target. *Hit*: 8 (1d6+5) magical piercing damage and the target must make a DC 15 Constitution saving throw or be poisoned for 1 minute. While poisoned, the target is also paralyzed. The target can make a new saving throw at the beginning of each of their turns.

Cunning Action. May use bonus action to Dash, Disengage, Hide, Use an Object, make a Dexterity (Sleight of Hand) check, or make a Dexterity (thieves' tools) check.

Reactions

Uncanny Dodge. When Prentyss is hit by an attacker she can see, she can use her reaction to halve the attack's damage.

Quaggoth Thonot

Medium humanoid (quaggoth), chaotic neutral

Armor Class 15 (natural armor, *bracers of defense*)

Hit Points 60 (8d8+24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Undercommon

Challenge 3 (700 XP)

Wounded Fury. While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

Actions

Multiattack. The quaggoth thonot makes two greatsword attacks.

Greatsword +2. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 12 (2d6+5) magical slashing damage.

Storoper

Large monstrosity, neutral evil

Armor Class 20 (natural armor)

Hit Points 93 (11d10+33)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	15 (+3)	6 (-2)

Skills Perception +6, Stealth +5

Senses darkvision 60 ft., passive Perception 16

Languages -

Challenge 5 (1800 XP)

False Appearance. While the storoper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The storoper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Spider Climb. The storoper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The storoper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8+4) piercing damage.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. The target is grappled (escape DC 15) Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target

Reel. The roper pulls each creature grappled by it up to 25 ft. straight toward it.

Envenom (1/day). The storoper can use its action to inject up to 2 grappled targets with poison. The targets must make a DC 15 Constitution saving throw or be poisoned for 1 round. While poisoned, they are paralyzed and appear to turn to stone. At the beginning of their next turn, they return to normal appearance and can move, but act to protect the storoper from harm. This is not a charm effect, nor can the storoper control the targets. When the storoper is killed, the targets stand catatonic for an hour as the poison wears

off.

Troll Shaman

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	14 (+2)	10 (+0)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1800 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Spellcasting. The troll shaman is a 3rd level caster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*

1st level (4 slots): *faerie fire*, *thunderwave*

2nd level (2 slots): *barkskin*, *flame blade*, *flaming sphere*, *spider climb*, *web*

Two Heads. The troll has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the troll's heads is asleep, its other head is awake.

Actions

Multiattack. The troll makes three attacks: one with its bite and two with its claws. One claw attack can be substituted for a *flame blade* attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Flame Blade. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) fire damage.

Special Items

Ceramic Pig

Wondrous item, uncommon

This is a 4 inch long ceramic pig, well crafted, fired, and painted.

While holding the pig, you can use your action to cause a large roasted pig to appear on a surface within 5 feet. The pig is perfectly roasted and filled with chestnut stuffing. The pig is large enough to feed 20 people.

Once you use this item, you can't use it again until five days have passed.

Boots of Elvenkind (Rockseer-make)

Wondrous item, very rare

These boots function the same as standard *boots of elvenkind*. If worn by a Rockseer elf, they also function as *boots of speed*.

Cloak of Elvenkind (Rockseer-make)

Wondrous item, very rare

This cloak functions the same as the standard *cloak of elvenkind*. If worn by a Rockseer elf, it also functions as a *cloak of displacement*.

Cloak of the Rockseers

Wondrous item, legendary (requires attunement)

This stone gray cloak seems to fade into the stone walls around you. It is light, but warm.

While you are attuned to the cloak you gain the following abilities.

- You gain a +1 bonus to AC if you are standing on stone.
- You gain resistance to acid.
- When you are in an area of stone, whether worked or natural, the cloak acts as a *cloak of elvenkind*.
- You can cast a *meld into stone* spell as a bonus action. Once the spell ends, you can't cast it again until dawn of the next day.
- You can cast a *wall of stone* spell as an action. Once the spell ends, you can't cast it again until dawn of the next day.
- As an action, you can touch stone with your bare hand and regain 5d8+5 hit points. Once you use this ability, you can't use it again until dawn of the next day.

Coffer of Holding

Wondrous item, rare

This plain wooden box measures 24" wide by 18" deep by 12" high.

This box opens into a large extradimensional space that can store up to 64 cubic feet of material weighing up to 2000 pounds. The space can fill up, but not rupture like a bag of holding. The box always weighs 10 pounds regardless of contents.

A stored item can be retrieved as an action.

Crossbow of Speed

Weapon (heavy or light crossbow), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

This crossbow automatically draws back its bowstring after each shot, which eliminates the Loading property.

Crown of Derro Domination

Wondrous item (artifact), legendary (requires attunement by a spellcaster)

This crown is a silver circlet engraved with whorled patterns that seem to move of their own volition.

The crown has the following properties when you attune to it. Taking the crown off breaks attunement immediately.

- You can't be charmed or frightened (see below).
- You gain proficiency in Persuasion, or expertise if you are already proficient.
- You can use an action to mass dominate a group of derro. You can dominate as many derro as you can see, and can control a maximum amount equal to 10 times your level. The derro do not benefit from Magic Resistance against this domination, and make DC 20 Intelligence saving throws with disadvantage. You can control the derro without concentration and they do not get new saving throws unless ordered to do something obviously suicidal.
- All derro are hostile to the wearer, whether they can see the crown or not.
- There is a cumulative 2% chance per day of wearing the crown that the aboleth will become aware of the change in ownership. They will be able to charm the wearer or use suggestions to get them to come to the aboleth. The charm protection above doesn't extend to this drawback. Identifying the crown will not reveal drawbacks, only the positive abilities. Against aboleth, the wearer is treated as if they consumed a *potion of domination*.

Dagger +2, Longtooth

Weapon (dagger), very rare

You gain a +2 bonus to attack and damage rolls with this magical weapon.

When wielded by a halfling or gnome, the blade elongates and becomes a short sword +2.

When used against creatures made of earth or stone, the weapon does maximum damage on a hit: 4 + modifiers as a dagger, or 6 + modifiers as a short sword. Only the weapon damage is maximized, not extra damage such as poison or

sneak attack.

Darkvision Lenses

Wondrous item, uncommon

These small crystal lenses are joined together by a small metal strip and held onto the head by a leather strap.

While you wear these lenses, you have darkvision with a range of 60 feet. If you already have darkvision as a racial ability, its range is extended to 120 feet.

Exalted Holy Symbol

Wondrous item, legendary (requires attunement)

This holy symbol is made of gold with a pendant of platinum hanging from it.

While you are attuned to the holy symbol, you gain one additional use of your Channel Divinity feature and undead you turn make their saving throws with disadvantage.

If you can spend a full week praying and observing rituals specific to your deity, the pendant grows to locket size and opens, revealing a tiny – but readable – book. If you spend a full day reading the book, you increase your Wisdom score by 2 and your maximum Wisdom becomes 22. After this happens the book vanishes, and the pendant shrinks to its original size. You can use this feature only once.

Lifestone

Wondrous item, legendary (requires attunement)

This small stone is perfectly smooth with fine blue striations.

While you are attuned to the lifestone you have advantage on any saving throw dealing with necrotic damage or life draining effects and have resistance to necrotic damage. The resistance can't be bypassed by any means short of divine intervention.

You are also continuously under the effect of a *death ward* spell. When that spell ends due to stopping a death effect, it renews itself automatically at the beginning of your next turn.

Additionally, once a week you may cast the *dispel evil and good* spell as an action, needing no material components.

Long Sword, Finslayer

Weapon (long sword), legendary (requires attunement by a good-aligned ranger, fighter, or paladin)

Finslayer is an intelligent sword created to slay kuo-toa.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following powers.

Destroy Kuo-toa. Finslayer's primary purpose is to kill kuo-toa whenever they are encountered. It also has a healthy hatred of aboleth and drow elves.

Its wielder scores a critical hit on a 19-20 when

fighting kuo-toa, aboleth, or drow elves. If the wielder already has an improved critical range, Finslayer increases it by one against those opponents.

Any kuo-toa struck by Finslayer must make a DC 16 Wisdom saving throw or suffer the effects of a *confusion* spell.

Finslayer can't be bound by kuo-toa sticky shields or armor and confers the effects of a *ring of free action* on its wielder. This also allows the wielder to swing Finslayer underwater with no hindrances.

Lastly, Finslayer can *detect secret doors* and *detect magic* at will - if the wielder asks nicely. It can *see invisibility* when fighting kuo-toa, aboleth, or drow elves.

Sentience. Finslayer is a sentient Neutral Good weapon with an Intelligence of 17, Wisdom of 12, and Charisma of 18. It has hearing and darkvision out to a range of 120 feet.

It can speak, read, and understand Common, Undercommon, and Deep Speech, and communicate telepathically with its wielder.

Personality. Finslayer is sarcastic and has an “up and at them!” attitude. It isn't stupid and won't force its wielder into a suicidal fight, but it doesn't like fleeing from kuo-toa and will conflict with its wielder in this case. See **pg. 18-19** for more details on Finslayer's views and motives.

Note: If keeping track of kuo-toa confused by Finslayer's special power is too tedious for you, then replace that power with this: “Any kuo-toa struck by Finslayer takes an extra 2d6 slashing damage.”

Mirror of Grace

Wondrous item, rare

This is a handheld silver mirror of excellent workmanship.

When you spend 1 minute gazing at yourself in the mirror, you gain a +2 bonus to all Charisma-based rolls for 8 hours. This includes skill checks and saving throws.

The mirror only functions for one person, one time in a 24 hour period.

Oil of Armoring

Potion, rare

This oil glints with metallic particles in suspension.

Pouring this oil over yourself grants you a +4 bonus to Armor Class for 10 minutes. The oil works only if you are wearing light or no armor.

Ring of Armor

Wondrous item (ring), very rare (requires attunement)

This small silver ring is plain and so small it won't fit on any finger bigger than the pinky.

While attuned to the ring, your Armor Class becomes 18. No worn armor, spell, or magic item can raise your Armor Class. A bonus for a high

Dexterity is the only thing that can raise your Armor Class higher. A penalty for low Dexterity does not lower it.

Ring of Blow Returning

Wondrous item (ring), very rare (requires attunement)

This golden ring is engraved with looping patterns.

While attuned to this ring, when you are struck by a melee attack causing bludgeoning, piercing, or slashing damage, you can use your reaction to make a Constitution saving throw with a DC equal to the damage taken. On a successful save, you take no damage and the attacker takes the damage instead. On a failure, you take the damage as normal.

The ring has 20 charges when created. The ring found here has 7 charges remaining. When you successfully reflect damage, it drains 1 charge from the ring permanently. If you fail the save, a charge is not expended.

Robe of Blending

Wondrous item, rare (requires attunement)

This plain brown robe appears rather ordinary and dull.

While attuned to the robe, you gain advantage on Dexterity (Stealth) checks and can make a check even if you don't have cover. Wisdom (Perception) checks to find you suffer disadvantage.

You can use your action to cast *disguise self* at will. Checks to see through the spell are against DC 15.

New Character Options

Rockseer Elf

Rockseer elves are the rarest of all elvenkind. They are far taller than most of their kin, with a few reaching eight feet in height. An average weight for a Rockseer is between 120 and 140 pounds. They exhibit very little sexual dimorphism.

Rockseers are very pale-skinned, and have no body hair. Head hair is extraordinarily fine, always worn long, with the appearance and texture of exquisitely fine silk. The hair is silver, and eye color is invariant: a pale, almost ice-blue.

In attitude, Rockseers are serious and practical, with almost none of the frivolity of the surface elves. They are used to surviving in a hostile environment through caution and hiding and it shows in their demeanor.

Rockseer elves use the following options instead of the standard elf abilities in the Player's Handbook.

Ability Score Increase: Your Dexterity score increases by 2, and your Intelligence and Wisdom scores increase by 1.

Age: An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

Alignment: Rockseer elves are reclusive and shun the company of other races. They tend towards neutrality, although leanings are always to good, not evil.

Size: Rockseer elves range from 7 to 8 feet tall, but have very slender builds. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Darkvision: Accustomed to unlit caves and caverns, you have superior vision in darkness, able to see up to 120 feet.

Fey Ancestry: You have advantage on Saving Throws against being Charmed, magic can't put you to sleep, and you are wholly immune to petrification.

One With the Stone. You can cast a *meld into stone* spell as a bonus action. Once the spell ends, you can't cast it again until dawn of the next day.

Languages: You can speak, read, and write Rockseer Elvish (50% common with standard Elvish) and Undercommon. You know fragments of Terran, enough to convey basic concepts.

Stone Walk. Once you reach 5th level in any class, you gain a Burrow speed of 30 ft. through non-magical stone only. While burrowing you don't disturb the stone you move through. You can use this ability to move through a total of 300 feet of stone. After that, you can't use it again until dawn of the next day. You can intuitively sense the distance of the stone to know if you can make it out, so you never get caught inside the stone.

Trance: Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After Resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Weapon Training. You are proficient with the long sword and short sword.

Book 3: The Sunless Sea

GM Notes

The following notes are specific to Book 3: The Sunless Sea.

- The characters should be **10th level** by this point. If they reached 11th, that's OK. The challenges are many and tough.
- They may wish to retire to safety to take stock of their progress, replenish supplies, and heal their wounds. They can return to the surface, visit the deep gnomes if they made that alliance, or visit the Rockseer elves if they fought through the dragon to get there. They should be encouraged to touch base somewhere before proceeding down. All these options are covered in **Returning to Friends** on **pg. 2-5**.
- On the surface they can visit mentors, temples, and rest safely. They can leave bulky treasure and the like here to be stored by Tauster or another friend. They can stock up on food, drink, and mundane supplies like torches, oil, and arrows. They have the opportunity to consult a sage about aboleth, considering they probably know nothing about them. Tauster or Parlfray can arrange to meet a sage. The sage wants a payment of 5000gp to do the research that he will return in a week's time. Doing so provides the basic information about aboleth and what they can do (information from the aboleth stat block). For an additional 7000gp, he will part with a document showing aboleth runes and glyphs (**Player Handout 22**). This will be useful when they reach Shaboath. They could also hire porters, guards, and so on. Most will not be locals to Haranshire, but adventuring types who have come in response to stories of the characters' exploits. Most willing to be hired will be 3rd to 5th level, with a total of 10 available.
- The deep gnome reception will be based on what the characters did. If they wiped out the derro, didn't disturb the burial grounds, and give them the *derro crown of domination*, Carmeneren will welcome them and get gifts for them in the form of 2 *potions of superior healing* for each character, a *cleric scroll (water walk, magic circle, heal, heroes' feast)*, and a *wizard scroll (disintegrate, eyebite, flesh to stone, Otiluke's freezing sphere)*. If they disturbed the burial grounds, but didn't mess with gnome graves or the altar, the reception is formal, but not friendly. Offering them the crown will forgive everything except defiling gnome graves or the altar. They'll still accept the crown, but won't help the characters. If the characters haven't touched the burial grounds, but ask to go in after offering the crown, then Carmeneren will agree, but only if they do nothing but investigate the warded area. She will check after to make sure they stick to their word. She also passes along the information on **pg. 2**. The most useful information is of illithids that seem to oppose the ones working with the kuo-toa.
- The Rockseer elves have information for the characters if they contacted the elves already. The leader will give them the information on **pg. 3-4** and a map of the Sunless Sea area (**Player Handout 21**). If the characters haven't contacted the Rockseers, they can go on without the aid, or you can have them introduced to them by them sending Darafayen to meet them when they get to the Sunless Sea. You should only do this if the characters have shown themselves to be creatures of conscience. She will give a brief rundown of her people, without telling them where the elves live. She offers to take them there (via teleport) to meet their leader and then take it from there.
- Travel around the Sunless Sea is much like travel in the Underdark coming down, except the cavern is lit by phosphorescent fungi to the level of moonlight. Those without darkvision can see, but take a -1 penalty to Perception and ranged attacks more than 50 feet away. Refer to **Book 2 notes** for travel hazards, temperature, and other details.
- There are three groups in the area that could help the characters in their attacks against Shaboath. The first group is the derro here, who are insane and not dominated by the aboleth. If the characters have the *derro crown of domination*, they could use it to control these derro and use them as shock troops or cannon fodder in an attack. The second group is the renegade illithids who oppose the aboleth scheme of mass domination. They are too intelligent to manipulate, but a bargain may be struck. They are evil, but lawful, and will generally stick to deals made. The last group is the small band of demons sent here to kill the pit fiend devil Pallistren. They are chaotic evil, with the exception of the alu-demon Janelle, and so can't be trusted to keep a bargain. However, the leader Lillianth is desperate and is willing to do anything to increase their chances of carrying out their mission. She doesn't mind dying in the attempt – she'll just be sent back to the abyss. She doesn't want to be sent back having failed the task. That would have repercussions that would be unpleasant for her. This makes her much more open to negotiation than she otherwise would.
- The characters will need some means to

traverse the Sunless Sea. If they still have the *derro crown of domination*, they can enslave the deranged derro and have them build a boat. It won't be a masterpiece of seaworthiness, but it will do the job. If they make an alliance with the renegade illithids, the illithid will have their broken one slaves build a boat. It also won't be a great vessel, but will be better than one built by the insane derro. There are a number of woody giant mushrooms growing around the Sunless Sea. A large cap could be carved out to make a crude coracle, with oars carved from the stalk.

- Character level gains through this book are less regular since they depend on how many optional location they decide to explore. The easiest way to handle milestone experience is to advance the characters to 11th level after 4 locations are explored and advance them to 12th level right before they make their first foray into Great Shaboath. Destroying the towers and the architects will end the adventure, and earn them 13th level if you plan to continue with the characters.

Deep Underdark Encounters

Roll a d6 every 4 hours of in-game time. On a result of 1, there is an encounter.

Cavern is any undefined area. Passageways are any tunnels leading away from the Sunless Sea. City Margins is used within 10 miles of Shaboath. Aquatic is for encounters in the water.

Roll	Cavern	City Margins
01-10	1d6+6 Kuo-toa	1d6+6 Kuo-toa
11-20	1d6 Wraiths	2d6+6 Derro w/savant
21-30	1d3 Fomorian Giants	1d3 Fomorian Giants
31-40	Deepspawn	Kidnappers
41-50	1d6 Umber Hulks	1d6+6 Derro w/savant
51-60	1d6 Ropers	1d3 Illithids
61-70	1d4 Illithids	1d4 Illithids
71-80	1d3 Galeb Duhr	Aboleth
81-85	Aboleth	Aboleth
86-90	1d+4 Trolls	Savant Aboleth
91-95	1d4 Fire Giants	Roll on Cavern Table
96-00	DM Choice	Roll on Cavern Table

Roll	Aquatic	Passageways
01-20	1d6 Ixzan	2d6 Trolls
21-30	2d6 Aquatic Ogres	1d4 Ettins
31-50	2d4 Giant Eels	Roll on Cavern Table
51-60	1d6 Crystal Oozes	2d6 Black Puddings
61-70	Purple Worm	1d6 Basilisks
71-80	1d2 Aboleth	Giant Slug
81-90	Giant Slug	Purple Worm
91-00	DM Choice	DM Choice

Roll Within Shaboath

01-20	1d6+6 Derro w/savant
21-30	1d8+8 Kuo-toa w/ Lt.
31-50	Aboleth
51-60	2 Aboleth
61-70	Savant Aboleth
71-80	1d4 Barbed Devils
81-90	1d3 Fomorian Giants
91-00	DM Choice

Planned Encounters

This section presents encounters that are mandatory to advance the campaign, as well as those that are optional tasks the characters can undertake. These are brief explanations of what happens. You should read through the book thoroughly to be familiar with all the details, which are not reprinted here.

The mandatory encounters will be clearly marked with **(M)** to help you keep track of character progress.

The Deranged Derro

The derro here (**pg. 8**) have been driven insane from an experiment gone wrong. They have the following traits as a result:

- They all suffer hallucinations that give them a -1 penalty to all attack rolls and disadvantage on Wisdom (Perception) checks. They mutter, twitch, and are constantly distracted.
- Derro savants have to make a DC 14 Intelligence saving throw to remember how to cast spells in combat.
- They are immune to the frightened condition and further madness effects.
- They make normal saving throws against the *crown of derro domination*, but don't get their Magic Resistance ability.
- Spells like *detect thoughts* or *zone of truth* are useless because their thoughts are scattered and incoherent, and they believe they speak the truth even when they lie.
- They never retreat from a fight once it starts and gain +2 to weapon damage rolls due to their frenzied state. You will need to add this to the standard stat blocks from the books or the Book 2 NPC stat blocks.
- They can't be persuaded or bargained with because they are wholly irrational.

These derro have made a colony in a series of small caves, shown on **Map 22**.

1. **Sinkhole Hazard.** This area has a sinkhole that is a mud geyser. The geyser is active and the floor is covered with a thin layer of slick mud and water, making the whole room

count as **difficult terrain**. There is a 5% chance per round (50% chance per minute) that the geyser will cough up a burst of boiling muddy water that showers everyone in the room for a few seconds. Everyone in the room during a burst takes 10 (3d6) fire damage (**no saving throw**). The derro know about the geyser and stay out of the room, preferring to shoot intruders while they're getting scalded.

2. **The Jagged Cavern.** This guard area contains **2 derro**, **2 derro snipers**, and a **derro savant**. They keep watch on location 1, with one of their number sleeping at any one time.
3. **The Catatonic Chamber.** There are **5 derro** here, all in a catatonic state. They are unresponsive to any interaction. Killing these derro earn the characters no experience.
4. **The Fisherman of the Powers.** This cave is inhabited by a **derro adjutant-savant** on the small island, and **11 derro** on the shore. The adjutant-savant has *charm monster* as his prepared 4th level spell, which he uses to bring fish to his followers. When the characters attack, the followers join the fight, but the savant stays here.
5. **The Other Bleak Cabal.** There are **5 derro savants** in this chamber. They are hostile to any intruders that aren't derro. The savants each carry a magic item or two.
 - **Savant 1** has 2 *potions of superior healing* that she might remember to use when injured (50% chance).
 - **Savant 2** wears a *ring of fire resistance*.
 - **Savant 3** wears *studded leather armor +2*, giving him **AC 16**.
 - **Savant 4** is less insane than her comrades and gains +2 on the saving throw to remember spells in combat. She carries a *bag of holding* with monetary treasure plus a *druid scroll* (*goodberry*, *spike growth*, *water breathing*, *conjure elemental*, *earthquake*) that she can't use.
 - **Savant 5** has a *brooch of shielding* and a ring set with a pale green prism that is actually an *ioun stone of mastery*. It must be prized from the ring setting to be used, requiring a DC 11 Dexterity check to remove it without breaking and ruining it. He wears a magic gold ring with no apparent power. An *identify* spell will reveal it has something to do with conjuration magic and portals.

Rift of the Fire Giants

This area (**pg. 10**) is shown on **Map 23**. These caverns run along a rift that drops down to molten rock and a shrine to the fire giant deity Surtr. These caves aren't inhabited, but there is a group of fire giants coming here to perform a ritual at the sacred site. See **pg. 10** for timing details. The description following assumes the giants have arrived. The rumble and roar of the lava pool in location 5 is so loud that combat in one area won't be heard in any other.

This is an extremely dangerous encounter for 10th level characters.

The caverns are hot and humid. Characters must make a DC 10 Constitution saving throw every hour or gain one level of **exhaustion**. Characters in heavy armor make the saving throw with disadvantage.

1. **Spy-Guards.** A group of **1 fire giant** and **4 trolls** guard the entrance. The trolls attack immediately while the giant throws rocks from the rear. If the fight goes badly, the giant slips away to alert the chieftain.
2. **The Boil.** Part of this cavern has a pool of boiling water on one side. There are **4 fire giants** guarding here waiting for the chieftain to finish. They can perform a **shove attack** to push a character into the boiling pool. Any character who is pushed into the pool takes **17 (5d6) fire damage** on entry and at the beginning of each of their turns they remain in the pool.
3. **Makeshift Camp.** The giants are bivouacked here until the several days of ritual are complete. There are currently **4 fire giants** resting here, along with **3 hell hounds**. The giants rest easy knowing the hell hounds will detect intruders.
4. **Sentinel Cave.** This approach to the shrine is guarded by **4 fire giants** and **3 hell hounds**.
5. **Surtr's Pool.** The chieftain **Boltzolto** is here, his son **Snardurg**, the shaman **Freyjand**, and **2 fire giants**. Boltzolto is a fire giant with AC 20 and 200 hit points. Snardurg is a standard fire giant. All the giants are focused on the ritual, facing the lava pool. Stealth checks to sneak up on them gain advantage thanks to the noise and their distraction. Checks are made against a DC 11 to successfully stealth. When alerted, the 2 fire giants and chieftain close to melee, while Snardurg throws rocks. Freyjand casts *prayer* and then uses healing spells and his *staff of healing* to heal the combatants. He stays out of melee as long as possible. Boltzolto is old and ailing, so each round he fights there is a 10% cumulative chance that he suffers a massive aneurysm and drops dead at the beginning of his turn.

The Desperate Marilith

This area (pg. 13) is shown on **Map 24**. The demons here are too few to mount an effective assault on Shaboath to find their target, the pit fiend Pallistren. Even though demons are chaotic evil and not likely to honor bargains, the leader of the group is desperate for help. Lillianth, the marilith, is willing to work with the characters to enter Shaboath so long as they agree to make the pit fiend the first target. Naturally, she won't tell the characters that she and her group are demons. Instead she paints her group as members of a cabal from another plane sent to deal with the evil pit fiend and his minions for the betterment of all. This won't detect as a lie for spell purposes, because it isn't. The demons can all shapechange into human-like forms and maintain this form until they confront the pit fiend. At that time, they reveal themselves to be able to use their full abilities.

The group includes the **marilith** Lillianth, Janelle and Villiane, **2 alu-fiends**, and the **succubus** Lynnara. Lillianth has a different stat block for when she is in human form.

Some spells or abilities may detect that they are extraplanar and evil. Lillianth won't deny her morals are mainly self-serving, but pushes the fact that they will be stronger together than separate.

1. **Watch Point.** Janelle keeps watch here, invisible. When anyone approaches, she slips away while telepathically informing the others.
2. **Empty Cave.** The razor rock here is the only threat. The cave contains a fresh water source.
3. **Sleeping Quarters.** This cave contains bedrolls and blankets, as well as clothes suited for female human-sized adventurers.
4. **Assembly of Fiends.** Lillianth, Villiane, and Lynnara spent most of their time here going over ideas for plans to get into Shaboath. When alerted to people coming, they get into position to greet them. Normally they would just kill interlopers, but Lillianth is desperate enough to talk first and see if those approaching might be useful to her.
5. **Lillianth's Command Post.** This alcove holds a chest full of money to buy "help". It is, of course, totally useless here along the Sunless Sea.

The Renegade Illithids

This area (pg. 17) is shown on **Map 25**. The illithid that live here are opposed to the aboleth plan and as such stand against the majority of their kin. They are no less alien and evil than normal, but their goals align with the characters. Their lawful alignment means they act according to their own laws and codes and will honor bargains that serve their own goals. They are the most powerful allies the characters can get in their fight, but they must treat well and equally, if not somewhat subserviently, with them. Illithids are genius intelligence and aren't going to be fooled by sly words and vague intentions, but they also know they need more than themselves to stop the aboleth. The seeds for a strong, if uneasy, alliance are there. **Read through pg. 20-22** for details on how the illithid bargain.

Even though smart players won't attack a colony of illithids, the caves are detailed here anyway.

1. **Watch Post.** This cave holds a **fomorian giant** and **illithid** on guard duty. If either spots approaching creatures that are potentially foes, the giant sounds a large horn that alerts everyone in **locations 2 and 3**.
2. **Fomorian Nest.** This cave is home to the fomorian giants. There are **3 fomorian giants** here currently. If the horn sounds, they can be at **location 1** by the end of the **second round**.
3. **The Congregational.** This is home for most of the illithids. At any time there are **10 illithids** here. If the horn alerts them, they can be in **location 1** by the end of the **third round**. There are also **4 broken ones** cleaning and serving the illithids.
4. **Broken Ones.** There are **8 broken ones** here. Three of them are sleeping at any time.
5. **Watch Post.** This cave holds a **fomorian giant** and **illithid** on guard duty. The giant has a horn similar to the one in location 1 that alerts the illithids in **location 3** when sounded.
6. **Grand Cavern of the Illithid Conclave.** This chamber is used as a temple by the renegade faction leader. **Ipshizeen**, the high priest and leader is here, along with his bodyguard – a tough **illithid** (it has 100 hit points) – his assistant priest **Bilikant**, and the charmed rogue **Shasurita**.
7. **Broken Fisherman.** There are **4 broken ones** making an attempt to fish here.
8. **The Wardens.** There are **4 illithids** staying here, with one asleep at any time.
9. **Watch Post.** This cave holds a **fomorian giant** and **illithid** on guard duty. The giant has a horn similar to the one in location 1 that alerts the illithids in location 8.

The Refugee

This area (pg. 23) is shown on **Map 26**. There are three traps that guard the tunnel into the ancient tomb. The first trap is a **spike trap**, the second is a **pit trap**, and the third trap is a **deadfall trap**.

Once past the traps, the tomb is a small room with a stone sarcophagus. Jelenneth hides behind the sarcophagus and casts *silent image* of a lich rising from it. She uses *minor illusion* to make the lich's eerie voice demand the characters leave. If they fight the illusion, she makes it look like the ceiling collapses, burying the sarcophagus. If characters think to suspect illusions, they make an Intelligence (Investigation) check vs her spell DC 13.

If discovered, she feigns surrender, then casts *color spray* followed by *invisibility* and tries to run. If called by name, she will stop and ask who they are. She looks quite different from her portrait and it takes a successful DC 15 Wisdom (Perception) check to recognize her. If she told them they come from Haranshire, she nearly collapses with shock and relief and tells them everything she knows, which isn't much. Her story is detailed on pg. 23-24. Returning her to the surface and home earns the characters a plot of property in Haranshire they can use to build a home or whatever they like.

Szandur's Isle

This area (pg. 25) is shown on **Map 27**. This small isle is covered with stone rubble from buildings that once stood here. The only remains of them are low foundations. A DC 20 Wisdom (Perception) check reveals a stone trapdoor in one of the foundations. The trapdoor is bolted on the inside and must be opened with force or a *knock* spell. The trapdoor reveals a ladder leading 10 feet down to a 10 x 10 foot landing with stairs leading down to location 1.

1. **Entrance Complex.** The door here is enchanted with a *magic mouth* spell that is the activator for a nasty **shooting spike trap**. No trap can be detected from the door, although a *detect magic* spell, eldritch sight, or similar magic detection ability will reveal the spell on the door. A successful DC 16 Intelligence (Arcana) check will reveal it to be a *magic mouth*. If the magic mouth is dispelled, the trap won't function, but there's nothing to suggest this to the characters. When the door threshold is crossed, the *magic mouth* screams loudly, shattering a thin vial of acid which eats through a rope and sets off the trap. There is also an **invisible stalker** in the room. It will wait until the first people run out of the trap's fire area to attack them. There's only a 20% chance that Szandur will hear the *magic mouth*, trap, or fighting.

2. **Distorted Passage.** This passage is under the effect of an illusion that makes it appear to be 60 feet long and hides the pit. Anyone believing the illusion will fall into the **acid slime pit**. The pit is 20 feet deep and the bottom 6 inches is filled with an acidic slime secreted by the fungus growing there. If someone hugs the left wall, they can bypass the pit, but will run right into the door that's actually only 30 feet down the hall. This door is covered with sharp spikes covered in a toxic substance. Anyone running into the door takes 1d10 piercing damage and must make a DC 16 Constitution saving throw, taking 55 (10d10) poison damage on a failed save, or half as much damage on a success. If characters have cause to disbelieve what they see, they must make a DC 16 Intelligence (Investigation) check to see through the illusion. Otherwise they believe it is real. Falling into the pit has a 50% chance of alerting Szandur. Running into the door automatically alerts her.
3. **Equipment Chamber.** This storeroom contains a large supply of preserved food, clean water, rope, blankets, and so on.
4. **Szandur's Study.** The door into this chamber is sealed with an *arcane lock*. A *dispel magic* or *knock* spell can open the door. Right inside the door the floor is coated with a thick layer of grease covered with dust to hide it. It functions just like a *grease* spell with a save DC 14. **Szandur** does her work here along with a summoned **invisible stalker**. She always has a *mage armor* spell cast at the beginning of the day. When she hears intruders, she casts an *invisibility* spell and hides behind one of the desks. She won't negotiate to start because of her paranoia. When the characters enter, the invisible stalker engages them and Szandur casts an *Evard's black tentacles* between her and them. The stalker's airy nature renders it immune to the grasping tentacles. She will use *mass suggestion* initially to get people to leave and forget this place exists. She uses *power word: pain* against any wizard or sorcerer and then casts *dominate person*, using her **Split Enchantment** ability to target 2 characters. She has a *contingency* spell operating that will *teleport* her to her hidden chamber if she is reduced to zero hit points. If seriously threatened, she will use *dimension door* to go to her sealed bedroom to recover, and then will cast it again to return to the entrance, where she can creep back in invisible to spy on the characters. If captured, she negotiates, offering what she knows in return for sparing her. She just wants to be left alone to study. If asked why she attacked, she says she assumed they were assassins sent by her foes to stop

her.

5. **Sealed Chamber.** The coating on the walls in here makes scrying only 50% likely to work. There is an **invisible stalker** on guard in here that also replenishes the air supply. There is a case of extra spell components under the bed along with a coffer. The coffer has an *arcane lock* on it. Inside the coffer are three wizard scrolls, each with one spell (*water breathing*, *dimension door*, and *teleport*); a *folding boat*, a sheet with aboleth symbols (**Player Handout 25**), and pouches of gems. The coffer has a false bottom that can be found with a DC 20 Wisdom (Perception) check. In the bottom are 2 *potions of superior healing* and 3 *bottles of drying fluid*. This fluid dries up water on contact, up to 10 cubic feet per bottle. If drunk, the creature must make a DC 16 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much on a success. A sip or taste causes 1d6 poison damage. This fluid is spectacularly effective against aboleth. A hit from a thrown bottle will inflict 66 (12d10) poison damage with no saving throw allowed.

The Isle of Shadows

This area (**pg. 27**) is a barren, cold island. The two remaining buildings are shown on **Map 28**. The entire island is corrupted by necromantic magic and the following effects occur:

- The island is so cold it counts as extreme cold (**DMG pg. 110**).
 - Fires burn, but don't drive away the cold.
 - Torches and lanterns light up only a one foot radius.
 - **Darkvision** doesn't work at all.
 - Spells that create light can only be cast if the caster first succeeds on a DC 16 Wisdom saving throw. On a failure, the spell slot is lost. Successfully cast spells shed light in only one-quarter the usual area.
 - Items that create light follow the same procedure as spells.
 - Undead make saving throws against turning with advantage and have resistance to radiant damage.
 - Statues of odd proportions dot the island. They radiate strong necromancy magic. Touching one inflicts 16 (3d10) necrotic damage on the creature touching it.
1. **The Conclave.** The door to this windowless building is unlocked, but protected by a **glyph of warding trap**. Once inside, if the words Blessed Be Tharizdun aren't spoken by the time the midpoint of the hall is reached, the **portcullis trap** is triggered. At the end of the hallway hangs a black curtain with serpentine and tortured imagery. It is

immune to all damage types and has a 50% chance of being unaffected by spells like *disintegrate*. Anyone touching, brushing, or hitting it with weapons forces the target to make a DC 16 Constitution saving throw or be affected as if by a *ray of enfeeblement*. The effect lasts for 10 minutes and the target is allowed to make a new saving throw every 1 minute. Once past the curtain is a circular room with 7 skeletons seated around a round table. These **6 skeletal priests** and **skeletal high priest** stand up and move to attack as soon as the first person passes the curtain. They fight until destroyed. The rods they wield can't be used by non-evil creatures, but the robes they wear protect completely from the unnatural cold of the island when worn, and grant **resistance to cold**. If the table is split open, everyone in the room must make a DC 16 Dexterity saving throw, taking 44 (8d10) cold damage on a failed save, or half as much damage on a success.

2. **The Hall of Endings.** The name of this building is inscribed on the archway over the door. The door is unlocked, but protected by a **glyph of warding trap**.
 - a) The altar in this room emits a palpable sense of evil. Characters wishing to go down the stairs must make a DC 15 Wisdom saving throw. Failure means they suffer disadvantage on all rolls for 1 minute. They won't realize this until they try to do something. They can make another save at the beginning of their turns.
 - b) One side of this chamber is blocked by a veil of darkness. The veil blocks 50% of spells cast from location b to c. Spells cast by the monster in c aren't blocked. Only true seeing can see through the veil and it takes a *dispel magic* against a 9th level spell to bring down the veil. The priest-servitor on the other side begins casting through the veil once someone enters this area.
 - c) Entering this chamber causes torches to light, spewing out incense. Characters must make a DC 14 Constitution saving throw or suffer a -1 penalty to attack and damage rolls for 1 minute. There are **6 shadows** hiding in the veil. They are undetectable until they attack. Sitting in the throne in the corner is the **Varandek, the priest-servitor**. The throne gives the Varandek these benefits while it sits there:
 - It gains advantage on saving throws against spells and magical effects.
 - It gains truesight 120 ft.

- It can cast these spells 1/day each: *freezing sphere*, *ice storm*, *sleet storm*. When someone closes to melee range with Varandek, it stands up from the throne and attacks with its icy claws until destroyed.
- There is another chamber below holding the treasure of the cult, but it can only be opened by uttering Blessed Be Tharizdun before the throne. This phrase isn't inscribed anywhere. It would take a *divination* spell or similar to discover the phrase. If they speak it, an opening leads down to a chamber with 3 black metal chests. The chamber is colder than the rest of the island due to the concentration of necromantic energy and only the robes from the skeletal priests in the conclave fully protect here. Anyone not wearing one of these robes takes 1 level of exhaustion every 5 minutes spent down here. No living creature can regain hit points in this chamber, not even by magical means. The chests aren't locked, but opening each forces the opener to make a DC 16 Constitution saving throw, being reduced to zero hit points on a failed save, and unharmed on a success. The first chest contains cursed gems, the second a *staff of frost*, and the third a *mace of disruption*.

The Pyramid of the Ixzan (M)

This area (pg. 31) is shown on **Map 29**. The ixzan are important allies to the aboleth and wiping them out would deal a severe blow to Shaboath. The aboleth won't do anything to one attack against the ixzan, assuming it is a one-off occurrence. A second attack will put the aboleth on alert and result in them evacuating the ixzan to Great Shaboath itself, making the characters' task that much harder.

The best option is to kill 80% or more of the ixzan in one or two attacks. This will cause the survivors to flee into the unknown depths of the Sunless Sea. They won't bother to alert the aboleth as they are concerned only with survival.

The pyramid is a floating island, unconnected to the seafloor. Magic draws the water into the pyramid, creating a current too strong to swim against. The characters will have to figure out the patterns of the currents and how to use them to get to all parts of the pyramid. Be sure to look over the pyramid map and cross section to understand how the currents run.

Characters swimming with the current must make DC 13 Strength (Athletics) checks to swim to their intended destination. Missing the check by

one or two means the character was drawn up one additional level of the pyramid. Failing by 5 or more means going all the way up. Anyone pulled up into the fountain is spat out 2d10 feet into the air above the fountain pyramid. Characters that come out higher than 5 feet will take falling damage, 1d6 for each 10 feet fallen, rounding up.

Locations 1-4 are on the **surface** of the pyramid island. **Locations 5 and up** are **fully underwater** with fast currents, murky water in rooms, and no light. Ranged weapons (bows, slings) don't work underwater, and neither do slashing or bludgeoning weapons. Piercing weapons work normally, and slashing swords can be used to stab with, inflicting piercing damage.

When a fight starts underwater, all ixzan will be alerted. Ixzan will head towards the sounds of battle to assist. The amount of time this takes depends where the fight is, detailed below.

- It takes 3 rounds for ixzan from another chamber on the same level to arrive.
- It takes 4 rounds for ixzan from one level below to arrive.
- It takes 5 rounds for ixzan from two levels below to arrive.
- Ixzan one level above a fight require 8 rounds to arrive.
- Ixzan two levels above a fight require 11 rounds to arrive.
- The ixzan mutants don't come to help anyone except other mutants.

As you can see, it would behoove the characters to start at the bottom of the pyramid, but don't tell them that.

1. **Fountain Pyramid.** This waterspout draws the water in and up through the pyramid. The Ixzan can swim against the current, but it reduces their swim speed to 10 ft.
2. **Slave Pyramid.** Slaves are kept here when not out performing menial labor for the ixzan. There are, on average, 30-40 slaves here, all charmed and noncombatant. There are **4 dwarf veterans** here that are just like standard veterans except they have dwarf racial traits and are armed with battle axe and hand axe. They are charmed to keep an eye on the other slaves and deal with disturbances. They will attack the characters on sight. The characters should get only half experience if they kill these dwarves, but double experience if they break the charm and free them. They should also get 200 XP each for every slave freed.
3. **Ilexdren's Pool.** This pool has a huge statue of the ixzan deity looming over it. Any ixzan priest can command the statue to unleash one of the following spells, 1/day each: *cone of cold*, *freezing sphere*, *ice storm*. Up to 6 ixzan spellcasters per day can touch the statue to

gain a one-use advantage roll, which can be applied to any roll they choose.

4. **The Great Pool.** This pool harbors an **ixzan priest**, **ixzan wizard**, and **4 ixzan**. They keep watch over the slaves and watch for anyone approaching the pyramid on the surface.
5. **Communal Chamber.** This chamber contains **10+1d6 ixzan**.
6. **Communal Chamber.** This chamber contains **10+1d6 ixzan**.
7. **Communal Chamber.** This chamber contains **10+1d6 ixzan**.
8. **Communal Chamber.** This chamber contains **10+1d6 ixzan**.
9. **The Priesthood.** This chamber holds **2 ixzan priests**.
10. **Chamber of Ixzan Wizards.** The chamber is home to **3 ixzan wizards**.
11. **The Tyrant.** The leader is a large **vampiric ixzan** that is also a priest of Ilxendren. It is accompanied by **6 ixzan** and can use the magic rod it has to summon a **water elemental**. The other ixzan hate and fear this monster, so they will not come in and help with the fight. They will wait and see what happens, hoping the beast will be killed. Only then will they swarm the characters and attack. There is no gratitude to be found here.
12. **Young Ixzan.** This chamber holds 19 young ixzan who cower at the approach of the characters. They are only about 2 feet wide and are noncombatants. These young haven't been raised with the cruelty that makes them evil yet. A DC 15 Wisdom (Insight) check will discern this fact. If the characters let them go, award them 200 XP each. Award them no experience for killing them.
13. **Base of the Mutants.** This chamber is home to **4 ixzan mutants** that laze about the chamber. They eagerly attack anyone who enters, ixzan or not.
14. **Base of the Mutants.** This chamber is home to **4 ixzan mutants** that laze about the chamber. They eagerly attack anyone who enters, ixzan or not.

Other Locations on the Sunless Sea

These locations have no maps, so you will have to make them if you wish to use these encounter areas. These locations are detailed on **pg. 35-36**.

The Isle of Derangement

This small isle has a cove in the center. On the island at the end of the cove is a menhir with a small hand print in it. The stone emits an aura of madness, so anyone coming within 30 feet must make a DC 15 Wisdom saving throw or be subject to a bout of short-term madness (**DMG pg. 259**). The isle is inhabited by **20 kuo-toa**, **2 kuo-toa**

monitors, a **kuo-toa lieutenant**, and a **kuo-toa priest**. All have been here so long they are suffering permanent madness, in which they believe the menhir speaks with the voice of their goddess. Talking to them gets babble about their sacred stone demanding sacrifice, and then they attack. They have some treasure scattered around the menhir.

Geyser Rock

This island is split with a fissure near its center. The fissure erupts with a spray of boiling water many times a day.

The island is a watch post for the **nalfeshnee**, Jaziritheil. It has a millenniums-long grudge against Lillianth and has come here to make her fail the mission by any means. It doesn't care that it's helping the devils by doing this. It cares only for its own revenge. It has recruited **5 ixzan** to help it. These ixzan are not part of the aboleth alliance, only opportunists.

Jaziritheil will wait until Lillianth makes a move on the pit fiend, then it will either warn the pit fiend, cause havoc in Shaboath to alert the aboleth, or even attack Lillianth's minions to weaken them. The characters can deal with the nalfeshnee now, or they will see him again.

Sunkenhome

These ruins lie over 100 feet down on the bed of the Sunless sea. The characters won't even find them unless they are searching underwater. The ruins are unusual in composition. A DC 16 Intelligence (History) check will know they are Drow elf in origin. There are hundreds of skeletal remains all through the ruins. It looks like the city was flooded, or perhaps sank, very suddenly.

The ruins are the lair of a **kraken**. It is here 60% of the time, otherwise it is out hunting somewhere in the Sunless Sea. It attacks without hesitation and pursues relentlessly unless wounded below half its hit points. In that case, it will swim into a deep cave beneath the city ruins and lick its wounds. If the characters come after it there, it fights to the death.

If the characters somehow kill the kraken, they find a king's ransom of treasure, but don't the means to carry more than a fraction of it. Monetary treasure that can be carried will be mostly in the form of gems, jewelry, and small objects of art and should total about 20000 gp worth. Magic treasure is left to the DM to determine, but should include a couple Very Rare items, at least 4 Rare items, and at least 6 potions.

Great Shaboath (M)

The city of the aboleth on the Sunless Sea is the final destination of the campaign. There lie the towers that must be destroyed to stop the aboleth plan of dominating the underdark and surface world for hundreds of miles around.

Preparing for the Assault

The first business concerns what preparations the characters can make before the assault on the city. Here are summaries of what could be tried and learned.

Scrying

Scrying can give some information about buildings and areas of the city, except the tower complex. It is 100% impervious to all scrying magics. If the characters don't have scrying magic, the renegade illithid priests do, so that's available if they made an alliance.

Allies

The characters have had the opportunity to meet and bargain with both the renegade illithids and the demons led by Lillianth. This significantly increases the amount of damage they can do, except the illithids don't trust the demons. This means either splitting the party, or picking one group to go with and let the other group go on its own.

If they go with the demons, they have four formidable allies, especially in Lillianth when she changes to her true form.

If they go with the illithids, they have a small army of 8 fomorian giants, 18 illithids, 24 broken ones, Ipshizeen and Bilikant - the illithid priests, and Shasurita the charmed rogue. The broken ones and giants will form the vanguard, with the illithids behind and Shasurita staying close to guard the priests. The extra giants and broken ones listed here are from hunting parties that are called back in for the assault.

Morale-wise, the demons will fight until killed since they just return to the Abyss, but the illithids will flee if they lose 9 or more of their own - the giants and broken ones don't matter to them.

If the characters kept the *derro crown of domination*, then they could have up to 13 derro, 2 derro snipers, 6 derro savants, and a derro adjutant-savant under their control from the lair of the deranged derro. These derro aren't very useful since they're all barking mad and the spell casters still have to roll to remember spells every time they cast. The crown will be of more use in Shaboath where there are derro that can be turned into useful allies with the crown. The power of the crown is such that even the aboleth's domination can't override it, at least not until the tower is complete.

Rockseer Elves

The Rockseer elves can impart a few more bits of information before they depart for the surface world permanently. This information is summarized on **pg. 38**. They may also have a gift for characters who went to extraordinary lengths to help them.

Svirfneblin

The deep gnomes are grateful for the help given them by the characters. They gave what they could to help destroy the City of the Glass Pool, but don't have the resources or numbers to help with the battle for Shaboath. Carmeneren can tell them that her prayers have revealed that the aboleth are close to completing the tower of domination.

Features of the City

The aboleth have employed great magic to raise the city to the surface of the sea and defend it against attack. The time constraints and victory conditions are listed here as well.

Victory Conditions

The characters must destroy the magical storage in the four surrounding towers - Enchantment, Alteration, Necromancy, and Summoning - and then destroy the central Grand Savant's tower. To keep this from happening again, both architects of the plan must die - the Grand Savant and the derro wizard Darlakanand.

Time Track

The first time the characters infiltrate or attack Shaboath is **Day Zero**. At **midnight on Day 30**, the towers will be complete and everyone in the city must make a DC 20 Wisdom saving throw or be dominated. Dominated characters join the aboleth and fight against their former companions. The characters may get some clues from divine askance (divination) or hints from friendlies in Shaboath. Either way, they know the time until activation is short.

City Patrols

The city streets are routinely patrolled by the kuo-toa militia. For every 300 feet the characters move, there is a 25% chance they will encounter one of these patrols at a distance of 50-100 feet (roll 1d6+4 and multiply by 10). A patrol consists of **1 kuo-toa lieutenant**, **1 kuo-toa monitor**, **1 kuo-toa whip**, and **10 kuo-toa**. Fighting a patrol has a 30% chance of attracting the attention of another patrol, or someone calling another patrol for help. Characters may slip past patrols if they appear innocuous enough (see Stealth in the City).

Magic Resistant Buildings

Some of the structures of the city have been reinforced with magical wards designed to hinder or block certain types of magic. These locations are noted with specifics such as “This area has 75% teleportation resistance”, meaning that any kind of teleportation has a 75% chance of failing when used to enter or exit that area. These magics will work just fine within said structure, just not in or out.

Other types of resistances are present and noted in the individual area descriptions.

The domination tower complex is **100% resistant to detection/scrying magic, teleportation, and transmutation** magic (rock to mud, stone shape, passwall, etc).

Slaves and Servitors

All of the derro, fomorian giants, and kuo-toa in Shaboath are dominated servitors. The illithids and ixzan are willing servitors and are not dominated.

All slaves in the city are dominated unless otherwise noted. Even if the domination is dispelled, most slaves have been under its influence so long that they will be dazed and mostly unresponsive for 1d6 hours as they try to cope with having free will again.

Stealth in the City

It is possible to enter the city without being suspected and some ways without being seen. These ways are:

- The Sluice (4) is the main entrance into the city. Since various land races bring slaves to the aboleth, the characters can try coming in this way the first time. The derro savants are paranoid, but brilliant, and question anyone who isn't aboleth, derro, kuo-toa, or illithid. It takes a successful DC 15 Charisma (Persuasion or Deception) check to convince the savants to let them in. The *derro crown of domination* could also be used to order the savants to let them in. After the first attack, this gate is closed and only the aforementioned creatures can get in or out, short of dominating the savants.
- There are two underwater entrances located over 200 feet under the city. One entrance leads to the lowest floor of the Tower of Distillations (**13, Map 30.13**) and the other into the lowest level of Slave Block 2 (**17, Map 30.17**). Both of these entrances are lit by *continual flame* spells to mark them underwater, and are protected by a *glyph of warding* with a *dispel magic* spell targeted against water breathing enchantments. The glyph and dispel magic are cast at 6th level so any water breathing spell or potion effect is

automatically ended, and a water breathing item has its effect ended for 1 minute. **Note:** There is no map for the lowest level of Slave Block 2. It is similar to the second floor map, all underwater with 2 chambers and a tunnel leading out to the Sunless Sea.

- While in the city, the characters can move with freedom if this is their first time there, and they haven't attacked anyone yet. If they are moving with the renegade illithid's small army, it will draw immediate suspicion and challenge for an explanation. If moving with the demons, the characters won't have this problem. If the characters stay covered with cloaks and aren't obviously bristling with weaponry, then they can roam anywhere except the tower complex without too much suspicion. There are many creatures in Shaboath with genius-level intelligence, so this should be taken into account when considering how well the characters stay incognito.

Active Response

After the first attack, the aboleth will take measures to defend the city against further intrusion and attack. The Sluice gates will be closed and savants checking everyone carefully.

Seven days after the first attack, or 1 day after the second attack, the aboleth will send their mercenaries, the Raveners, to attack the characters. They will know where the characters are thanks to aboleth savants casting divination spells. If the characters fully shield themselves against such scrying, then the first Raveners attack will happen 1d4+1 days after the second attack, since the Raveners will need to use their own abilities to track the characters down.

After a third attack, the Grand Savant will pull itself away from the great work once a day to assault the characters. Every day, if the characters are within 40 miles of Shaboath, there is a 25% chance the Grand Savant finds their location, and teleports a group of monsters to their location to attack them. You can roll 1d6 on the following table to see what the Grand Savant sends:

1. 10 trolls
2. 7 vrocks
3. 8 shambling mounds
4. 8 wraiths
5. 5 spirit nagas
6. 4 chain devils

These attacks continue until the characters are further than 40 miles from the city or the Grand Savant is killed.

City Locations

The layout of Great Shaboath is shown on **Map 30** and its sub-maps.

1. **City Walls.** The walls are 30 feet high and slimy to the touch, which imposes disadvantage on Strength (Athletics) checks made to climb them. The walls have 75% teleportation resistance and 90% transmutation resistance. There is an antimagic field extending from the tops of the walls to the cavern ceiling that cancel all flying magic.
2. **Watch Posts.** Each of these six platforms, 2a-2f, are staffed by **4 human veterans** and **1 derro savant**.
3. **Watch Barracks.** Each of these six barracks, 3a-3f, hold troops to bolster the watch posts and wall. There are **4 human veterans**, **4 derro**, and **1 derro savant** in each barracks. **Map 30.3** shows the typical barracks layout.
4. **The Sluice.** This is the main entrance to the city and is guarded at all hours by **4 fomorian giants** and **2 derro savants**.
5. **Derro Barracks.** Each of these 2 barracks, 5a/5b, contain **13 derro**, a **derro lieutenant**, and a **derro savant**. They bolster the Sluice in event of attack. The savant in 5b has a *brooch of shielding* and a *dagger +3*, in addition to their normal equipment.
6. **The Walkway.** This 20 foot wide entry is covered with water. Two paths, 3 feet wide each on each side, are covered with only 2 inches of water. The center 14 foot wide section is 7 feet deep for the convenience of the aboleth.
7. **Moray Pools.** Each of these two pools, 7a/7b, is occupied by an **ixzan wizard** and **6 giant eels**.
8. **The Lurker at the Gate.** This gate is held by **Grongor**, a huge, hairy human man. He asks characters why they are coming to the city. As long as the answer is simple to appearances, like bringing slaves in, he will pull the lever to open the portcullis and let them in. If he doesn't like the answer – too long winded, complicated, or something that rouses his suspicion, then he pulls a lever to open the moray pools and let the eels and ixzan wizards deal with them. Grongor has to make a DC 15 Intelligence check to get suspicious, which is kind of difficult for him. If needed, he rages and attacks with his greatsword until knocked out or killed.
9. **The Inquisitors.** Each of these two towers, 9a/9b, are home to **1 illithid** and its minions, a **kuo-toa whip** and **2 kuo-toa**. If a fight breaks out at the gate, they stay to unleash a mind blast, and then flee leaving the kuo-toa to cover their retreat.
10. **The Kuo-toa Army.** The bulk of the kuo-toa militia resides here. Half of the normal kuo-toa are on patrol at any given time. The remainder here include **60 kuo-toa**, **15 whips**, **10 monitors**, **6 lieutenants**, **3 captains**, and **3 priests**.
11. **The Pool-Towers.** Each of these towers is home to **1 aboleth** and its minions. Roll on the table below or choose the minions it has:
 - a) 3 kuo-toa
 - b) 1 kuo-toa whip and 1 kuo-toa
 - c) Human veteran
 - d) 3 zombies
 - e) 1 kuo-toa priest
 - f) 1 kuo-toa priest and 1 whip
12. **Construction Points.** At these locations, new towers are under construction. The slave crews consist of **1d4 humans**, **1d3 dwarves**, **1d2 gnomes**, **1d2 ogres**, **1 fomorian giant**, and **1 illithid overseer**.
13. **Tower of Distillations.** The door to this tower is protected by a **glyph of enfeeblement trap**. It can be dispelled like any glyph of warding. Inside the tower are an **aboleth savant** and the human wizard **Shalzerith**. Shalzerith is dominated, but will not stick around to help the characters if freed from it. He is evil and self-serving and will teleport away at first opportunity. A water chute leads to a lower level where **2 giant eels** guard against intruders. **Map 30.13** shows the layout of the tower.
14. **Illithid Quarter.** Each of these towers is home to **1 illithid** and its slaves (use the table for location 11 to determine). They fight to defend the city, but will *plane shift* away if their life is threatened. One tower (14c) is a two story tower occupied by **2 illithid priests**. These two are devoted to the aboleth cause and will stay only long enough to mind blast intruders, then flee to the tower of domination. **Map 30.14** shows the layout of typical towers as well as the priests' tower.
15. **The Raveners.** **Map 30.15** shows the layout of this 2 story edifice. It has **80% detection** and **transmutation resistance**. This is the home of the Raveners, an elite force of high level NPCs that have served the aboleth for years. They are dispatched to deal with the characters during an attack in the city, and to pursue and eliminate when they leave. The Raveners are a dangerous group that work together to eliminate the greatest perceived threats first. Taking them down will reward the characters with a lot of magical items that will prove useful in the fight to take down the towers.
 - a) This entry chamber has **2 ogre zombies** guarding the door. They don't bother anyone who knocks, but attack if anyone tries to enter without knocking.
 - b) This is Morgoor's room. It is strewn

with dirty clothes and garbage. Her money is hidden in a barrel under dirty clothes which can be found with a search and a DC 15 Wisdom (Perception) check.

- c) Strychnesch's room is cluttered with trophies, but much neater. There is an ornate chest that is locked (DC 20 to pick) and trapped with a **poison spray trap** and a **poison darts trap**.
 - d) The door into the lounge is trapped with a **glyph of warding trap**. The lounge itself is guarded by **2 ogre zombies** that attack anyone not a Ravener.
 - e) This upstairs hallway is empty except for five chairs.
 - f) The door to this room is locked (DC 20 to pick) and trapped with a **poison needle trap**. This is Jabulanth's room. All space other than the bed is covered in hourglasses. His treasure is hidden in the base of the largest hourglass, in a series of 3 secret drawers. It takes a DC 20 Wisdom (Perception) check to find each drawer. Each drawer is trapped with a **poison needle trap**.
 - g) The door into this hallway from **15e** has a **glyph of warding trap** on it.
 - h) This is Repdal's room. It is awash with books. Her bed has a secret panel (DC 20 Wisdom (Perception) check to find) with *6 potions of superior healing* and *6 potions of flying*.
 - i) This is Cyvrand's room and is filled with bone sculptures made from all sorts of creatures.
 - j) This is Cyvrand's shrine to his deity Cyric. There is a hidden panel in the back of the altar with his treasure (DC 20 Wisdom (Perception) check to find).
16. **Slave Block 1.** This complex is shown on **Map 30.16**. The entry chamber, 16a, contains an **illithid**, a **kuo-toa lieutenant**, **2 whips**, and **2 kuo-toa**. Locations 16b-16d each house slaves in these numbers: 10 dwarves, 5 gnomes, 8 humans, 4 ogres, and 2 halflings. All are commoners (except the ogres) and dominated.
17. **Slave Block 2.** This tower houses the spellcasters captured and used for sacrifice. It is shown on **Map 30.17**.
- a) The door into the tower is locked and barred from the inside. The room inside is guarded by **2 trolls** and a **kuo-toa whip**.
 - b) This is the room of the head jailer, a **kuo-toa captain** of impressive size. A spiral ramp leads up to the second floor and down into water. There is a 50% chance an **aboleth** is here checking on the prisoners.

- c) This dark cell holds 5 wizards, human and elf, of levels 1-4. None have spells, but are not dominated.
- d) This dark cell holds 8 clerics of various races and faiths, of levels 1-5. They are without spells, but also are not dominated.
- e) An **aboleth savant** is here using its domination to brainwash **4 human veterans**. The veterans aren't fully conditioned and don't fight. They are without equipment.
- f) There is one prisoner in here, a human wizard named **Krelnner**. He knows Jelenneth from their journey into the underdark. He has resisted all attempts at domination. He is without spells and equipment, but willing to help. He has information that will help, covered on **pg. 48-49**.
- g) This chamber contains a water chute leading out to the Sunless Sea.
- h) This room has an aboleth **savant** who helps the one in 17e brainwash useful slaves.

18. **Embassy of the Devils.** This tower (**pg. 49**) is shown on **Map 30.18** and has 100% transmutation resistance. It is being used as the embassy for a contingent of devils led by the pit fiend Pallistren.

- a) This is the entry foyer to the tower. Visitors are expected to knock and wait.
- b) This chamber houses a **barbed devil** that acts as guard.
- c) This chamber also houses a **barbed devil** that acts as guard.
- d) Petrechella the **erinyes** sits behind a large desk here. She stays shapechanged into human form. As long as the characters come up with a plausible reason to see "the boss", she'll escort them in to see him.
- e) This room is where Pallistren the **pit fiend** can be found most of the time. He stays shapechanged in human form to blend in better walking around the city. He will talk to the characters, but has no interest in alliances. He does want to know about the towers of domination and would like the characters to notify him if they find a way in. If the demons are here and challenge him, he agrees to duel Lillianth. Naturally he has no intention of fighting alone, and it will turn into a grand melee in this room.
- f) The base of the tower is a strange sight with **12 nupperibos** and a **barbed devil**, all dressed in bright livery like some mockery of a royal guard. The

barbed devil is in a foul mood because of it and will attack out of spite. The nupperibos will join in because they're too stupid to think for themselves.

- g) The barbed devil from 18f has a comfy lair here.
- h) This is Pallistren's bedroom decorated in a most ostentatious fashion. There is a large iron chest here with treasure the pit fiend brought as tokens of good will. Since the aboleth haven't shared anything of substance with him, it is still here. The chest is protected by 2 fiendish traps, an **acid storm trap** and a **plane shift trap**. The traps can't be found with conventional searching, but a *detect magic* spell will pick up the dual enchantments and a DC 15 Intelligence (Arcana) check will divine the nature of the magic involved.
- i) The tower balcony is home to 4 **gargoyles** which obey commands from the aboleth and the devils. They otherwise don't act on their own.

19. **Tower of Treasures.** This location (pg. 53) is shown on **Map 30.19**. It has 70% transmutation resistance and 100% teleportation resistance. The doors are locked and barred on the inside.

- a) There are 2 **fomorian giants** on guard here. They attack intruders not escorted by an aboleth or illithid. A **glyph of the slime curse** is inscribed here on the floor. Unless it is dispelled, all characters have disadvantage on saving throws against the aboleth skin transformation disease.
- b) A **savant aboleth** and its guard of 2 **human veterans** work here. They will reinforce the giants in location a in the event of attack.
- c) The door to this room is unlocked, but trapped with a **glyph of warding trap**. A **stone golem** inside attacks anyone not accompanied by an aboleth. A huge iron chest stands in the center of the room. It is unlocked, but trapped with a **glyph of warding trap**. When the chest is opened by anyone other than an aboleth, 2 **necrophidii** are teleported behind the chest and immediately attack. This chest contains: *lightbringer plate* +3, *plate armor* +2 (2 suits), *chain mail* +2 (2 suits), *shield* +3, 6 *javelins of lightning*, *wand of teleportation*.
- d) The door to this room is unlocked, but trapped with a **glyph of warding trap**. A **stone golem** inside attacks anyone not accompanied by an aboleth. A huge iron chest stands in the center of

the room. It is unlocked, but trapped with a glyph of warding trap. When the chest is opened by anyone other than an aboleth, 2 **necrophidii** are teleported behind the chest and immediately attack. This chest contains: *sun blade*, *scabbard of sharpening*, *protector shield* +3, *robe of the archmagi* (good), *pearl of power* (2), *pearl of wisdom*, *pearl of healing* (3).

- e) The door to this room is unlocked, but trapped with a **glyph of warding trap**. A **stone golem** inside attacks anyone not accompanied by an aboleth. A huge iron chest stands in the center of the room. It is unlocked, but trapped with a glyph of warding trap. When the chest is opened by anyone other than an aboleth, 2 **necrophidii** are teleported behind the chest and immediately attack. This chest contains: *boots of sure step*, *brooch of shielding and travel*, *bracers of archery*, *brazier of commanding fire elementals*, *book of scrolls*.

Tower of Domination Complex

The following entries are the complex of towers that make up the tower of domination. This is the heart of the aboleth project and it will be defended at all costs. The four towers of magic surround the grand savant's tower, with a pool of water between them all.

- 20. **The Azure Pool.** This pool takes up the entire courtyard of the complex and is 12 feet deep. The pool has a formidable guard force of 2 **aboleths**, 10 **giant eels**, 25 **ixzan**, and 3 **ixzan wizards**. The base of each tower has its own guards that stay at those towers.
- 21. **The Tower of Alteration.** The entrance to this tower is underwater and the entry has a **glyph of enfeeblement trap** on it. Once inside the tower, abjuration spells do not function. Location 21d explains why.
 - a) The ground floor here is guarded by a **stone golem** and a **Shaboath golem**.
 - b) The second floor is guarded by 2 **water elementals**.
 - c) The third level is guarded by a **savant aboleth** with 2 **water elementals**. There is a *wall of force* blocking access to 21d that can't be breached until the savant is killed or driven off. The aboleth here, as an action, can use the tower to cast a *polymorph* spell, but this uses 4 units from the sphere above.
 - d) The fourth level has a sphere containing pure alteration magic (56 units). Anyone can sense it with a DC 10 Intelligence (Arcana) check. It's not

clear what to do with it, but a sorcerer or wizard can make a DC 15 Intelligence (Arcana) check to remember that abjuration magic is the opposite of alteration magic, and the two cancel each other out. Casting any abjuration spell reduces the number of magic units in the sphere by the level of the spell cast. When the spell units reaches zero, the energy is gone and the tower shuts down. This should be enough of a hint that all four towers need to be depowered first.

22. **The Tower of Necromancy.** The entrance to this tower is underwater and the entry has a **glyph of enfeeblement trap** on it. The entrance is guarded by **2 fomorian skeletons** that rise from the water to attack non-aboleths. Once inside the tower, illusion spells do not function. Location 21d explains why.

- a) The ground floor here is guarded by a **bone golem**.
- b) The second floor is guarded by **2 water elementals**.
- c) The third level is guarded by a **savant aboleth** with **2 water elementals**. The aboleth here exists as partly undead, and has **Condition Immunities charmed, frightened, paralyzed**. It also has **Damage Immunities necrotic**. There is a *wall of force* blocking access to 21d that can't be breached until the savant is killed or driven off. The aboleth here, as an action, can use the tower to create **1 wraith**, but this uses 4 units from the sphere above.
- d) The fourth level has a sphere containing pure necromantic magic (56 units). Anyone can sense it with a DC 10 Intelligence (Arcana) check. It's not clear what to do with it, but a sorcerer or wizard can make a DC 15 Intelligence (Arcana) check to remember that illusion magic is the opposite of necromantic magic, and the two cancel each other out. Casting any illusion spell reduces the number of magic units in the sphere by the level of the spell cast. When the spell units reaches zero, the energy is gone and the tower shuts down.

23. **The Tower of Summonings.** The entrance to this tower is underwater and the entry has a **glyph of enfeeblement trap** on it. Once inside the tower, divination spells do not function. Location 21d explains why.

- a) The ground floor here is unguarded, but as soon as characters enter, everyone must make a DC 16

Constitution saving throw. On a failed save, the character is blinded for 1 minute as per the *blindness/deafness* spell. At the same time, **6 trolls** appear, conjured by the tower.

- b) The second floor is guarded by **2 water elementals**.
- c) The third level is guarded by a **savant aboleth** with **2 water elementals**. There is a *wall of force* blocking access to 21d that can't be breached until the savant is killed or driven off. The savant here, as an action, can use the tower to summon allies. It will only do this if the elementals are destroyed or it reaches half its hit points. Each summoning brings **2 trolls**, but drains 4 units from the sphere above.
- d) The fourth level has a sphere containing pure conjuration magic (56 units). Anyone can sense it with a DC 10 Intelligence (Arcana) check. It's not clear what to do with it, but a sorcerer or wizard can make a DC 15 Intelligence (Arcana) check to remember that divination magic is the opposite of conjuration magic, and the two cancel each other out. Casting any divination spell reduces the number of magic units in the sphere by the level of the spell cast. When the spell units reaches zero, the energy is gone and the tower shuts down.

24. **The Tower of Enchantment.** The entrance to this tower is underwater and the entry has a **glyph of enfeeblement trap** on it. Once inside the tower, evocation spells do not function. Location 21d explains why.

- a) The ground floor here is guarded by a **stone golem** and a **Shaboath golem**.
- b) The second floor is guarded by **2 water elementals**.
- c) The third level is guarded by a **savant aboleth** with **2 water elementals**. There is a *wall of force* blocking access to 21d that can't be breached until the savant is killed or driven off. The aboleth here, as an action, can use the tower to cast a *confusion* spell, but this uses 4 units from the sphere above.
- d) The fourth level has a sphere containing pure enchantment magic (56 units). Anyone can sense it with a DC 10 Intelligence (Arcana) check. It's not clear what to do with it, but a sorcerer or wizard can make a DC 15 Intelligence (Arcana) check to remember that evocation magic is the opposite of enchantment magic, and the two cancel each other out. Casting any evocation spell reduces the

number of magic units in the sphere by the level of the spell cast. When the spell units reaches zero, the energy is gone and the tower shuts down.

25. **The Grand Savant's Tower.** This tower is impenetrable to magic or might until the other four towers are reduced to zero magic. Once the other towers are disabled, the doors here can be opened and the tower entered. The doors into the tower have a **glyph of warding trap**.
 - a) The ground floor is the chamber where spellcasters are sacrificed to the Blood Queen, deity of the aboleth. A **savant aboleth** is in front of the altar with **2 human gladiators**. There are **2 fomorian giants** flanking the doors and **6 wights** guarding the ramp up. When fighting starts, the wights in 25b will run down to help, arriving at the beginning of the 3rd round.
 - b) This level has a **savant aboleth** with **4 human gladiators** and **6 wights** guarding it. There is a large boulder at the top of the ramp and it will be pushed down when characters start up. Everyone on the ramp must make a DC 15 Dexterity saving throw. A failed save means the character is hit for 33 (6d10) bludgeoning damage. A successful save means the character evaded the rock entirely. The wights here carry bowls of acid which they throw at a target as their first action. They do this as a ranged attack, and if it hits the target takes 16 (3d10) acid damage. There is a swirling black vortex of magical energy here as well. A DC 15 Intelligence (Arcana) check identifies it as a flux point, probably designed to transport people to the third level. Using the flux to travel up leaves all characters stunned for 1 round when they arrive. Using *teleport* or *dimension door* doesn't leave them stunned.
 - c) **Darlakanand's Laboratory.** This floor is a wreckage as a vortex of pure magic roars through it. A derro stands laughing maniacally on a throne in the center of it. This is **Darlakanand**, the derro archmage, and half of the team that built this complex. If the characters arrive stunned, he casts *time stop* while they're helpless. If they arrive via spell, he casts it as his first action on his initiative. Either way, he gets a **3 round time stop**. He screams at the characters about how much of a genius he is for the first round. The second round he throws down his pair

of golden lion figurines which become full size lions. The third round he opens his iron flask and lets the efreeti out, then orders her to attack the characters. When the *time stop* is over, he sits on the throne, casting one spell per round starting with *globe of invulnerability*, then others, with *power word: stun* and *prismatic spray* being favorites. When wounded to half hit points, he uses *dimension door* to go down to 25a, drinks all his *superior healing potions*, then casts *shapechange* (he likes the **Remorhaz** and **Horned Devil forms**) and *dimension door* to get back up to fight again. Darlakanand's throne is surrounded by an unpredictable magic flux. There is a 10% chance any spell that is cast at or from the throne (even the derro's spells) fails to work. The debris flung around by the vortex is hazardous. Anyone coming within 10 feet of the throne takes 1d10 bludgeoning damage when they get close and each round at the beginning of their turn that they stay within 10 feet. The throne itself is the eye of the storm, and is safe. When Darlakanand is dead, another flux point appears behind his throne. This one leads up to the last level of the tower.

- d) **Lair of the Grand Savant.** This is where the **grand savant aboleth** lairs, with a guard of **20 wights** surrounding it. The wights move to form a physical barrier and stop anyone from getting close to the grand savant. The savant casts *prismatic wall* as its first spell to put a barrier between it and the characters. If the characters had to retreat after killing Darlakanand, then there will be another **savant aboleth** here with **4 human gladiators**. When the grand savant aboleth is reduced to zero hit points, it begins to shudder, magical energy tearing through it. Anyone can see an explosion of some sort is coming. Anyone still on this level in 1 minute is killed by the explosion. The treasure contained within the grand savant rains down all around – see pg. 64 for details on collecting this treasure. A minute after, Shaboath rumbles, and begins sinking into the Sunless Sea. In 5 minutes, it will be fully submerged, taking everyone still in there with it. Time to leave.

Magic Items

Note: Magic items held by allied NPCs are not listed here, but are accounted for in the NPC stat block.

- Amulet of strong will (See Special Items) pg. 26
- Arrows +1 pg. 19, 46
- Bag of holding pg. 9
- Book of scrolls (See Special Items) pg. 54
- Boots of sure step (See Special Items) pg. 54
- Bracers of archery pg. 54
- Bracers of defense pg. 26, 45, 46
- Brazier of commanding fire elementals pg. 54
- Brooch of shielding pg. 42, 46
- Chain mail +2 (2) pg. 54
- Cleric scroll (dispel magic, glyph of warding, magic circle, banishment) pg. 35
- Cleric scroll (darkness, inflict wounds (5th), magic circle) pg. 43
- Cleric scroll (bless, spiritual hammer, dispel magic, fear) pg. 43
- Cleric scroll (bless, darkness, freedom of movement, harm) pg. 43
- Cleric scroll (aid, continual flame, spiritual weapon) pg. 45
- Cleric scroll (stone shape, divination, heal) pg. 45
- Cleric scroll (hold person, speak with dead, freedom of action, dispel good or evil, plane shift x 2, heal) pg. 46
- Cloak of displacement pg. 51
- Crown of wizardry (See Special Items) pg. 51
- Dagger +2 pg. 26, 35
- Dagger +3 pg. 32
- Druid scroll (goodberry, spike growth, water breathing, conjure elemental, earthquake) pg. 9
- Girdle of frost giant strength pg. 46
- Gloves of dexterity (See Special Items) pg. 45
- Greatsword +3 pg. 46
- Helm of water breathing pg. 46
- Iron flask (2) pg. 51
- Ioun stone of mastery pg. 9
- Javelin of lightning (3) pg. 51
- Javelin of lightning (6) pg. 54
- Lenses of true sight (like gem of seeing) pg. 46
- Long bow +3 pg. 46
- Long sword +3, defender pg. 46
- Mace of disruption pg. 30
- Mace of smiting pg. 46
- Necklace of adaptation pg. 13, 26, 46
- Necklace of fireballs pg. 46
- Oil of impact (oil of sharpness for blunt weapons) pg. 46
- Pearl of healing (3) (See Special Items) pg. 54
- Pearl of power (2) pg. 54
- Pearl of wisdom (See Special Items) pg. 54
- Plate armor +3 pg. 46
- Plate armor +3 (replace with chain shirt +3) pg. 46
- Plate armor +2, lightbringer (See Special Items) pg. 54
- Plate armor +2 (2) pg. 54
- Potion of domination(8) pg. 44
- Potion of extra healing (replace with potion of superior healing) pg. 45, 46
- Potion of extra healing (replace with potion of superior healing) (2) pg. 9, 11, 26, 27, 35
- Potion of extra healing (replace with potion of superior healing) (4) pg. 43
- Potion of extra healing (replace with potion of superior healing) (6) pg. 47
- Potion of gaseous form pg. 46
- Potion of heroism pg. 45, 46
- Potion of flying pg. 35
- Potion of flying (6) pg. 47
- Potion of frost giant strength (4) pg. 13
- Potion of invulnerability pg. 33
- Potion of speed pg. 33
- Potion of vitality pg. 46
- Potion of water breathing (4) pg. 44
- Ring of fire resistance pg. 9, 26, 46
- Ring of invisibility pg. 46
- Ring of mind shielding pg. 46
- Ring of protection+2 pg. 26, 46
- Ring of protection +3 pg. 46
- Ring of regeneration pg. 46
- Ring of spell storing pg. 33
- Ring of spell turning pg. 46
- Ring of the ram pg. 46
- Robe of the archmagi (good) pg. 54
- Rod of turbulent waters (See Special Items) pg. 33
- Scabbard of sharpening (See Special Items) pg. 54
- Scroll of protection from elementals pg. 26
- Shield +3 pg. 46
- Shield +3 pg. 54
- Shield +3, protector pg. 54
- Short bow +1 pg. 46
- Short sword +3 pg. 46
- Short sword +2 pg. 46
- Slippers of spider climbing pg. 46
- Staff of frost pg. 30
- Staff of healing pg. 12
- Studded leather armor +2 pg. 9
- Sun blade pg. 54
- Wand of fear pg. 26
- Wand of negation (replace with rod of absorption, 1 level stored, can absorb 13 more levels) pg. 13
- Wand of teleportation (See special items) pg. 54
- Warhammer, Ancestor (See Special Items) pg. 13
- Wizard scroll (mirror image, slow, polymorph, globe of invulnerability) pg. 9
- Wizard scroll (dimension door) pg. 26
- Wizard scroll (dimension door) pg. 27
- Wizard scroll (teleport) pg. 27
- Wizard scroll (water breathing) pg. 27
- Wizard scroll (globe of invulnerability, Tenser's transformation, shapechange) pg. 45
- Wizard scroll (invisibility, mirror image, fly, polymorph, stoneskin) pg. 46
- Wizard scroll (detect thoughts, magic missile,

shield, arcane eye, charm monster, hold monster, teleport, stonewall x 6) pg. 46

- Wizard scroll (magic missile (5th), levitate, fly, polymorph, forcecage) pg. 50

Traps

- **Acid Slime Pit Trap (pg. 25):** Triggered when someone falls in. DC 17 Intelligence (Investigation) check to see through illusion; can't be disarmed (it's a 20 ft. deep open pit). Targets falling into the pit take 7 (2d6) falling damage and 10 (3d6) acid damage from the acidic slime. The slime continues to burn for 1d4 rounds after exiting the pit, unless washed off with water, alcohol, or other liquid.
- **Acid Storm Trap (pg. 51):** Triggered when the chest is opened. Undetectable to search, *detect magic* will reveal its presence. *Dispel magic* against a 6th level spell will remove it. The room is filled with a deluge of acid forcing everyone inside to make a DC 16 Constitution saving throw, taking 44 (8d10) acid damage on a failed save, or half as much damage on a success.
- **Deadfall Trap (pg. 23):** Triggered when rope across the passage is caught by a foot. DC 17 Wisdom (Perception) check to spot; DC 20 Dexterity (thieves' tools) check to disable. Everyone in a 5 foot radius is struck by falling rock taking 22 (4d10) bludgeoning damage.
- **Glyph of Enfeeblement Trap (pg. 44):** Triggered when the door is opened. DC 16 Intelligence (Investigation) check to notice the glyph. Anyone within 20 feet must make a DC 16 Constitution saving throw. A failed save means the character suffers the effects of a *ray of enfeeblement* for 1 minute. Target can make a new save at the beginning of each of its turns.
- **Glyph of Warding Trap (pg. 28, 29):** Triggered when the door is opened. DC 16 Intelligence (Investigation) check to notice the glyph. Anyone within 20 feet must make a DC 16 Dexterity saving throw, taking 36 (8d8) cold damage on a failed save, or half as much damage on a success.
- **Pit Trap (pg. 23):** Triggered when the hinged floor section is stepped on. DC 20 Wisdom (Perception) check to spot; DC 20 Dexterity (thieves' tools) check to disable. Target falls into the pit of spikes taking 27 (5d10) piercing damage.
- **Plane Shift Trap (pg. 51):** Triggered when the chest is opened. Undetectable to search, *detect magic* will reveal its presence. *Dispel magic* against a 6th level spell will remove it. The target opening the chest must make a DC 16 Charisma saving throw or be plane shifted to the Nine Hells.
- **Poison Darts Trap (pg. 47):** Triggered when the chest is opened without the key. DC 20 Wisdom (Perception) check to spot; DC 20 Dexterity (thieves' tools) check to disable. Six darts shoot out in a fan pattern. Anyone in front of the chest and within 30 feet is a target. The darts do 1d4 piercing damage and the target must make a DC 15 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much on a success.
- **Poison Needle Trap (pg. 47):** Triggered when the chest is opened without the key. DC 20 Wisdom (Perception) check to spot; DC 20 Dexterity (thieves' tools) check to disable. The needle does 1 piercing damage and the target must make a DC 15 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much on a success.
- **Poison Spray Trap (pg. 47):** Triggered when the chest is opened without the key. DC 20 Wisdom (Perception) check to spot; DC 20 Dexterity (thieves' tools) check to disable. A spray of poison hits anyone within 5 feet of the front of the chest. Targets must make a DC 15 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much on a success.
- **Portcullis Trap (pg. 28):** Triggered when the midpoint of the hall is reached without speaking the passphrase. Trap is undetectable to Perception checks and can't be disarmed. When triggered, one portcullis drops 10 feet into the hall and the other drops just before the curtain. Hooks swing down inside the portcullises, striking at everyone trapped. Everyone suffers one attack at +8 to hit, doing 11 (2d10) piercing damage plus 7 (2d6) cold damage. The hooks embed on a hit, inflicting 7 (2d6) cold damage per round until removed. The hook can be removed with a DC 13 Strength check.
- **Shooting Spike Trap (pg. 25):** Triggered when the door threshold is crossed. Undetectable to Perception checks; *detect magic* can find the magic aura of the *magic mouth* on the door, but not what it does. Spikes shoot from opposite wall at a rate of 6 attacks per round (Goes at Initiative count 20, +7 to hit, 2d6 piercing damage). Anyone in a 15 foot wide path from the wall to the door is a target, taking 1d4 spike attacks when it fires. The trap fires a total of 60 spikes (10 rounds) before it is exhausted.
- **Spike Trap (pg. 23):** Triggered when the pressure plate is stepped on with 75lbs or greater. DC 25 Wisdom (Perception) check to spot; DC 20 Dexterity (thieves' tools) check to disable. Spikes shoot out from walls, floor, and ceiling in a 10 foot square around the pressure plate, causing 33 (6d10) piercing damage. Targets must make a DC 16 Constitution

saving throw or contract a blood infection. While infected, the targets can't regain hit points, even by magical means. The targets can make a new Constitution saving throw every 3 days, shaking off the infection with a success. A *lesser restoration* spell will cure the infection.

Monster Roster

1. **Aboleth** (MM 13, CR 10, 5900 XP)
2. **Aboleth, Savant** (See Special Creatures)
3. **Aboleth, Grand Savant** (See Special Creatures)
4. **Alu-fiend, Janelle** (See Special Creatures)
5. **Alu-fiend, Villiane** (See Special Creatures)
6. **Barbed Devil** (MM 70, CR 5, 1800 XP)
7. **Basilisk** (MM 24, CR 3, 700 XP)
8. **Bilikant** (See Special Creatures)
9. **Black Pudding** (MM 241, CR 4, 1100 XP)
10. **Broken One** (See Special Creatures)
11. **Commoner** (MM 345, CR 0, 0 XP)
12. **Crystal Ooze** (See Special Creatures, Book 2)
13. **Cyvrand** (See Special Creatures)
14. **Darafayen** (See Special Creatures Book 2)
15. **Darlakanand** (See Special Creatures)
16. **Deepspawn** (See Special Creatures Book 2)
17. **Derro** (MTF 158, CR 1/4, 50 XP)
18. **Derro Adjutant-Savant** (as derro savant)
19. **Derro Chieftain-Savant** (See Special Creatures)
20. **Derro Commander** (See Special Creatures)
21. **Derro Lieutenant** (See Special Creatures)
22. **Derro Savant** (MTF 159, CR 3, 700 XP)
23. **Derro Sniper** (See Special Creatures)
24. **Deva** (MM 16, CR 10, 5900 XP)
25. **Efreeti** (MM 145, CR 11, 7200 XP)
26. **Elemental, Water** (MM 125, CR 5, 1800 XP)
27. **Erinyes** (MM 73, CR 12, 8400 XP)
28. **Ettin** (MM 132, CR 4, 1100 XP)
29. **Galeb Duhr** (MM 139, CR 6, 2300 XP)
30. **Gargoyle** (MM 140, CR 2, 450 XP)
31. **Giant Eel** (See Special Creatures Book 1)
32. **Giant, Fire** (MM 154, CR 9, 5000 XP)
33. **Giant, Fomorian** (MM 136, CR 8, 3900 XP)
34. **Giant Slug** (See Special Creatures)
35. **Giant Spider, Flying** (See Special Creatures, Book 2)
36. **Gladiator** (MM 346, CR 5, 1800 XP)
37. **Grongor** (See Special Creatures)
38. **Hell Hound** (MM 182, CR 3, 700 XP)
39. **Illithid (mind flayer)** (MM 222, CR 7, 2900 XP)
40. **Illithid Priest** (use Ipshizeen's stat block)
41. **Ipshizeen** (See Special Creatures)
42. **Ixzan** (See Special Creatures, Book 2)
43. **Ixzan Mutant** (See Special Creatures Book 2)
44. **Ixzan Priest** (See Special Creatures Book 2)
45. **Ixzan Wizard** (See Special Creatures, Book 2)
46. **Jabulanth** (See Special Creatures)
47. **Jelenneth** (See Special Creatures)
48. **Kraken** (MM 197, CR 23, 50000 XP)
49. **Krelner** (use Book 2 profile for Kranin, but no equipment)
50. **Kuo-toa** (MM 199, CR 1/4, 50 XP)
51. **Kuo-toa Archpriest** (MM 200, CR 6, 2300 XP)
52. **Kuo-toa Captain** (See Special Creatures Book 2)
53. **Kuo-toa Eye** (See Special Creatures)
54. **Kuo-toa Lieutenant** (See Special Creatures Book 2)
55. **Kuo-toa Monitor** (as variant whip, MM 198)
56. **Kuo-toa Priest** (See Special Creatures)
57. **Kuo-toa Whip** (MM 200, CR 1, 200 XP)
58. **Lillianth (human form)** (See Special Creatures)
59. **Lillianth (true form)** (See Special Creatures)
60. **Morgoor** (See Special Creatures)
61. **Nalfeshnee** (MM 62, CR 13, 10000 XP)
62. **Necrophidius** (See Special Creatures)
63. **Nupperibo** (MTF 168, CR 1/2, 100 XP)
64. **Ogre (aquatic)** (Swim 30 ft., breathe water) (MM 237, CR 2, 450 XP)
65. **Pit Fiend** (MM 77, CR 20, 25000 XP)
66. **Purple Worm** (MM 255, CR 15, 13000 XP)
67. **Repdal** (See Special Creatures)
68. **Roper** (MM 261, CR 5, 1800 XP)
69. **Shadow** (MM 269, CR 1/2, 100 XP)
70. **Shalzerith** (See Special Creatures)
71. **Shasurita** (See Special Creatures)
72. **Skeletal Priest** (See Special Creatures)
73. **Skeletal High Priest** (See Special Creatures)
74. **Skeleton** (MM 272, CR 1/4, 50 XP)
75. **Specter** (MM 279, CR 1, 200 XP)
76. **Succubus** (MM 285, CR 4, 1100 XP)
77. **Strychnesch** (See Special Creatures)
78. **Szandur** (See Special Creatures)
79. **Troll** (MM 291, CR 5, 1800 XP)
80. **Umber Hulk** (MM 292, CR 5, 1800 XP)
81. **Varandek, priest-servitor** (See Special Creatures)
82. **Wight** (MM 300, CR 3, 700 XP)
83. **Wraith** (MM 302, CR 5, 1800 XP)
84. **Xorn** (MM 304, CR 5, 1800 XP)
85. **Zombie** (MM 316, CR 1/4, 50 XP)

Special Creatures

Aboleth Savant

Large aberration, lawful evil

Armor Class 17 (natural armor)

Hit Points 135 (18d10+36)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Con +6, Int +8, Wis +6

Skills Perception +10

Senses darkvision 120 ft., passive Perception 20

Languages Deepspeech, telepathy 120 ft.

Challenge 10 (5900 XP)

Amphibious. The aboleth can breathe air and water.

Mucous Cloud. While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 ft. of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

Spellcasting. The aboleth savant is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *detect thoughts*, *mage hand*, *message*, *prestidigitation*, *ray of frost*

1st level (4 slots): *detect magic*, *magic missile*, *shield*

2nd level (3 slots): *augury*, *mirror image*, *see invisibility*

3rd level (3 slots): *clairvoyance*, *haste*, *slow*, *water breathing*

4th level (3 slots): *confusion*, *divination*

5th level (2 slots): *arcane hand*, *cone of cold*

Actions

Multiattack. The aboleth makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or

become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6+5) bludgeoning damage.

Enslave (3/day). The aboleth targets one creature it can see within 30 ft. of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

Aboleth Grand Savant

Huge aberration, lawful evil

Armor Class 12 (natural armor)

Hit Points 315 (30d12+120)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	5 (-3)	18(+4)	20 (+5)	20 (+5)	18 (+4)

Saving Throws Con +9, Int +10, Wis +10, Cha +9

Skills Perception +10

Damage Immunities bludgeoning, poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 20

Languages Deepspeech, telepathy 120 ft.

Challenge 15 (13000 XP)

Acid Blood Spray. When the grand savant is hit with a piercing or slashing attack by an attacker within 10 feet of it, the attacker takes 9 (2d8) acid damage.

Expel Golem (2/day). As an action, the grand savant can expel a Shaboath golem from one of its orifices.

Immutable Form. The grand savant is immune to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If the grand savant fails a saving throw, it can choose to succeed instead.

Magic Resistance. The grand savant has advantage on saving throws against spells and other magical effects.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

Spellcasting. The grand savant is a 20th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *light*, *mage hand*, *message*, *ray of frost*

1st level (4 slots): *chromatic orb*, *cure wounds*, *magic missile*, *shield*

2nd level (3 slots): *darkness*, *gust of wind*, *silence*, *web*

3rd level (3 slots): *counterspell*, *lightning bolt*, *protection from energy*, *slow*

4th level (3 slots): *Evard's black tentacles*, *phantasmal killer*, *stoneskin*

5th level (3 slots): *cone of cold*, *conjure elemental*, *wall of force*

6th level (2 slots): *chain lightning*, *globe of invulnerability*, *heal*

7th level (2 slots): *prismatic spray*, *reverse gravity*

8th level (1 slot): *feeblemind*

9th level (1 slot): *prismatic wall*

Actions

Enslave. The aboleth targets one creature it can see within 30 ft. of it. The target must succeed on a DC 18 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

Ray of Frost. *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. *Hit:* 23 (4d8+5) cold damage.

Legendary Actions

The grand savant can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Ray of Frost. The grand savant casts a *ray of frost* at a target.

Spell (Costs 2 actions). The grand savant casts a spell.

Alu-fiend, Janelle

Medium fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 75 (10d8+30)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	18 (+4)	12 (+1)	14 (+2)

Saving Throws Dex +8, Con +6

Skills Deception +8, Perception +7, Stealth +9

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 7 (2900 XP)

Innate Spellcasting. Janelle's innate spellcasting ability is Charisma (spell save DC 13). She can cast the following spells, requiring no material components.

- 3/day each: *charm person*, *detect thoughts*, *disguise self*
- 1/day: *dimension door*, *suggestion*, *teleport*

Shapechange. As an action, Janelle can shapechange into a humanoid form or back to her true form. If her humanoid form doesn't have wings, she loses her fly speed.

Spellcasting. Janelle is a 10th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *message*, *prestidigitation*, *ray of frost*

1st level (4 slots): *burning hands*, *magic missile*, *shield*

2nd level (3 slots): *invisibility*, *scorching ray*, *web*

3rd level (3 slots): *haste*, *lightning bolt*, *slow*

4th level (3 slots): *banishment*, *Evard's black tentacles*, *wall of fire*

5th level (2 slots): *cloudkill*, *cone of cold*

Actions

Multiattack. Janelle makes two melee or ranged attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage and

Janelle gains temporary hit points equal to the slashing damage inflicted.

Long sword +3, frost. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (1d10+7) magical slashing damage plus 3 (1d6) cold damage, and Janelle gains temporary hit points equal to the slashing damage inflicted.

Long bow +1. *Ranged Weapon Attack:* +8 to hit, range 120/600, one target. *Hit:* 9 (1d8+5) magical piercing damage.

Alu-fiend, Villiane

Medium fiend (demon), chaotic evil

Armor Class 19 (natural armor, *bracers of defense*)

Hit Points 85 (10d8+40)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	18 (+4)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +7, Con +7

Skills Deception +8, Perception +7, Stealth +9

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 7 (2900 XP)

Innate Spellcasting. Villiane's innate spellcasting ability is Charisma (spell save DC 14). She can cast the following spells, requiring no material components.

- 3/day each: *charm person*, *detect thoughts*, *disguise self*
- 1/day: *dimension door*, *suggestion*, *teleport*

Shapechange. As an action, Villiane can shapechange into a humanoid form or back to her true form. If her humanoid form doesn't have wings, she loses her fly speed.

Actions

Multiattack. Villiane makes three melee or ranged attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage and Janelle gains temporary hit points equal to the slashing damage inflicted.

Long sword +2. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d10+6) magical slashing damage and Villiane gains temporary hit

points equal to the slashing damage inflicted.

Javelin of Lightning (3). *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6+5) magical piercing damage plus 14 (4d6) lightning damage. Also, every creature in a 5 foot wide line from the attacker to the target must make a DC 13 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a success.

Bilikant, renegade illithid priest

Medium aberration, lawful evil

Armor Class 15 (breastplate)

Hit Points 71 (13d8+13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	18 (+4)	17 (+3)

Saving Throws Int +7, Wis +7, Cha +6

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 8 (3,900 XP)

Innate Spellcasting (Psionics). The illithid's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

1/day each: *dominate monster*, *plane shift* (self only)

Magic Resistance. The illithid has advantage on saving throws against spells and other magical effects.

Spellcasting. The illithid is a 7th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *guidance*, *light*, *mending*, *resistance*, *thaumaturgy*

1st level (4 slots): *cure wounds*, *guiding bolt*, *protection from good and evil*

2nd level (3 slots): *blindness/deafness*, *silence*, *spiritual weapon*

3rd level (3 slots): *dispel magic*, *protection from energy*, *spirit guardians*

4th level (2 slots): *banishment*, *death ward*

Actions

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10+4) psychic damage.

If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the illithid. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the illithid kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5–6). The illithid magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8+4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bone Golem

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 136 (16d10+48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	3 (-4)	10 (+0)	3 (-4)

Damage Resistances piercing

Damage Immunities cold, fire, lightning, necrotic, poison, psychic; bludgeoning, piercing, and slashing damage from weapons that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 10 (5900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Weapons. The golem's weapon attacks are magical.

Necromantic Soak. Spells that inflict necrotic damage instead restore the same amount of hit points, to the golem's maximum hit points.

Actions

Multiattack. The bone golem makes four claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Broken One

Medium humanoid, neutral evil

Armor Class 14 (natural armor)

Hit Points 30 (4d8+12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	7 (-2)	11 (+1)	5 (-3)

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 1/2 (100 XP)

Immutable Form. The broken one is immune to any spell or effect that would alter its form.

Magic Resistance. The broken one has advantage on saving throws against spells and other magical effects.

Regeneration. The broken one regains 5 hit points at the start of its turn. If it takes acid or fire damage, this trait doesn't function at the start of its next turn. It dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The broken one makes two claw attacks, or one claw and one club attack.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Cyvrand

Medium humanoid (human), neutral evil

Armor Class 18 (chain shirt +3, shield)

Hit Points 91 (14d8+28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	11 (+0)	18 (+4)	16 (+3)

Saving Throws Wis +8, Cha +2

Senses passive Perception 14

Languages Common

Challenge 6 (2300 XP)

Adaptation. Cyvrand can breathe normally in any environment or conditions.

Potion of Superior Healing (1 use). As an action, Cyvrand can regain 28 (8d4+8) hit points.

Ring of the Ram (3 charges/day). Cyvrand can use an action to expend 1 to 3 charges to attack one creature he can see within 60 feet. The ring produces a spectral ram's head and makes its attack roll with a +7 bonus. On a hit, for each charge spent, the target takes 2d10 force damage and is pushed 5 feet away.

Spellcasting. Cyvrand is a 12th level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *chill touch, light, sacred flame, resistance, thaumaturgy, toll the dead*

1st level (4 slots): *bane, command, cure wounds, false life, inflict wounds, ray of sickness*

2nd level (3 slots): *blindness/deafness, hold person, protection from poison, ray of enfeeblement, silence*

3rd level (3 slots): *animate dead, bestow curse, glyph of warding, spirit guardians, vampiric touch*

4th level (3 slots): *blight, death ward, freedom of movement, guardian of faith*

5th level (2 slots): *antilife shell, cloudkill, contagion, flame strike*

6th level (1 slot): *blade barrier, create undead, harm*

Touch of Death (2/short rest). When Cyvrand hits with a melee attack, he can deal 29 extra necrotic damage.

Actions

Mace of smiting +1. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) magical bludgeoning damage plus 4 (1d8) necrotic damage.

Cleric Scrolls. As an action, Cyvrand can cast a spell from one of his scrolls. His scrolls have the following spells, usable once unless otherwise marked (*hold person, speak with dead, freedom of action, dispel good or evil, plane shift x 2, heal*).

Necklace of Fireballs. As an action, Cyvrand can throw a bead up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a 3rd-level Fireball spell (save DC 15). Cyvrand can hurl multiple beads, or even the whole necklace, as one action. If he does, increase the level of the Fireball by 1 for each bead beyond the first. The necklace has 5 beads remaining.

Darlakanand

Small humanoid (derro), chaotic evil

Armor Class 21 (mage armor, bracers of defense, ring of protection +3)

Hit Points 110 (20d6+40)

Speed 30 ft., fly 60 ft. (permanent fly spell)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	14 (+2)	20 (+5)	16 (+3)	8 (-1)

Saving Throws Int +12, Wis +10, all others +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons (*stoneskin*)

Condition Immunities charmed, frightened

Senses darkvision 120 ft., see invisibility, passive Perception 17

Languages Undercommon

Challenge 12 (8400 XP)

Magic Resistance. Darlakanand has advantage on saving throws against spells and other magical effects.

Potion of Supreme Healing (4 uses). As an action, Darlakanand can regain 45 (10d4+20) hit points.

Spellcasting. Darlakanand is an 18th level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *message*, *shocking grasp*

1st level (4 slots): *hideous laughter*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *darkness*, *mirror image*, *suggestion*

3rd level (3 slots): *dispel magic*, *lightning bolt*, *sleet storm*, *slow*

4th level (3 slots): *confusion*, *Evard's black tentacles*, *stoneskin*, *wall of fire*

5th level (3 slots): *cone of cold*, *conjure elemental*, *hold monster*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *prismatic spray*

8th level (1 slot): *power word: stun*

9th level (1 slot): *shapechange*

Actions

Shocking Grasp. *Melee Spell Attack:* +9 to hit (advantage on attack if target is metal armored), reach 5 ft., one target. *Hit:* 23 (4d8+5) lightning damage.

Fire Bolt. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 27 (4d10+5) fire damage.

Wizard Scrolls. As an action, Darlakanand can cast a spell from one of his scrolls. His scrolls have the following spells, usable once unless otherwise marked (*dimension door* x 2, *shapechange*, *time stop*).

Fomorian Skeleton

Huge undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 123 (13d12+39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	18 (+4)	6 (-2)	8 (-1)	5 (-3)

Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Understands giant but can't speak

Challenge 7 (2900 XP)

Life Drain. When the fomorian skeleton inflicts claw damage, it regains lost hit points equal to half the damage inflicted, rounded down.

Actions

Multiattack. The fomorian skeleton makes two claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6+6) slashing damage.

Giant Slug

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 147 (14d12+56)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	18 (+4)	3 (-4)	10 (+0)	5 (-3)

Damage Resistances bludgeoning

Damage Immunities acid

Senses darkvision 120 ft., passive Perception 10

Languages -

Challenge 6 (2300 XP)

Acid Spit (Recharge 5-6). The slug sprays acid in a 30 foot cone in front of it. Every creature in this area must make a DC 16 Dexterity saving throw, taking 45 (10d8) acid damage on a failure, or half as much damage on a success.

Malleable Body. The giant slug can fit through openings as small as 5 feet wide, but it moves at half speed while doing so.

Actions

Tongue Lash. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 28 (4d10+6) slashing damage plus 10 (3d6) acid damage.

Grongor

Medium humanoid (human), neutral

Armor Class 17 (breastplate +3)

Hit Points 127 (15d8 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	7 (-2)	9 (-1)	6 (-2)

Saving Throws Str +8, Con +7

Senses passive Perception 9

Languages Common

Challenge 7 (2900 XP)

Brutal Critical. Whenever Grongor scores a critical hit with his greatsword, he rolls 6d6 damage dice instead of 4d6.

Rage (5/day). Grongor can enter a rage for 1 minute. During that time he gains advantage on Strength checks and saving throws, +3 bonus to weapon damage, resistance to bludgeoning, piercing, and slashing damage, and immunity to charmed and frightened conditions. **Note:** His rage doesn't break the domination effect, only prevents new ones.

Actions

Multiattack. Grongor makes two greatsword attacks. While in rage, he can make another greatsword attack as a bonus action.

Greatsword +3. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d6+8) magical slashing damage, or 18 (2d6+11) magical slashing damage while in rage.

Ipshezien, renegade illithid priest

Medium aberration, lawful evil

Armor Class 15 (breastplate)

Hit Points 84 (13d8+26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	14 (+2)	19 (+4)	18 (+4)	17 (+3)

Saving Throws Int +7, Wis +7, Cha +6

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 8 (3,900 XP)

Innate Spellcasting (Psionics). The illithid's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

1/day each: *dominate monster*, *plane shift* (self only)

Magic Resistance. The illithid has advantage on saving throws against spells and other magical effects.

Spellcasting. The illithid is an 11th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *guidance*, *light*, *mending*, *resistance*, *thaumaturgy*

1st level (4 slots): *cure wounds*, *guiding bolt*, *protection from good and evil*

2nd level (3 slots): *blindness/deafness*, *silence*, *spiritual weapon*

3rd level (3 slots): *dispel magic*, *protection from energy*, *spirit guardians*

4th level (3 slots): *banishment*, *death ward*, *divination*

5th level (2 slots): *flame strike*, *scrying*

6th level (1 slot): *blade barrier*

Actions

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10+4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the illithid. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the illithid kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5–6). The illithid magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8+4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Jabulanth

Medium humanoid (half-elf), neutral evil

Armor Class 17 (bracers of defense)

Hit Points 104 (16d8+32)

Speed 30 ft., climb 30 ft. (slippers of spider climbing)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	12 (+1)	14 (+2)	8 (-1)

Saving Throws Dex +8, Int +4

Skills Perception +8, Stealth +10

Damage Resistances fire (ring of fire resistance)

Senses blindsense 10 ft., passive Perception 18

Languages Common

Challenge 7 (2900 XP)

Assassinate. On his first turn, Jabulanth has advantage on attack rolls against any foe that hasn't taken a turn yet. Any hit scored on a surprised foe is a critical hit.

Cunning Action. May Dash, Disengage, or Hide as a bonus action.

Evasion. When Jabulanth is hit by an area effect that allows a Dexterity save for half damage, he takes half damage on a failure, or no damage on a success.

Ring of Invisibility. As an action Jabulanth can become invisible until he attacks, removes the ring, or uses a bonus action to become visible.

Sneak Attack. Once per turn, if Jabulanth makes a weapon attack with advantage or flanking, he inflicts an extra 24 (7d6) damage on a hit.

Actions

Multiattack. Jabulanth makes one short sword attack, and one short sword attack as a bonus action.

Short sword +3. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d6+8) magical piercing damage, and the target must make a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failure, or half as much damage on a success.

Short sword +2. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d6+7) magical piercing damage, and the target must make a DC 14 Constitution saving throw, taking 14 (4d6) poison damage on a failure, or half as much damage on a success.

Short bow +1, arrows +1. *Ranged Weapon Attack:* +10 to hit, range 80/320 ft., one target. *Hit:* 10 (1d6+7) magical piercing damage.

Jelenneth, wizard 3/rogue 5

Medium humanoid (human), neutral

Armor Class 13

Hit Points 65 (10d8+20)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +5, Wis +3

Skills Perception +5, Stealth +7

Senses passive Perception 15

Languages Common

Challenge 1 (200 XP)

Cunning Action. Jelenneth can use a bonus action to Dash, Disengage, Hide, Use an Object, make a Dexterity (Sleight of Hand) check, or make a Dexterity (thieves' tools) check.

Sneak Attack. Once per turn, if Jelenneth makes a weapon attack with advantage or flanking, she inflicts an extra 10 (3d6) damage on a hit.

Spellcasting. Jelenneth is a 3rd level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *light*, *minor illusion*

1st level (4 slots): *color spray*, *silent image*

2nd level (2 slots): *invisibility*

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

Wizard Scroll. As an action, Jelenneth can cast one of these spells from her scroll (*detect thoughts*, *mirror image*). Each spell can be used only once.

Lillianth, human form

Medium fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 171 (18d8+90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Str +9, Con +10, Wis +8, Cha +10

Skills Deception +10, Perception +8, Stealth +10

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 18

Languages Abyssal, Common, Infernal, telepathy 120 ft.

Challenge 16 (15000 XP)

Innate Spellcasting. Lillianth's innate spellcasting ability is Charisma (spell save DC 18). She can cast the following spells, requiring no material components.

- 3/day each: *charm person*, *detect thoughts*, *disguise self*
- 1/day: *cloudkill*, *teleport*

Magic Resistance. Lillianth has advantage on saving throws against spells and other magical effects.

Magic Weapons. Lillianth's weapon attacks are magical.

Shapechange. As an action, Lillianth can shapechange into a humanoid form or back to her true form.

Actions

Multiattack. Lillianth makes four melee attacks, dual-wielding long swords.

Long sword +2. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) magical slashing damage.

Long sword +2. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) magical slashing damage.

Teleport. Lillianth magically teleports, along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.

Reactions

Parry. Lillianth adds 5 to her AC against one melee attack that would hit her.

Lillianth, true form

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 189 (18d10+90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Str +9, Con +10, Wis +8, Cha +10

Skills Deception +10, Perception +8, Stealth +10

Damage Resistances acid, cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 18

Languages Abyssal, Common, Infernal, telepathy 120 ft.

Challenge 16 (15000 XP)

Innate Spellcasting. Lillianth's innate spellcasting ability is Charisma (spell save DC 18). She can cast the following spells, requiring no material components.

- 3/day each: *charm person*, *detect thoughts*, *disguise self*
- 1/day: *cloudkill*, *teleport*

Magic Resistance. Lillianth has advantage on saving throws against spells and other magical effects.

Magic Weapons. Lillianth's weapon attacks are magical.

Reactive. Lillianth can take one reaction on every turn in combat.

Shapechange. As an action, Lillianth can shapechange into a humanoid form or back to her true form.

Actions

Multiattack. Lillianth makes five melee weapon attacks (one with each weapon) and one tail attack.

Long sword +2. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) magical slashing damage.

Long sword +2. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) magical slashing damage.

Long sword +2. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) magical slashing damage.

Greatsword +1, flaming. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (4d6+5) magical slashing damage plus 7 (2d6) fire damage.

Dagger +1. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d4+5) magical piercing damage and the target must make a DC 18 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a success.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10+4) magical bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, Lillianth can automatically hit the target with her tail, and she can't make tail attacks against other targets

Teleport. Lillianth magically teleports, along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.

Reactions

Parry. Lillianth adds 5 to her AC against one melee attack that would hit her.

Morgoor

Medium humanoid (human), chaotic evil

Armor Class 20 (plate armor, *ring of protection* +2)

Hit Points 110 (13d8+52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23* (+6)	9 (-1)	18 (+4)	8 (-1)	10 (+0)	11 (+0)

Saving Throws Str +11, Con +9, all others +2

Senses passive Perception 10

Languages Common

Challenge 8 (3900 XP)

Action Surge (1/short rest). Morgoor can take one additional action on her turn.

Indomitable (1/day). Morgoor may reroll a failed saving throw.

Potion of Superior Healing (1 use). As an action, Morgoor can regain 28 (8d4+8) hit points.

Second Wind (1/short rest). Morgoor can use a bonus action to regain 1d10+11 hit points.

*Girdle of frost giant strength (worn)

Actions

Multiattack. Morgoor makes three melee attacks.

Greatsword +3. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d6+9) magical slashing damage. Scores a critical hit on a 19-20.

Necrophidius

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 32 (5d10+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., passive Perception 10

Languages -

Challenge 1 (200 XP)

Dance of Death. As an action, the necrophidius sways back and forth in a hypnotic pattern. All creatures within 30 feet that can see the necrophidius must succeed on a DC 13 Wisdom saving throw or be stunned until the end of the necrophidius' next turn.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage. Target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. While poisoned, the target is paralyzed. The target may make a saving throw at the beginning of its turn.

Repdal

Medium humanoid (human), lawful evil

Armor Class 17 (*bracers of defense*, *ring of protection* +3)

Hit Points 120 (16d8+48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	16 (+3)	18 (+4)	9 (-1)	8 (-1)

Saving Throws Int +11, Wis +6, all others +3

Senses passive Perception 10

Damage Resistances force (*brooch of shielding*)

Damage Immunities magic missiles

Languages Common

Challenge 9 (5000 XP)

Overchannel. When Repdal casts a damaging spell, she can choose to inflict maximum damage with that spell. If she uses this ability again before taking a long rest, she takes 13 (2d12) necrotic damage per spell level that is not

affected by resistance or immunity, and each successive use increases it by 7 (1d12) per spell level.

Sculpt Spells. When Repdal casts an area effect spell, she may designate 1 + spell level creatures she can see. Those creatures automatically succeed at saving throws against the spell, and take no damage if a successful save would normally result in half damage.

Spellcasting. Repdal is a 14th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *blade ward, fire bolt, light, mage hand, shocking grasp*

1st level (4 slots): *mage armor, magic missile, shield*

2nd level (3 slots): *blur, misty step, web*

3rd level (3 slots): *dispel magic, fly, lightning bolt*

4th level (3 slots): *dimension door, greater invisibility, stonework*

5th level (2 slots): *arcane hand, cone of cold, hold monster*

6th level (1 slot): *chain lightning, globe of invulnerability*

7th level (1 slot): *prismatic spray, project image*

Ring of Spell Turning. Repdal has advantage on saving throws against any spell that targets only her. If she rolls a 20 for the save and the spell is 7th level or lower, the spell has no effect on her and instead targets the caster.

Actions

Shocking Grasp. *Melee Spell Attack:* +8 to hit (advantage on attack if target is metal armored), reach 5 ft., one target. *Hit:* 17 (3d8+4) lightning damage.

Fire Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 20 (3d10+4) fire damage.

Wizard Scrolls. As an action, Repdal can cast a spell from one of her scrolls. Her scrolls have the following spells, usable once unless otherwise marked (*detect thoughts, magic missile, shield, arcane eye, charm monster, hold monster, teleport, stonework x 6*).

Shaboath Golem

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 114 (12d10+48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	5 (-3)

Damage Immunities acid, cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 10

Languages Understands Deepspeech but can't talk

Challenge 8 (3900 XP)

Fire Weakness. The golem makes all saving throws against fire attacks with disadvantage.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Water Form. The golem can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10+4) magical bludgeoning damage.

Engulf (Recharge 4-6). Each creature in the golem's space must make a DC 15 Strength saving throw. On a failure, a target takes 20 (3d10+4) magical bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 15). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out. It can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the golem's turns, each target grappled by it takes 20 (3d10+4) magical bludgeoning damage. A creature within 5 feet of the golem can pull a creature out of it by taking an action to make a DC 15 Strength check.

Shalzerith

Medium humanoid (human), lawful evil

Armor Class 14 (ring of protection +2)

Hit Points 66 (12d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	17 (+3)	10 (+0)	11 (+0)

Saving Throws Int +8, Wis +5, all others +2

Skills Perception +3

Senses passive Perception 13

Languages Common

Challenge 6 (2300 XP)

Spellcasting. Shalzerith is a 10th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *mage hand*, *mending*, *message*, *prestidigitation*, *ray of frost*

1st level (4 slots): *comprehend languages*, *magic missile*, *shield*

2nd level (3 slots): *blur*, *invisibility*, *see invisibility*

3rd level (3 slots): *dispel magic*, *fly*, *stinking cloud*

4th level (3 slots): *Evard's black tentacles*, *polymorph*

5th level (2 slots): *hold monster*, *wall of force*

Actions

Dagger +1. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) magical piercing damage.

Ray of Frost. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 9 (2d8) cold damage and target speed is slowed by 10 feet until start of Shalzerith's next turn.

Shasurita

Medium humanoid (half-elf), neutral good

Armor Class 18 (studded leather armor +3)

Hit Points 97 (15d8+30)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	15 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Dex +6

Skills Perception +6, Stealth +9 (advantage)

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish

Challenge 5 (1800 XP)

Cunning Action. Shasurita can use a bonus action to Dash, Disengage, Hide, Use an Object, make a Dexterity (Sleight of Hand) check, or make a Dexterity (thieves' tools) check.

Evasion. When Shasurita is hit by an area effect that allows a Dexterity save for half damage, she takes half damage on a failure, or no damage on a success.

Ring of Invisibility. As an action Shasurita can become invisible until she attacks, removes the ring, or uses a bonus action to become visible.

Sneak Attack. Once per turn, if Shasurita makes a weapon attack with advantage or flanking, she inflicts an extra 21 (6d6) damage on a hit.

Actions

Short sword +2. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d6+6) magical piercing damage.

Short bow +2, arrows +1. *Ranged Weapon Attack:* +9 to hit, range 80/320 ft., one target. *Hit:* 9 (1d6+6) magical piercing damage.

Ring of Flying. As an action, Shasurita can activate the ring, giving herself a fly speed of 60 feet for 10 minutes. She can do this 3 times each day.

Wizard Scroll. As an action, Shasurita can cast one of these spells from her scroll (*dispel magic*, *polymorph*, *flesh to stone*). Each spell can be used only once.

Reactions

Uncanny Dodge. When Shasurita is hit by an attacker she can see, she can use her reaction to halve the attack's damage.

Skeletal Priest

Medium undead, neutral evil

Armor Class 18 (natural armor)

Hit Points 65 (10d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	6 (-4)	12 (+1)	5 (-3)

Damage Resistances radiant

Damage Immunities cold, necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 5 (1800 XP)

Freezing Aura. At the start of each of the skeletal priest's turns, each creature within 5 feet of it takes 7 (2d6) cold damage. Only one freezing aura can affect a target even if there are multiple attackers with it.

Actions

Metal Rod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) magical bludgeoning damage plus 10 (3d6) cold damage.

Skeletal High Priest

Medium undead, neutral evil

Armor Class 20 (natural armor)

Hit Points 78 (12d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	6 (-4)	18 (+4)	5 (-3)

Damage Resistances radiant

Damage Immunities cold, necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 5 (1800 XP)

Innate Spellcasting. The high priest's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no components:

3/day each: *bestow curse*, *command*, *darkness*

1/day each: *circle of death*

Freezing Aura. At the start of each of the skeletal priest's turns, each creature within 5 feet of it takes 7 (2d6) cold damage. Only one freezing aura can affect a target even if there are multiple attackers with it.

Actions

Metal Rod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) magical bludgeoning damage plus 10 (3d6) cold damage.

Strychnesch

Medium humanoid (human), lawful evil

Armor Class 26 (plate armor +3, shield+3)

Hit Points 112 (15d8+45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	12 (+1)

Saving Throws Str +8, Con +6

Damage Resistances cold (*ring of warmth*)

Senses passive Perception 10

Languages Common

Challenge 8 (3900 XP)

Action Surge (Recharges on a short rest).

Strychnesch can take one additional action on his turn.

Combat Superiority (Recharges on a short rest).

Strychnesch gets five d10 dice to activate maneuvers. He knows these maneuvers (save DC 16).

- **Disarming Attack:** When Strychnesch hits a creature with a weapon attack, he can expend one superiority die to attempt to disarm the target. Add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object at its feet.
- **Feinting Attack:** Strychnesch uses a die and a bonus action on his turn to feint, choosing one creature within 5 feet as his target. He has advantage on his next attack roll against that creature before the end of his turn. If that attack hits, add the superiority die to the attack's damage roll.
- **Menacing Attack:** Add d8 die to weapon damage on a hit and target must make a Wisdom save or be frightened of Strychnesch for one minute.
- **Rally.** On his turn, Strychnesch can use a bonus action and expend one superiority die to bolster the resolve of one of his companions he can see. That creature gains temporary hit points equal to the superiority die roll + 1.
- **Riposte.** When a creature misses Strychnesch with a melee attack, he can use his reaction and expend one superiority die to make a melee weapon attack against the creature. If he hits, add the superiority die to the attack's damage roll.

- **Trip Attack:** Add d8 die to weapon damage on a hit and target must make a Strength save or be knocked prone.

Helm of Water Breathing. Strychnesch can breathe in air and water.

Indomitable (2/day). Strychnesch may reroll a failed saving throw.

Lenses of True Sight (3/day). Strychnesch can use an action to activate the lenses, granting him truesight 120 feet for 10 minutes.

Ring of Free Action. Difficult terrain doesn't cost Strychnesch extra Movement. In addition, magic can neither reduce his speed nor cause him to be paralyzed or restrained.

Second Wind (1/short rest). Strychnesch can use a bonus action to regain 1d10+13 hit points.

Actions

Multiattack. Strychnesch makes three melee or ranged attacks.

Long sword +3, defender. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8+8) magical slashing damage.

Long bow +3. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8+5) magical piercing damage.

Szandur

Medium humanoid (human), neutral evil

Armor Class 20 (bracers of defense, ring of protection +2, mage armor)

Hit Points 104 (16d8+32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16(+3)	14 (+2)	20 (+5)	10 (+0)	14 (+2)

Saving Throws Int +9, Wis +6, all others +2

Damage Resistances fire

Condition Immunities charmed

Senses passive Perception 10

Languages Common

Challenge 8 (3900 XP)

Adaptation. Szandur can breathe normally in any environment or conditions.

Amulet of Strong Will. Szandur has advantage on saving throws against enchantment spells and is immune to the charmed condition.

Spellcasting. Szandur is a 14th level wizard. Her spellcasting ability is Intelligence (spell save DC 16, +8 to to hit with spell attacks). She has the following wizard spells prepared.

Cantrips (at will): *fire bolt*, *mage hand*, *mending*, *message*, *minor illusion*

1st level (4 slots): *charm person*, *mage armor*, *magic missile*

2nd level (3 slots): *hold person*, *invisibility*, *misty step*

3rd level (3 slots): *counterspell*, *lightning bolt*

4th level (3 slots): *dimension door*, *Evard's black tentacles*, *greater invisibility*

5th level (2 slots): *conjure elemental*, *dominate person*, *synaptic static*, *teleport*

6th level (1 slot): *mass suggestion*, *psychic crush*

7th level (1 slot): *power word: pain*

Split Enchantment. When Szandur casts an enchantment spell of 1st level or higher that targets only one creature, she can have it target a second creature.

Actions

Dagger +2. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+5) magical piercing damage.

Fire Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 16 (3d10) fire damage.

Wand of Fear. As an action, Szandur can use one or more charges from her wand of fear.

Wizard Scroll. As an action, Szandur can cast *dimension door* from her scroll. She can do this only once.

Reactions

Divert Attack (2/day). When Szandur is attacked by a creature she can see within 30 feet, she can use her reaction to force the attacker to make a DC 16 Wisdom saving throw. On a failed save, the attacker must target the creature that is closest to it, not including Szandur or itself.

Varandek, priest-servitor

Medium undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 120 (16d8+48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	14 (+2)	18 (+4)	16 (+3)

Saving Throws Dex +6, Con +7, Wis +8

Skills Perception +8

Damage Resistances lightning, radiant

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 18

Languages Common

Challenge 9 (5000 XP)

Icy Claws. As an action, Varandek can transform its hands in large icy claws. This lets it make two freezing touch attacks and adds an additional 10 (3d6) cold damage to them. It can't cast spells while its hands are transformed.

Innate Spellcasting. Varandek's innate spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no components:

3/day each: *chromatic orb* (4th level), *freezing (burning) hands* (4th level), *ice knife* (4th level),

2/day each: *circle of death*, *cone of cold*, *ice storm*

Actions

Freezing Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 16 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

Reactions

What's Up Liches? When Varandek is attacked in melee by a foe, it can use its reaction to teleport up to 100 feet to any destination it can see. If the destination places it adjacent to a foe, it can make one freezing touch attack against that foe.

Special Items

Amulet of Strong Will

Wondrous item, very rare (requires attunement)

This gold amulet is mounted on a silver chain necklace. The amulet is embossed with the image of a formidable guard tower.

While you are attuned to the amulet, you gain advantage on all saving throws made against enchantment spells. Additionally, you are immune to the charmed condition.

Ancestor Warhammer

Weapon (warhammer), very rare

This warhammer is carved with dwarven runes around the head and down the metal handle. It is heavy, but well balanced.

You gain +1 to attack and damage rolls while wielding this weapon.

If you are a dwarf, you gain +3 to attack and damage rolls while wielding this weapon. You can also use an action to regain 5d8+5 hit points. Once you use this ability, you can't use it again until dawn of the next day.

Book of Scrolls

Wondrous item, rare

This book is bound in white leather, with a gold symbol of Tyr on the front cover.

Pages of this book are cleric and wizard spell scrolls. The appropriate class can cast spells from the book just as if it were a scroll.

The book has the following spells inscribed in it. Each spell can be cast only once. When the last spell is cast, the book vanishes.

Cleric spells: *goodberry*, *lesser restoration*, *cure wounds* (6th), *dispel evil and good*, *greater restoration*, *heal*, *resurrection*.

Wizard spells: *stoneskin*, *globe of invulnerability*, *antimagic field*, *time stop*.

Boots of Sure Step

Wondrous item, rare (requires attunement)

These black leather boots have brass buckles and an odd tread pattern on the sole.

While you wear these boots, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor.

Additionally, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed.

Brooch of Shielding and Travel

Wondrous item, very rare (requires attunement)

This brooch is silver set with a spindle cut garnet.

While wearing this brooch, you have resistance to force damage, and immunity to damage from the *magic missile* spell.

You can use an action to cast the *dimension door* spell twice a day. Uses recharge at dawn of the next day.

Crown of Wizardry

Wondrous item, very rare (requires attunement by a sorcerer or wizard)

This golden crown is inlaid with many precious and rare gems.

While attuned to the crown you double the number of 3rd level spell slots you receive.

Gloves of Dexterity

Wondrous item, uncommon (requires attunement)

These black silk gloves fit snugly and feel like you're not wearing them.

These gloves fit any wearer perfectly and do not interfere with your sense of touch. While attuned to the gloves, your Dexterity score becomes 19. If your Dexterity is already higher than 19, the gloves have no effect.

Lightbringer Plate

Armor (plate), legendary (requires attunement)

This plate armor is polished to a near blinding shine.

You have a +3 bonus to armor class while wearing this armor.

While attuned to this armor, you can use an action to cast a *daylight* spell up to 3 times a day. You are the center point of the *daylight* spell.

You can also use an action to cast *sunburst* once a day. Expended uses are recharged at dawn of the next day.

Pearl of Healing

Wondrous item, very rare

This pearl is nearly an inch in diameter, but feels quite light for its size.

If you crush this pearl, mix it into wine or water and drink it, you gain the effects of a *heal* spell.

Pearl of Wisdom

Wondrous item, very rare

This pearl is nearly an inch in diameter, but feels quite light for its size.

If you crush this pearl, mix it into wine or water and drink it, you gain +2 to your current and maximum Wisdom score permanently. You can benefit from consuming a pearl of this type only once.

Protector Shield

Armor (shield), very rare (requires attunement)

This shield is engraved with various wards of protection.

While wielding this shield you gain a +3 bonus to armor class. Additionally, you gain advantage on saving throws against spells and magical effects.

Ring of Flying

Wondrous item (ring), very rare

This silver ring is set with a swirled white and blue stone.

As an action, you can activate the ring to give yourself a magical fly speed of 60 feet for 10 minutes. You can use this ability up to three times. After that, you can't use it again until dawn of the next day.

Rod of Turbulent Waters

Rod, very rare

This slim silver rod is engraved with elvish runes of drow origin.

As an action, you can use the rod to cast a *conjure elemental* spell. You can only conjure a water elemental with the spell, but you don't need to maintain concentration for the duration of the spell. The elemental will always be friendly to you and your allies and stays until the task is done or the spell duration expires.

Once you use the rod to conjure an elemental, you can't use it again until dawn of two days hence.

Scabbard of Sharpening

Wondrous item, rare

This brown leather scabbard is trimmed with silver.

If you put a sword into the scabbard and leave it there for 1 hour, the sword becomes magical, gaining a +1 bonus to attack and damage rolls. This effect lasts for 1d4+4 hours.

Swords that are already magical can only benefit from the scabbard if they have a +1 or +2 enchantment.

Wand of Teleportation

Wand, very rare

This thin black wand is capped with silver at the base and a spinel at the tip.

The wand has 2 charges. While holding it, you can use an action to expend 1 of its charges to cast a *teleport* spell. The wand regains 1d2 expended charges daily at dawn.