

PLACES TO REST

FOR DUNGEON OF THE MAD MAGE 5E

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Introduction

Places to Rest: A Dungeon of the Mad Mage Companion presents twenty-two secret rooms where the player characters can safely spend a few hours, resting and recuperating before continuing their exploration of the mega dungeon. Naturally, *Dungeon of the Mad Mage* (DotMM) authors provide a place or two on each level that may be used as a camping site. However, if a Dungeon Master (DM) runs the campaign as a “living dungeon” (the dungeon’s denizens don’t just sit in their assigned rooms and wait for the party to kill them) and characters’ actions have consequences (such as enemies actively searching for them), the characters may need to go a level or two up, or even back to Waterdeep in order to finish a long rest. Instead, they can now actively search for a safe resting spot on each level and enjoy the benefits they bring. This will also help them save spell slots, otherwise used for spells such as *Leomund’s tiny hut*.

How to Use This Supplement

This module assumes that you have a copy of *Dungeon of the Mad Mage* and is most useful when used for that campaign. However, it can also be used as a collection of interesting dungeon rooms, easily inserted into any adventure.

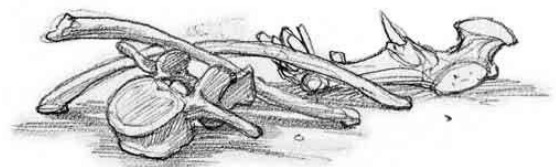
The premise behind *Places to Rest* is that most intelligent creatures inhabiting each level of Undermountain are fairly familiar with the dungeon. They have had the time and, in most cases, the opportunity to explore the area, and even if they don’t know about all the secret rooms or passages, they might suspect their existence. However, none of them (except for Halaster) knows about the secret areas

presented in this module. They are mostly leftovers of Halaster’s redesign attempts, forgotten, or blocked-off areas assumed inaccessible. Notably, there is no safe room on the last level. It’s Halaster’s domain and once the characters get there, the story reaches its finale and there is no time or place to rest!

The player characters have two ways of discovering those special places: accidental discovery or following clues provided by a new non-player character in the Yawning Portal – Maureana. The former option works best for groups who enjoy careful investigation of rooms and corridors, check floors with a 10-foot pole, and listen for subtle clues in DMs’ room descriptions. The latter option is best for groups who prefer story-driven narrative. Naturally, nothing stops you from mixing both approaches.

Maureana and Tundrok

The characters meet a new patron at the Yawning Portal. An aarakocra woman named Maureana sits in a quiet corner of the inn. Once a young but already powerful divination wizard planning to explore Undermountain, she designed a spell that would allow her to see the dungeon, its traps, and defenders. Unfortunately, her spell failed to penetrate Halaster’s defenses and ricocheted back, seriously damaging Maureana’s mind. The bird-woman spent years in the street, where she was known as “the crazy chick” who babbled about secret rooms and dark corridors. Recently, a shield dwarf named Tundrok Yornfsson



overheard Maureana's muttering and realized she was talking about places in Undermountain! He knew, because that's where he had lost his hand and three companions. Although unwilling to return to the deadly corridors himself, he realized that he could profit from the aarakocra's knowledge. Now, they are at the Yawning Portal looking for a group willing to pay for Maureana's cryptic clues.

Maureana trusts Tundrok and won't respond to anyone else. Tundrok, after hours upon hours of prodding and testing the aarakocra, knows that she talks about secret and safe rooms, and that's what he offers the characters when he approaches them at the inn. Although it may seem that Tundrok is exploiting Maureana, he actually slowly falls in love with her and takes care of her, using the money from her divinations to pay for food and lodgings.

The price: For each clue, Tundrok asks for only 10 gp per level. For example, if the characters are asking for the clue for the secret room at level 5, the price is 50 gp.

For Tundrok use a **veteran**. For Maureana use **archmage** but with zero spells prepared.

Quest. If the characters keep returning to Maureana and explore more and more of the secret rooms she talks about, they discover that her speech becomes more coherent and at some point Tundrok excitedly tells them that she even had a moment of total clarity! A character who succeeds on a DC 20 Intelligence (Arcana) check realizes that her magic must have been "locked" in the secret areas, blocking the corresponding areas of her mind. Visiting and securing all the rooms should heal Maureana! If the characters manage

that, the aarakocra's mind is restored and, once she recovers her spellbook (which might be another quest or happen "behind the screen"), she will support the characters however she can, for example by joining them in the final battle against Halaster or the lich.

Difficulty Management

A long rest in each of the new rooms brings special benefits, different for each room. Although they do make exploration slightly easier by providing temporary "special powers," don't be afraid of the characters getting ahead of the power curve. The bonuses are small, but meaningful and add to the fun factor. However, if you think the adventure becomes too easy (whatever that might mean to you and your group), there are several ways to manage the difficulty while still using this module:

- Only some of the extra rooms are available. Select them randomly or decide which one you want. The rest don't exist, were destroyed, or are otherwise inaccessible.
- Increase the price for clues.
- The rooms don't provide special bonuses.
- There is no treasure in the rooms.

Understanding the Room Entry

Each new room is presented with a map that fits the corresponding level's map in DotMM and each details the following area information:

Suggested Location. This entry informs about the best logical location for a secret room.

Discovery. This entry informs you how the characters can discover the room's hidden entrance.

Obstacle. Before the characters can spend a long rest in a room, it must be secured. This may involve destroying its guardian, disarming a trap, or overcoming an environmental problem.

Area Features. This section offers a brief description of the area.

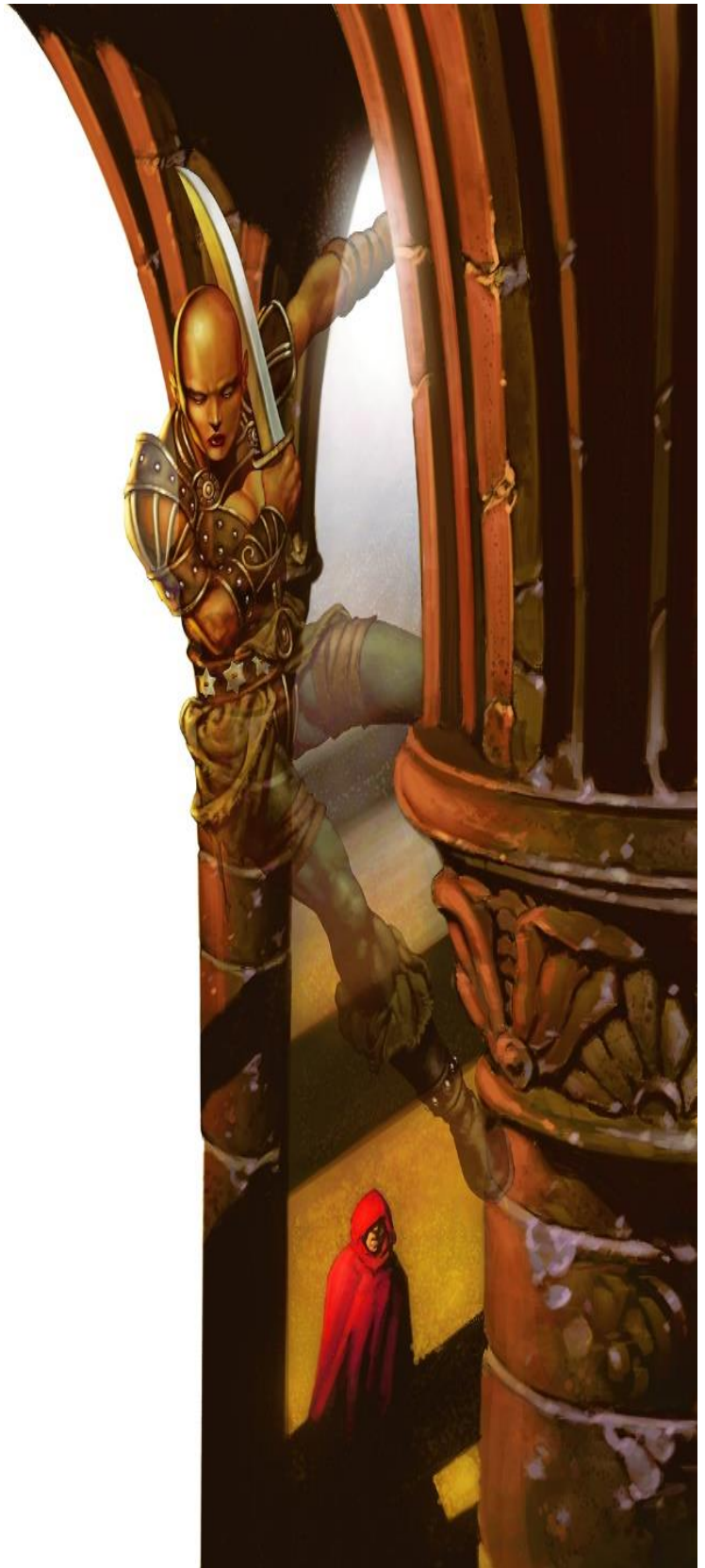
Long Rest Effect. This section informs about special powers the PCs gain after they spend a long rest in the room. These effects are temporary and subject to DM's approval. If you are using [Options for Trollskull Manor](#) the effects don't stack with similar bonuses provided by the manor's upgrades.

Treasure. Here you will find information about valuable and often magical objects found in the room. Some of them are hidden while other are left in plain sight.

Secret Clue. This is the cryptic clue, often rhymed, the characters receive from Maureana. You can trust your players to decipher it or make it a bit easier for them by providing some assistance. When the characters enter the area where the secret room is located, you may mention, perhaps after a character's successful DC 10 Intelligence or Wisdom check, that this looks like the place the aarakocra mentioned. Additionally, if the characters have a clue, it provides advantage on the corresponding checks to find the hidden room. For your convenience, the clues are also available in Handout 1.

Unless noted otherwise, the walls, doors and other Long Rest Effects remain as described in *Dungeon of the Mad Mage*.

Please note that unlike the maps in DotMM, the maps here are in 5-foot scale.



Level 1 Old Kitchen

Suggested Location. Area 19a: North Corridor.

Discovery. A successful DC 12 Wisdom (Perception) check reveals that some stones from the cave-in can be easily removed, opening the way to a room beyond.

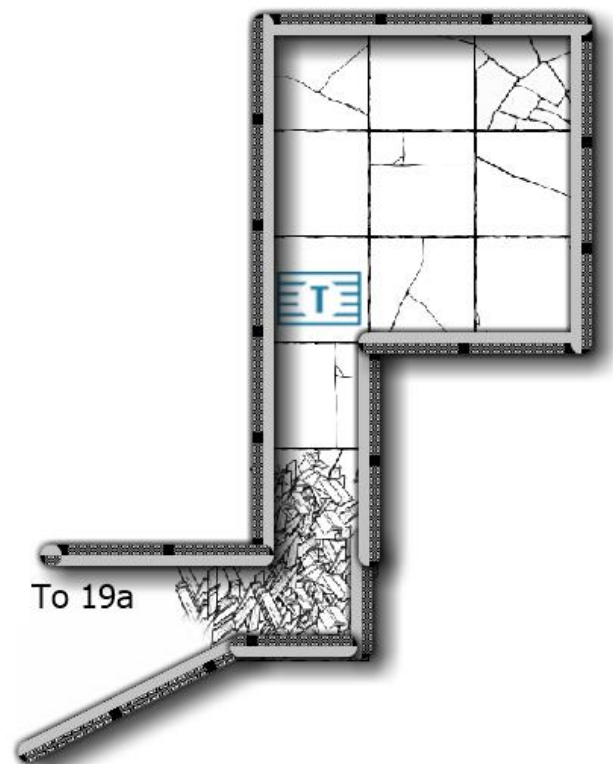
Obstacle. There is an old trap at the entrance of the kitchen. A thin wire, stretched across the entryway at ankle-height, is attached to a spring board studded with knives and long nails. If a character crosses into the kitchen without first disabling the tripwire, the board smashes into the target dealing 7 (1d12) piercing damage. A successful DC 14 Intelligence (Investigation) or passive Perception 14 reveals the tripwire, a successful DC 10 Dexterity check with thieves' tools safely deactivates the trap. If the check fails by 5 or more, the trap activates.

Area Features. This small room used to be a kitchen, where servants prepared meals for the temple's denizens when Halaster still thought it was a good idea. There is a stove (still operational), grimy pots and utensils, and even some firewood. Curiously, the smells and smoke from the stove seem to stick to the grimy ceiling above and are imperceptible outside the room.

Long Rest Effect. A short rest in this area has no special effects. The stove is imbued with transmutation magic, which can be determined with *detect magic* or a successful DC 12 Intelligence (Arcana) check. Any meal prepared with the stove and consumed during a long rest here restores 2 additional HD.

Treasure. A DC 15 Wisdom (Perception) or Intelligence (Investigation) check reveals a very old bottle of elven wine from Evermeet (100 gp) hidden under the firewood.

Secret Clue. When your nose is deceased, run north and right, straight to a feast!



Level 2 Secret Room with Old Lab Equipment

Suggested Location. Area 7e: Copper Vein in the dead-end corridor.

Discovery. Passive Perception 15 or a successful DC 15 Intelligence (Investigation) check reveal an illusory wall – a remnant of the level’s previous arrangement.

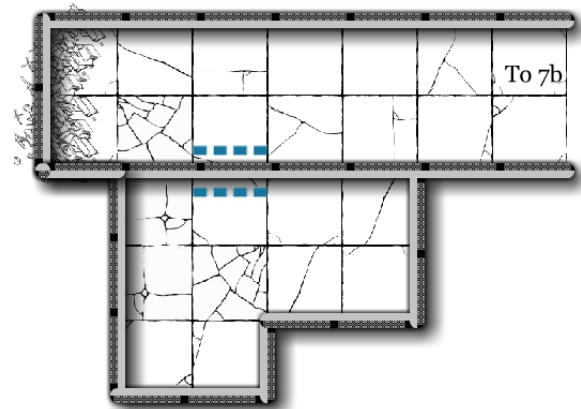
Obstacle. 1d6 + 4 **crawling claws** from Trenzia’s early experiments lurk in a niche above the entrance. Like pale spiders, they swarm the first person who enters the room.

Area Features. This small room was Trenzia’s first laboratory, where she secretly conducted her initial tests with electricity. Later, she managed to claim better rooms and stopped using this area, but not before dismantling most of the equipment. There are old workbenches along the walls, broken glass and pottery on the floor, and dilapidated shelves along the walls.

Long Rest Effect. Leftover effects from Trenzia’s experiments with magic and electricity affect anyone resting here. A long rest in the room makes people feel particularly energetic. For the next 12 hours they receive +1 bonus to their saving throws.

Treasure. Among the detritus PCs can find (no check required) an earthenware, sealed container with 2 doses of *potion of healing*. However, anyone drinking the potion must also succeed at DC 15 Constitution saving throw or be poisoned for 1 hour.

Secret Clue. Beyond the storm (but in a bottle), and skull that dances on the leash of light, you’ll find a wall where there is none!



Level 3 Damp Cave

Suggested Location. In the middle of the tunnel between areas 10f and 11b.

Discovery. Passive Perception 15 or a successful DC 15 Intelligence (Investigation) check reveal a passage behind a thick curtain of moss covering this narrow passage. Moreover, anyone proficient in Nature may notice small reddish beetles crawling around and remember that they usually live in much larger colonies, so there must be one somewhere very close.

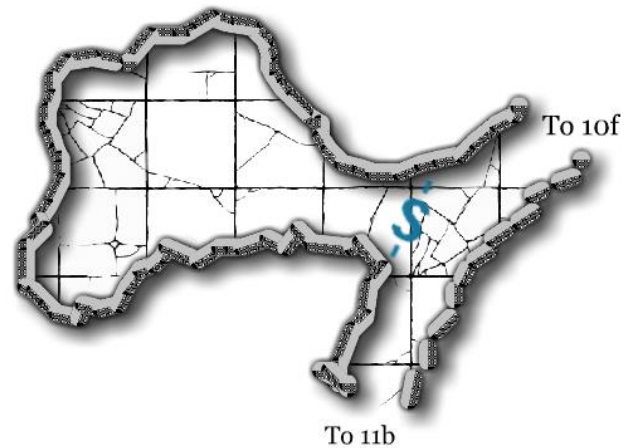
Obstacle. Swarm of Insects. Once disturbed, the beetles emerge from the thick carpet of moss and attack the person standing in the center of the room.

Area Features. This cave is only 5 feet high. A thick, plush carpet of moss covers the floor, walls, and ceiling. It's hot and humid inside and some fronds give off faint greenish light. Small bugs and snails crawl around, perhaps relieved that the aggressive beetles are gone.

Long Rest Effect. It is quiet, dark, and the moss is oh-so comfortable. The characters require only six hours to gain the benefits of a long rest.

Treasure. A successful DC 15 Intelligence (Nature) check reveals that the glowing fronds function similarly to the berries obtained through the *goodberry* spell. 1d10 + 3 fronds can be harvested. They regrow in three tendays.

Secret Clue. Between the bones and beds of silk, connect red dots and sleep, sleep, sleep.



Level 4 Druid's Hovel

Suggested Location. Area 13: Zurkhwood Grove, in the druid's hovel.

Discovery. When exploring the gnome druid's hovel, passive Perception 14 or a successful DC 13 Intelligence (Investigation) check reveal a trapdoor under the blankets and a thin layer of soil. The gnome-sized entrance (treat as difficult terrain for Medium-sized creatures) and rope ladder lead to a grotto the druid used as his home before the shadow forced him to move out.

Obstacle. A **shadow** hides between the roots hanging from the ceiling. It doesn't attack immediately, but waits until visitors set up camp and start their rest, then it attacks a sleeping target.

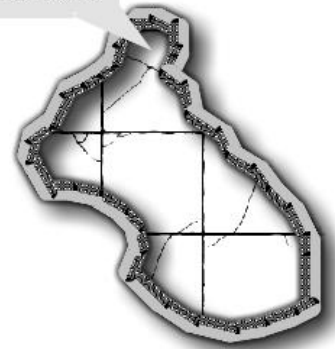
Area Features. This room is more tall than wide, but characters can sleep in relatively comfortable niches along the walls as in "natural bunk beds." The air smells of damp soil and roots, which come out of the walls and ceiling. An old and damaged gnome-sized hand crossbow lies on the floor, a few bolts scattered around it.

Long Rest Effect. If the shadow has been destroyed, the grove is grateful and a long rest in this area imbues the characters with zurkhwood's hardness: they gain damage reduction 1. The effect persists for 8 hours or until a character is dealt fire damage.

Treasure. Five *crossbow bolts* +1 are scattered on the floor.

Secret Clue. In the shadow of shrooms, a stinky tortoise blooms/ Dig into its bowels, and I'm out of vowels!

Up to druid's hovel



Level 5 Tree Stump Hut

Suggested Location. Anywhere in the forest.

Discovery. Characters with passive Perception of 13 or higher are drawn to a small shape darting between the trees and then seemingly vanishing in a tree stump. A successful DC 15 Intelligence (Investigation) check reveals that the stump's top is a door to a pixie-sized dwelling. The stump is under the same effect as Maddgoth's castle on level 7 (in fact, it is a remnant of Halaster's early experiment with the idea) and any PC attempting to jump into the stump is shrunk.

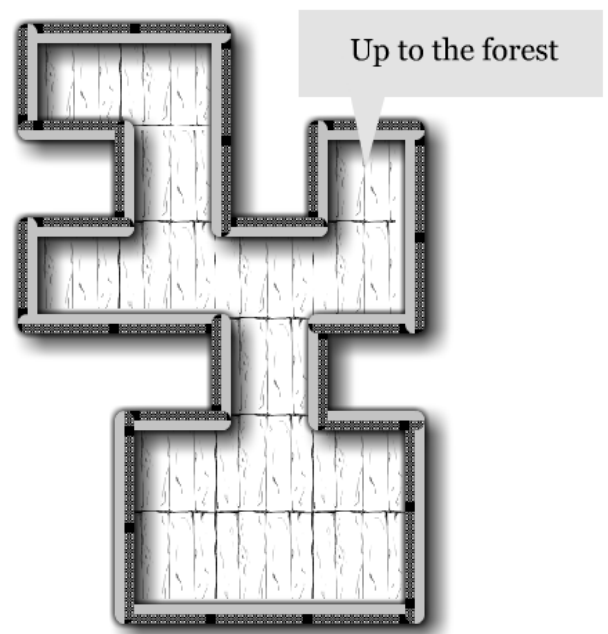
Obstacle. Piotroos the Pixie lives here. If the PCs are polite and don't seem threatening, Piotroos invites them in and offers food and beds. If the PCs scared or otherwise made the pixie distrust them, a successful DC 12 Charisma (Persuasion or Intimidation) check convinces the creature to let them in. However, Piotroos is very bored and continues to prattle all the time about his "lost boys." Piotroos wants to play games, and organizes a pillow fight and nail-painting session. Convincing him to give the PCs a rest requires a successful DC 15 Charisma (Persuasion or Intimidation) check. If the check fails, the PCs don't gain the effects of a long rest.

Area Features. A very cozy little home that smells of sandalwood and herbs. There are comfortable beds, a living area and a kitchenette. Occasionally a slight tremor shakes the whole structure, but Piotroos seems not to notice.

Long Rest Effect. A long rest in this area grants 5 temporary HP. The effect lasts for 8 hours.

Treasure. A war bonnet is displayed on a wall. It is a magic item and functions identically to a *headband of intellect*. Convincing Piotroos to give it away requires a successful DC 25 Charisma (Persuasion or Intimidation) check. However, he is willing to exchange it for "another cool hat."

Secret Clue. When you're stumped/Or feel down/ follow the leader/ Tee dum, tee dee, a teedle ee do tee day/



Level 6 Shock Absorbing Room

Suggested Location. Area 38: Empty Alcoves, West side.

Discovery. Passive Perception 15 or a successful DC 15 Intelligence (Investigation) check reveal grooves on the floor in the western alcove that indicate the presence of a secret revolving door. However, the button to activate the door is in the opposite alcove and works only when exactly one living humanoid stands right next to the door. This means that the last person to enter the secret resting area must use magic or for example shoot the button (AC 18) while standing at the door.

Obstacle. A pit trap. Once transported through the revolving door, a PC must succeed on a DC 12 Dexterity saving throw or fall into a 5 feet wide, 10-foot-deep pit, suffering 3 (1d6) points of damage. Then a stone piston smashes from the above, dealing 11 (2d10) bludgeoning damage (DC 13 Strength saving throw for half damage) to anyone in the pit. A character on the other side of the pit can make a DC 20 Dexterity check using thieves' tools to disable the piston.

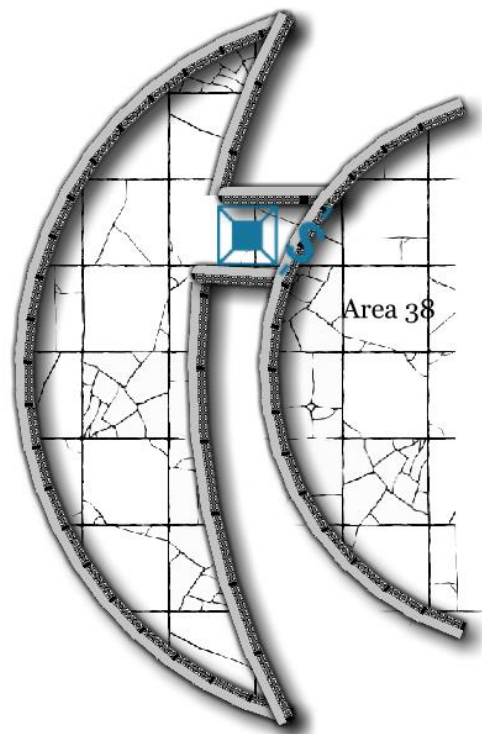
Area Features. This crescent-shaped room is completely covered in green, membranous film, which cushions tremors. The film is another leftover of Halaster's experiments when he considered adding more umber hulk-safe zones across the level. Next to the door there is a button that activates it.

Long Rest Effect. The green film is quite sticky. Spending a long rest here transfers the substance onto the PCs' clothes and soles, making them more difficult to

detect with blindsense. However, it wears off quite quickly outside the room. For the next hour the PCs gain advantage when attacking or sneaking around creatures relying solely on blindsense.

Treasure. A duergar found this room earlier, but he was wounded, fell into the pit, broke his legs and died. He has a sack with a set of two amethyst-studded bracelets, each worth 25 gp.

Secret Clue. Squeeze them much, then go north, make an O, then look for a door!



Level 7 Umber Hulk's Demise

Suggested Location. Area 4: Silt Pit, hidden cave in the western wall.

Discovery. Anyone with a passive Perception of 16 who follows the western wall along the pit notices that what, from a distance, looked like solid rock is actually two overlapping stones masking a fissure leading deeper into a small chamber.

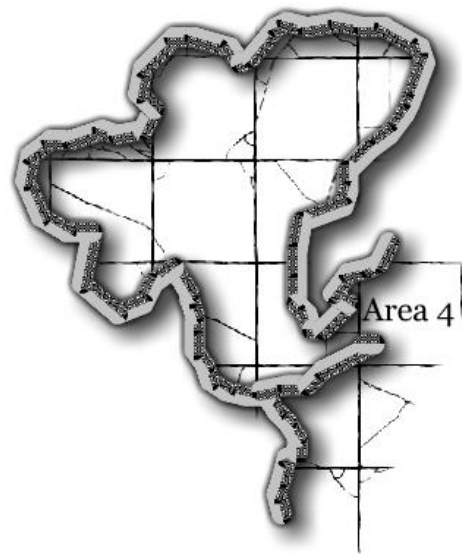
Obstacle. The roof might cave in any minute. A successful DC 12 Intelligence (Nature) check reveals the weak points. A successful DC 10 Strength check using mason's tools or DC 15 Strength (Athletics) check shores up the structure and makes the area safe for resting.

Area Features. This small and irregularly-shaped room contains the remains of a uniquely driven umber hulk that somehow managed to burrow here from level 6 and then died when Halaster's magic caught up to him. When the characters enter the room, it looks as if the monster was about to attack (roll for initiative!), but then it falls to pieces.

Long Rest Effect. The room is imbued with the umber hulk's determination and rage. After finishing a long rest here the characters' attacks deal +1 point of damage. The effect lasts 8 hours or until the character finishes a short rest.

Treasure. One of the umber hulk's claws have been suffused with the dungeon's magic and functions as a *dagger +1*.

Secret Clue. Not far from the dollhouse, where grains swallow you, looks for a crevasse of a different hue.



Level 8 Dweomercore's Abandoned Hideout

Suggested Location. The circular corridor south of area 7.

Discovery. The PCs may find a clue about this abandoned hideout in area 8 by overhearing Karstis murmuring to himself or a document (even a map) detailing the location. Otherwise, finding the entrance requires passive Perception 20, a successful DC 20 Intelligence (Investigation) check, or *detect magic*, which reveal the presence of an entrance masked with an illusory wall.

Obstacle. The whole area is under the effect of a permanent *zone of truth* spell. Casting *dispel magic* suppresses the effect for 1 round. A minotaur skull is hidden in one of the boxes. It is magical and semi-intelligent. Upon hearing voices in the room, it starts to perfectly mimic them while asking these questions: *What's your greatest secret? How would you kill me? What do you really think about me?*

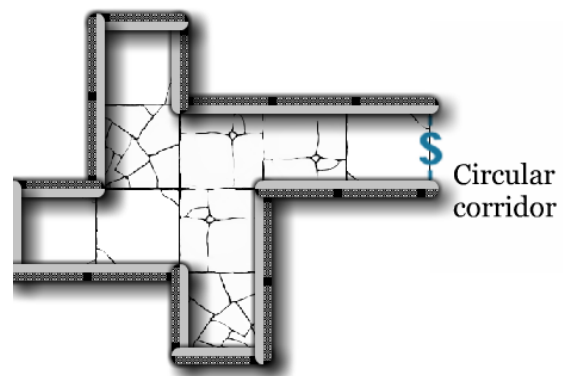
Area Features. This irregularly-shaped room, conveniently hidden behind an illusory wall, was first claimed by Karstis, who soon discovered the irritating effect compelling him to speak truth. Now, he uses the area to store extra skeleton and golem parts.

Long Rest Effect. When sleeping in this area the PCs' dreams are filled with difficult truths about themselves, which steel their mind against adversity. For the next 4 hours they gain advantage on Wisdom saving throws.

Treasure. The magical minotaur skull is intricately carved with floral motifs. Although it is troublesome to transport due to its size (25x25x17 inches) and

constant questioning, it can be sold for 200 gp.

Secret Clue. Near the stairs go round and round, round and round, round and round.



Level 9 Excavation Supplies

Suggested Location. Area 26b.

Discovery. A rather obvious reinforced door (AC15, 15 HP) leads into this area. Bashing the door requires a successful DC 15 Strength (Athletics) check. Beating the check by 5 or more means that the door looks untouched. A character who fails the check gains one level of exhaustion.

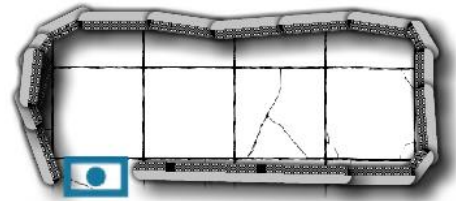
Obstacle. The cloaker, as described in the campaign book. Rags and old cloaks hang from pegs near the door. For an extra challenge, some of these may be additional cloakers.

Area Features. This small and dusty room once served as a storage and preparation area for excavation teams before the drow trouble began. Old mining equipment lies discarded on the benches and floor. The air is surprisingly crisp and smells of disinfectants.

Long Rest Effect. A short rest in this area removes the poisoned condition. A long rest in the area grants the PCs advantage on saving throws against poisons. The effect wears off after 1d4 hours.

Treasure. Two of the mining picks scattered on the floor are *picks of shattering*. These one-use magic objects function as the [shatter](#) spell (save DC 12). The target must be physically hit with the pick upon activation. The wielder is immune to the effect.

Secret Clue. Where the doors go clap-clap-clap, mind the southern gap.



Area 26b

Level 10 Broodmother's Lair

Suggested Location. Area 21: Giant Spider Hatchery.

Discovery. Thick webs cover the entrance on the eastern wall. Anyone with passive Perception 20 or after a successful DC 20 Intelligence (Investigation) check notices that the web strands billow as if wind was blowing from behind them. Hacking the entrance open doesn't require checks, but if the PCs wish to keep it hidden, they must succeed at DC 15 Dexterity (Sleight of Hand) check, which represents cutting only a narrow, barely visible gash.

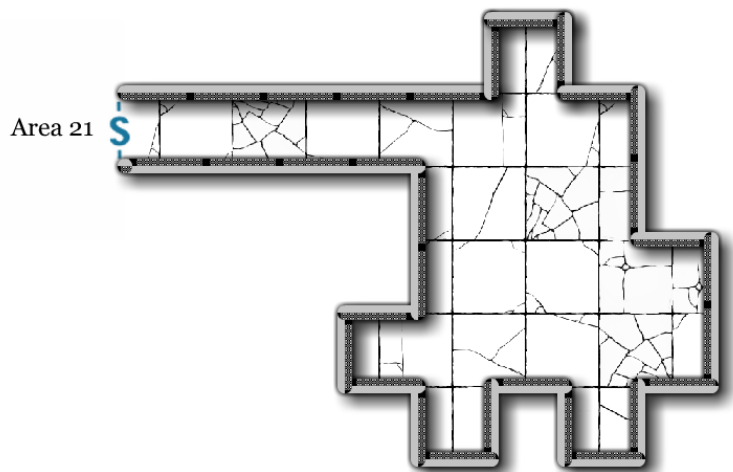
Obstacle. 4 swarms of spiders emerge from the dead husk and attack the nearest prey.

Area Features. The corridor and the room are filled with thick webbing as if under the effect of the [web](#) spell (save DC 13). A husk of a long dead giant spider matron lies in a corner. Remember that webbing is highly flammable and fire may spread to the corridor, effectively negating the room's secrecy.

Long Rest Effect. A long rest in this area imbues the PCs with the power of *spider walk*, which dissipates one hour after they leave the room.

Treasure. Anyone proficient with Nature or Survival investigating the giant spider's body notices that, miraculously, the creature's spinnerets still work! If a PC succeeds on a DC 16 Intelligence (Arcana) check, they remember how to "milk" them and produce a *rope of climbing*. This can be done only once.

Secret Clue. So many eggs, too many legs, behind them all, a hidden wall!



Level 11 Secret Arch Gate Destination

Suggested Location. Area 16: Arch Gate.

Discovery. There is another picture carved near the arch gate. It also shows a lit torch, but this one is displayed upside down.

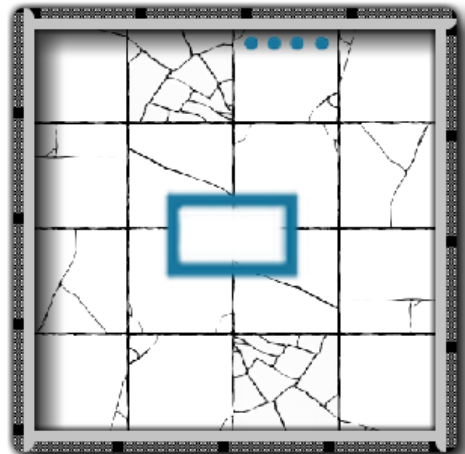
Obstacle. If a lit torch is brought within 5 feet of the gate, it functions as described in the book. However, if the torch is turned upside down, the open gate's color changes to green and it leads to a new area, described below.

Area Features. This square, completely empty room is located on the same level, above area 7f (troglodyte nursery). Every hour, a one-way magical window appears in the floor and, for one minute, shows the events from the little troglodytes' lives. To exit the room, the PCs must again activate the gate by bringing a lit torch (it doesn't matter whether it is up or down) within 5 feet of the gate. This returns them back to area 16 on level 11.

Long Rest Effect. A long rest in this area increases the PCs passive Perception by 2. The effect ends after $1d6 + 2$ hours.

Treasure. In a side pocket of a neatly packed explorer's backpack there is a map of the entire level, signed on the back: "I hope it was worth it – J."

Secret Clue. See a torch, burn the ground, going through – and you're safebound.



Level 12 Hidden Observation Chamber

Suggested Location. Area 6b, northernmost bend.

Discovery. The entrance to this area is a secret door. The lever operating the door is hidden on the floor, under the fog that covers this area. Anyone within 5 feet with passive Perception 15 or who is successful on a DC 20 Intelligence (Investigation) check notices the entrance. Finding the lever requires a successful DC 15 Intelligence (Investigation) check with disadvantage due to the fog.

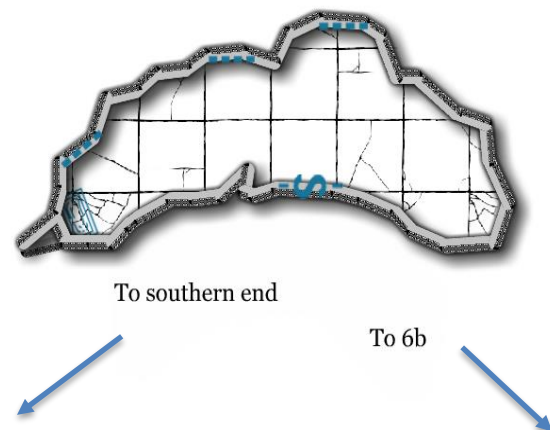
Obstacle. The lever is trapped. If a character pulls it, the fog within 10 feet of the lever changes into deadly vapor per the [cloudkill](#) spell (save DC 13) and rolls down the corridor, where it dissipates. At the start of each round it produces another 10-foot-radius sphere cloud and continues to send deadly waves of gas until the lever is returned to the original position. Detecting the trap requires a successful DC 18 Intelligence (Investigation) check. The trap can be dispelled (DC 18), but it cannot be deactivated with nonmagical methods.

Area Features. This narrow, long room has tiny hidden windows overlooking the drow fortress. Detecting the windows from the other side requires a successful DC 30 Wisdom (Perception) or Intelligence (Investigation) check. The vrocks on the perch (areas 17d and 17e) don't know about the holes, but if the PCs are particularly noisy, they might investigate. In the southern end there is a small, natural basin filled with rose-scented water. The sweet fragrance permeates the air.

Long Rest Effect. Anyone taking their time to wash with the rose water and rest in the area gains advantage on Charisma (Persuasion) checks for the next 4 hours or until the character gets filthy.

Treasure. The scented water can be sold as perfume. A small bottle is worth 5 gp. There is enough water for 100 vials, but if the basin empties completely, it refills after 6 (1d10) days.

Secret Clue. In the fog, a deadly frog/when its tickled things get wicked.



Level 13 Hidden Automaton

Suggested Location. Area 6a, back tunnel.

Discovery. Not far from the dead hobgoblins there is a groove in the wall, probably the result of a particularly powerful blow from a scaladar. Anyone with passive Perception 18, or after a successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check notices a metallic surface glinting in the hole; a small palm-sized cover obscuring a mechanism.

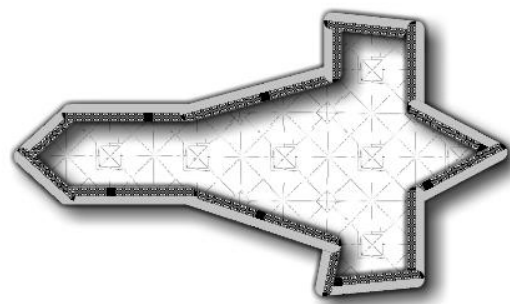
Obstacle. Under the cover, there is a complicated system of tiny gears and locks. Figuring out its secret requires a successful DC 15 Intelligence (Arcana) check or DC 12 Dexterity check with tinker's tools. Once activated, it summons a mechanical cart-sized construct that emerges from the ground, opens its hatch for 1 minute and then returns underground.

Area Features. The construct resembles a four-armed crab with rotating drills instead of claws and a spacious cargo compartment. Unfortunately, the machine is broken and works only for a few seconds – enough to dig itself out or into the ground. Repairing it requires months of work, parts, and expertise. Inside, there is a workshop with four (or one per PC) special compartments for a weapon or armor, each equipped with high quality, advanced tools – all attached to the walls with strong and flexible cables (AC 25, 10 hp). The tools stop working if the connecting wire is cut. Making the machine emerge back to area 6 requires a successful DC 10 Intelligence (Arcana) check.

Long Rest Effect. During a long rest, the PCs may store a single weapon or suit of armor in one of the compartments. After 8 hours it gains +1 to AC for armor or +1 to attack and damage rolls for weapons. If the armor or weapon is already a +1 or greater magical item, increase the existing bonus by 1. The bonus disappears after 4 hours.

Treasure. Secured safely to a wall, there is one vial of [*oil of sharpness*](#).

Secret Clue. There were five stupid goblinoids/who didn't die of hemorrhoids/if only they knew/ how to operate the wall screw!



Level 14 Hidden Shrine

Suggested Location. Area 6, behind the statue.

Discovery. Careful examination of the back of the statue's base reveals a carved image of butterfly wings, each slightly larger than the other. Pushing the statue's wings in the order indicated in the carving (the smallest to the largest) opens a secret passage behind the statue.

Obstacle. An illusionary trap covers this area. The secret room appears to be on fire! Lava flows down the walls, fire tornadoes sweep across the corridor, but there is no heat. Anyone brave enough to touch the flames, or who succeeds on a DC 15 Intelligence (Investigation) check, disbelieves the illusion and sees the room as it is. The illusion can be dispelled (DC 18). A character who enters the flames while believing the illusion takes 12 (3d6) psychic damage at the beginning of each of their turns while in the room the end of each of their turns, characters make a DC 15 Intelligence saving throw (with advantage) to understand the heat is not real.

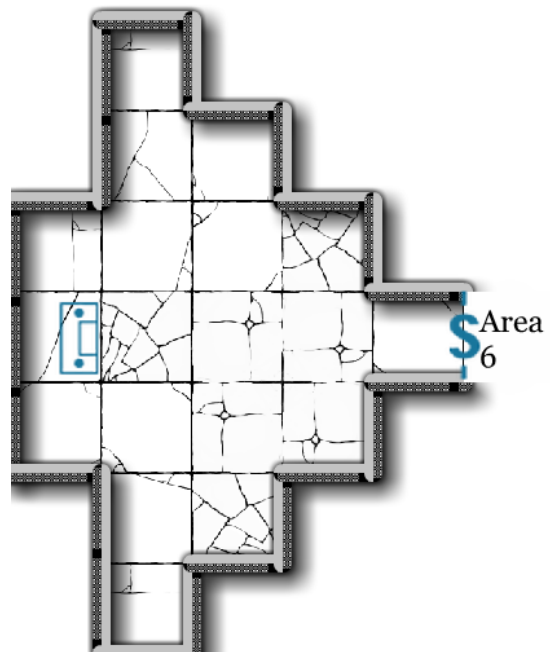
Area Features. The spacious room is a shrine to Diancastra, a giant demigoddess of trickery, thievery, and mischief. An old bas-relief sculpture adorns a wall, depicting Diancastra's many adventures: in underwater realms, in Stronmaus's library, talking to Annam, and fighting monsters. Moreover, the carving is full of hidden compartments, moving parts and tiles that allow a viewer to rearrange Diancastra's life events in any order.

Long Rest Effect. A long rest in the area bestows Diancastra's blessing. For the next 4 hours the PCs gain advantage on

ability checks and saving throws made to detect or disarm traps and to avoid their effects.

Treasure. There is a secret compartment in the floor. Detecting it requires a successful DC 25 Intelligence (Investigation) check. Opening the compartment requires a successful DC 30 Dexterity check using thieves' tools. However, it automatically opens after arranging the demi-goddess's life events in the correct order, which are recalled with a successful DC 25 Intelligence (History) or DC 20 Intelligence (Religion) check. Inside, there is a *belt of stone giant's strength*, which looks as if it was fashioned from grey, elemental earth.

Secret Clue. Stone wings are growing and fire is roaring/Touch them once, see a story's dance.



Level 15 Death Tyrant's Forgotten Grotto

Suggested Location. Dead end corridor east of area 33.

Discovery. The end of the corridor contains an additional teleportation trap. If activated, it teleports the target to a nearby chamber that Netherskull made during its conflict with Halaster and then forgot. The trap has the qualities of other teleportation traps on the level except for the booming “*Teleported!*” announcement.

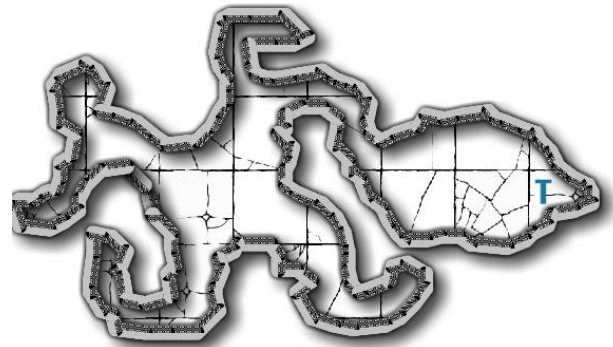
Obstacle. The room neighbors the lava chasm and occasionally heat builds up and vents through cracks in the floor, making the area dangerously hot. Anyone spending more than a minute in the room must succeed on a DC 15 Constitution saving throw or suffer a level of exhaustion. The saving throw must be repeated each minute. Finding all the cracks requires a successful DC 15 Intelligence (Investigation) or DC 12 Intelligence (Nature) check. They can be plugged with a successful DC 15 Strength (Athletics) check, which takes one minute.

Area Features. The walls, although natural, are smooth and curiously angular, with several dead-end, twisting nooks and crannies. Anyone who succeeds on a DC 15 Intelligence (Arcana) check recognizes the place as an abandoned beholder lair.

Long Rest Effect. A long rest in this area imbues the characters with primordial vitality. For the next 8 hours, whenever the characters finish a short rest, they heal for an additional 2 hit points per hit die spent.

Treasure. A pair of *sending stones* in the form of two magma mephitis heads.

Secret Clue. Ride the arrow, ‘cos it’s huge, take a right and disappear in a flash of light!



Level 16 Taxidermy Workshop

Suggested Location. Area 9, behind the trophy room's east wall.

Discovery. A successful DC 20 Intelligence (Investigation) check reveals a secret door in the eastern wall. Anyone with passive Perception 15 notices faint githzerai tracks near one of the stuffed illithid heads. A successful DC 16 Intelligence (Investigation) check reveals a small crystal stuffed in the trophy's gullet. Taking the crystal out opens the secret door. When the crystal is brought into the room, it teleports back into the head and the door closes.

Obstacle. There are three **mimics** in the room. One pretends to be a silver dragon trophy, another a workbench, and the third a door. The taxidermist used them to model his works, but now they are hungry and the enchantment that made them obedient has worn off.

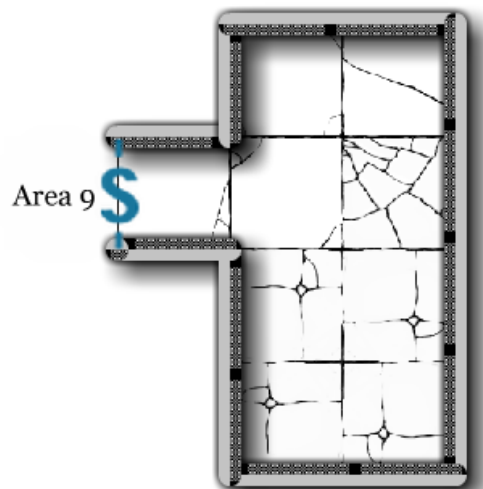
Area Features. The room used to be a taxidermist's workshop, but the githzerai died on level 15 and no-one comes here anymore. Tools and jars with glues and other foul-smelling substances line the shelves. There are diagrams and sketches of illithids in various poses on the walls, and two workbenches – one with tools, the other empty (the mimic) – stand in a corner. A half-finished silver dragon head stands on a small podium.

Long Rest Effect. The fumes from the jars aren't dangerous. After a long rest in the area, for the next 8 hours, the characters can repeat one unsuccessful death saving throw.

Treasure. The pictures and sketches of illithids are very well done. If the PCs

manage to find someone interested in buying them, they can sell them for 50 gp per item. There are six anatomy diagrams and five sketches.

Secret Clue. A mighty feast/ for the deceased/ if you get eaten, you'll become unbeaten.



Level 17 Giant Geode

Suggested Location. Area 3, through the bottom of Halaster's Maw.

Discovery. A narrow passage connects the pit trap's bottom to a hidden cave.

Anyone standing on the pit's edge can notice the entrance with a successful DC 22 Wisdom (Perception) check, or DC 14 if they are at the bottom. Note that only disturbing a part of the statue activates the trap.

Obstacle. See Halaster's Maw in DotMM.

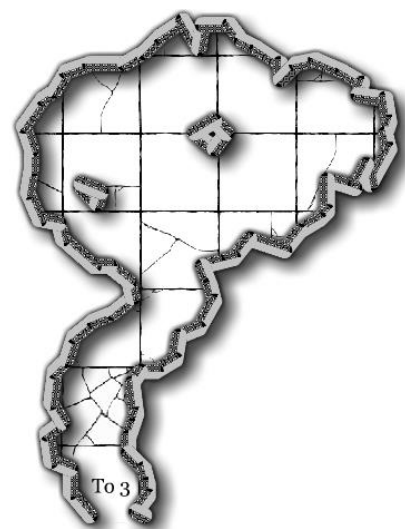
Area Features. The tunnel leads into a small cavern. Multi-faceted, crystalline growths cover the walls, ceiling, and floor – the characters are inside a giant geode! The crystals are quite brittle and can be easily demolished to make room for sleeping bags and blankets. Then, the characters can fall asleep staring at the lights playing catch on the ceiling.

Long Rest Effect. The chamber focuses latent psionic energy. Finishing a long rest here imbues the PCs with resistance to psychic damage. However, each time they are a target of an attack that deals psychic damage, they must make a DC 13 Wisdom

saving throw or lose the ability. The effect disappears after 4 hours.

Treasure. $1d10 + 4$ larger crystals can be harvested and sold for 22 (2d20) gp each. Each can be used as a psi-grenade.

Secret Clue. Into a toothless mouth they went/bravely slipping down to pieces, one treasure they ignored and yet discovered another.



Psi-grenade
adventuring gear (consumable)

Damage: 1d4

Damage Type: psychic

Properties: Improvised Weapons

Range: 20/60

Save: Wisdom

Weight: 1 lb

When this brittle crystal hits a target, it shatters into fine dust. As an action, you can throw this crystal up to 20 feet, shattering it on impact. Make a ranged Attack against a creature, treating the psi-crystal as an improvised weapon. On a hit, the target takes 1d4 psychic damage at the start of each of its turn as psychic screams assault the target's mind. The creature can end this damage by using its action to make a DC 10 Willpower check to end the mental attack. Most objects are immune to the weapon's damage.

Level 18 Vanrak's Retreat

Suggested Location. Area 15, secret room under the throne.

Discovery. A curtain of swirling, smoky shadows falls down the south wall behind the throne. Anyone within 10 feet and with passive Perception 18, or after a successful DC 17 Intelligence (Investigation) check notices that the current of shadows splits in one place. Checking the area reveals a small knob in the wall, probably once a part of a larger carving. Pressing the knob moves the entire throne to the side, revealing stairs down to a secret chamber. At the bottom of the stairs there is another lever that opens or closes the passage from the inside.

Obstacle. Dark fog completely fills the room and unless it is removed anyone resting in the area recovers only half the normal amount of hit dice during a long rest. The fog can be dispelled (DC 18) or it retreats and clings to the walls after someone spends a minute praying to Selune.

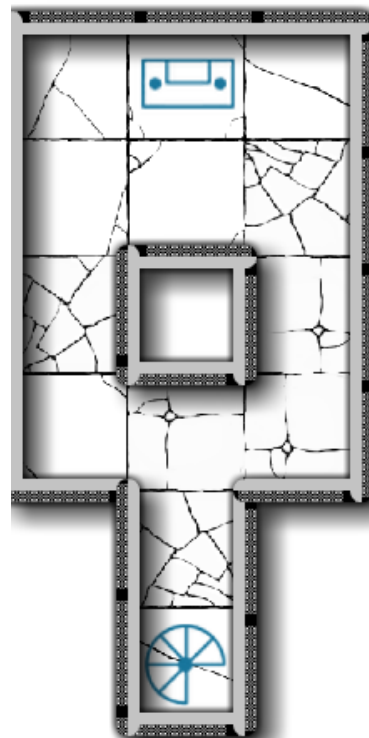
Area Features. Vanrak used this room to secretly pray to Selune when he was undergoing his crisis of faith. There is a small altar devoted to the Moon Goddess at the back, a writing desk in a corner, and a small library of religious tomes and prayer books in a chest of drawers. The altar features a curious dwarf-made mechanism depicting the current phase of the moon.

Long Rest Effect. Once the fog is banished, after finishing a long rest in the area, a silvery glow fills the PCs' eyes and they gain darkvision out to the range of 60 feet if they don't already have it, or the range

is extended by another 30 feet if they already have darkvision. Moreover, they can spend inspiration point to gain [true seeing](#) (as per spell) for 1 minute. Both effects disappear after 4 hours.

Treasure. The collection of books is worth 50 gp. There are several *spell scrolls* in the writing desk, with the following spells: *daylight*, *false life*, *identify*, *purify food and drink*, and *raise dead*.

Secret Clue. And when the lord's heart changed, he sat down on the rubble of his life, wishing the very earth would swallow him whole.



Level 19 Abandoned by-tunnel

Suggested Location. Area 16, north wall.

Discovery. Anyone succeeding on a DC 12 Wisdom (Nature) or DC 15 Intelligence (Investigation) check realizes that the chamber was made by a purple worm, which later had to leave the room. Noticing the now-obvious signs, the characters find the worm's exit tunnel, which is masked with an illusory wall.

Obstacle. Behind the illusory wall a parchment is stuck to the wall. In very fine print it informs the reader that "This is a backstage area. Please leave now. Or." Then a [glyph of warding](#) (DC 18 to detect and dispel) activates (whether it was read quietly or aloud), dealing 22 (5d8) lightning damage (Dexterity saving throw DC 18 for half) to everyone within 20 feet. Such parchments litter the entire tunnel. All of them bear a *glyph of warding* but only 1 in 10 has explosive runes (as above) – others release a gust of wind (as per the *gust cantrip*) or *dancing lights*. The parchments contain notes on various adventurers that have visited Undermountain, including the members of your party! There are also ideas for various traps, room descriptions and diagrams. They are not very useful, but a curious or vain character might want to dig through them to seek what Halaster thinks about them.

Note: this room might be truly a backstage that breaks the 4th wall! Take your DM notes, also from previous adventures and campaigns, and use them as props!

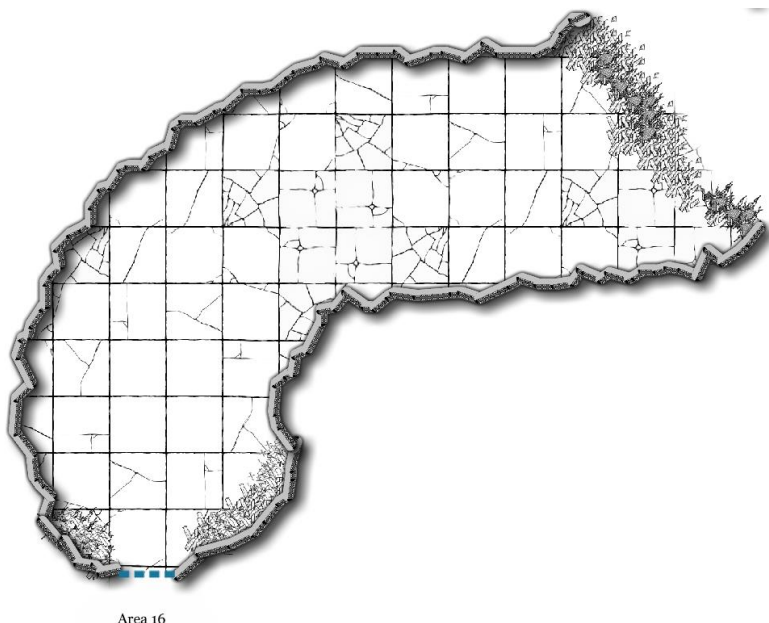
Area Features. Apart of the piles of paper there are no other objects here. The other

end of the tunnel has collapsed and the illusory wall is the only entrance.

Long Rest Effect. After a long rest in this area the characters gain an ability to glimpse the truth behind the curtain. In the next hour (in real time) each player can ask the DM a single yes or no question, which is answered truthfully.

Treasure. The rubble at the end of the tunnel hides an *arrow-catching shield*. Made of magically reinforced wicker, it has a large target painted on the surface and the compass minor property: the wielder can use their action to learn which way is north.

Secret Clue. Before you descend/the place where a worm turned, a tunnel well-hidden/information unbidden.



Level 20 Myconid's Vault

Suggested Location. Area 4, in the myconid colony.

Discovery. If the myconids are friendly towards the characters, they show the characters a small, hidden chamber where they can rest without disturbing the colony. Otherwise, finding the room requires a successful DC 22 Intelligence (Investigation) or Wisdom (Perception) check – a thick carpet of tightly woven mycelia covers the exit and blends in with the main cavern's wall.

Obstacle. The area is full of spores that cling to the characters' bodies, clothes, and equipment. Although harmless, if the characters bring them out to Waterdeep the spores may start a new colony – perhaps in the Yawning Portal or Trollskull Manor's cellar. Any character who succeeds on a DC 13 Intelligence (Nature) or DC 20 Intelligence (Investigation) check realizes the danger. Getting rid of the spores requires a thorough cold bath or exposure to extreme heat.

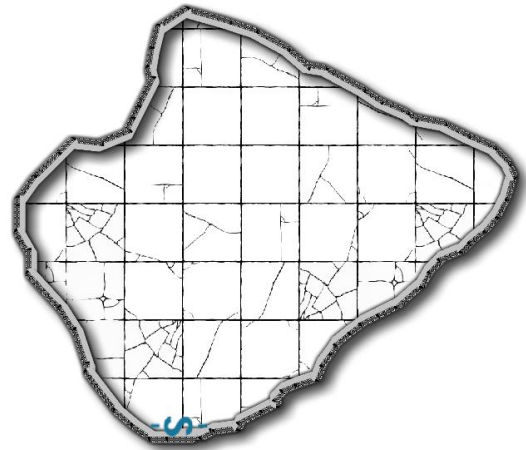
Area Features. This hidden grotto is quite spacious and full of luminous mushrooms. Clumps of them react to voices and change colors as low or high-pitched sounds reach their sensors. As the characters talk, waves of colors spread in all directions, creating a magnificent display.

Long Rest Effect. After a long rest in this area, thanks to the spores that cover them, the characters gain the ability to telepathically communicate with each other as long as all of them remain within 100 feet of one another. The ability stops working after 1d4 + 1 hours or after half of the characters that make up the network

have been exposed to extreme heat, cold, or were doused with water.

Treasure. A character can make a DC 15 Intelligence (Arcana) check to realize that 1d6 + 2 mushrooms here can be “milked” to provide *potions of mind reading*.

Secret Clue. Be nice to big hats, they'll protect you from stone rats!



Level 21 Cut-off Tunnel

Suggested Location. Area 4d, dead end fork east.

Discovery. Anyone with passive Perception 17 within 10 feet of the tunnel's end notices dim light shining behind the rubble.

Obstacle. Clearing the path requires a successful DC 15 Strength (Athletics) check. Beating the difficulty by 5 points or more means that the rubble looks undisturbed. Characters who fail the check gain 1 level of exhaustion. The characters can also pass the rubble with the help of spells such as *gaseous form* or *etherealness*.

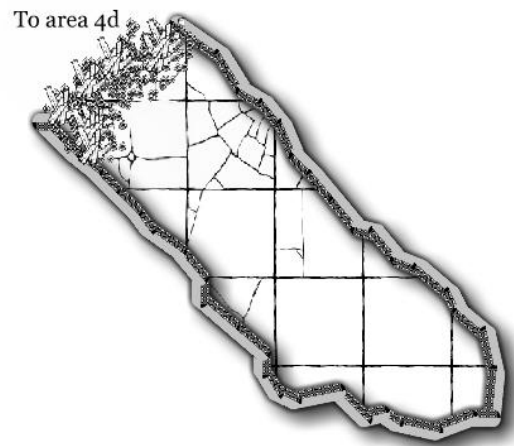
Area Features. This tunnel was a mine face before it collapsed. A single everburning torch casts yellowish light on abandoned mining tools and the burned body of a duergar wearing a backpack. The miner's name was Raht and during the battles with the planetar he blew up the passage, trying to cut off the angel's forces, but the planetar's allies used a particularly powerful hastening effect and escaped the trap. Raht's **ghost** returns here at each Moondark (the darkest part of the night) but doesn't attack adventurers. Instead, if they communicate with him, he tries to convince them to help Valtagar.

Long Rest Effect. A long rest in this area imbues the characters with the remaining hastening magic and their base speed increases by 5 feet. The effect disappears after 4 hours.

Treasure. The dwarf's backpack is actually a *Heward's handy haversack*. Anyone who succeeds on a DC 20 Intelligence (History) check recognizes it as the famous

backpack that Alustriel gave a dwarven hero during the Battle of Keeper's Dale (1358 DR). The hero then used it to transport food and supplies to a cut-off group of defenders, who later played a key part in the battle.

Secret Clue. A chair on the map, behind a stopped gap, In a chair's buried leg/ you'll find a dwarf that's not quite dead



Level 22 A Woven Realm

Suggested Location. Area 25, a magical tapestry on the wall.

Discovery. Anyone analyzing the torn tapestry may make a DC 19 Intelligence (Arcana) or (History) check to realize it is magical and contains a small pocket realm.

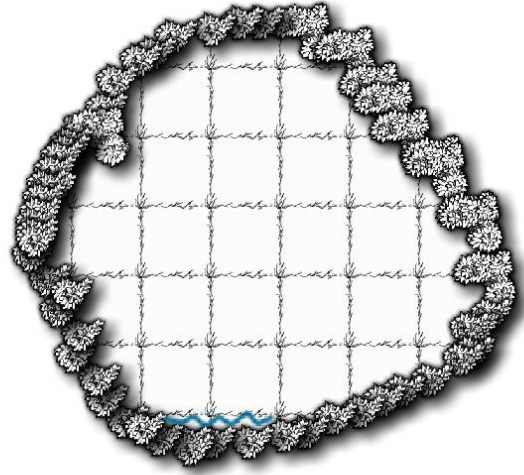
Obstacle. A person wishing to activate the tapestry must utter the pass-phrase: *No secrets without truth* (the old family motto). A character who succeeds on a DC 25 Intelligence (History) remembers the phrase. Alternatively, after a successful DC 20 Intelligence (Investigation) check the phrase can be deciphered on the tapestry's torn fragments.

Area Features. After speaking the pass-phrase, a character can step into the picture. They find themselves in a forest glade, with a magnificent mansion gleaming in the distance like a white gem. A picnic basket, goblets, and unfinished food litter the glade. Parts of the sky and forest are missing; the tears correspond to the tapestry's missing pieces. All the objects feel like a textile and it's impossible to get "deeper" into the scene. Anyone watching the tapestry from area 25 sees those inside as two-dimensional elements of the image.

Long Rest Effect. After a long rest in this area the characters automatically stabilize the next time they make a death saving throw.

Treasure. One of the goblets is studded with jewels. It is worth 2,500 gp. One of the gems is a beautifully cut diamond – that stone alone is worth 1,000 gp and can be used as a component for the *resurrection* spell.

Secret Clue. In the house, on floor two, a torn picture draws – you!



Good luck in the depths!

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Handout 1 Maureana's Clues.

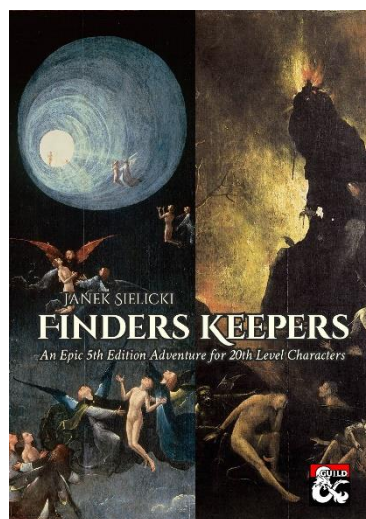
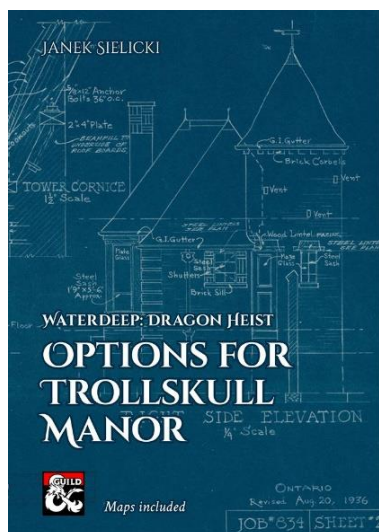
Level No.	Clue
1	When your nose is deceased, run North and right, straight to a feast!
2	Beyond the storm (but in a bottle), and skull that dances on the leash of light, you'll find a wall where there is none!
3	Between the bones and beds of silk, connect red dots and sleep, sleep, sleep.
4	In the shadow of shrooms, a stinky tortoise blooms. Dig into its bowels, And I'm out of vowels!
5	When you're stumped Or feel down follow the leader Tee dum, tee dee, a teedle ee do tee day
6	Squeeze them much, then go North, make an O, then look for a door!
7	Not far from the dollhouse, where grains swallow you, looks for a crevasse of a different hue.
8	Near the stairs go round and round, round and round, round and round.
9	Where the doors go clap-clap-clap, mind the southern gap.
10	So many eggs, too many legs, behind them all, a hidden wall!
11	See a torch, burn the ground, going through – and you're safebound
12	In the fog, a deadly frog when its tickled things get wicked
13	There were five stupid goblinoids who didn't die of hemorrhoids if only they knew how to operate the wall screw! Oh, stupid dead five goblinoids...

14	Stone wings are growing and fire is roaring, Touch them once see a story's dance.
15	Ride the arrow, 'cos it's huge, take a right and disappear in a flash of light!
16	A mighty feast for the deceased, if you get eaten, you'll become unbeaten.
17	Into a toothless mouth they went, bravely slipping down to pieces, one treasure they ignored and yet discovered another!
18	And when the lord's heart changed, he sat down on the rubble of his life, wishing the very earth would swallow him whole.
19	Before you descend the place where a worm turned, a tunnel well-hidden, information unbidden.
20	Be nice to big hats, they'll protect you from stone rats!
21	A chair on the map, behind a stopped gap, In a chair's buried leg, you'll find a dwarf that's not quite dead!
22	In the house, on floor two, a torn picture draws – you!

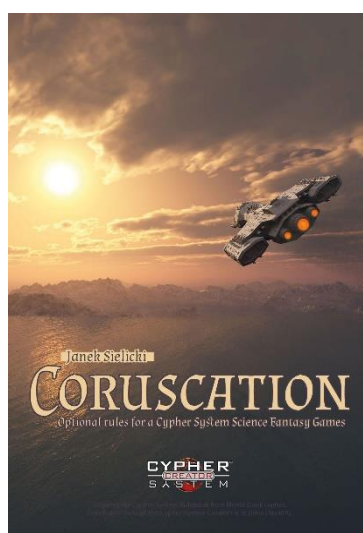
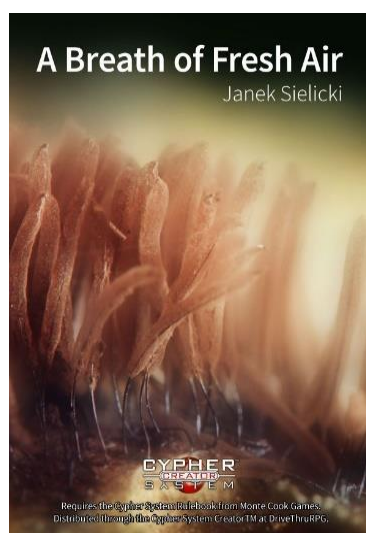
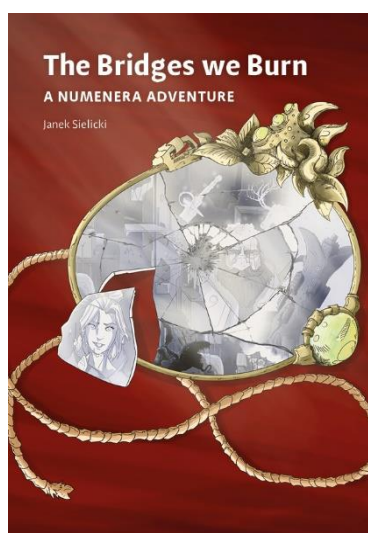


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