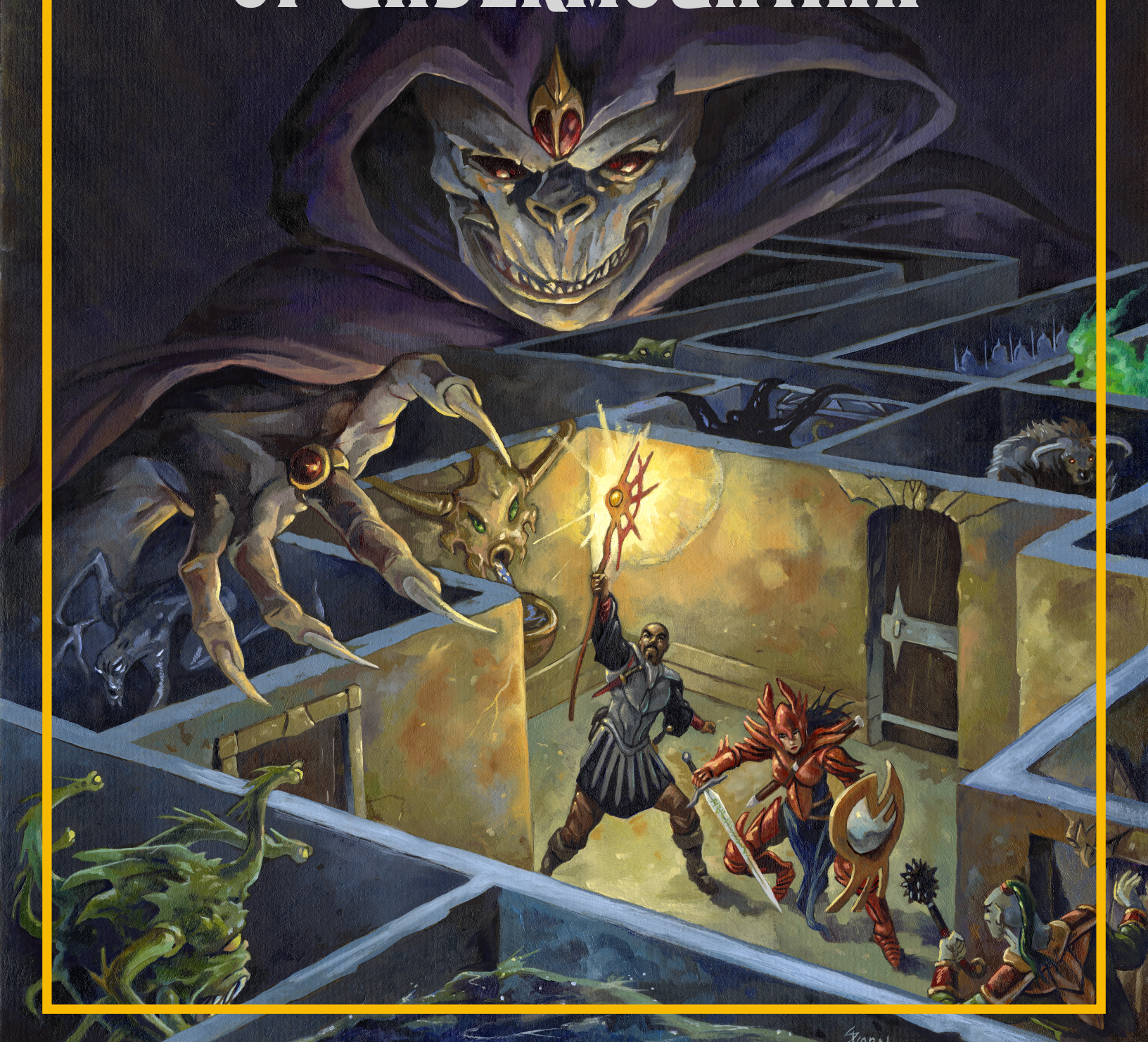




MAD MAGES OF UNDERMOUNTAIN



MAD MAGES OF UNDERMOUNTAIN

A supplement of NPC wizards for your adventures.

Requires: Volo's Guide to Monsters and Mordenkainen's Tome of Foes

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Playground of the deranged

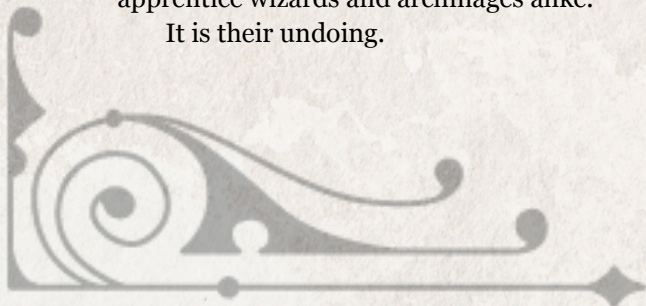
Like bears to honey, arcanists are drawn to Undermountain. They cannot resist its enticing scent. They must plumb its secrets and unravel the mysteries of their art.

They also come, each one's hubris evident. For each believes that they alone can resist the madness that has afflicted so many others, apprentice wizards and archmages alike.

It is their undoing.

UNRAVELING HISTORY

In Undermountain's darkest and most unhallowed halls, there is great power waiting to be tapped. The most ambitious mages have always known it to be true. In eldritch quests, they follow the unwinding of history, tracing the origins of other ancient races: Elves. Giants. Drow. Dwarves.



In the subterranean, after all, the Weave is knotted. Upon its convergences ancient peoples anchored their hopes and dreams.

The ancient texts all agree: Each of those peoples emerged stronger after incubating in the chthonic. In sculpture and architecture, in song and in art, in all the expressions of imagination and creativity, they crafted a testament to building a civilization underground.

SEEKERS OF MYSTERIES

Even if humanity has not wholly embraced the same path, it is linked to it nevertheless. Does not Waterdeep, its greatest city, occupy the place above the world's greatest dungeon?

Perhaps, these are early days. Perhaps, those such as Halaster Blackcloak are part of the vanguard of a new age. Perhaps it is left to wizards, sorcerers, and warlocks alike to pioneer the subterranean frontier.

"Yes, yes!" Such a conclusion has been reached and echoed from many a wizard's tower and from the lectern of many respected arcane academies. Even high-minded spellcasters find such a line of thinking attractive. To traffic with great power one must seek it out. And who is qualified to do that?

MISGUIDED FAITH

The circle of hubris — the elliptical line of madness — is unbroken.

Those who wear robes adorned with stars and comets, waving wands and magic staves alike, have deluded themselves into

thinking their researches underground serve a cause greater than themselves. When in fact, they only think of personal enrichment.

They are, in the final analysis, plunderers and opportunists. In Undermountain, they hope to find the secrets that will place them one rung higher on the ladder of empowerment and entitlement.



A GRIM PATH

Most will be dismayed to learn that few emerge from Undermountain, let alone unscathed.

The greater the mage, the greater their detachment from reality, the faster their sanity deteriorates, the more grotesque their disfigurement, the more easily they become unmoored from their ethical underpinnings. Partnerships and friendships dissolve quickly. Loved ones are abandoned.

What associations remains are those that only reinforce their sideways decline. Twisted personalities that serve only as crutch, not cure, to a personal malady. A cursory reading of so many journals and diaries recovered from Undermountain's depths reveals that even those unhealthy relationships will dissolve before the final decline sways into desperation and despair.

BE WARNED

Adventurers who seek fame and fortune in Undermountain should take heed before being lowered by Durnan into the Yawning Portal.

Undermountain isn't only a dungeon. It is a playground for deranged magic users whose ideals — if they ever held any — have been perverted and whose bonds of decency swept away.

Go into the darkness knowing that the resident mages can never be trusted beyond their own self-serving aims. They are creatures of shadow now. They have been made mad in the depths, made complicit by the treachery of Undermountain itself.

As one who has succumbed to a similar call in another dungeon in another dark place — descended into a madness that distorted magic inflicts — only to be brought back from the brink by the tender care of a loving husband, I hope you heed my warning.

I was fortunate to be rescued, to be made whole again.

But I am one of the few.

The many are now the stuff of nightmares.

*Anamanue Laeral Arunson Silverhand
Open Lord of Waterdeep*



Catalog of the deluded

Undermountain harbors many mages who've carved out tiny enclaves for themselves and their cohorts in forgotten corners of its massive dungeon.

This small tract is a catalog of this deluded and dangerous lot, gleaned from interviews with adventurers who've survived their trials and come back out of the Yawning Portal with loot and their lives. It also includes missives from trusted agents in Skullport, who hear whispers of goings-on in the Apprentice levels of the dungeon.

Durnan has been an important source of information. He seems to remember so many who took their descent into the Undermountain from his tavern's entrance. He is quite remarkable in this regard. He also has other reliable eyes and ears below, as do other Waterdeharians, who contributed to my research but who wish to remain anonymous.

Despite my diligence in research, a topic such as this can never be truly current nor complete. I've learned, for instance, that finding the true identity of many of these mages is a difficult task.

Many assume new identities either before they descend or once they've established themselves. Whether this reflects their changing personalities or a desire to mask their true identity from rivals, I do not know. For certain, it makes it difficult to know for certain that I haven't made two entries that are actually the same person! Or, that a mage has assumed an identity of a slain colleague — an occurrence more common than I once thought.

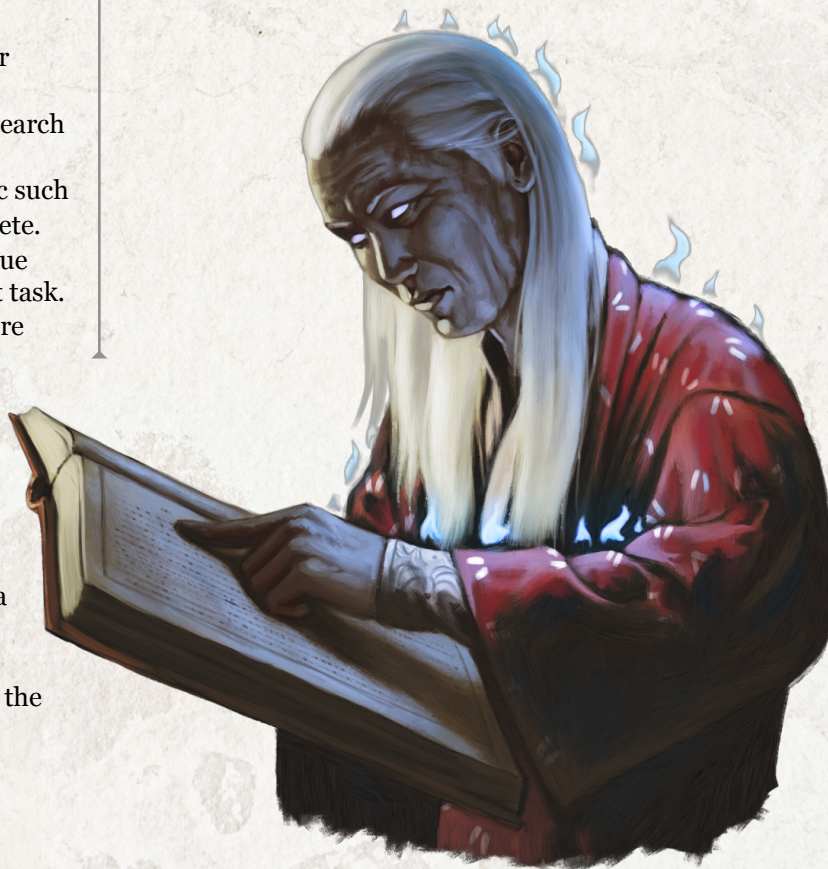
While this catalog is a listing of some of the more nefarious wizards inhabiting

Undermountain, it is not a rehashing of the likes of Halaster and his original seven apprentices. I think it is fair to say of them that despite their notoriety, they are dead and gone from the scene.

It seems unlikely in the utmost that they are still about. And if they yet live, the stories that surround them are so exaggerated they can scarcely be believed. In any case, their exploits are well known, so there is no need to regurgitate that information. (That is not to say Halaster's apprentices have not been influential — they clearly are. Several of the mages I list have a lineage of tutelage tracing back to them. But that is as far as it goes.)

It is my hope this tract will serve adventurers and historiographers alike.

Volothamp Geddarm, Waterdeep, 1492



Mages Most Prominent



What makes one mage more prominent than another?

Are they masters in their particular school of magic?

Is it their ambition? Are they bolder, more daring, and more prone to using lethal force to achieve their ends?

Is their renown such that news of their exploits have reached out from Undermountain?

Is it the number and quality of their followers? Is it the security of their lair?

Suffice to say, encountering any of the following practitioners of the art is likely to put adventurers on dangerous ground. Be warned.

Madness Sanity checks

Is the mage exhibiting madness when the PCs encounter them? Have the NPC make a DC 20 Wisdom save. If it fails, the NPC exhibits the madness detailed in the entry, or roll for an effect on the charts in Chapter 8 of the *Dungeon Master's Guide*.

Morzria Kometez

Female lightfoot halfling

KNOWN ALIASES

Morzria Matchstick, as a member of the Cult of Eternal Flame.

APPEARANCE

Morzria is about 3 and half feet tall. She has light blond hair. She is slender and prefers clothes that are simple and clingy, reducing the chance stray cloth will catch fire while spellcasting.

MANNERISMS

She often stamps her feet or slaps at her arms and body as if she were putting out invisible flames.

A secondary trait is her overriding desire to be loved and adored. Passionate and sensual, Morzria requires pledges of affection from all the members of her cohort. However, she only has physical relations with the fire genasi in her retinue.

MOTIVATIONS

Rejecting the kindhearted ways of her *hin* kinfolk, she pursues evocation magic as if the flames were emblazoned on her soul. Her quest is to obtain the *Mizzenstaff*, a *staff of fire* made



from an ancient ship's mast, that she believes is located in the Apprentice levels.

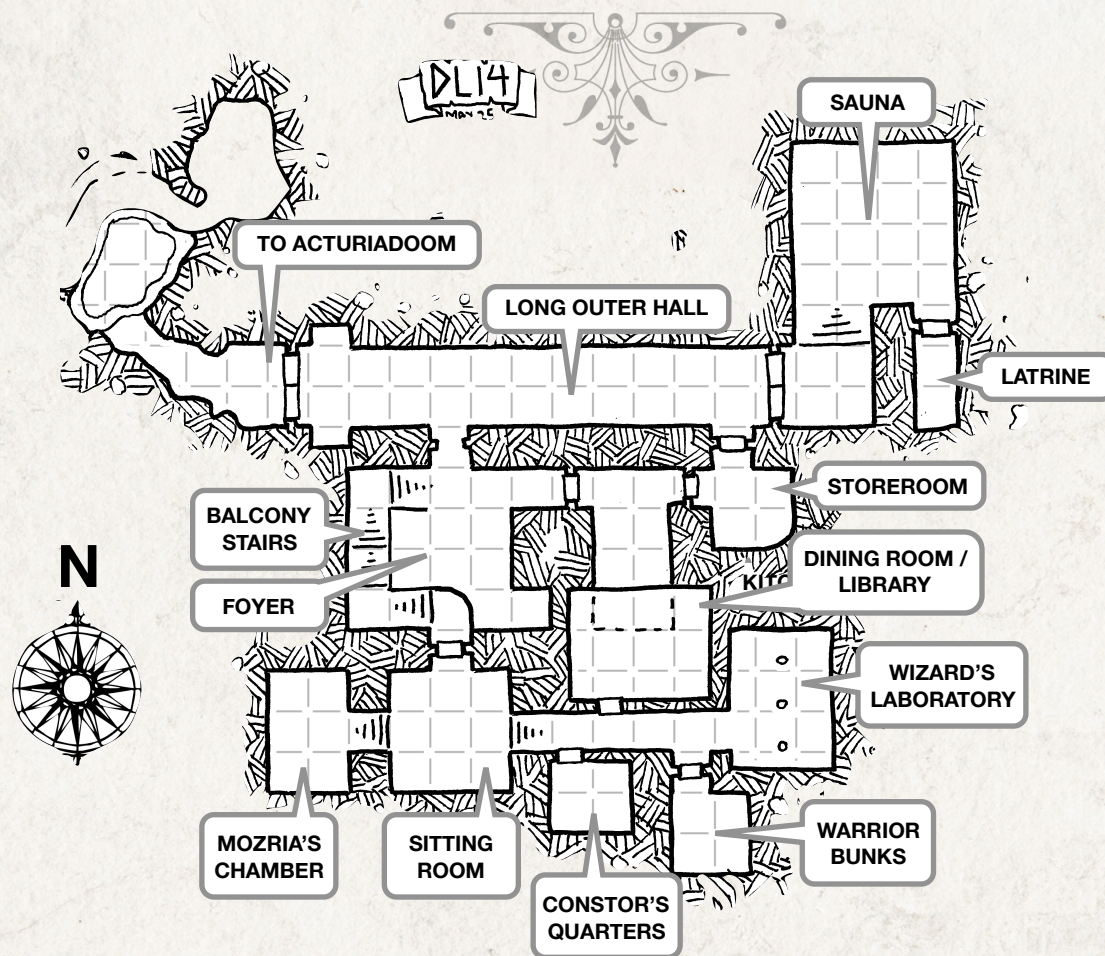
EXHIBITED MADNESS

She suffers from bouts of short-term madness lasting 1d10 minutes that leave her stunned for the duration. She explains it as being overcome by an all-consuming fire. She will drop to the floor and attempt to roll and smother the flames.

LAIR

Twin doors at both ends of a long hallway mark the beginnings of a suite of rooms that serve

"Love me! You will adore me or I will
caress you with flames and lightning!"



as Mozria's lair. The area is just off the known southern section of the Arcturiadoom. A set of balcony stairs off a foyer lead up to a living quarters and a dining room/library for her and her followers. Mozria practices her evocation spells in a three-pillared chamber whose door frame exhibits scorch marks. A sauna and latrine are to the east of the main hall.

COHORT

Prisca. a female human Chondathan **gladiator**, serves as personal bodyguard and protector, stationed in the hallway near the workroom or at Morzria's side.

Despirator. A male **salamander**, he patrols the long hallway between the double doors. It is the first line of defense.

Sizzle. A **firenewt** warrior, defends the sauna.

Narthal. A male human Damaran **veteran**, he guards the foyer and other rooms



on the lower floor.

Gitasa and Ember. Female and male **fire genasi commoners**, they are servants who provide upkeep and meals to all in the suite and are the minders for Scorch, a **magma mephit** who powers their cooking equipment and the sauna.

Constor. A youthful male human, he was recruited as Morzria's **apprentice wizard** and secretary. Constor shows such promise as a diviner that Morzria hopes the youth eventually learns to cast divination spells to aid in her hunt for the *staff of fire*.

ORIGIN

As a youth, renegades ravaged Mozria's home halfling village in Luiren. She saw her grandparents, parents and siblings burned alive.

Vowing never to be a victim, she left to pursue evocation magic, ever-mindful of the burned husk of a village she left behind.

For a time she fell in with the elemental Cult of the Eternal Flame. Her own deeds in service to the cult were a long trail of flames and destruction.

But she left the cult in a falling out with the tiefling prophet, Vanifer. Morzria cared not a whit for their religious fervor, being devoted to her own goals and aims.

NPC STATS

Morzria. Use **evoker** NPC stats from *Volo's Guide to Monsters* with the following exceptions: **halfling** racial traits (*DMG*, p. 282); replace *ice storm* with *vitriolic sphere*, *cone of cold* with *immolation* and *wall of ice* with *investiture of flame*. All three replacement spells come from *Princes of the Apocalypse* which has a free downloadable player's guide at the DM's Guild.

Constor. Use **apprentice wizard** stats from *Volo's Guide to Monsters* with the following exceptions: replace cantrips *mending* and *prestidigitation* with *message* and *true strike* and 1st level spells with *detect magic*, *feather fall* and *mage armor*.



Dothkan Omeur

Male human/Turami

KNOWN ALIASES

Little Turami (a nickname bestowed by his former mistress, Arcturia, that he considers belittling and demeaning.)

APPEARANCE

The pigmentation of Dothkan's dusky skin turned into a patchwork of blotches akin to vitiligo (except the colors were varied rather than pale).

MANNERISMS

For seemingly no outward reason, he flinches. These are reactions from instances in which he was transformed by Arcturia during her transmutation experiments.



"If your heart is steadfast, then nothing else matters. Change your form. Change your dress. Change your name. Change your allegiance. All is mutable, except for your heart. You must stay true to that!"

MOTIVATION

A devotee of Loviatar, Dothkan believes the church's chief clergy has gone astray from central teachings, especially the congregation located on the Dungeon Level of Undermountain. Dothkan and likeminded allies plan to usurp leadership of the church. In doing so, he also will gain control of the Long Dark Stair, which connects the oubliette of the Blushing Nymph festhall with the Dungeon Level.

EXHIBITED MADNESS

Exhibits long-term madness that lasts 1d10 x 10 hours. He experiences uncontrollable tremors and tics that impose disadvantage on attack rolls, ability checks and saving throws for Dexterity.

LAIR

Dothkan controls a former dwarven temple on The Storeroom Level that he has converted

into a sanctuary for Loviatar. Three pillars support the roof of the main sanctuary with an altar plinth on a raised dais accessed by stairs at the north end. Dothkan and two other acolytes reside in the small cells just off the main sanctuary. In an antechamber, a set of wrought iron spiral stairs lead up to a sanctum that branches off. The stairs, however continue up, leading to an access into the Dungeon Level. The sanctum has a private chamber for more intimate ministrations by Loviatar priests. Another small room serves as the high priest's sleeping quarters.

COHORT

Keshambala Sunleah. It is not quite clear if Dothkan is the leader of the Loviatar worshipers, or if he is led by the chief priestess, an imperious female human **cult fanatic** named Keshambala Sunleah.

Leucis and Criella. They are male and female tiefling submissives who serve as **acolytes**.

Loviatar's flock. At most, there are a half-dozen **cultists** in the vicinity who worship at the temple at odd hours. Desperate adventurers sometimes seek a respite here, proclaiming their devotion to the Lady of Pain. Sometimes a handful have genuine conversions.

Vyark. Once every tenday Vyark, a **gnoll pack lord**, requires the tiefling acolytes to assist in his praise of Loviatar.

Ephigiardia and Thigian. Once a year, an **incubus** calling himself Ephigiardia makes a pilgrimage to impart teachings and deliver holy books sacred to Loviatar. Ephigiardia is always in the company of his companion, a **yagnoloth** named Thigian.

ORIGINS

As one of Arcturia's apprentices, Dothkan fared better than most.

The other wizards learning from the mad transmuter, herself one of Halaster's original apprentices, usually wound up being permanently morphed into something other than their humanoid form because it pleased her whims.

Though Dothkan would variously be reformed by her magic into having grotesque appendages or given an insectoid form, she never failed to restore him.

All those changes — and the other physical punishments she inflicted — took their toll, however.

It was during his apprenticeship, however, that he became a devoted servant of Loviatar.

Once he completed the construction of his *transmuter's stone*, he retreated from Arcturiadoom for the relative safety of the Upper Levels.

NPC STATS

Dothkan. Use **transmuter** NPC stats from *Volo's Guide to Monsters*.





Toporinikoiya Ghaloughs

Female human

KNOWN ALIASES

She was born Tana Chemov. The denizens of Skullport refer to her Sketchy Gallows.

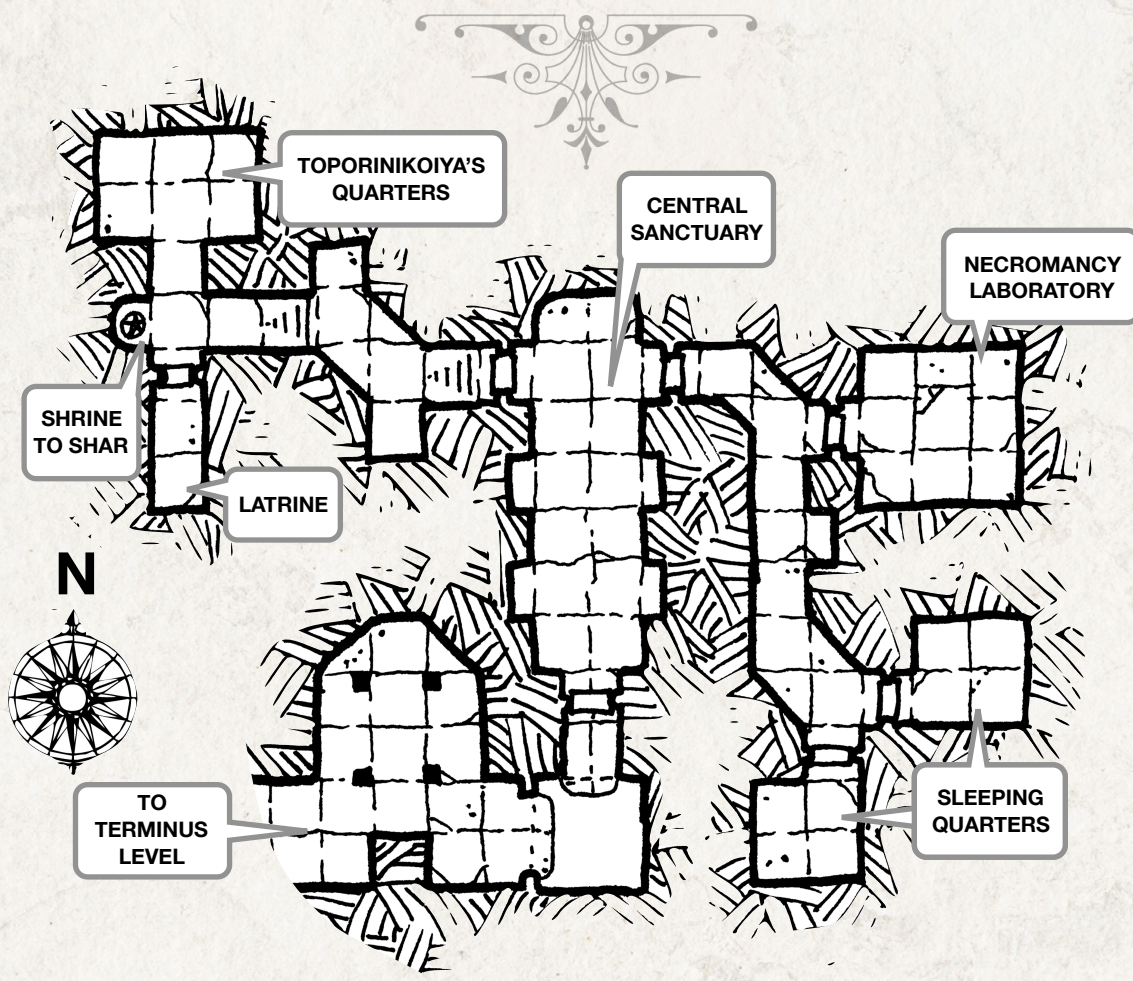
APPEARANCE

She appears in a ragged, unkempt shift. She is gaunt with deep-set eyes and wild hair.

MANNERISMS

She speaks in clipped sentences, often changing topics. She has a way of reaching for things that looks like she's lunging, as if she were

"The undead don't cry.
Why is that?
Are they no longer sad?
They no longer worry.
They no longer grieve.
They have no worldly
concerns.
Sounds like bliss."



one of her grasping undead creations. She lies almost unconsciously.

MOTIVATION

She is convinced she will never be great as a necromancer until she achieves lichdom.

Before she entered Undermountain, she was content to explore all the aspects of her school of spellcasting.

She has since begun to venerate Shar in the hopes her dark dreams will come true. Now all her studies are devoted to the goal of lichdom.

EXHIBITED MADNESS

She suffers indefinite madness, bending the truth, exaggeration and outright lies in an effort to make herself more interesting to people.

She is prone to bouts of short-term madness that lasts 1d10 minutes in which she becomes incapacitated and spends the duration weeping.

LAIR

Toporinikoiya moved into a shrine off a hallway on the eastern side of the Terminus Level. The shrine was formally dedicated to the Raven Queen.

It has a central sanctuary with frescoed alcoves featuring paintings of the Raven Queen performing various duties in the Shadowfell. The western annex includes Toporinikoiya's personal shrine to Shar, a living quarters and a latrine.

The eastern annex includes a large laboratory for her experiments and two small rooms branching off a hall that serves as sleeping quarters for her followers.



COHORT

Adarla. A female ogre, she is Toporinikoiya's most devoted servant, providing the strength to handle most physical tasks, including removing and repositioning the stone lids of sarcophaguses. For an ogre, Adarla is atypically chatty, usually lamenting that this job limits her opportunities to find a suitable mate.

Korsican. A male drider, he serves as scout, usually out and about on this and adjacent levels looking for bodies Toporinikoiya can experiment on.

Allip. An **allip** (*Mordenkainen's Tome of Foes*) inhabits the main hall and is the reason Toporinikoiya settled in this location. She has conversations with the babbling allip, yearning to learn lore of the other side. The allip, wishing to escape the curse and enter the afterlife, is willing to share. Unfortunately, for both, Toporinikoiya's bouts of weeping and her own lies means what she gleans from the allip comes in fits and starts, prolonging the process. Constant exposure to the allip's whispers and babble have only worsened Toporinikoiya's madness.

Orgento. A **deathlock** (*Mordenkainen's Tome of Foes*), has fallen in with the group as directed by its fiendish patron, Fierna, and does Toporinikoiya's bidding.

Undead. The outer hall is patrolled by a **sword wraith** (*Mordenkainen's Tome of Foes*), a warrior forever grumbling about its fate, dying in the Underdark for no good reason when it should have been part of a surface army on a glorious campaign.

Toporinikoiya has propped four **mummies** into the frescoed alcoves. She also has placed two **minotaur skeletons** in with the Shar shrine and a **flesh golem** in the east hall.

ORIGINS

Toporinikoiya was a caretaker for a funeral parlor in Baldur's Gate when her ability to cast spells first manifested.

At first, she took up wandering, taking up with adventuring companies across the Sword Coast, helping or hindering their exploits as new opportunities presented themselves.

At last, she accompanied a group into Undermountain, betraying each member in turn as she gained prowess as a necromancer.

NPC STATS

Toporinikoiya. Use stats for a **necromancer** found in *Volo's Guide to Monsters*.



"No fortification is secure without a deep, sure-footed foundation. Nor should any mage sleep soundly before placing magical wards about their domain."

Adulthus Agrador

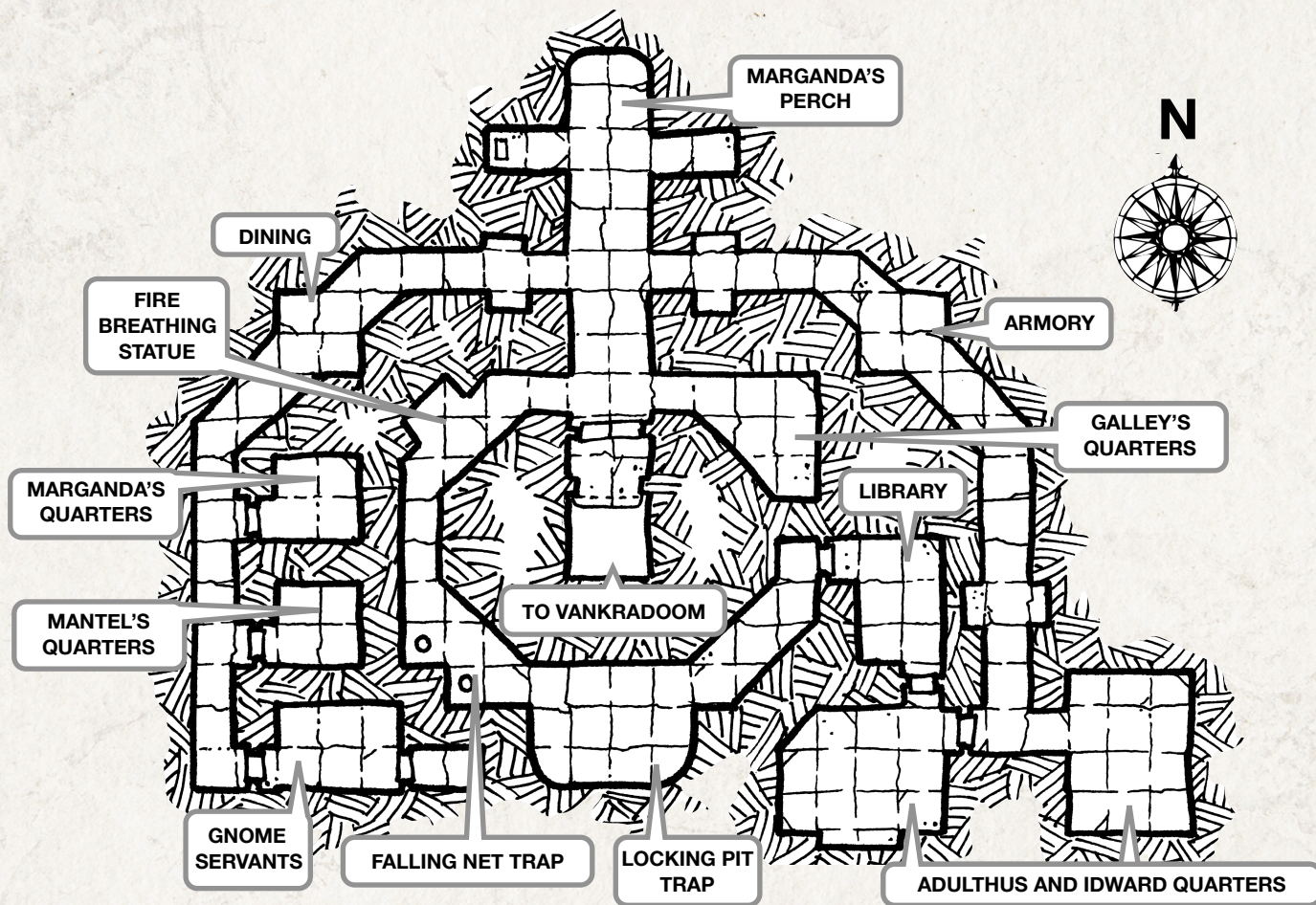
Male human

KNOWN ALIASES

None

APPEARANCE

Well-groomed, with manicured fingernails and a trimmed beard. His robes modest, but immaculate with starched cuffs and trim.



MANNERISMS

Fastidious to a fault. He is always criticizing his underlings about the state of his dungeon lair. He has a habit of pulling on the cuffs of his robes to test their fit.

MOTIVATIONS

Despite his philosophizing and poetry, Adulthus is a treasure-seeker at heart. He entered Undermountain with a bucket list of items he desired, including a *ring of invisibility*, a *robe of the archmage* and the *Tome of Clear Thought*. His research indicated they could be found on the Storeroom level.

Dismayed at not making a quick recover, he retreated to his lair, a sublevel just off Vankradox.

EXHIBITED MADNESS

When afflicted by a bout of long-term madness, his repeated hand-washing motion prevents casting of spells with somatic components for a period of 1d10 x 10 hours.

LAIR

Adulthus occupies a small dungeon complex below Vankradox accessible via a shaft.

The double doors at the bottom of the shaft are labeled with warnings in many languages and are double locked with a DC 20 combination.

The lair has two rings of corridors, the inner ring being trapped. The inner hallway angles north has a statue in an alcove; stepping on the pressure plate activates a fire-breathing statue magic trap as detailed in the DMG.

Following the corridor there are two silver rods going floor to ceiling that are part of an apparatus that holds a falling net mechanical trap.

The adjacent chamber contains a Locking Pit Trap, again, as detailed in the DMG.

Adulthus' living quarters are the southwest corner of the complex.

The outer ring leads to living quarters. With these, Adulthus places *arcane lock* to secure his living quarters.



COHORT

Galley. A female **derro master thief** (*Volo's Guide to Monsters*), Galley maintains the traps (Galley's particular madness trait is she frequently licks her palms).

Marnte. A male human **blackguard** (*Volo's Guide to Monsters*) is responsible for patrolling the halls.

Marganda. A female human **archer** (*Volo's Guide to Monsters*) is stationed at the end of the main hall.

Idward. A male human **bard** (*Volo's Guide to Monsters*) serves as Adulthus' constant companion, sharing living quarters and their mutual love of poetry and philosophy.

Gnome servants. Three well-scrubbed male **gnome commoners**, Felick, Brader and Aditya, are kept busy cleaning and preparing meals; the place won't operate without their diligence.

ORIGINS

The son of a merchant family, Adulthus received training in magic at Silverymoon's The Lady's College.

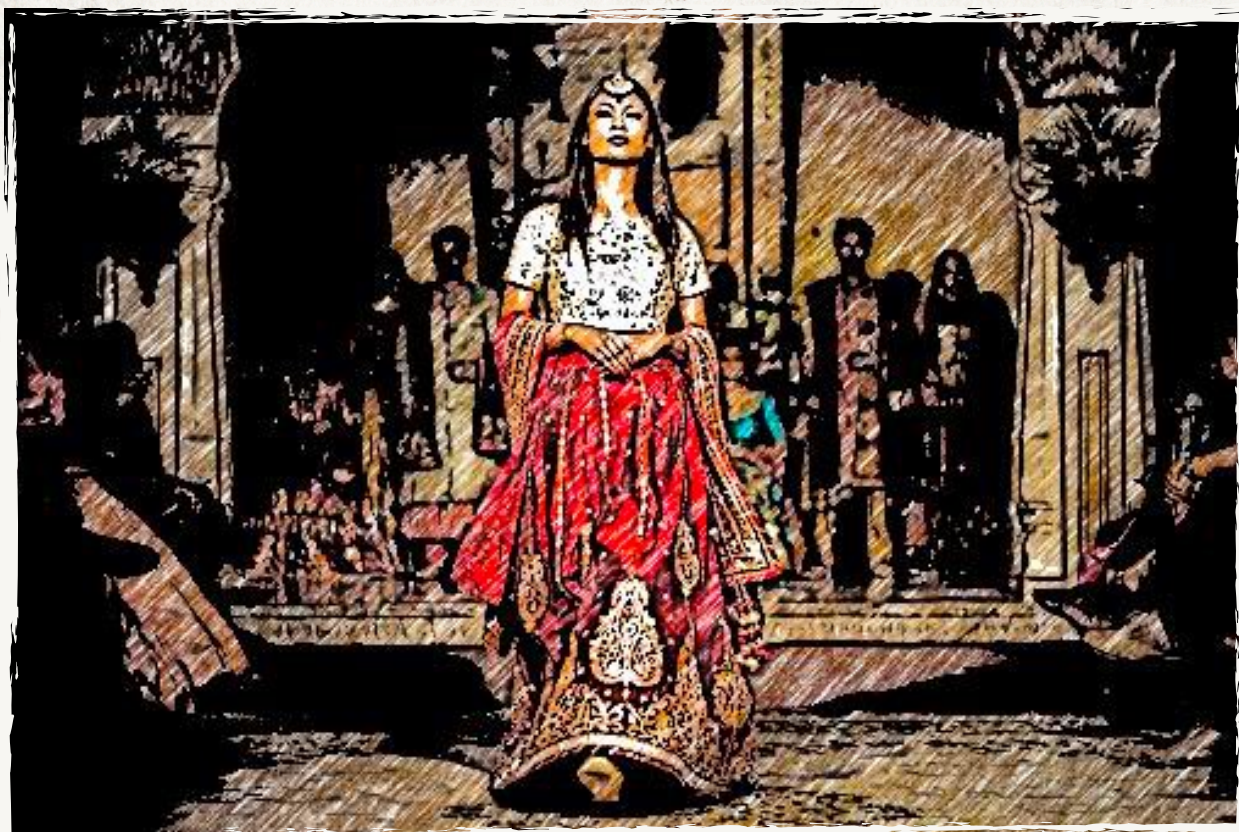
He excelled in abjuration magic. He also became fast friends with Idward, who was studying at the House of the Harp. The pair often stayed up through long nights, discussing philosophy, poetry and song at the city's Dancing Goat tavern.

Time proved Adulthus to be the more powerful spellcaster of the pair as their adventuring careers took them to locales across The North.

Idward has stayed with Adulthus despite his fall into madness that has prolonged their stay in Undermountain.

NPC STATS

Adulthus. Use stats for an **abjurer** found in *Volo's Guide to Monsters*.



Rashida Qahtan

Female human/Bedine

KNOWN ALIASES

During her sojourn in Halruaa, she was known as the Raspberry Mage for her love of the small berries.

APPEARANCE

Most often, her attire is influenced by the fashions of Halruaa, favoring embroidered silks for her skirt and tops, and fine slippers for footwear.

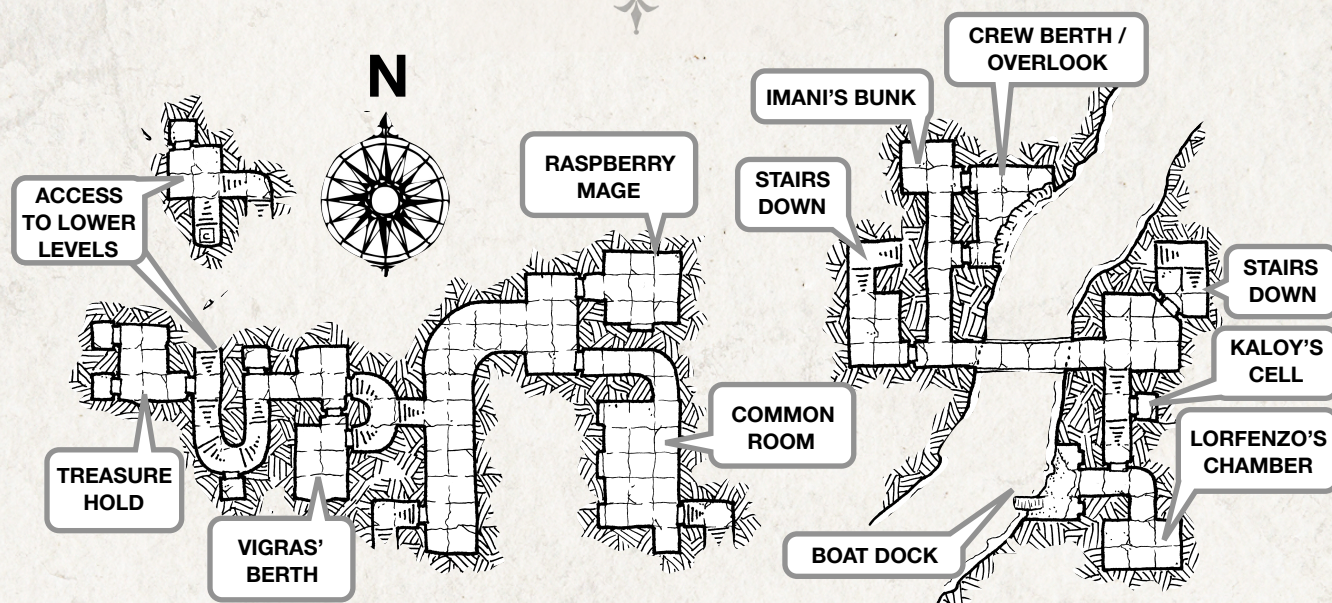
MANNERISMS

She wears a long sari draped over her forearms, almost like sleeves, to hide scars on her arms left from a magical testing while in Halruaa. Subconsciously, she sometimes slips a hand underneath to rub the scars.

MOTIVATIONS

Intelligent and self-aware, she understands the mystical hold Undermountain exerts upon spellcasters such as herself. She believes her quest to acquire the *Talisman of the Sphere*, a wondrous item that enables its wearer to be more proficient at controlling a *sphere of annihilation*, nears fruition.

**"It is time to achieve our destiny.
The path will soon be revealed. All has been a
testing for this moment. We must not fail."**



EXHIBITED MADNESS

She hides her affliction better than most. But she is sometimes overcome by a sensory overload that renders her blind (1-25 on a d100) or deaf (26-100 on a d100) for a period of 1d10 x 10 hours when she succumbs to long-term madness.

LAIR

Rashida and her crew holds a small fortress that is connected by a footbridge spanning a tributary of the River Sargauth on the Sargauth level.

They keep a small boat tied up to their riverside entrance.

On the opposite shore, they have a clifftop room overlooking the river.

Stairs on both sides of the Sargauth lead to a lower level that has plenty of living space and treasure storerooms.

COHORT

The core of her pirate crew out of Nelanther is still with her.

Lorfenzo. A male **oni**, Lorfenzo no longer takes pains to disguise his form.



Vigras and crew. Once the captain of Rashida's vessel, Vigras is an **orc war chief**. He commands three orc sailors, Tevit, Merch and Wylo.

Imani. A female **half-orc swashbuckler** (*Volo's Guide to Monsters*), Imani, was the ship's navigator.

Kaloy. She is human **priest** of Bhaal who was taken prisoner during one of their Undermountain forays and is now forced to provide healing to the company.

ORIGINS

Rashida's mother operated a merchant caravan that carried goods from the Anauroch desert to trade towns in Elturgard.

When her magical powers began to manifest, her mother made arrangements with another

trusted caravan mistress for her to travel to Halruaa to study.

After her apprenticeship, she returned to the Anauroch, but found she life among the desert nomads too parochial for her tastes.

The great cities of the Sword Coast beckoned. She spent time in Neverwinter, Luskan and was even shipwrecked upon the Nelanther isles, where she rose to prominence among its pirates.

A handpicked crew accompanied her to Waterdeep, where she decided to stake out a claim to a portion of Undermountain.

NPC STATS

Rashida. Use stats for a **archmage** found in the *Monster Manual*.



Mages Petit

This listing of mages includes those whose background and reputation is less prominent than the former list. This does not make them less powerful. On the contrary, some seem to be quite formidable adversaries. Certainly, they are more successful at cloaking themselves in a shroud of mystery.

One thing the Mages Petit lack that more prominent ones possess is a stronghold of their own.

In many cases these lesser mages serve others in Undermountain, wander the Underhalls, delve into Undermountain less frequently, or simply have not yet established a fortified safe place.





Novartus Owelen

Male human

Mage

What do you call a mage who comes out of the dark hallway in disheveled robes and with a crazed expression claiming to be Halaster Blackcloak?

Is he misguided, devious or just plain deluded?

Is he an imposter without malicious intent?

Or is he the real deal?

There are many reports that say a man purporting to be Halaster Blackcloak has been encountering adventurers in the Storeroom Level. The person cuts a convincing figure, for he resembles the depictions of Waterdeep's Mad Mage. Bolstering the assertion is the fact that he has been assisting adventurers by casting *counterspell*, *fireball* and even *greater invisibility* so they can retreat to safe rooms in the vicinity.

The Arcane Brotherhood, a faction that is active on the Storeroom level, is fairly certain this Blackcloak is a counterfeit. Officially, the order makes no pronouncements one way or the other. But sources within the order insist this "Blackcloak" is one of their own wizards who has "gone rogue." They insist the renegade is actually Novartus Owelen, a mage who has simply spent too much time in Undermountain.

However, the Arcane Brotherhood has refused to offer any proof or background information on "Novartus Owelen" to make their case. Are they lying to cover up the fact that Halaster is indeed alive and roaming the halls? Or are they chagrined that this Blackcloak has eluded their attempts at capture?



Shardiz Armature

Male, human

Conjurer

Shardiz, one of the Zhentarim's most effective agents in The North, appears to have relocated to Waterdeep. A conjurer by trade, Shardiz remains focused on researching forbidden magic about Great Old Ones.

Reports say he is concentrating his efforts on exploring the Wyllowood level, which seems a contradictory choice. He has been seen in the company of a dozen Zhentarim agents, all bandits and thugs.

Teleport has always made Shardiz a cagey opponent. Unafraid of calling upon entities of otherworldly origin, *Evard's black tentacles* and *conjure elemental* are always in his repertoire of spells.

Ephigenia Rictus

Female, half-elf

Necromancer

Most persons who wander the Sargauth Level alone come to a grim ending. They either die of exposure or from starvation as they meander lost in the winding corridors, sometimes not knowing that they were within a few hundred feet of people who could help them.



Such an ending is what many have supposed has befallen Ephigenia Rictus. Yet, time and again, she has managed to resurface: stumbling into the Lair of the Eye, Skullport or Spiderhaven on unsteady legs and exhibiting depravations of food and water.

Some believe she is a warlock of the fiend. Others think she is a necromancer. Both attribute her survival to the abilities of one vocation or the other. As she had never been perceived as a

threat by, nor allied with, any of the level's factions, she is rendered aid.

Some have speculated that she is, in fact, an agent working on behalf of Toporinikoiya Ghaloughs (or possibly is Toporinikoiya in disguise).



Khresiod Telgorund

Male human
Bard

Khresiod is a devotee of Cyric. It is thought by believers that he is so favored that he is often granted the privileges usually reserved for priests of the god of lies.

Trained in the barding trade by apprenticing with wandering troubadours of Amn, Khresiod came to Waterdeep to spread Cyric's message of ambition and self-reliance.

Avoiding the authorities, Khresiod established a bunker on the Dungeon level. He makes use of The Grim Crawl rather than the Yawning Portal as access back into the city.

In addition to his proselytizing, Khresiod has a handful of scams going on. Blackmailing nobles caught trying to double-deal on him is a favorite intrigue that gives him access to the city's ruling class.

Under the alias of Sadiki Strummer, Khresiod plays the yarting as part of the Calim Quartet, a

band that takes the stage just before midnight on the fifth day at the Three Pearls Nightclub festhall.



Bassolomew Mharkeh

***Male half-elf
Illusionist***

Bassolomew is an illusionist working on behalf of the Shadow Thieves, running operations between the Dungeon level and Skullport.

His main contact is the gnome assassin Marci Vale, said to have a lavish lair on the Dungeon level.

Because of his ability to slip unseen through hostile areas, he has been used as something of an emissary, relaying messages promising alliances to other factions.

Zhent agents in Skullport report seeing Bassolomew in the company of a yuan-ti cleric, probably making overtures to the Iron Ring slaver consortium, and a female drow of House Tanor'Thal, another slave-trading family.

It's said he has an agreement with the Tanor'Thal drow to set aside rooms on the Maze level so he can train a dozen apprentice wizards and spies.



Ivellyn Bracetti

***Female human
Diviner***

Those who reside in Undermountain require regular doses of hope, certainly more than folk who live on the surface. One of the people who provides that is the diviner Ivellyn Bracetti.

For superstitious underlings to mages who wish insight into the movements of their rivals and the fates of their own schemes, the door into Ivellyn's abode in the Willowwood is always open for business.

Ivellyn is no stranger to intrigue. She's planted many seeds of intrigues in her fortune telling. And she knows when it's time to pack up and move to safer locations in the Underhalls.

Never one to rely too much on her gifts, she has a small army of informants that scour the upper three levels of Undermountain for information. Mostly she fears the return of the Apprentices. She knows that a few are still active and may harbor ill will toward her for peaking in on their activities over the years.



Millicent Crouchs

**Female human
Enchanter**

Beneath the silks and Millie's sugary-sweet disposition lies the hardened heart of a malicious enchanter.

She has only recently taken refuge in Undermountain, fleeing after her criminal activities were at last brought to light. It is not known where she is holed up, though Skullport is a reasonable guess.

Her favorite tactic was to charm armsmen and knights, sending them into the Underhalls to do her bidding. Preying on their natural inclination toward adventure, it was easy to compel them to take on dangerous tasks. Few survived to complete her little quests, but enough did to make these risky charms worthwhile.

Though not of noble blood, Millicent has many allies among Waterdeep's upper class. She makes friends easily and she has been smart enough not to "take advantage" of all she's charmed. Many of these high-born folk have been her staunchest defenders when accusations surfaced before. She professed her innocence and relied on noble testimonials to pull her away from the reach of justice. All those tea parties with sweets have paid off.

The Watch has been alerted to be on the lookout for unusually large shipments of sweets

being smuggled into Undermountain on the supposition Millie will require a stockpile.



Karilla Evershade

**Female elf
Illusionist**

Karilla tired of working for traveling menageries and carnival sideshows and getting paid in copper coin — when she was lucky — and empty promises.

Instead, she joined up with the Blacklake Bruisers, an experienced adventuring party that was a dozen members strong out of Neverwinter. As their name suggested, they were a company of fighters and rogues. As a magic user, Karilla gave them an element they'd never had before.

Somewhere in the course of their explorations of the Dungeon Level, the Blacklake Bruisers got separated. In pairs or singly, most managed to make their way back to the Yawning Portal.

Everyone except Karilla, that is. After a while, Karilla was given up for lost.

Word has reached Durnan, however, that Karilla lives. Halaster's Heirs, arcane spellcasters studying under Trobriand and Muiral, took notice of Karilla's entry into the Dungeon Level. It was they who "arranged" for Karilla to be separated from the Blacklake Bruisers so they could recruit her into their fold.



**Triskillain Shardly
of Clan Battlehammer**

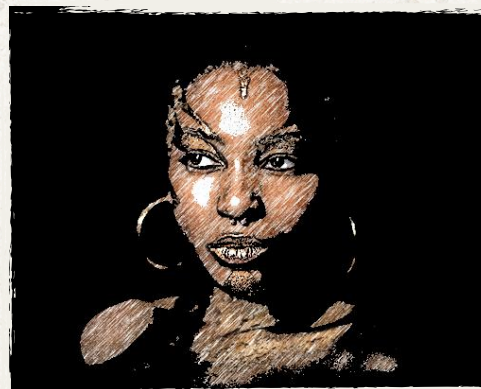
**Male dwarf
Transmuter**

A product of Mithral Hall who spent long hours learning to cast *stoneskin* to perfection, Triskillain is on something of a "vision quest" within Undermountain.

Believing family legends connecting them to the Melairbode dwarves, he led a small contingent of friends into Undermountain. It is believed he is devoted to studying excavations in Trobriand's

Graveyard, formerly Clan Melaikyn's mithral mine.

There is no word on whether the beholder Misker has tolerated Triskillain's trespasses or if they have reached some accommodation — as Triskillain's interests are academic and do not involve mining for mithral.



Avedra Marr

**Female human
Conjurer**

Avedra is the entrepreneur of the Dungeon Level. Leader of her own adventuring company — the Marr Delvers — she plans and executes expeditions.

She drills members of the company, making them into a cohesive unit, before she ever embarks. No candidate knows if they'll be selected for the final team until right before the expedition leaves.

The loot and treasure they acquire has to be split pretty thinly, but Avedra's record of returning with the company intact has brought her a lot of loyalty.

Thinking the Dungeon Level is fairly played out, however, has Avedra planning a more ambitious foray to the Lost Level.

The Lost Library

A legend that has gained a foothold in the consciousness of adventurers is that of the Lost Library of Nedaria Pintus.

The legend refers to a repository of magical tomes that Halaster collected, then entrusted to an apprentice named Nedaria Pintus. Supposedly, she carved out a section of the dwarf-constructed The Mad Wizard's Lair that lies deep in Undermountain and established a library there.

At first, Halaster intended the library to be a secure storehouse for his personal spellbooks and those of his apprentices.

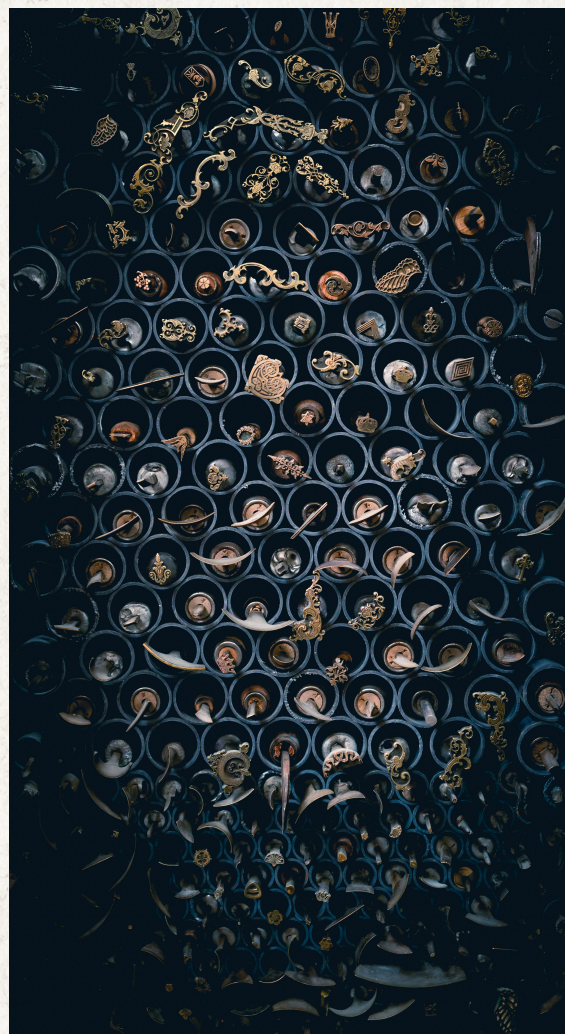
As time went on, however, the “dungeon” began to contribute to the collection.

The legends disagree as to how that was achieved. Some suggest intermediaries, such as Halaster loyalists, gathering up magic throughout the halls. Others believe the dungeon itself “guides” those who possess magical tomes to the library to make donations.

Regardless of the means, spellbooks of slain adventurers, workbooks and discarded notebooks, even spell scrolls and potions have found their way into Nedaria's hands.

These — and many other items — she dutifully cataloged and shelved.

The cataloging itself is not straightforward. There is no way Halaster would be satisfied with an arrangement that is alphabetical by author's last name. Some legends suggest the system relies on a dead language to decipher it. The Old High Wyrn tongue of Aragrakh is a leading candidate. The Elven high magic language of Seldruin is another because it uses the Hamarfae alphabet. Those who believe that Halaster himself is of Imaskari origin (present day Raurin, the Dust



Desert and the Plains of Purple Dust) suggest that Roushoum, a precursor of Tuigan, is the key.

Others think that the numbers 1-6-8 are significant, the *Year of Scattered Stars* in which Halaster established the hold near Waterdeep farms.

One deterrent to theft is that with the possible exception of Halaster, Nedaria is the only person who can make sense of the system.

To date, no one has ever returned from an expedition to that level and returned with credible proof they had actually seen the library.

Mages most monstrous

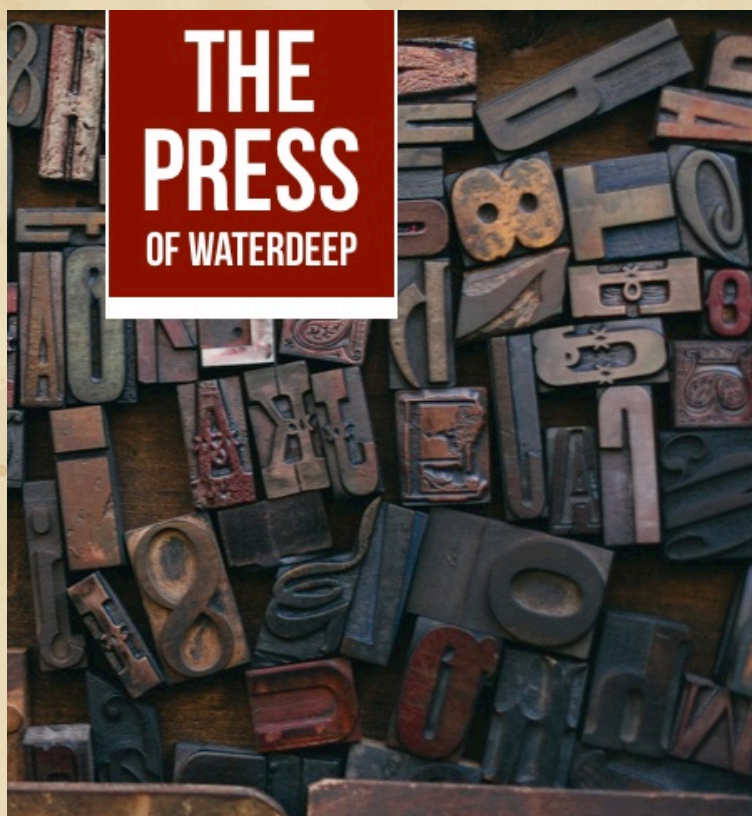
In Undermountain, some members of monstrous races become arcane spellcasters. This chart provides for such random encounters. Roll d10 to determine monster (and Int adjustment), NPC stat block from *Volo's Guide to Monsters*, an item in their possession, and some written material other than a spellbook.

d10	Race (Int. Adj.)	NPC caster	Item	Written word
1	Drow (—)	*Abjurer	beaker	almanac
2	Gnoll (—2)	*Apprentice Wizard	candle	bestiary
3	Goblin (—)	*Bard	flask	calendar
4	Hobgoblin (—)	*Conjurer	herbs	diary
5	Kenku (—)	*Diviner	lens	heretical text
6	Kobold (—)	*Enchanter	mortar / pestle	map
7	Lizardfolk (—)	*Evoker	pipe, smoking	star chart
8	Orc (—2)	*Illusionist	prism	astrology text
9	*Tlincalli (—1)	*Necromancer	quill	mathematics text
10	Yuan-Ti Pureblood (+1)	*Transmuter	tongs	forbidden lore text

* — from *Volo's Guide to Monsters*



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