

DUNGEON OF THE MAD MAGE

COMPANION:

BUNDLE III



BY WYATT TRULL

You Save \$2.50!

CONTAINS:
LEVELS IX-XIII

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FOREWORD

Dungeon of the Mad Mage is a tough nut to crack. Even after digesting its twenty-three chapters, you're left wanting, wondering. What, exactly, is this campaign's story? What aims are there beyond gold or glory or power—beyond just delving into the deeps?

The *Dungeon of the Mad Mage Companion* is aimed at fleshing out what would be an otherwise skeletal module. Through narration blocks, variants, and actual *narrative*, the *Companion* should make running *DotMM* easier for you and more satisfying for your players. No adventure is perfect, but *DotMM*'s lack of a narrative is glaring—hence the founding reason for the *Companion*.

SHORTHAND

With even just five chapters per document, this supplement is *massive*. The following shorthand must be implemented to reduce the strain on your printer or the scroll wheel of your poor, poor mouse:

DoTMM refers to this module, *Dungeon of the Mad Mage*.

LX refers to a level of Undermountain (e.g. "L1").

Appx refers to an Appendix, either of the of the *Companion* or *Dungeon of the Mad Mage* itself.

Ch. refers to a chapter. Intuitive, right?

HG refers to *Halaster's Game*, the overview chapter of the *Companion* & *DotMM*.

STRUCTURE OF THE COMPANION

Each chapter of the *Companion* follows this structure:

PREAMBLE OR "RUNNING LEVEL X"

The *Companion* opens with notes on how to best run that level of Undermountain. It always includes quick notes for the DM but might also break down the story of that level, outline its factions, detail additional loot you can add, or criticize how that chapter was written, providing you with alternative ideas to running it.

Halaster's Game. The *Companion* depicts the Mad Mage as a deranged gameshow host whose program, *Dungeon of the Mad Mage*, is broadcasted across the multiverse. In specific chapters of the *Companion*, however, this also includes wide-reaching variants that you can utilize to flesh out or improve that level.

AREAS OF NOTE

The *Companion* fleshes out areas of a particular level that need it. Sometimes this is simply a narration block to read to your players. Sometimes it includes tactics used by NPCs there or additional loot. Often it includes tips to better run that area, even if it alters *DotMM*.

Special Events. Many levels have special events written that can occur in a multitude of areas. These serve as narrative devices to shake things up. Use them at your own discretion.

EPILOGUE

The epilogue details any possible paths that might occur after finishing a level, as well as reminding you of what level the party should reach.

Send-Offs. Each chapter of the *Companion* is written with a narration you can use to cap-off your session. Every send-off includes one in which the Mad Mage telepathically speaks to the adventurers *and* the audience. These messages may include quips, a moral to the story, warnings, jests, foreshadowing, or even an announcement of the next dungeon level.

APPENDIX A: MAGIC ITEMS

Magic items—and sometimes mundane items—are detailed in Appendix A. The location thereof is also included. Some chapters of the *Companion* add additional loot to the mix since Undermountain often seems deprived of any useful items. *Spell scrolls*, however, aren't ever described in Appendix A.

APPENDIX B: NPCs & MONSTERS

The statistics of the NPCs and monsters that inhabit a level are provided for you in Appendix B. Additionally, some chapters of the *Companion* include new or different monsters you can add to the level; these statistics are also provided for you.

Exceptions. Over 230 unique creatures are in *Dungeon of the Mad Mage*. To avoid bloating these supplements, CR 0 creatures such as **cats** aren't included. So too are spellcasters with different spells prepared than their original statblock, as well as creatures whose variants are just too trivial to detail—such as a wood elf **bandit** who merely gains an additional 5 feet of movement or the additional hit points an enlarged **mimic** might have.

Additionally, the many petrified creatures of Level 2, Area 26 are not included.

APPENDIX C: TRAPS AND EFFECTS

Whenever a character must roll on the madness table or suffer through quicksand or broil in extreme heat, it can be explained in Appendix C, if it spans multiple chapters. Otherwise, the effect is detailed in its relevant chapter.

ROLEPLAYING THE MAD MAGE

As always, the Halaster Blackcloak has been rewritten as a deranged gameshow host whose program, *Dungeon of the Mad Mage*, is broadcasted across the multiverse. Countless souls watch—apparently—as Halaster hurls challenge after challenge at an adventuring party in Undermountain, filming their every struggle and victory. It's this insidious game that the player characters have found themselves trapped in.

See *Halaster's Game* of the *Companion* for more details on roleplaying the Mad Mage in this manner.

LEVEL IX: DWEOMERCORE

QUICK NOTES

- This level is ostensibly a story-driven chapter, especially if it's assumed the party will stay at least a handful of days and is free to explore the complex.
- If any adventurers are admitted as students, even if temporarily, then the vast majority of foes on this level *do not* attack the party unless provoked.
- *Many* special events have been written for this level, as it's a story-driven chapter. See *Areas of Note*.
- Karstis, the Dweomercore mage of Level 8, may have been encountered by the party. If he yet lives, he might return to the academy at your discretion. Add him to any of the events of this chapter if you so wish.

INVOLVING MARTIAL CHARACTERS

What are martial characters to do on this level, in a *wizards' academy*? Ideas include:

Bodyguards. Many of Dweomercore's star pupils are accompanied by bodyguards, such as Spite Harrowdale's **oni** or Skrianna Shadowdusk's **shield guardian**. Even the Mad Mage infamously kept a bodyguard (Muiral). Martial adventurers can thus assume that mantle for their spellcaster-brethren. This allows them to avoid a fair amount of scrutiny and go where their "master" treads.

Classes. Knowledge is power. The characters can learn esoteric lore ranging from arcane theory to xorns. So long as the bone devil is slain, the head-master is fine with these guests attending a few classes—at least until they wear out their welcome.

Test Subjects. There's good money in being a wizard's test dummy. Particularly tough characters will find themselves popular among the freshman Evocation and Abjuration classes. Alas, the true Halaster has not refreshed the academy's coffers, so that "check" will definitely bounce.

Skulking. Egos abound in this academy, egos so swollen they could blot out the sun. Most wizards here would look so far down on "mundane" folk that they might practically be invisible. In this manner, martial characters have *more* freedom to explore, steal from, or investigate Dweomercore.

ADDITIONAL LOOT

There's scant few magic items in an academy devoted to magic. Under this variant, several new items have been added.

THE ACADEMY REVAMPED

With only seven students and a handful of faculty members, Dweomercore seems quite empty. It has been revamped to include the following changes:

- The entrance exam is now to slay the **bone devil**.
- The student body knows there's more than meets the eye with Spite Harrowdale; they just don't know what.
- The students, staff, and other intelligent creatures of the academy *do not* attack the adventurers on sight and instead assume they're invited guests. Why would brilliant wizards even attack when outnumbered?
- Murder is expressly forbidden in the academy—so long as the perpetrator does not get caught. All quarrels are to be resolved through words or a spell duel (see *Have at Thee, Cur!* special event.). Murderers face petrification, mutilation, death—or worse, expulsion.

THE ENTRANCE EXAM

The entrance exam presented in *DotMM* is underwhelming to say the least. Instead, since the academy is "at capacity," the headmaster informs any would-be students that only by defeating the **bone devil** of Area 47 will they be admitted. An "extraordinary display of talent" is necessary.

By facing this hurdle now, it gives the adventurers a chance to shine and earn the ire of the upperclassmen, who, otherwise, would have demonstrated their might by tackling the devil. It also clears up the way to Level 10, allowing the party to move on quickly if they don't stay here for a while.

If the candidates succeed, they are placed into House Kestellharp by the Arbiter Cap (see below).

UNDERCLASSMEN

The student body has been expanded to include an additional 32 **mag**es and 63 **apprentice wizards** (whom are legacies: descendants of people Halaster owes a favor to) of varying race and prowess. These additional NPCs are merely fodder you can use for whatever fell purpose: filling out a lecture, passing through the halls, dying, applauding or jeering at spectacles—the works. In this fashion, you need not be bogged down by additional NPCs to manage, but can draw on them for whatever you need. These characters are effectively noncombatants.

The underclassmen dormitories, which are pocket dimensions, are divided by their respective houses (see below).

UPPERCLASSMEN

The eight students described in *DotMM* are instead the upperclassmen and star pupils of Dweomercore. Their relationships are described in a map on the following page of this supplement.

Make no mistake: each and every upperclassman, despite their years of experience, despite their ages, is an emotionally-stunted prima donna.

Class Rankings. As the senior class of Dweomer-core, the upperclassmen are continuously ranked by the headmaster. Their scores may rise or fall for seemingly arbitrary reasons. The truth is that the rankings don't matter, but the academy is steeped in the commonly-held superstition that only the top three can graduate and all others are subject to the Mad Mage's torment for decades to come. Thus, the upperclassmen will do anything to improve their rank and foil their classmates'. They also cannot hide their dismay when the adventurers arrive, for any spellcasters in the party may be thrown into the mix.

HOUSES

To push students into emulating the Seven (the Mad Mage's original apprentices that came with him to Undermountain) Halaster divides the student body across seven houses, described below.

The Arbiter Cap. First year students are ushered into Dweomercore in a fantastic celebration ending in a grueling session with the Arbiter Cap. The Cap is a loud-mouthed sentient magic item that, when worn, can analyze its wearer. It then often spews out that character's deepest insecurities and most gaping flaws to all those that can hear—just utterly roasting the poor bastard. Thereafter, it designates the student's house, determined by their personality.

Dorms. The living quarters of each house is located in a pocket dimension. Only the upperclassmen enjoy their own earthly dormitories, described in Areas 8 and 11.

HOUSE ARCTURIA

Named after perhaps Halaster's most ambitious apprentice, House Arcturia is for those that not satisfied with their current status—whether it be physical, social, or magical. House Arcturia often dominates the school's politics, driving them into deep conflicts with Houses Nester and Nyghtsteel.

UPPERCLASSMEN

Rank	Character	Statistics	Area
1	Spite Harrowdale	NE Human archmage	6
2	Cephalosk	LE Mind flayer arcanist	7
3	Elan Tanor'thal	NE Drow mage	13
4	Violence	LE Tiedfling mage	14
5	Skrianna Shadowdusk	CE Human mage	38
6	Turbulence	LE Tiedfling mage	17
7	Nylas Jowd	NE Human mage	16
8	Karstis (see Level 8)	LE Human mage	L8

Symbol. A skeletal hand represents House Arcturia. Its forefinger has flesh; its middle finger is clawed; the ring finger has been bitten off; its pinky is a rusted key; and its thumb is a wand.

Dorms. The entrance to House Arcturia's private quarters is rightfully located across the door to the Transmutation Classroom, Area 34. Throughout its years, Dweomercore has held transmutation classes in several locations; the doorway to House Arcturia's quarters always materializes without fail. To open it requires casting a transmutation cantrip while within 5 feet of it.

Star Pupil. Spite Harrowdale is the unequivocal champion of House Arcturia. All its members chafe under the shadow of this 12-year-old boy, though many suspect there's more than meets the eye.

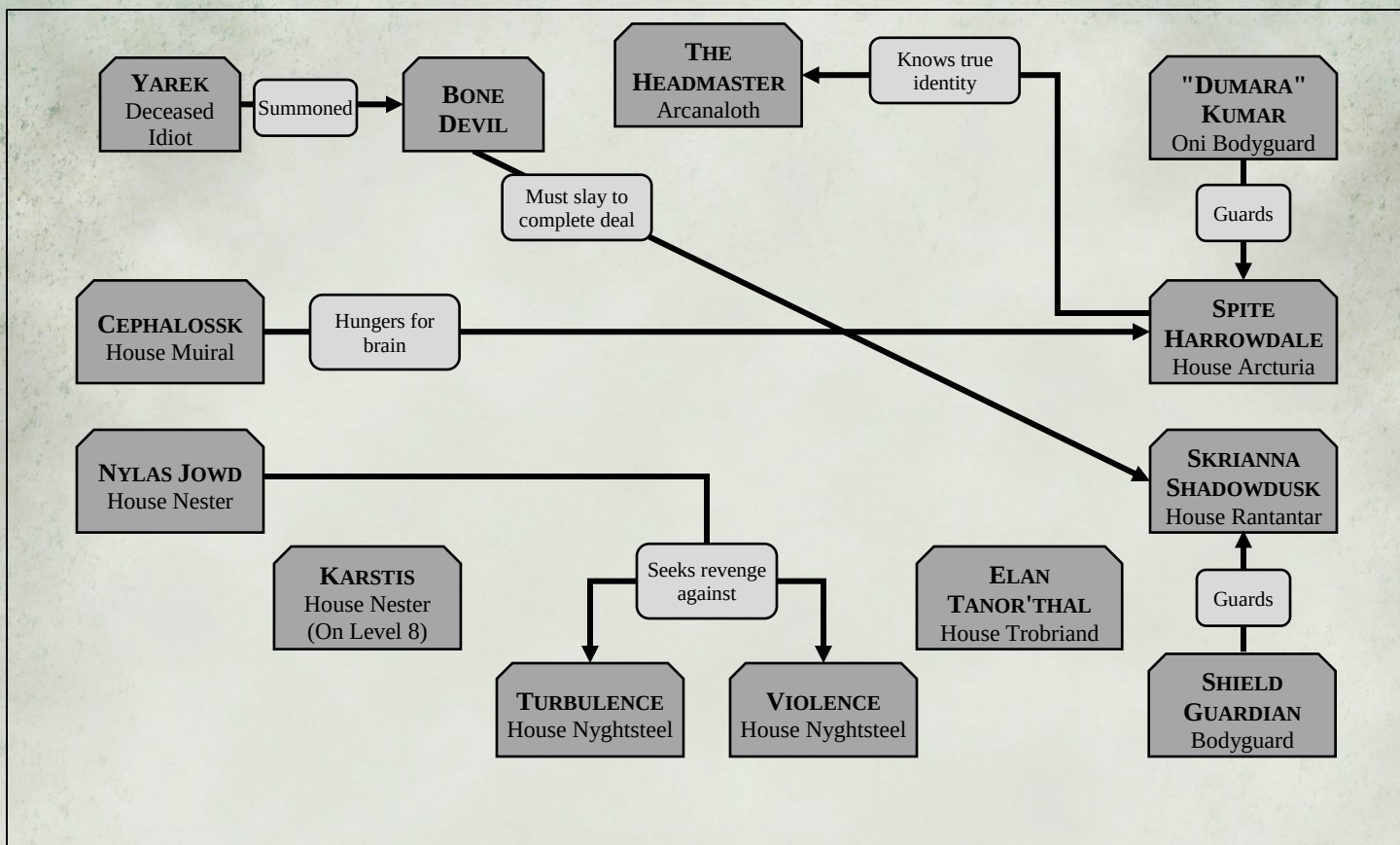
HOUSE MUIRAL

"House Pariah," as it has been famously known, is named after Muiral the Misshapen, the former bodyguard of the Mad Mage that turned his godly-given form into a monstrous half-man, half-scorpion body. The Arbiter Cap places outcasts and insecure individuals into this house. Its members are disjointed and rarely interact with each other. Whenever Muiral the Misshapen guest lectures at the academy, House Muiral conveniently has the flu.

Symbol. House Muiral is represented by an eight-fingered fist, one of which is tipped with a ghastly claw. It's set upon a violet field.

Dorms. House Muiral's frigid quarters can be entered through a mirror in the hallway outside A7.

Star Pupils. Cephalosk the **mind flayer** is the head of House Muiral in all but name—though that amounts to little influence, given how reluctant its students are to even look each other in the eye.



HOUSE NESTER

Shame has befallen House Nester ever since its founder failed to achieve lichdom—a failure that hounds its members day and night. Nester himself yet remains in the academy, teaching the foul art of necromancy. He delights in embarrassing and tormenting House Nester students that don't meet his exacting standards. Sadists petrified of death and pain are often hurled into this house.

Symbol. House Nester's symbol is, unsurprisingly, a spectral skull floating above a tombstone.

Dorms. House Nester's abode can be found in Area 3, south of the medusa statue.

Star Pupils. Nylas Jowd is House Nester's most esteemed student with Karstis a close second.

HOUSE TROBRIAND

Devoted to innovation above all else, members of House Trobriand are derisively called "metal heads," after their founder, Trobriand the Metal Mage. The Arbiter Cap tends to place those mad or adventurous enough to experiment with magic in this house.

Symbol. House Trobriand is represented by a steel scorpion on a gray field.

Dorms. The entrance to House Trobriand's dorms is hidden in Area 32, the Steel-Sheathed Hall.

Star Pupil. Elan Tanor'thal leads House Trobriand, though he shelves most administrative work off to his deputies, preferring to focus solely on his studies. Members of his house obey his infrequent demands but never trust him to have their back.

HOUSE NYGHTSTEEL

Named after Marambra Nyghtsteel, this House symbolizes the cultivation of raw power. Those that hunger to prove their strength to peers—to the world—are often placed in this house by the Arbiter Cap, as are those that wield their arcane power as a cudgel.

Symbol. House Nyghtsteel is represented by an emerald flame within which lightning dances.

Dorms. All members of House Nyghtsteel carry a small trophy of theirs—anything that has been won over competitors, be it a medal, a seal of approval, a wolf's fang, or even a rock won in a schoolyard brawl of one's youth. To enter their dormitories, these members must place their trophy in the empty trophy case of Area 19, which then teleports them and it to their demiplane dorms.

Star Pupils. The Horned Sisters, Violence and Turbulence, stand as House Nyghtsteel's most esteemed students. Underclassmen listen to them less out of respect and more out of fear.

HOUSE RANTANTAR

Its founder devoted to trickery, House Rantantar is crowded by the pride and arrogance of its members. There is a rigid hierarchy where subordinates are expected to obey—but scheme against—their superiors while exacting their frustration on someone beneath them. Every student here comes from nobility of a sort and chafe under the authority of another. No person in Dweomercore is more miserable or abused than the lowest person on House Rantantar's totem pole: a human **mage** by the name of Jacob Anderbrood.

Symbol. A gnarled wand in a cloud of miasma represents House Rantantar.

Dorms. To enter the house's dormitories, one must hurl themselves into the correct alcove in Area 41, sinking into the wall on a success. The alcove changes randomly throughout the day, explaining the chronic frustration and many concussions Rantantar students seem to develop.

Star Pupil. Skrianna Shadowdusk dominates House Rantantar with a debutante's vanity. All members are expected to treat her as the lady she is—enforced by her **shield guardian**. They would like nothing more than to see her dead, or better, expelled.

HOUSE KESTELLHARP

This house has lain barren ever since Jhesiyra Kestellharp "abandoned" Halaster so long ago. With the arrival of the adventurers, they are inexplicably thrown into this house.

Symbol. Historically, House Kestellharp's symbol has been a wisp in a moonlit wood. The only portrait bearing this has been shredded, found in the house's dormitories.

Dorms. After Jhesiyra's disappearance, Halaster did some remodeling of the House's dormitories to symbolize his anguish and disgust: it's now the academy's garbage room, Area 9. Characters within their can spot a ladder dipping into the refuse pit. Half way down is a precarious ledge set before a door that opens upon the House's pocket dimension-dormitories.

FACULTY

Like the student body, assume that the faculty's ranks have been expanded as well. The only instructors you and the party must concern themselves with are outlined below, with exception to Professors Figment and Bring (see Areas 33 & 37 respectively).

THE HEADMASTER

The arcanaloth knows this in its black heart: this is as good as it'll get. Eons of serving two-bit hedge wizards and guarding tombs have led to this duty: masquerading as the Mad Mage while teaching students the secrets of magic. The headmaster *loves* this post and will do anything to avoid being fired by Halaster—anything to avoid a "lesser" assignment.

The Headmaster's Secret. It's of little consequence if the adventurers learn that the headmaster is not the actual Mad Mage, but it will likely embolden them once they know Halaster isn't here to smack them down. The arcanaloth, for its part, worries that if its secret is learned one too many times, Halaster will fire him.

You as the DM want to drop hints that this isn't Halaster, and you can do so with the following tips:

- Whenever possible, say "the headmaster" when you narrate or refer to "Halaster."
- The arcanaloth has no idea of Halaster's hit game-show, *Dungeon of the Mad Mage*, so any references to it will go over its head.

- No matter what Spite Harrowdale does, the headmaster refuses to punish him. Why? the adventurers must wonder.

WORMRIDDLE THE NIGHT HAG

Wormriddle prefers to appear as an old, plump woman chronically dressed in pink. She sounds so sweet it's sickening and almost all students know her to be a cruel and unforgiving mistress.

Inspiration. Wormriddle, in this supplement, is ostensibly inspired by Dolores Umbridge of *Harry Potter*. Fans will peg her as evil immediately.

NESTER

Under this supplement, Nester has been changed from a harebrained, shattered **archmage** to a wickedly sadistic **boneclaw** (see *Mordenkainen's Tome of Foes* for lore). Necromancy classes have become macabre experiments in pain and death. Nester uses both insolent or failing students for the former and captives for the latter.

THE HIGH WIZARD TOURNAMENT

Every graduating class of Dweomercore must face the High Wizard Tournament, the ultimate test of their courage, cunning, and wit. The Mad Mage has timed this class's tournament perfectly with the arrival of the adventurers, for he too wants them to compete in these foul games. The headmaster is under strict orders to invite the adventurers to partake, so long as any of them are arcane spellcasters.

The tournament is divided into three challenges, described below. Each take the contestants out of Dweomercore for some time. "Halaster" likes to boast that the "tourney" has an 85% mortality rate.

Inspiration. Any HP fan worth their salt will recognize these events to have been ripped out of *Harry Potter and the Goblet of Fire*.

OVERVIEW

The tournament has three challenges, each a week apart. The adventurers are expected to stay in the academy for up to three weeks if they opt in—and once they're in, they're forbidden to leave until they're dead, disgraced, or victorious.

Act I sends the competitors to the frozen north to pilfer an **adult white dragon's** eggs.

Act II takes place upon a sunken world. A loved one (or trinket) has been stolen from each competitor and is due to be sacrificed by the capricious sahuagin.

Act III hurls the competitors into a labyrinthine demiplane guarded by a **gynosphinx**. The **lich** Ezzat of Level 20 makes a cataclysmic appearance.

ANNOUNCING THE TOURNAMENT

Within a few days of the adventurers' admittance to Dweomercore, the headmaster summons all students and faculty to Area 30, the Dining Hall. The upperclassmen

have been even more broody these last few days, for they rightly suspect the High Wizard Tournament is about to be sprung upon them.

Once the academy has assembled in the hall, read:

All of Dweomercore has assembled, its students pregnant with worry. Whispers sweep throughout the hall. You catch rumors of that someone will be put to death—or worse, expelled. A clump of House Nester students shares a nervous glance, as if they've some dark secret that has been discovered. The upperclassmen stand at the heads of their tables, grim-faced and resolute, their eyes red from exhaustion.

Let the adventurers stew here for a bit. They might gossip with the upperclassmen or eavesdrop on other conversations. Once you're ready, the headmaster enters the chamber and announces the High Wizard Tournament. Read the following:

At last Halaster takes his place before the tapestry depicting the Seven. He motions for silence and when he's denied it, he polymorphs some loud-mouthed student into a sheep. The student body collectively shuts up.

"Now that I've got your attention," the Mad Mage smiles, "The time has come 'round once again: the dreaded crucible, that harrowing trial: the High Wizard Tournament. Only the greatest of magi shall survive and glory, power, and recognition shall be theirs to claim! Behold!"

The headmaster claps his hand and a goblet of cold fire thunders into existence. Eyes peer out from the flames. Eyes that hunger, that judge.

"To be considered for the tourney, one must cast their name into this cold fire! And any student may cast their name, but I remind our senior class that to graduate our most esteemed academy, they must survive this crucible. Challenges! Challenges three our beloved seniors face, lest they be cast aside as the trash I've always suspected them to be! Those among them too afraid to dive into the belly of the beast may postpone their trial by yet another year, shameful as that may be!

"Pray to your false gods, my dear students. Those that triumph shall live forever more as a graduate of Dweomercore. But beware, my pupils! What is given cannot be taken back! The fire is impartial! The fire is your judge, and I your executioner! Death or worse is all that awaits those that refuse the call of the cold fire!"

ENTERING THE TOURNEY

To enter the tournament, one's name must be written upon parchment and cast into the fire. The fire then selects its competitors. To graduate from the academy, one must compete in the High Wizard Tournament. All upperclassmen must either commit now or postpone it for another year. The junior classes are free to cast their names in (and some do, often against their will) but the fire does not select these students.

Fire's Truth. Anyone with half a brain can figure that it's a good chance that the "fire" is just controlled by the Mad Mage. A *legend lore* spell confirms this.

The Adventurers. The party is free to compete in the tourney if any of them are admitted students of the academy. As they'll find out, however, Halaster has already engineered their involvement.

Mulling It Over. The upperclassmen are given only one night to decide their fates, for the names shall be drawn from the fire tomorrow morning. Only Skrianna Shadowdusk is arrogant enough to cast her name now before the masses. Ultimately, however, all the upperclassmen are entered and selected.

The students are dismissed after the headmaster's announcements. Several events occur this night:

Jowd's Revenge. Under a spell of *invisibility*, Nylas Jowd casts his name along with both of the Horned Sisters, condemning them to the tourney as they didn't leave the academy last night. He intends to kill both during the tourney.

Spider, Spider. Elan Tanor'thal sends his spider familiar to drop in both his and Karstis' name (who has since returned to the academy). Karstis had intended to abstain from the tournament.

One Way or Another. Cephalosk skulks into the chamber to drop both his and Spite Harrowdale's names into the cold fire.

The Janitor Sweeps In. An old, raggedy man shambles in, clutching the name(s) of the adventurers that have been admitted to Dweomercore. This man is Halaster Blackcloak under a spell of *disguise self* and he *wants* to be discovered by the adventurers, if they're watching the chamber over night.

THE MORNING OF

At nine in the morning the next day, the headmaster summons the student body back to Area 30 to draw the names from the cold fire. Once a character's name is drawn, they stand beside the headmaster, sometimes provoking applause or jeers from their own house or a rival house.

The order goes: Skrianna, Nylas Jowd, Violence, Turbulence, Spite Harrowdale (which draws a cheering from the crowd; many students have long-since wished for this arrogant child to die), Cephalosk (whose housemates watch coldly), Elan Tanor'thal, then Karstis, and finally any adventurers.

Karstis: Condemned. Karstis is present for the announcement of the tournament. However, he never intended to enter, preferring to get a few more years of study under his belt. Alas, Elan Tanor'thal condemned him late last night. When his name is drawn, he refuses to partake—and the arcanaloth casts *banishment* as punishment (already having Halaster's consent to bypass the restrictions on magic in Undermountain). Karstis goes screaming as he's sent to the Shadowfell. Read the following:

"Then begone, craven cur," the Mad Mage snarls, "you're no apprentice of mine." With an arcane word, shadowy hands appear, clawing at Karstis' body. The young mage begins to scream for mercy as his body is hurled into some dark nether whence there is no return.

This underscores to the adventurers what happens if their resident spellcaster refuses to answer the call of the cold fire.

Answering the Call. If the adventurer accepts the challenge, the headmaster is delighted; it warns them not to leave Dweomercore. If the party has no intention staying here, they'll have to sneak out, possibly incurring the wrath of whom they might still believe is the true Halaster Blackcloak.

Refusing the Call. If they still refuse, this place becomes a bloodbath. The **arcanaloth** attacks them, along with the upperclassmen (except for Spite Harrowdale and his oni bodyguard, who retreat). The adventurers will have to fight through all these combatants to try and escape Dweomercore. The student body does not engage the party but instead flees to their dormitories. If the headmaster survives this encounter, it announces across the academy that the adventurers are to be killed, turning all characters hostile to the party.

RULES OF THE TOURNAMENT

When it comes down to it, the rules for the High Wizard Tournament are ironically simple: finish the task, no questions asked. Teamwork, treachery, and outright murder are all fine, so long as the rules below are followed.

Punishment. The Mad Mage's punishment for breaking any rule is eternity under the *imprisonment* spell, as cast by the real Mad Mage. The headmaster wastes no time informing the competitors of this.

Rules. All competitors must abide the following:

- No competitor can back out of the tournament; one can self-forfeit a task (and thereby be awarded 0 points) but to flee is to incur Halaster's wrath.
- No competitor shall leave Dweomercore except for the purposes of the tournament.
- No competitor shall "cheat" the tournament by falsifying their efforts.
- No competitor shall leave the region or plane of existence of that challenge of the tournament.
- No competitor shall turn to an otherworldly entity during a challenge, unless such a being is enslaved to the mage's will, such as through the *summon lesser demons* spell.
- After a leg of the tournament, all participants are given a week's rest, free from classes or chores. No competitor may interfere in the rest of another.

POINTS SCORING

Place	The Arctic Egg	The Sunken Depths	Maze of the Spotless Mind
1st	25	50	100
2nd	22.5	45	90
3rd	20	40	80
4th	17.5	35	70
5th	15	30	60
6th	12.5	25	50
7th	10	20	40
8th	7.5	15	30
9th	5	10	20
10th	2.5	5	10
Forfeit	0	0	0

SCORING OF THE TOURNAMENT

The competitors are awarded by how quickly they complete the current task of the tournament. Since the tourney only grows harder, the points increase. In the incredibly unlikely situation that there are more than ten competitors, assume that eleventh place and beyond awards zero points.

Posthumous Scoring. Just because a character dies doesn't mean their points are wiped away. Other competitors may still finish the tourney behind a dead man if they performed poorly. In such events, the dead character keeps their place in the rankings.

REWARDS OF THE TOURNAMENT

Beyond just satisfying the graduation requirement, the following prizes are promised to the top three competitors: a *pearl of power* (3rd place), a *staff of defense* (2nd place) and an *ioun stone of intellect*. These are described in Appendix A.

Experience. The tournament is written with the expectation that the party will not fight their way through Dweomercore and will instead earn experience by completing the challenges of the tourney. Do not award them twice. No matter what, they should be leaving Dweomercore at 11th level.

POLITICS & GRUDGES

The upperclassmen have no intention of being up-staged by these outsiders. While some events will might cooperation with the party, many will look to betray them at the most opportune moment. These deceitful curs also intend to fulfill their long-held vendettas, such as Cephalosk's hunger for Spite Harrowdale's brain or Nylas Jowd's fantasy of zombifying the Horned Sisters.

I. THE ARCTIC EGG

"Courage! Daring! Bravado! Our opening salvo shall not disappoint: far to the frozen north, upon the roof of this blighted little world, slumbers the drake Serakrish, proud mother to a new clutch of eggs. I want those eggs, my dearest pupils, and I shall have them or I shall have your heads. Dress warm, for the Stolid Glacier awaits."

The High Wizard Tournament begins the next day, but the first challenge is described (using the script above) after all names are drawn from cold fire—wizards are all about meticulous planning, after all.

The first challenge of the tournament tests the competitors' daring. Their mission is to steal an egg from the frozen lair of an **adult white dragon**. Each competitor (including companions such as Spite's **oni** bodyguard and the adventurers) are given a beacon that, when pressed via an action, teleports that character back to Dweomercore. To come back without an egg is to fail this chapter of the tournament. The beacon also ceases to function inside the dragon's lair, forcing the competitors to escape its wrath, should it wake.

The Drake's Lair. Far in the frozen reaches of Toril, farther than nearly any mortal man has tread, has this lair been made. Its deadly cold and the winds howl outside at all times. It counts as Serakrish's lair.

Time. This competition is a race and to cheat your players of actually affecting their place would be unforgiveable. Roll a d20 for each competitor with the bonuses described below. As for the party, they gain a bonus if they: evade one or both encounters by succeeding on their Wisdom (Survival) checks in the wastes (+2 and +4 respectively). If they stop to save Violence from Nylas Jowd, they receive a penalty of -2 to their roll.

- Cephalosk: +3
- Elan Tanor'thal: +2
- Nylas Jowd: -2
- Skrianna Shadowdusk: -2
- Spite Harrowdale: +3 (+6 if **oni** is present)
- Turbulence: +5
- Violence: -2

1. INTO THE WASTES

The dragon lairs within a labyrinthine glacier surrounded by deep, frigid water. All participants are teleported into the frozen wastes, arranged around it in a ring. They've each a mile to travel before reaching it. In this manner, the adventurers are unlikely to meet any upperclassmen. The party itself is initially split in half, and each face an encounter before finally finding each other.

Each encounter, described below, can be skipped if a group succeeds on at least two out of three DC 20 Wisdom (Survival) checks. Each group must appoint a "leader" to make this check. If one group fails, but the other succeeds, the successful group arrives three rounds into the encounter.

Encounter A. The party unknowingly treks through the territory of an **abominable yeti**. As they make their way through a frozen pass, it and two **yetis** attack. A strong wind (see App. C) blows through the pass.

Encounter B. The adventurers trek over a frozen lake blanketed in snow. Beneath the surface, lying hidden, is a **remorhaz** that bursts through the ice on its first turn. The eruption is enough to weaken the ice, turning several patches into thin ice that can plunge characters into frigid water (see Appendix C).

Reaching the Glacier. The glacier surfaces above frigid water that is approximately 600 feet from the coast, requiring either flight, teleportation or boats to cross the water. The upperclassmen have prepared the *fly* spell for this very purpose.

Jowd's Revenge. When the adventurers find themselves at the coast, they can clearly see the glacier—and Skrianna Shadowdusk flitting through the air via a *fly* spell, proving that this is their target. However, as they look to the south, they see sickly green light emanating from a nearby cave. They hear the crash of thunder, the roar of flames. If they investigate, they find Nylas Jowd and Violence (both **mag**s) dueling. Unless the adventurers intervene, Nylas kills Violence and animates her corpse.

2. THE STOLID GLACIER

Serakrish, the **adult white dragon**, has slumbered at the heart of her hollow glacier for months now, heating her eggs with her body. A clan of **kobolds** tend to her lair, chiseling out labyrinthine tunnels, cleaning and rotating the eggs, and standing guard.

Eggs. Beneath Serakrish lie 2d6+2 eggs that are due to hatch in a few days. Each egg has an AC of 10, a damage threshold of 5, and 16 hit points. It is a Small-sized object that weighs 50 pounds. Depleting an egg's hit points destroys the egg and kills the wyrmling inside it. Each egg is worth 150 gp to an interested buyer.

Waking the Drake. While Serakrish hibernates, her passive Perception is 10. She can only detect characters within 10 feet of her. She awakens only if she takes 10 damage or more or an extremely loud noise, such as the *thunderclap* or *shatter* spell are cast within the glacier. Her kobold servants are loathe to wake her lest they incur her wrath; they only do so as a last resort, such as if they see an egg being stolen. A kobold can use its action to wake Serakrish.

Tunnels. Tunnels wind all about the glacier, too dark and too blue to be seen through. **Kobolds** roam in packs of 1d8+5, busying themselves with tasks. Most tunnels can only fit a Small creatures; the kobolds use these tunnels to harry invaders by shooting from holes or dropping rocks upon their heads. The ice separating the kobolds from the adventurers can be melted in 10-foot sections if it takes 10 or more fire damage in a single round.

Spite Harrowdale. The young **archmage**, perhaps still masquerading as an inexperienced youth, comes across the adventurers in the glacier's tunnels. He is accompanied by his **oni** bodyguard. He offers them his aid—or asks for it, if they yet believe him to be a youngling. Assuming they accept, he leads them to the glacier's heart, using *magic missile* to make short work of any kobolds encountered along the way.

Serakrish's Lair. The dragon's lair is a hollowed-out chamber at the heart of the glacier. Ovoid in shape, its 100 by 140 ft. at its widest point and its ceiling curves upward to a height of 120 ft.. The dragon slumbers in the center, resting atop her eggs. At any point there are 2d10 + 4 **kobolds** in the lair.

3. BETRAYAL!

Spite Harrowdale intends to betray the party and wake the drake. Once they all find Serakrish's lair at the heart of the glacier, he either traps the adventurers within a *wall of force* spell once his **oni** bodyguard has pilfered an egg; or he preemptively casts it on the party. He's prepared *dimension door* instead of *fire shield*, allowing him and his oni to teleport out of the *wall of force*. Adjust accordingly to fit the situation.

Once Spite has his egg, he and his oni flee to the tunnel. He casts *shatter* on the tunnel's entrance, causing it to cave in behind him. The noise is loud enough to wake Serakrish, loosing the **adult white dragon** on them. Thereafter, Spite and his oni escape the glacier and activate the beacon that teleports them back to Dweomercore.

Serakrish's Wrath. The brood mother is surprised by the *shatter* spell. Thereafter, she enrages. 2d10+4 **kobolds** act as her minions while she attacks the party. She accepts no quarter. The party must either kill Serakrish or escape with an egg. Another tunnel on the opposite end of the chamber provides a means of escape—but the dragon lies in their way.

AFTERMATH

The upperclassmen return triumphantly in the order of their Survival checks (see "Time" above). Award points appropriately to all competitors.

Zombified. Unless Nylas was stopped earlier, he animates Violence's corpse and uses her to retrieve an egg from the Stolid Glacier. He then reappears at Dweomercore in second to last place with his new undead thrall in tow. Turbulence demands justice for her sister, but Nylas claims that he *himself* did not murder her, only that he found her corpse and "decided to return Violence to her beloved sister." The headmaster does not punish Nylas, as whatever happened occurred outside Dweomercore; he advises Turbulence to challenge Nylas to a duel, which he refuses. Turbulence then turns to the adventurers for aid or takes vengeance into her own hands.

II. THE SUNKEN DEPTHS

"Beneath the waves, the sahuagin plot to awaken their god, Sekolah the Sharklord. What you treasure most has been stolen from you, given freely to the sharks for use in their foul ritual. Dare not tarry, for there is but one hour to find the Temple of Sekolah and recover that which you hold most dear..."

The second challenge of the High Wizard tests the competitors' attachment to that which they love—or so it's said. Truly, it's just another way for Halaster to screw with his pupils.

Something near and dear to each competitor has been stolen and placed at the bottom of the sea. The competitors have only an hour to recover their beloved lest it be sacrificed to Sekolah.

Thy Beloved. Each of the upperclassmen's beloveds are outlined in the table below. For the adventurers, however, you have free reign to designate that which was stolen. Halaster has carte blanche to kidnap their friends or family members or any precious objects. He can even miniaturize their family home or fortune and place it into a snow globe. The sky's the limit. The competitors likely won't know what was taken from them until they arrive to the Temple of Sekolah.

Those Pesky Lungs. The upperclassmen have prepared the *water breathing* spell but refuse to include their classmates and the adventurers in the spell. If the adventurers cannot find a means to breathe underwater, the headmaster can scrounge up six *potions of water breathing* for them.

The Depths. The portal the competitors take leads not to any sea of Toril, nor a demiplane, but instead to a sunken world ruled by the sahuagin. The ruins of terrestrial civilization can still be found below the waves, but its destruction is irreversible. Centuries have slipped by since the tides swallowed all but the tallest mountain peaks.

Returning. Unlike last time, the competitors aren't equipped with teleportation beacons. They must retrieve their beloveds and return to the portal.

1. ARRIVAL TO A SUNKEN WORLD

The portal from the academy opens upon a crumbling stone arch that forms the frame of a portal. The sunken ruins the competitors find themselves are in the shallows of a vast sea. A trench drops to twilight nearby. This area was once a cliff and the "trench" was the true sea before the tides overtook the land. The ruins bear similarity to dwarven architecture.

The surface is two hundred feet above the ruins and Halaster telepathically informs the competitors that their goal ("the temple of Sekolah") is downward, past the trench and into the depths. These depths are dimly lit, as sunlight can hardly pierce the water. The upperclassmen quickly depart to devise their own means to find and infiltrate the temple.

STOLEN TREASURES: UPPERCLASSMEN

Character	Beloved Object
Cephalossk	The jar containing the brain of Cephalossk's best friend (see Area 11D)
Elan T.	Elan's younger brother, Xirk Tanor'thal.
Nylas	Nylas' mother, Cecilia Jowd
Skrianna	A token from Acamar (Skrianna's invisible lover from the Far Realms): a petrified, glassy eye with eight pupils and ringed in jeweled tentacles
Spite H.	"Dumara," Spite's oni bodyguard
Turbulence	Ca'al Claddani, innkeeper of the <i>Flagon & the Dragon</i> from Skullport
Violence	Marcus Turner, an old flame from Turbulence's seafaring days

Encounter. Along the way to the temple, the party is attacked by a sahuagin hunting party consisting of a **giant shark** and six **sahuagin**. The sahuagin use the shark as a mount of sorts: they've made a harness of twisted kelp and slung it around the shark. Holding tight, they can "ride" the shark as it takes the Dash action to swim swiftly through the water. Only one hand is necessary to hold onto the harness, allowing them to attack with spears.

2. THE TEMPLE OF SEKOLAH

A rough current and a telepathic message sent by Halaster points the way to the temple of Sekolah: a drowned ziggurat upon which the sahuagin perform their foul ritual to summon an avatar of Sekolah. What the adventurers don't know is that this is about the seventieth time these sharkfolk have tried to summon their god to this world. At this point, it must surely be done for entertainment's sake alone, and instead of sea elves or merfolk, the sahuagin have had treasures and victims delivered to them by "the dried one" (Halaster).

The ziggurat's zenith is roofed, though four gaping holes provide a means of entry through the ceiling. The chamber is 80 by 80 ft., and 30 ft., in height. Therein, three **sahuagin priestesses** are engaged in a ritual to sacrifice the competitors' beloved ones who lie chained at the heart of the chamber. Scattered about the ritual site are the beloved objects also taken from the competitors. In three rounds, all objects will be destroyed and all victims slain. The ritual ceases if all three priestesses are killed, but the sahuagin have spares aplenty.

Guarding the priestesses are five **sahuagin**, a **giant shark**, a **sahuagin baron** and two more **sahuagin priestesses**. Once the alarm's raised, 1d4 **sahuagin** arrive from outside the ziggurat every round.

The Opportunist. If he survived the tourney's first challenge, Spite Harrowdale comes in half-way during the battle, by casting *time stop*, to rescue his oni, Dumara. Interacting with Dumara causes the spell to fail, thus placing him in harm's way. On his next turn in combat, he snatches Dumara's hand and casts *teleport* to take him back to the portal to Toril. Roll a d100 and consult the *teleport* spell. Since Spite has only seen the portal once, he only successfully reaches it on a roll of 74-100.

3. BETRAYAL (AGAIN)!

Their egos bruised, two upperclassmen ambush the adventurers as they emerge from the Temple of Sekolah. Nylas Jowd, a **mage**, attacks with a force of four **zombies** and an **ogre zombie**. The next round, Skrianna Shadowdusk and her **shield guardian** join the fray. All these combatants have been enchanted to have a swimming speed of 30 ft. The mages fight to the death, expecting no mercy from the party—since they know they themselves would spare none.

Meanwhile, the remaining competitors seize this opportunity to slip past the adventurers into the ziggurat to retrieve their beloveds. They then make their return to the portal.

AFTERMATH

The adventurers may be posed with a moral issue: do they save the victims meant to be sacrificed by the sahuagin or leave them here? Rescuing and escorting them makes it possible that any of the other upperclassmen can swoop in, steal their beloved, and make it back to the portal before the party.

If Skrianna and Nylas are slain, the headmaster pens a letter to their next of kin, detailing their demises. In Nylas' case, no one cares. Skrianna's demise, however, is sure to incur the Shadowdusk family's wrath. They lair on Level 22.

Time. Like before, the results of this challenge are left up to chance. Swimming back to the portal is a measure of one's fortitude or quick thinking. Roll a d20 for each surviving competitor, adding the modifiers below to the results. The adventurers can determine their own modifier by making either a DC 16 Intelligence (Investigation) check to recall the quickest route or a DC 18 Strength (Athletics) check to swim as quickly as possible. For the former, only one character needs to succeed on the check; for the latter, all must succeed on the check. On a success, they gain a +2 to their d20 or a +5 if both succeeded.

- Cephalossk: +4
- Elan Tanor'thal: +3
- Nylas Jowd: -2
- Skrianna Shadowdusk: -2
- Spite Harrowdale: +20 if *teleport* successfully delivered him to the portal; +2 if off-area; -4 if similar area; and -15 if the d100 resulted in a mishap.
- Turbulence: +4
- Violence: +2

III. MAZE OF THE SPOTLESS MIND

"And so, we come to our final challenge: the Maze of the Spotless Mind. Bit of a misnomer, as it's far from spotless. What horrors lurk therein? Well, I'll tell you: undead, traps galore, and one termagant of a sphinx. She, Mighty Aleria, guards a golden grail filled with sacred coins. Bring me a coin, competitors. Bring me a coin by cracking her riddle or braving her claws. The sphinx awaits ye."

The final challenge is to race through a labyrinthine demiplane, at the heart of which waits a **gynosphinx**. The competitors are each targeted with a *maze* spell, which they must willingly fail. This demiplane was once a sanctum of the **lich**, Ezzat, Halaster's enemy, and the maze houses a spare phylactery. So long has it been since Ezzat's been destroyed that he is unaware that the Mad Mage has somehow found and seized this demiplane.

The Sphinx. Aleria, the sphinx, sits at the center of the maze, guarding Ezzat's phylactery, which is shaped as a golden grail filled with radiant coins. To claim a coin, one must brave the sphinx's claws or solve her riddle. Thereafter, a competitor must make a DC 20 Intelligence check to escape the maze—a trivial matter, if given time, but harrowing if that character is under attack by the sphinx. This demiplane *does not* count as the sphinx's lair.

The Maze. The maze was created through the *maze* spell and is enchanted. The corridors are 10-feet wide and its ceiling, floor, and walls are indestructible. Magic fails to change their shape, as do spells that would teleport a character through them. A foot of lead is embedded in the walls, foiling most divination magic. Leaving the maze requires a successful DC 20 Intelligence check made as an action.

1. INTO THE MAZE

The competitors appear at different points on the outer layer of the maze. The adventurers are all together, perhaps by happenstance. Along the way, they must contend with traps and various enemies.

Navigating the Maze. Mazes, quite simply, suck in tabletop RPGs. There's nothing to solve; characters just need to brute force their way through or get lucky. So you, as the DM, aren't running a maze per se, but a series of events. All competitors reach the heart of the maze at approximately the same time—as the true randomness comes during the combat with Ezzat; see *Aftermath* for more details.

The events occur in the following order:

Horned Lurkers. The party is surrounded by eight **minotaur skeletons**, four appearing on each side of the corridor. The minotaurs are capable of leaping over one another when they move in a straight line for 20 feet. These undead have been commandeered by one of the competitors (Nylas Jowd, a **mage**, if he's still alive, or otherwise Elan Tanor'thal, a **drow mage**). The competitor attacks from the rear.

Pit of the Dead. The party passes through a corridor whose floor is painted with an illusion. A DC 16 Intelligence (Investigation) check is necessary to discern the illusion, otherwise the first character that steps into the space falls into a 50-foot-deep pit, taking 5d6 bludgeoning damage. The upper reaches of the pit are obscured by a *darkness* spell. The pit itself is 10 by 10 feet wide and filled with 6 **zombies** which are quieted by a spell of *silence* permanently cast upon the pit. A spell of *dispel magic* requires no ability check dispel these effects.

Tentacles. A corridor is under a spell of *Evard's black tentacles*, cast by one of the other competitors. The characters can contend with the spell or wait one minute for it to elapse.

Lightning Glyph. At a turn, the characters pass by a *glyph of warding*. Unless spotted with a DC 14 Intelligence (Investigation) check, it's activated in three rounds, unleashing a 4th-level *lightning bolt* down the corridor that the adventurers have begun to traverse. Half the characters must make a DC 14 Dexterity saving throw or take 9d6 lightning damage, or half as much on a success.

Wall of Force. Spite Harrowdale, if he still lives, has blocked off this section of the maze with a *wall of force* spell after finding the heart of the maze nearby. It will elapse in 4 more minutes, otherwise a teleportation spell is the only way forward. If the party decides to backtrack, they must find an alternative route into the heart of the maze, which takes 1d10 minutes.

2. THE SPHINX AWAITS

The heart of the maze is a four-sided chamber, 60 feet on a side. At the center is a raised platform that can be approached from the north and the south; it rises up 20 feet and bears the altar upon which Ezzat's phylactery arrives. Once the party reaches the heart of the maze, they find Spite Harrowdale already there but without his **oni** bodyguard; "Dumara" died to a *fireball* trap earlier in the maze. Spite is busy trying to solve the sphinx's riddle.

Aleria, the **gynosphinx**, welcomes the adventurers to the maze and invites them to solve her riddle to approach the altar. Read the following:

The sphinx smiles at you. "Welcome to my lair, heroes. A riddle you must solve lest you never climb the altar nor claim a sacred coin from the golden grail to leave this place. You need only to hold the coin in your hand and wish to return home. One riddle is all it takes—but fail me, deceive me, defy me, and I shall fall upon you in a storm of fang and claw. Listen well:

"First think of the person who lives in disguise, who deals in secrets and tells naught but lies.

"Next, tell me what's always the last thing to mend, the middle of 'middle' and the end of 'end.'

"And last, give me the sound often heard during the search for a hard-to-find word.

"Now string them together, and answer me this: which creature would you be unwilling to kiss?"

The answer is "spider," and this riddle was ripped straight out of *Harry Potter & the Goblet of Fire*. To solve the riddle (without the players' intervention) a character must succeed on a DC 20 Intelligence (Investigation) check. Warn your players: if they do not try to solve it themselves and rely on this check, and fail, then the sphinx attacks them. If, however, they try to work it out themselves, they have a few minutes at the table to hash it out until they're certain.

If the adventurers provide an incorrect answer, attempt to circumvent or beguile the sphinx, or defy her challenge in any manner, she attacks.

While the adventurers try to figure this out, the remaining competitors arrive to the heart of the maze. Some may hang back, especially if they know that even finishing first in this challenge is not enough to win first, second, or even third place. Those in this situation merely want to finish the tournament with their ego and bodies intact.

3. HE IS REBORN

As you climb the stairs to that altar, the air cracks with thunder. The stench of dust and death fills the chamber, a cloudy miasma that roils in an unseen wind. The dust collects itself into a figure that rapidly grows into a solid form. You hear... Bones. Bones snapping, fusing. Flesh growing like chuffing mold. Patches of flesh cling to a skeleton whose robes were borne of shadow, whose eyes glow with azure fire. A lich. You've just witnessed the rebirth of a lich.

"I live!" the lich screams. "I—who the hell are you?" The lich's fiery eyes *blink* at the assorted magi here, settling on the Dweomercore symbol on someone's robes.

"Halaster," the lich snarls. "Have at thee, dogs! I have spurned the Mad Mage once already! Twice will be quite the pleasure! Ezzat shall be the last name you ever learn!"

Once the adventurers solve the riddle or slay the sphinx or approach the altar, they trigger the last event of the tournament: Ezzat's rebirth. Recently destroyed, Ezzat rejuvenates here in the demiplane. Having realized his sanctum has been pilfered by Halaster, Ezzat pegs the competitors' as agents of the Mad Mage intent on destroying his spare phylactery. He then promptly attacks the competitors.

Lair No More. Halaster has broken Ezzat's sway over this realm. It does not count as his lair.

The Sphinx. Aleria has no dog in this fight and, if alive, she slips into the maze when Ezzat appears.

Upperclassmen. Any spare upperclassmen still alive *finally* side with the adventurers out of fear of their lives.

Ezzat's Tactics. A lich! At long last, a lich! In battle, Ezzat employs the following tactics; he is confused, desperate, and enraged.

- Ezzat has *forcecage* prepared instead of *plane shift*.
- Preferring to blast first and ask questions later, Ezzat starts with a *power word: kill* spell. Choose an upperclassmen to die, provided there are any left.

- Ezzat follows up his first turn with a legendary action, choosing his Frightening Gaze option. After the next character's turn, he uses his remaining legendary action to cast *ray of frost*.
- On his second turn, Ezzat casts *finger of death*, hoping to raise a **zombie** (see App. B for stats).
- On his third turn, Ezzat looses a *power word: stun* spell on an irksome character.
- When surrounded, Ezzat uses his legendary action Disrupt Life.

Dead Again... For Now. If Ezzat is slain, his spare phylactery is vulnerable. When he is reduced to 0 hit points read the following:

The lich shouts, "Fools! I can *never* die! Undermountain shall be mine! The Mad Mage—mine! Your souls—mine and mine alone! May the Nine Hells have—"

With that killing blow, the lich crumbles into dust. A violet light emanates from the sphinx's altar. The Mad Mage's voice booms across the maze:

"Quickly! Quickly, before the lich is reborn! Take his dreaded phylactery and spare the souls within! Quickly! Think of the points! *Think of the ratings!* Fifty points to whomever brings me that gods-damned phylactery!"

Trapped! What the Mad Mage neglects to tell the competitors is that the phylactery is warded with a *symbol* spell. The first character to touch the phylactery triggers its death feature: each character within 60 feet of the phylactery must make a DC 20 Constitution saving throw or take 10d10 necrotic damage. A creature takes half damage on a success. Per the spell, creatures within the 60 feet incur this effect when it occurs, as well as when they enter into its area the first time, or if they end their turn there.

Scrutinizing the phylactery under a spell of *detect magic* reveals staggering auras of both abjuration and necromancy, implying that the phylactery is trapped. Since the heart of the maze is 80 feet on a side, the characters will have to skirt around the spell's area to avoid its effects until it ends 10 minutes later.

AFTERMATH

With Ezzat destroyed, there's but one thing left to do: race to the altar, snatch a coin, and attempt a DC 20 Intelligence check as an action to leave the maze. With all competitors present, all it takes is a new initiative check made by every single character. Some magi take the Dash action, others might cast spells to arrest the party's movement.

Characters that know they need the extra 50 points promised for the phylactery might instead try to snatch that up too. Cunning characters might, alternatively, try to take all coins from it, preventing other characters from scoring.

AFTERMATH OF THE TOURNAMENT

The High Wizard Tournament ends with a maudlin ceremony honoring the survivors as graduates and dismisses the dead as disappointments. The head-master doles out the awards to the top three competitors and furnishes the rest with diplomas declaring them Dweomercore graduates.

The Dead. Even if a character dies, their place is retained in the rankings, meaning others can still finish below that score, receiving no prizes.

Continued Study. Alas, the upperclassmen are not free. With a sneer, the headmaster expects them to stay at the academy for their "advanced studies." Each of the upperclassmen smart under this news, suspecting that they'll never escape this gilded cage of theirs. Many begin to plot their escape.

The Adventurers. The adventurers that enrolled into the academy are lavished with an honorary diploma. The headmaster promptly tells the party to get the hell out of Dweomercore by dawn or else. Now that they've served their purpose and the head-master has appeased Halaster, the arcanaloth no longer needs to play nice.

AREAS OF NOTE

The following areas are of note. With its forty-nine areas, Dweomercore can be a nightmare to keep track of. Its areas are summarized below; areas omitted from the table have no actual content, such as A32.

1. ENTRY HALL

The tunnel opens upon the crumbling remains of a mansion's foyer—you're not even surprised that the Mad Mage has plucked and planted a villa in Undermountain.

Suspicious as ever, you eye the mansion's foyer: mosaics line the arched ceiling, depicting dueling wizards. Floating in the middle of the room is the severed forearm of a man. It turns to regard you with its eyeless gaze and holds up its palm in a "STOP" gesture.

You want the Left Hand of Manshoon to bruise the adventurers up if they're well-rested and topped off on their resources. Softening them up now ensures they play nice with the academy's residents.

The Left Hand has readied its action to cast *fireball* as a 4th-level spell upon the tunnel's entrance once a character enters Dweomercore. It hovers 25 feet off the ground at all times to avoid melee combatants. On its first turn, it casts *time stop* and takes its subsequent turns during that spell to cast *mirror image*, *globe of invulnerability*, *fire shield* and finally *cone of cold* (in that order, assuming it has enough turns to do so before *time stop* elapses).

DWEOMERCORE SUMMARY

Area	Contents	Area	Contents
1	Entry	25	Treasure
2	Trap (Poison Arrow)	26	Cloaker
3	Trap (see above)	27	Kitchen, barbed devils
4	Mezzoloths	28	Trap (12.5% PW: Kill)
5	Trap (Madness)	29	Helmed horrors
6	Spite Harrowdale + oni	30	Cafeteria
7	Cephalosk	31	Nothic
8	Dorms	33	Class
9	Garbage	34	Class
10	Trap (Elder Rune)	35	Class, Nester
11	Dorms	36	Library
13	E. Tanor'Thal, Gate to L6	37	Class
14	Violence	38	Skrianna Shadowdusk
15	Headmaster's Office	40	Secret Door
16	Nylas Jowd	41	Shortcut to L10
17	Turbulence	42	Gate to L7
18	Illusion	44	Secret Door, NPCs
19	Regional Effect	45	Treasure
20	Slaad tadpole	46	Prisoners
22	Water weird	47	Bone devil
23	Wormriddle, night hag	48	Class
24	Trap (12.5% PW: Kill)	49	Gate to L14

MEETING THE HEADMASTER

While the adventurers are busy fighting the hand of Manshoon, the headmaster makes its way to this area, arriving just as the limb is destroyed. The arcanaloth has its orders from the Mad Mage: to admit the arcane spellcasters into Dweomercore, while keeping up the charade that it's Halaster. Assuming the party has arcane spellcasters, read the following after the Left Hand of Manshoon is dead:

As the sounds of chaos dim and that animated limb flops to the floor, you hear an old man cough nearby: the Mad Mage, here in the flesh.

"Well, it took you long enough," Halaster tells you, leaning on an oak staff engraved with runes. "Hurry, damn ye, hurry! You're late to your own entrance exam!" If the adventurers inquire about what the hell Halaster means, the headmaster adds:

"The devil! It's loose! Slain poor Yarek already, the damned fool. Quickly! *Quickly!* The proctor has just about had it with your tardiness, and your full-ride scholarship hangs in the balance! If you wish to be admitted to the world's—nay, the multiverse's!—most prestigious wizard academy, you must not tarry!"

THE ENTRANCE EXAM: REVAMPED

If the candidates accept the challenge of slaying the **bone devil**, the headmaster does not teleport the party to Area 11C, but instead leads them through Areas 2, 3, 6, 38, 39 and 46, giving a hasty tour of the academy. He deactivates the trap via the *mage hand* cantrip while passing through Area 2.

Sample Dialogue. Along the way, the headmaster can say any of the following. It isn't aware of Halaster's hit gameshow, *Dungeon of the Mad Mage*, but is aware that he has a keen interest in the party.

- "Normally, our entrance exam would be a bit more academic, but we're currently at capacity—at least until Yarek, that gods-damned fool, summoned a devil. Now we've got a vacancy or two. If you can correct his mistake, you're in, kid."
- "Dweomercore is the finest wizard academy in the world. Except for those Silverymoon Uni bastards."
- "All but my first seven apprentices were trained in these halls. Some of them even survived! Far fewer graduated, however."
- "Tuition is negotiable. If you have the right financial aid package, we don't even need to put a lien on your soul."
- "Scholarships are available to outstanding students. It helps if you can play clarinet or open a rift to the Far Realms. Spelling bee champions are preferred."
- "Tryouts for the school's rugby team open next week."

3. MEDUSA JUNCTION

HOUSE NESTER DORMITORIES

South of the medusa statue is a bloodied wall: the entrance to House Nester's demiplane dormitories. Once a student has slit their palm and pressed it against the wall, they are admitted entrance to the dorms. They must repeat this once every day. Thus, the palms of all House Nester students are horribly scarred by the end of their tutelage in Dweomercore.

5. PORTRAIT OF A MAD MAGE

Ever curious—almost as if it were a whisper driving you to do it—you peel back the curtain to behold a ghastly portrait of the Mad Mage, to behold a scene of madness. Fields, actual *fields* of bloody mouths stretch to a red vista. Packs of women hunt down stragglers as cannibalistic orgies rage before a single, crumbling tower. The Mad Mage stands before this macabre scene, chillingly calm, the hint of a smirk splayed across his lips. The Long-Term Madness table has been included for your convenience. See Appendix C for details.

Hazing. Until recent times, House Nyghtsteel would haze its newest members by forcing them to behold the portrait. After a few too many psychotic breakdowns, the headmaster forbade that particular form of hazing.

6. READING NICHE

Assuming the adventurers are being escorted by the headmaster, read the following:

You pass by a reading nook, its walls lined with dusty tomes. A young boy no older than thirteen looks up from a text entitled "Thaumaturgic Rites of the Netherese." He gives you a smile while a half-ogre at his side shares only a tusked scowl.

"Master Harrowdale," the headmaster croaks. "Should you not be polishing your wand technique?"

"I had hoped for some tips, headmaster, since you seem to be a master of handling wands."

The Mad Mage does not seem pleased by this retort, but doesn't miss a beat. "Back to your book, boy."

As a crass old man, Harrowdale lives for this humor, which might strike onlookers as inappropriate, given his false youth. The wand-techniques the arcanaloth refers to is actually a jab at Harrowdale's crippling arthritis. Ever since Harrowdale has learned the truth about "Halaster" the two have been trading insults. Other students chalk it up to Dweomercore's most darling pupil becoming a rebellious teenager.

7. WORKROOM

Assuming the headmaster is escorting the party, read the following, altering it to suit your needs:

While the headmaster gives his hasty tour of the academy, a door down the corridor cracks open. A tentacled horror peers out, its voice slipping into your mind:

"Seek me out, visitors. Dweomercore is not all it seems. These halls teem with opportunity for parties... capable of putting aside their differences."

Cephalosk, the **mind flayer arcanist**, hungers for Spite Harrowdale's brain and hopes to strike a deal with the adventurers. If they can murder or incapacitate Dumara, Spite's **oni** bodyguard (whom Dweomercore's rules don't forbid killing) then the illithid will handle the rest.

HOUSE MUIRAL DORMITORIES

The entrance to House Muiral's pocket dimension lies behind a mirror set into the wall of the hallway outside Area 7. To open it, a character must stare their reflections in the eye for a solid ten seconds.

The dormitories are always frigid, no matter how many logs are burned in its fireplaces or how many spells are cast.

9. REFUSE PIT

This chamber reeks. Half a mountain of garbage lies at the bottom of a pit, sweltering in some unnatural heat.

HOUSE KESTELLHARP DORMITORIES

Distraught over Jhesiyra's disappearance, the Mad Mage remodeled this chamber into the refuse pit—all the better to "honor" House Kestellharp.

A ladder leads twenty feet down the pit to a ledge, upon which a door is set. If knocked on twice, the door swings up and sucks in characters on the ledge along with a few pounds of garbage. The dormitories are barren and choked with dust. Its forty beds are busted, the sheets yellowed, stained, and tattered. Mold grows behind every corner, pulsating secretly out of view. No matter how many rats are killed, more show up.

11. STUDENT DORMITORIES

11D. CEPHALOSK'S ROOM

Among the jars lies one brain that Cephalosk could never bring itself to devour: that of its best friend's. Before becoming a mind flayer, Cephalosk was a human by the name of Tetvic Shai, an adventurer. He and his friend Brodrum Eaglepeak were captured by illithids; Tetvic became an illithid and Brodrum cattle to be slaughtered later. Displaying an extra-ordinary degree of mental acuity, a sliver of Tetvic lived on in this "Cephalosk." Even as an illithid, it could not kill its best friend and instead extracted Brodrum's brain, preserving it in a jar.

11E. ELAN'S ROOM

See Appendix C for the Short-Term Madness table.

11F. NYLAS'S ROOM

Amongst Nylas' belongings is his *Thayan razor*, a magical item that instantly shaves one's head when touched to their scalp. See Appendix A for details. This item is stolen for Act II of the High Wizard Tournament.

12. COMMUNAL SHOWERS

The showers have been expanded from five to fifty to accommodate the larger student body. No accommodations are provided for different sexes—epitomized in an engraving on the entrance that reads "The world shall one day watch you. Spare nothing."

13. RECREATION ROOM

Whenever you need a social encounter to occur, it's advised you use the Rec Room.

13A. TAPROOM

Visitors to Dweomercore might be surprised to learn just how much the students treasure "mundane" games, like billiards or darts, that take them out from the high-magic, high-pressure world, even if for only a little while. Games include checkers, chess, cards, darts, and even Jenga—the popular halfling-invented game that consists of stacking wooden blocks.

DARTS SCORING

Section	Name/Symbol	AC	Points
Inner Bullseye	Beholder	22	50
Outer Bullseye	Purple Worm	20	25
Triple Ring	Dragons	18	15
Double Ring	Glyphs	16	10
All Other Sections	"Fire" & "Frost"	14	5

Darts. The Rec Room includes a dartboard. Characters can play a simplified version of the game, merely trying to reduce their score from 300 to 0 or below before their opponents. Each turn, one character makes a ranged attack with a dart. The AC of various targets and their point values are summarized in the Dart Scoring table.

ELAN TANOR'THAL

Assuming this is their first meeting with Elan, read:

A dark elf sits alone, busying himself with an arcane scroll and his spellbook. His eyes dart up at you. "Don't just stand there, help yourself to a drink. It's all on Halaster's copper." His quill rasps in sharp strokes against the parchment. "Since you're new," the elf says, "you should know that everyone here is utterly insane." He looks up with a smile. "But not I. Not yet. Elan Tanor'thal, rightful heir of Skullport and mage extraordinaire at your service."

14. DETENTION HALL

Your footsteps echo across the tiles as you reach a junction. Desks face the walls, occupied by disgruntled-looking students. A tiefling woman reading a scorched spellbook flags you down. "Psst! Outsiders!"

If the adventurers indulge Violence, read:

"Listen," Violence tells you. "I'm serving time for... Well, threatening a guest lecturer. My sister's likely dueling right now in the Spellcasting Hall. She has an earful for you. Seek her out." The tiefling points to a set of double doors, her eyes pregnant with expectation.

16. MAGIC CAULDRON

Stolid pillars line this chamber—and in the gloom a man sneers, "Got you now, you miserable son of a—oh..."

A bald man steps out from the gloom and clears his throat. "My apologies. I thought you were... you were someone else." The red-robed man offers his hand, "Nylas Jowd, Red Wizard of Thay. Pleased to meet you."

Per this supplement, the outright murder of others students is forbidden at Dweomercore. Therefore, Nylas Jowd is instead lurking here to cast *bestow curse* upon Turbulence. If she succumbs to the curse, Nylas flavors it to rob her of fine motor control, preventing her from tying knots or using somatic components in spellcasting.

17. SPELLCASTING HALL

Chaos! Lightning flashes, thunder beckons! Great gouts of fire light up the chamber! A tiefling battles three magi: a young Shou woman, her face half-devoured by acid; a masked woman who unleashes a lance of frost so cold that even from here, your skin ripples with goosebumps; and lastly Halaster Blackcloak himself, his wand alight with violet, swirling energies! A blast of pure force erupts from his wand, smashing into the tiefling! She careens across the floor and shouts, "Yield! I yield!"

The three archmagi pause and wordlessly approach nearby alcoves, rapidly becoming stone. The tiefling pants on the floor, nursing a broken arm. Her bright eyes regard you and she snarls, "The hell are you looking at?"

If Violence sent them, Turbulence wastes no time in promising them a favor if they can distract the headmaster long enough for her and Violence to escape the academy. Should they, she tells them to meet her at *The Flagon and the Dragon* in Skullport.

SPELL DUELS: ANTIMAGIC DOME

A thin dome of antimagic surrounds the southern half of the chamber. This is to protect Dweomercore from wanton destruction wrought during spell duels with the statues or other characters. Only Halaster and the headmaster have the means to "turn off" the dome.

Spell Duels. When two students seek to practice or satisfy a grudge, they are sent to this area to end their squabbles. The rules for spell duels are described in the *Have at Thee, Cur!* special event.

19. GHOSTLY ADVENTURER

This hall has seen better days. Its mosaics are chipped, damaged beyond recognition or repair. An empty trophy case stands alone and at the end of the hall an apparition pats at the wall in search of secrets.

The students of Dweomercore named this spirit "Lucy Looky."

HOUSE NYGHTSTEEL DORMITORIES

The empty trophy case of this chamber is the key to entering House Nyghtsteel's demiplane dormitories. By placing a trophy—ranging from a medal, a wolf's fang, a stolen trinket, anything that was won over others—the owner and their trophy are teleported to the demiplane. So long as the trophy has sentimental value and was earned, not given, it counts as a key to these dorms.

Characters that inspect the trophy case and succeed on a DC 12 Wisdom (Perception) check notice that the dust on the shelves is skewed, suggesting objects on them were taken recently.

22. POTION BREWERY

When the adventurers first enter this room, a potions class is being taught by Wormriddle the **night hag** (disguised as a plump human woman wearing bright pink robes) unless she was just encountered in Area 23. The class is a tangle of House Nester and House Rantantar students. Wormriddle does not take kindly to any tardiness or interruptions. If combat breaks out here for any reason, most students flee but three **mag**s side with Wormriddle, hoping to curry favor.

The Lesson. Today's lesson is on the brewing of *potions of poison*, which Wormriddle describes as a "nice shock after a white elephant party." The adventurers are free to stick around, if they don't cause too much of a ruckus. If so, they each make a DC 15 Intelligence check using alchemists' supplies after an hour of brewing. On a success, they each brew a *potion of poison*. On a failure, it's a toxic sludge that Wormriddle has them toss into the stone basin—which triggers an attack by the poison weird (**water weird**) described in *DotMM*. Nobody seems surprised at the attack and no one springs to the party's defense, treating the creature's existence as just a part of life.

23. WORMRIDDLE'S SANCTUM

Like other characters in this supplement, the **night hag** that lairs here does not *attack* intruders on sight but instead threatens detention. Failing that, Worm-riddle holds nothing back, fearing for her life.

Alternatively, Wormriddle offers the adventurers arcane knowledge in return for various acts, such as by giving her a lock of their hair or tormenting an irksome student (such as Skrianna Shadowdusk or Jacob Anderbrood, the lowest member of House Rantantar). She can provide *spell scrolls* of up to 5th level wizard spells that a wizard character can then use to copy into their spellbook, consuming it.

23B. WORMRIDDLE'S DEN

Amongst the doll collection, the adventurers may find the *black quill*, an unassuming magic item. The hag forces an irksome student to write lines with this quill during detention; it uses their own blood as ink and scratches the message into their hand. See Appendix B and Special Events.

Doll Collection. For every day that the adventurers stay at Dweomercore, there is a cumulative 10% chance she has gained a body part of one character and used it to create a doll. If a character is sentenced to detention with the *black quill*, she automatically succeeds in gaining their blood.

24. HALASTER SAYS WHAT?

If the adventurers are admitted to Dweomercore as students, you might hesitate to have the Halaster statues cast *Power Word: Kill*. If you'd still like to showcase it, have a student that was passing behind them fall prey to the spell right after the statues echo their banal message.

If the adventurers don't become students and are instead rampaging through the academy, run this area as it's written.

28. MORE HALASTER STATUES

See Area 24 of this supplement for details.

29. OLD BOOKS

Books abound in this chamber. Tomes so dusty, so ancient that to even open them might invite destruction. Frescoes otherwise line the chamber's walls: a wizard tower floating above a city pulverized by meteors; and another depicting the Mad Mage riding triumphantly on the back of a skeletal drake, his hair aflutter in the wind.

Changes. If the adventurers are admitted as students (or guests thereof) of Dweomercore, the **helmed horrors** instead as enforcers of an arbitrary curfew. Any attacks they make are nonlethal.

30. DINING HALL

With the expansion of the student body from eight magi to over a hundred, the dining hall must be expanded. Its dimensions have been increased from 30 by 40 ft. to 60 by 100. Adjust accordingly, if combat breaks out in this chamber.

Seven tables now line the hall, each 30 ft. in length, reserved for each individual house. They are arranged to line up with each house's founder's tapestry on the northern wall.

32. STEEL-SHEATHED HALL

Shields and weapons of war have been melted together to form the walls of this steel corridor.

HOUSE TROBRIAND'S DORMITORIES

Close inspection of the southeastern corner reveals that an iron scorpion rests between a melted-down shield and a twisted scabbard. Presenting one's palm to the scorpion causes it to animate; it stabs the character, dealing 1 piercing damage. The wall behind it then transforms into a doorway to a pocket dimension: House Trobriand's dorms.

At any time, 2d6+1 **apprentice wizards** and 1d4 **magics** are present inside the dormitories, studying, sleeping, or screwing around. The dorms also feature a small workshop for those that attempt to blend magic with metallurgy.

34. TRANSMUTATION CLASSROOM

Flames of shifting colors paint this chamber in a myriad of tones. An iron cage lies nearby, empty, its door ajar, rusted and forlorn. Inscribed upon the floor is a circle ringed in arcane runes... and in it is a golden statue of a young boy, his arms raised in victory.

If you run the *Arcturia's Lecture* special event, she delivers the practical parts of the lesson here.

HOUSE ARCTURIA DORMITORIES

To enter the dormitories, a character must cast a transmutation spell, after which a doorway forms in the wall. Most members of this house use the *gust* cantrip. Thus, the dust of this hall is always roiling when a member has entered the dormitories.

35. NECROMANCY CLASSROOM

There is no hiding it: this place reeks of man's most evil pursuit: necromancy. The walls and roof are plastered with skeletons: hundreds, if not *thousands*, of them, all arranged in a decorative but ghastly manner in a way that mocks the very essence of life itself.

Under this supplement, Nester's statistics have been replaced with a **boneclaw**, the wicked remains of a wizard that failed to achieve lichdom. Nester, sharp as he was in life, is a sadist above all else. Flagging students are used as experimental subjects in demonstrations of pain. Captives, such as goblins or unwelcome adventurers, are used in fatal experiments.

The adventurers themselves may find themselves compelled to suffer as Nester's playthings for accruing too many demerits or simply because the undead takes a liking to them—especially if they entered the room mid-lesson. Nester detests tardiness, after all. To refuse is to be attacked (nonlethally). Nester is often secretly impressed by characters that disobey or fight back and *immensely* respects those that manage to kill it. If slain, the boneclaw rejuvenates in 1d10 days, returning to Dweomercore to continue lessons.

TORMENT 101

When the adventurers first enter this room, Nester is demonstrating the effects of a torturous spell it calls *Immolate Veins* on a student by the name of Jacob Anderbrood, a member of House Rantantar. Read:

Two dozen students—freshmen, clearly—watch with horror while this... this skeletal *thing* with claws longer than a man's arm lords over a student wracked with agony.

"So you see," the undead sneers, "The spell is nonfatal, though its victim has nothing but to pray for a quick death. Surely such a spell is out of you younglings' league—for now—but rest assured that those among you that fail as harshly as Master Anderbrood here will learn firsthand how *Immolate Veins* is implemented."

Nester then continues with its lecture on torture for another eight minutes while Anderbrood screeches and writhes in agony. Many freshmen look queasy. Some smirk with amusement, gods blast their wicked hearts. All, however, have a hint of fear in their eyes.

36. WIZARDS' LIBRARY

Like Area 29 of this supplement, four **helmed horrors** in the visage of Halaster are here. They act as particularly unforgiving librarians. Any attacks they make are nonlethal, and they only pursue characters from this area if a character has unpaid late fees or has taken a book without checking it out. If a character destroys a horror, the headmaster sentences them to 8 hours of detention.

37. PROFESSOR BRING

If the adventurers stay here during one of Professor Bring's lectures on Undermountain or xorns, you can read to them the Dungeon History, described in *DotMM* or the xorn entry of the *Monster Manual*. No spoilers are there, save the *Knot in the Weave* section.

38. "I JUST MET A GIRL NAMED SKRIANNA"

If the adventurers are not escorted by the headmaster, Skrianna *does not* attack them, but still shows her true colors. Unbeknownst to the party, she casts *suggestion* on one character. Read the following:

A noblewoman saunters down the hall. Beside her lumbers a steel construct etched in arcane runes—and behind her a disgusting creature that appears to be a floating, tentacled brain with a bird's beak. "Who in the Nine Hells are you?" she demands.

Once the adventurers respond, add the following:

The woman glares, her hands balled into fists. "New or not, you better learn your place here and quick. *You should go to Professor Nester's classroom.*"

Skrianna uses this last sentence as the suggestion in her *suggestion* spell, knowing full well that Nester detests students that enter the classroom late—so much so that he will use them as subjects in his lessons on agony and necromancy. She points them in the direction of Area 35.

41. DROP TO LEVEL 10

Dominating the center of this otherwise bland chamber is a gaping hole carved into the floor. Peering down it, you see nothing but darkness and feel nothing but a shiver up and down your spine.

The hole is under a permanent spell of *darkness* (save DC 17 to dispel) and is steeped in rumor. They've named it the "shrieking hole," for only a handful of students have ever descended to Level 10, wherein they were slain by the **banshees** below. The spirits' howls echo up the stone shaft, but they themselves do not ascend into Dweomercore.

HOUSE RANTANTAR DORMITORIES

The entrance to House Rantantar's demiplane dorms is located in one of the alcoves of this chamber. The correct alcove changes randomly throughout the day. To enter the dorms, one must ram themselves into the wall. At any point, a bruised House Rantantar student can be seen angrily hurling himself into solid walls until finally finding the correct one.

When the adventurers first enter this room, the student is Jacob Anderbrood, a human **mage**. As the lowest ranked member of House Rantantar, his life is miserable. Jacob is nearing his breaking point as he's forced to hurl himself into wall after solid wall.

44. DWEOMERCORE'S BACK DOOR

When a creature approaches this area from Area 43, a glyph triggers, causing Halaster's voice to boom, "This area is forbidden to all students. Turn back now or face a thousand deaths." The sound alerts the yugoloths stationed here.

45. HALASTER'S SANCTUARY

45A. SPECTRAL SKULL

All about you, the air grows thick. You aren't meant to be here. Somehow, the lizard at the back of your brain knows that this place is so forbidden, it's funny.

As you round the bend, a dais comes into view. An arched double door carved with the faces of screaming devils promises great reward, if not for the spectral skull floating before it. Its eyes swing to you and it screams, "You're not me!"

A force grips you! Hauls you forward for punishment! You levitate above the floor before being *smashed* back into the floor!

45B. HALASTER'S STUDY

Given that it takes *nine* separate *knock* spells to open the door to this chamber, Halaster has a spell lain here to announce the following to intruders:

The voice of the Mad Mage slips out from the stones, calm and... and a little impressed.

"Honestly," the voice says, "If you've made it this far, you've earned it. A spare spellbook of mine's in the desk. Go on! Take it! You've earned it, champ!"

Halaster's spellbook is, of course, still warded with an Elder Rune.

Reaching this area represents Spite Harrowdale's foremost goal. He may appear behind the adventurers or come with them. Expect blood if they won't hand over the spellbook.

46. DETENTION AREA

When the adventurers first enter this area, a number of House Nester students are practicing torturous spells on the goblins here—nothing fatal, but nonetheless excruciating.

47. DEVIL ON THE LOOSE

47A. ALAS, POOR YAREK

The scent of death and sulfur hangs heavy in the air. Before a blood-splattered tapestry depicting devils and demons locked into eternal battle lies a corpse: a black-robed young man sprawled across the tiles. Red streaks lead to the wall to the north.

The devil can sense the presence of the adventurers as they approach this area, meaning they can't take it by surprise. Read the following:

A barbed voice invades your mind, scraping and scratching at the most sensitive bits of your brain.

"I sense you, mortals. Trust not what that charlatan has promised you. I alone can aid you. I alone can free you from this infernal dungeon. I alone have the means to fulfill your deepest desires. Think on this and know it to be true. I am your savior made manifest in flesh. I can rescue you from this crazed wizard's game and all I ask is my own freedom in exchange. Scratch the glyphs. Free me—and with me, yourself."

The **bone devil** lies just behind the illusory wall to the north. It's ready to soar through in an awesome display, so as to intimidate the adventurers. It then maneuvers itself to block the doorway to Area 46B, though it can do nothing if the adventurers enter Area 49 and escape via the secret door there.

Tactics. Once it becomes apparent that the adventurers won't treat with the devil, it attacks, relying on these tactics:

- The devil has a flying speed of 40 ft., and a reach of 10 ft., so it never needs to land—thus, it won't. Martial characters must find a way to overcome this disadvantage.
- Once a creature is hooked by its polearm, the devil rises to the ceiling to repeatedly sting its prey (assume the ceiling is 30 ft. in height). If its victim escapes the grapple, they take 3d6 bludgeoning damage from the fall.
- If deprived of its polearm, the devil resorts to its claws (1d8 + 4 slashing damage).

SPECIAL EVENTS

You can use any of the following events to spice up Dweomercore. They assume the adventurers are admitted as students, even if temporarily.

A CRIME MOST FOUL

An adventurer that runs afoul of Spite Harrowdale becomes the suspected of a most heinous crime: unpaid library late fees. Spite conjures a library book from Area 36 and uses his **oni** bodyguard to plant it in the adventurers' quarters (the oni polymorphs into a maid, student, or one of the other adventurers and might be caught during the act). Spite then magically alters the library's records, checking out the book to that character and creating a false library fee of 412 gp. The four **helmed horrors** added to Area 36 then pursue the adventurer, determined to beat both the book and the fee out of them.

If Spite has his way, this raid will occur in the middle of the night, interrupting a character's long rest. Once the destroyed horrors are brought to light, the headmaster "investigates" but does not punish Spite once it learns the truth.

ARCTURIA'S LECTURE

You can foreshadow Arcturia, a **lich**, by having her deliver a guest lecture at Dweomercore.

Preeta Kreepa. If the adventurers encountered Preeta Kreepa in Azrok's Hold on L3, they'll recall she was once an apprentice of Arcturia, deformed for not meeting her master's exacting standards.

The Cheeky Pluckers. If you used the adventuring party described in the *Companion's Halaster's Game* chapter, the players will encounter the surviving members of that doomed band. Arcturia uses them as experimental subjects in her lecture. Adjust accordingly if they all died on L3 or before.

A Warm Welcome. The headmaster announces Arcturia's visit early in the day. She's honored in a welcome ceremony during dinner that night in Area 30, the Dining Hall. Read the following:

While the headmaster prattles on about this woman's numerous achievements, about her peerless experience in the Arcane, about her resolve to defy death through lichdom, you cannot help but gawk.

This is no lich—aye, the rumors confirmed that Arcturia, apprentice of the Mad Mage himself, resorted to it, but this is not the body of a lich. Her skin is azure, her fingers clawed. Gossamer wings spread from behind her back and her hair is like honey. Her sundress ripples under a constant breeze, but there is no wind in this chamber. Arcturia has altered her form so much she does not appear to be undead. She doesn't even appear to be human.

The Lecture. The next morning, juniors and seniors (including the adventurers) are expected to attend her guest lecture in Area 20. The lecture lasts 45 minutes and is an attack on "the 'immutable form,'" a theory pushed by philosophers that mortal forms are godly-given and to alter them is to reject divine design. Arcturia then takes the upperclassmen to Area 34, wherein she shows off the Cheeky Pluckers who have been melded with animals. She mentions their history as adventurers she recently

"plucked" (she sneers when saying this) from the upper reaches of Undermountain. Breaking them was easy, she said.

Assuming that the Pluckers all lived, if they were featured in your campaign, they're alive and altered in the following ways. Adjust accordingly. No matter their previous statistics, they are now **commoners**. Their disfigurements cannot be undone by any magic except a *wish* spell.

Fiona dé Vaun, a human, once the boisterous leader of the Pluckers now has the head of a moth.

Four-Fingers, a gnome, has the head of a shrew.

Halberd, a dwarf, has the head of an aardvark.

Sariel, a drow, has had her head replaced with that of a rabbit's. Her eyes are alight with fear.

Daniel Elfman, a half-elf bard, is now limbless. Hands protrude from his temples. He plays a lyre in a macabre manner that isn't half-bad.

Arcturia showcases these deformed adventurers like trophies and dismisses her work as trivial. "With the art of Transmutation all is possible," she says. "Reshape the body and the spirit shall follow. Once proud, arrogant, drunk on dreams of glory—now humble servants." The lich releases the Pluckers into the students' custody for the day, allowing them to experiment transmutation charms on them.

The Pluckers remember who they were and can still speak, albeit in a horrific, screeching manner. They appeal to the adventurers to put them out of their misery—but doing so would surely incur Arcturia's wrath. Their one chance to do so is tonight, as Arcturia is set to depart tomorrow. They can be found in Area 42, the Guest Lecturer's Quarters.

HAVE AT THEE, CUR!

One of the upperclassmen has beef with an adventurer and challenges them to a duel, if the adventurer is a spellcaster. The duel occurs in Area 17, which has a dome of antimagic (as in a spell of *antimagic*) added to it. This precaution is necessary to prevent outside influence during a duel. Duels are sanctioned by the headmaster, but once a duelist shouts, "I yield!" the area is immediately subsumed with the antimagic field. Thus, duels to the death are possible (and accepted) but minor quarrels need not deprive the Mad Mage of an apprentice.

Rules. The rules of the duel are simple: only spells can be flung; weapons, physical attacks, potions, and items are disallowed. If any outside character interferes with the duel, or if the arcanaloth decides this debacle has gone on long enough, the duel is immediately ended by the headmaster. The headmaster alone can control the field of antimagic.

Combat. While the duel is in progress, only the adventurer in question and the duelist roll initiative. Turns at your tabletop must be lightning fast—a maximum of sixty, if not even thirty, seconds for both participants. This

is to highlight how quick the duel is in real time. If a player cannot decide their turn in the time allotted, they either default to the Dodge action or *counterspell* spell (if they have it).

Spectators. Students often gather the dueling area to witness these duels. One between such a high-level adventurer and an upperclassman is sure to invite a raucous crowd.

BLOOD-LINES OF THE BLACK QUILL

A character runs afoul of Wormriddle's temper and the hag sentences them to detention in Area 14. Their punishment is to write lines—sounds simple, if even cumbersome, right? Alas, the quill Wormriddle equips the adventurer with is a nefarious implement of torture: a *black quill* (see Appendix A). It siphons a character's blood as ink and scratches whatever text is written into their hand.

The quill has the added effect of spiriting a little bit of the wielder's blood to Wormriddle's den, so long as the quill is within 1 mile of her lair. She then uses this blood to fashion a doll (see Area 23B) attuned to that character. This process takes one hour, after which she can use the doll against the character. If one a doll is made of one of the adventurers, and one of the upperclassmen find out, they're likely to slip into Wormriddle's sanctum to steal it for nefarious and sadistic purposes.

For every aggregate minute the character writes lines, their hit point maximum is reduced by 1. A spell of *greater restoration* can reverse this as can finishing a long rest. As a first offense, Wormriddle prescribes 1d6 minutes' worth of lines. For future detentions, add another die for every offense, starting at 2d6 minutes' worth.

TROLL IN THE DUNGEONS!

The Mad Mage has loosed a **dire troll** in the academy and the abomination is rampaging through the halls, slaughtering students. The headmaster turns to the upperclassmen (and adventurers) to dispose of it, promising glory to the student that destroys it—and that it shall surely affect the upperclassmen's class rankings.

While dinner is being served to the student body in Area 30, the troll enters Dweomercore from the western tunnel to the Expanded Dungeon, between Areas 7 and 34. It then makes its way to Area 32, becoming confused by the illusory villa of the Illusion Classroom. Professor Figment materializes to lecture on the disappointment that is the *silent image* spell but the troll repeatedly attacks it.

When the adventurers reach the room, Professor Figment casts *phantasmal killer* on the troll. Alas, the troll is immune to being frightened, though it can still take psychic damage. Now with new targets to maul, the troll ignores Professor Figment.

Upperclassmen. Desperate to elevate himself, Nylas Jowd joins the fray with his **will-o'-wisps**. Skrianna Shadowdusk, for her part, sends in her **shield guardian** while Elan Tanor'thal, tries to steal the killing blow.

EPILOGUE

If the adventurers were welcomed into the academy, the source of their experience belongs to the High Wizard Tournament. They should thus ascend to 11th level after leaving Dweomercore.

Choose one of the narrations below to cap off your final session in Dweomercore. They're written with the assumption that the adventurers competed in all three challenges of the High Wizard Tournament and that Ezzat appeared as the climax.

THE STANDARD SEND-OFF

You can't say you're surprised. After everything you've seen, it cannot surprise you that these are the sort of folks the Mad Mage would take on as apprentices. Prima donnas, all of them. If only they could trust, then perhaps they could achieve, but alas, they know they themselves cannot be trusted and therefore they cannot trust others.

Those bastards would never make it as adventurers.

With another level of Undermountain beheld and bested, you look towards the earth knowing full well that the worst is yet to come.

THE HOST'S SEND-OFF

The Mad Mage's voice echoes across your addled brain:

"And so, our contestants have upstaged my finest pupils here in this factory of disappointment. They have what my students lack: gumption, and make no mistake, audience, I can appreciate some gumption. Gumption aplenty will be necessary to defeat Ezzat, that treacherous cur, He Who Spurned My Tutelage, the "priest" that was too pure to study under my mountain but pursued lichdom anyway. Shall our contestants lay him low at long last? Find out next time on *Dungeon of the Mad Mage!*"

LEVEL X: MUIRAL'S GAUNTLET

QUICK NOTES

- Level 10 boils down to this: the adventurers encounter and battle Muiral, who escapes or sends them fleeing. They're then invited into House Auvryndar's territory to meet with Vlonwely, who tasks them with slaying the monstrosity. Whether the adventurers agree, the House Freth spy, Xarann, attempts to assassinate Vlonwely.
- This level is about handing tools to your players, allowing them to plot Vlonwely's assassination through characters such as Sornnozz (A13), Xarann (A17D) and Gorzil (A22 or A30).
- The adventurers can at last make it back to the surface, if they reach Area 8 and present a magic wand (which can be found in Area 2—convenient, right?).
- Review the *Vlonwely's Pulpit* sidebar in *DotMM*; it's heavily utilized in this supplement. It's used to fill in the blanks: that the drow are against Muiral; that a House Freth spy is suspected among the drow; and just generally annoy the adventurers or provide ironic comedy.

PREVIOUSLY ON *DUNGEON OF THE MAD MAGE*

Refresh yourself with the following:

- House Auvryndar, our familiar heels. The party may have faced T'risa Auvryndar on Level 3 and her sister Melith on Level 4. Two sisters and a brother joined T'risa on Level 3.
- The *Eye of the Spider* quest described in *DotMM*'s Overview chapter. The objective can be found in Area 8. Even if the adventurers never returned to the surface or completed the quest's prerequisite, they might recall overhearing a discussion in the *Yawning Portal* about the "Eye of the Spider," a fist-sized emerald famously stolen by the dwarf adventurer Falkir Gravelfist.

HALASTER'S GAME

The Mad Mage has two goals to this level:

MUIRAL'S UGLY MUG

Muiral has long been a disappointment to Halaster, and there's a reason why every gate in the Gauntlet is a mirror gate: Muiral abhors his own reflection. The promise of escaping Undermountain is bittersweet, for Muiral cannot leave without looking at himself.

When the adventurers reach the Gauntlet, the Mad Mage challenges them to force Muiral into looking at a mirror; he even conjures for them a handheld mirror. Muiral can only be forced to look into a mirror whilst incapacitated or restrained. Halaster warns the party that illusions won't count; Muiral has to take a good, long look at the real deal.

Reward. The Mad Mage promises either a *spell scroll of hold monster* or to spirit them to Level 11; the latter's recommended if you're strapped for time or just uninterested in this chapter.

THE AUVRYNDAR ARMAGEDDON

Halaster also hopes to see House Auvryndar toppled, but to sic the adventurers on them would be too easy. He's instead bestowed a *charm of tongues* on Gorzil, the troglodyte, which puts him under a *tongues* spell. The Mad Mage hopes to see Gorzil's natural cunning and avarice lead to a successful rebellion against the drow. To be felled by creatures so low would deeply humiliate the elves—and *that's* what Halaster wants. He wants Vlonwely Auvryndar to go to her grave knowing that the vermin she chose not to stamp out got the better of her.

Likewise, the Mad Mage is aware of House Freth's spy, Xarann A'Daragon. While he won't lift a finger to help the drow's plot to assassinate Vlonwely, he trusts that the adventurers will naturally meddle. He doesn't need to *tell* or even challenge the party into toppling House Auvryndar, he just simply expects them to. And if they don't? Well, the show goes on.

MUIRAL'S MAD DASH

Muiral is the crux of this level—and the party must be pitted against him, either at the behest of the Mad Mage or Vlonwely Auvryndar. They should first encounter Muiral's undead, then drow that can attest to the monstrosity.

While it's difficult to map everything out with so player agency and many available routes, try to set up this chain of events:

- The party reaches Area 1; Halaster conjures a handheld mirror to an adventurer's hand (if *Muiral's Ugly Mug* is run). After initial inspection of the area, Muiral's dead come crashing in from Area 7.
- The party is driven towards Area 5A, wherein they meet a drow patrol that invites them to an audience with Vlonwely Auvryndar. The *Auvryndar Escort* special event occurs (see *Areas of Note*). Muiral overwhelms the party and forces them into Area 6.
- If the party instead goes to Area 7, Muiral lurks there but does not attack. The party encounter the same drow patrol just outside Area 9. On their way back to A6, Muiral ambushes them (see the same special event above). If they instead go through Area 11 to reach Area 30, Muiral attacks in Area 11.
- The party teleports from Area 6A to 6B and finds themselves in drow territory. The drow in Area 13 invite them to see Vlonwely if they aren't already escorted. If combat breaks out, Sornnozz betrays his kin and informs them of Xarann's plot to rescue Tazirahc in Area 19 and assassinate Vlonwely.
- The party either cuts their way through the drow or meets cordially with Vlonwely, who tasks them with slaying Muiral. If they refuse, she has them killed. While here, they might encounter Gorzil the troglodyte who can be incited into toppling House Auvryndar, thus aiding Xarann's plan.

- If the party chase after Muiral, they encounter him in either Area 7 or 11; he flees to the other when reduced to half his hit points or a few rounds after the handheld mirror comes out, in which case he grows even more desperate to escape.
- The adventurers either return to topple House Auvryndar or take the route to Level 11, which is shown to them by Xarann, Vlonwelv, or Gorzil.

ROLEPLAYING MUIRAL

Muiral is a spitting image of Halaster's horrid psyche. He is as much a victim as he is an accomplice in his own disfigurement—for was it not Halaster's choice to settle below Undermountain, so close to the Knot in the Weave? Was it not Halaster's endless torments and deprivations that lead to Muiral cutting away what he could of himself?

Voyeurism. Muiral is, first and foremost, a voyeur. He has set up arcane eyes throughout the Gauntlet that he can peer through. One floats in Area 12 to watch over the drow he's lobotomized and twisted into grotesque monstrosities. Under a spell of *greater invisibility*, he enjoys following visitors to the Gauntlet, judging whether or not they'd "make a pretty corpse" (as if it would stop him from adding them to his horde).

The Dancer. This sick fascination is borne out of an old love of Muiral's: in his youth, he was quite the dancer, quite the bachelor. That was before the Mad Mage, though. Before Undermountain. Before his sanity frayed so far from the sun.

No Friend of a Mage. Muiral not only detests the Mad Mage, he's terrified of him. In the years since his isolation began, since his body changed, he has come to equate Halaster as a boogeyman. It doesn't help that Halaster blows off steam by tormenting Muiral with mirror gates, puddles, and elven fashion magazines (see Area 4). Muiral considers Halaster the source of all his misery, as a locust that's gone to town on the crop of his mind. His disfigurement? The fool actually considered it a *necessary* measure to thwart Halaster's "influence" over him.

Sample Dialogue. Use any of the following quips:

- "You'd make a pretty corpse."
- "You and I will dance together. Forever and ever."
- "The Mad Mage has no sway over me! The heart he touched has been cut away!"
- "Yes, just like that... Pirouette, jump, twist, smile, smirk, pirouette. You'll do nicely."
- "There is nothing but the Gauntlet. Welcome home. Welcome to the Sanitarium."

Muiral's Tactics. A mythic warrior that attracted the patronage of the Mad Mage, Muiral has few peers with a sword. In combat, he uses these tactics:

- Muiral has *blindness/deafness* prepared instead of *fog cloud*.
- Muiral always lurks under a spell of *greater invisibility*, the voyeur.
- With 50 ft. of movement *and* legendary actions, Muiral can come out of nowhere. Combining a Dash action and the Retreating Strike legendary action gives him a total of 150 ft., albeit split across his turn and the next creature's turn.

A FRESH COAT OF PAINT

Like most of Undermountain's levels, the actual size of the Gauntlet is limited by the mapmaker. You can really capture the true feel of Muiral's lair by artificially inflating the Gauntlet's size. Passageways infested with traps and undead of indeterminate lengths lie between areas on the map. You don't need to devote any more time at your table by mapping these out or playing out any fake combat. Simply narrate that your adventurers tangle with undead and hidden traps, suffering cosmetic scratches and wounds throughout.

If you *do* need to add a bit of weight, start encounters *in media res*. Tell your Fighter, "As you tangle with the dead, a skeleton peppers you with arrows. One finds the chink in the armor; you take 1d6+2 piercing damage." Likewise, this damage is adjustable. It can be as low as 1 point of damage.

- As noted in the module, Muiral uses *wall of force* to divide parties and engage an enemy in single combat. Muiral does relish the feel of a sword in his hands, doesn't he?
- When he needs to retreat, Muiral uses a legendary action to cast the *shocking grasp* cantrip or use his Retreating Strike. The former is preferable when there's only one foe capable of hitting him with an opportunity attack; the latter when he is surrounded and needs a burst of speed.
- When Muiral is feeling especially vengeful, or when the handheld mirror comes out, he hits a foe with *finger of death*.

AREAS OF NOTE

The following areas are of note:

1. SHATTERED MIRRORS

Another day, another level. From Dweomercore, the corridor flattens out upon a chamber rank with the scent of rotting flesh. Shards of glass litter the floor—mirrors. Their empty frames line the walls. As you survey the chamber, you catch a glimpse among the glass: Halaster's smirking visage. His voice worms its way into your mind:

"Welcome to Muiral's Gauntlet, home of my maddest apprentice, that ugly bastard. The drow parasites have the gall to claim this lair as theirs—and look, just because your ancestors carved these chambers and erected these temples doesn't mean you've got any leg to stand on in court. Especially *my* court."

Muiral's Ugly Mug. If you intend to run this variant, Halaster adds the following:

"I've a request—nay, a challenge!—for you, my dearest contestants. Muiral, my poor apprentice, my poor bodyguard, cannot tolerate his own reflection. Shuns it. Shatters mirrors, stomps through puddles. Force Muiral to gaze at his own self and you shall be rewarded! Ah, but I know what you're thinking—I *always* know what you're thinking—and illusion magic will not count. This has to be wholesale!"

Regardless of the party's decision, Halaster teleports a handheld mirror into one adventurer's hand.

Vlonwelv's Pulpit. Just as the adventurers are about to leave this area, Vlonwelv shouts across the Gauntlet, "House Auvryndar would like to cordially invite all guests of the Gauntlet to meet with High Priestess Vlonwelv. Guest right shall be sworn and abided by, praise Lolth! Please see the Star-Crossed Lovers statues just south of the Gauntlet's entrance. Muiral, you're not invited."

Muiral's Dead. A wave of undead crashes into the room from Area 7A before the adventurers can leave this area: 1d8+2 **zombies**, 2d4 **skeletons**, and three **ghouls**. These are the freshest of Muiral's creations. The zombies are clearly drow. They attack the party indiscriminately.

2. SECRET HALLWAY

The secret door to this chamber is protected by a *glyph of warding* inscribed by Muiral that activates its explosive runes effect whenever an elf touches it. All creatures within 20 ft. must make a DC 17 Dexterity saving throw or take 5d8 cold damage. To notice the *glyph* requires a DC 17 Intelligence (Investigation) check.

3. HAUNTED TEMPLE OF LOLTH

If Muiral is fought here, he uses the **banshees** to his favor; once the adventurers turn the tables on him, he casts *blindness/deafness* on himself, which he has prepared instead of *fog cloud*.

Unless a character uses their reaction to identify the spell (a DC 17 Intelligence (Arcana) check, per the rules in *Xanathar's Guide*), they won't know what he cast. Muiral then dashes into the temple, hopefully with the adventurers hot on his tail. Their presence pisses off the banshees who unleash their Wails, but Muiral, that now-deaf bugger, succeeds on the save.

4. LABORATORY

4A. DISEMBODIED VOICE

Per Vlonwelv's Pulpit, the drow announces in Elvish, "Gelgos Argonrae and Jevan Kron'tayne are to be commended for the capture of a House Freth spy. Rewards shall be paid to both their houses. Praise the Spider Queen!"

4B. LABORATORY

Since Muiral abhors his own reflection, he's thrown a tattered drape over the mirror gate here.

Likewise, in addition to the Muiral's invitation as a guest lecturer to Dweomercore, Halaster has sent the monstrosity a cornucopia of elven fashion and beauty magazines, just to dig at Muiral. These magazines are piled up near the pneumatic tube, some moldy, some fresh—in fact, the top-most is dated from last week. If the adventurers haven't returned to the surface in a long while, use this to subtly mention that they've been down in Undermountain *far* longer than they thought: it's been

weeks since they last saw the sun. Perhaps the Knot in the Weave has plunged them into a fugue state or wiped away their awareness of the passage of time.

Additional Loot. An alchemist's laboratory is often a welcome surprise to exhausted adventurers. If the party spends 10 minutes searching the laboratory, they can make a DC 14 Intelligence (Investigation) check to find a faux tile in the wall that causes an 8-foot-section of the wall to recede, revealing a shelf of potions: 2d4+1 *potions of healing*, a *potion of lightning resistance*, a *potion of diminution*, and a *philter of love* Muiral's longing to use.

5. DILAPIDATED ROOMS

When the adventurers first enter this area, they hear the sounds of battle: shouts of alarm, orders issued in Elvish, and the howls of the hungry dead. A patrol of 2d4 **drow** and one **drow elite warrior** are fighting one **ghoul** and 1d6+1 **zombies** in Area 5C. The elite warrior's name is Jevan Kron'tayne. See the special event, *Auvryndar Escort* for details on the aftermath.

If the drow emerge victorious, Jevan shouts at the party, "You there! Muiral's dead will be upon us again in no time! Lady Vlonwelv has promised guest right to all those that come to our territory! Come or not—it makes little difference to me!" The sergeant then tells his soldiers, "Gather your arms and your dead, men! We're moving out!"

Vlonwelv's Pulpit. During the battle, Vlonwelv proudly announces, "Patrol Six, report to Captain Zress for reassignment immediately." This provokes groans from the surviving drow, who were looking forward to a break after this foray with the undead.

The drow also inform the party of the statue in Area 6A that can teleport them to Auvryndar territory.

6. TELEPORTATION STATUES

These statues are the easiest way for characters to move from Muiral's territory to the drow's. The only other path is to go through Area 11F down to Area 30, where a contingent of drow watch for invaders.

Muiral's Mad Dash. If Muiral turns the tables on the party, he pushes them into Area 5 with his undead hot on the adventurers' heels. The character with the highest passive Perception hears the Elvish whisper and a feeling that beckons them towards this secret room. The whisper says, "Touch my stony flesh to escape. Deliver a kiss to my star-crossed lover."

If the adventurers oblige, they teleport to the other statue in 6B, placing them firmly in drow territory. Dran'll's statue has his lips puckered, ready to receive the adventurers' kiss. Until they deliver, they cannot teleport again from this statue.

7. HALLS OF SELVETARM

Halaster's voice again; the Mad Mage must be bored today:

"Behold, Selvetarm, the Spider That Waits. A god of war, a god of blood. By the way, watch out: the fallen elves will wail away your soul!"

This last bit from Halaster is, of course, a lie but also a hint at the banshees in Area 3.

7A. COBBLESKULLS

As you trudge through this chamber, you realize with a start that it is carpeted with skulls—*wallpapered* with skulls, all yellow and brittle with age. But can you truly say you're surprised?

7B. HALL OF THE SPIDER THAT WAITS

Halaster was right: here is the Spider That Waits. It clings to the ceiling of this darkened chapel, a massive, stone tarantula. Its eyes are eight massive rubies, all glittering in the torchlight. Below the spider stand eight drow statues, all carved with various looks of horror. Why, though, would drow fear their own god?

The rubies are worth 750 gp apiece and can be pried away with a crowbar or similar implement with a DC 15 Dexterity (Sleight of Hand) check. A failure chips the gem, diminishing its worth.

Auvryndar Escort. See the special event. If the party have yet to encounter the drow patrol, they're resting just outside 7B, north of Area 9A. Muiral waits until the adventurers and drow pass through this area again before attacking. A horde of undead (2d4+2 **zombies**, 1d6+1 **skeletons**, and two **ghouls**, as described in the special event) burst in from Area 9 when Muiral seems to be outmatched. The drow call for an immediate retreat to Area 6A.

Muiral's Mad Dash. When the adventurers set out again to hunt down Muiral, his last stand might be made here. Whether or not, he can use a legendary action to blast away at the stone tarantula's legs. He destroys two legs per legendary action spent. Those underneath it when five legs are destroyed must make a DC 15 Dexterity saving throw against 12d10 bludgeoning damage, or half as much on a success.

8. THE FATE OF FALKIR'S FIST

Within this chamber, harmless spirits reenact their final moments ad nauseum. These dwarves aren't hostile; they don't even acknowledge any passerby. Read the following:

Azure light paints the chamber. Well-used archery targets are pincushioned with arrows. A mirror whose frame is carved in arcane sigils stands against the wall—and before it lie four skeletal dwarves.

Once the adventurers enter the chamber wholesale, the ghosts emerge. Add the following:

The azure light warbles and carves itself into four areas, separated by patches of darkness. Slowly, they form into four dwarves. "Ye left him!" one dwarf accuses another. "The scorpion had already got him, Falkir!" the dwarf hisses back. "I stood fast, but Loken was already dead!"

The other dwarf spits on the floor and turns his attention to the other two, who fumble with the mirror. "Have ye figured out how to turn on that damn thing?" he asks.

"Nay, and I fear—wait. Ye hear that?"

The room rumbles under the pitter patter of several feet—and a monstrosity bursts into the room, half-man, half-scorpion, but wholly unnatural! The dwarves reach for their weapons but it's too late! Falkir has already been speared by that massive stinger and another dwarf has had his flesh boiled off by a blast of lightning! The creature makes quick work of the third and whispers to the last dwarf, "You'll make a pretty corpse."

With a terrible wail, the spirits disappear. The azure light winks out. Halaster's voice worms its way into your mind: "Front row seats to a play you didn't pay for. Lucky you."

9. GOD-WATCHED GATES

No matter from where the adventurers enter this area, read the following:

Halaster's whisper slips into your mind once again, scornful and irreverent: "Behold the darkened deities of the vile drow. Theirs is a pantheon born by blood and treachery. My kind of gods."

9A. THE ELDER EYE

Darkness has swallowed all light here, no matter the source. Something... Something juts out of the darkness. Something that wheezes, bleeds, shedding a sound of ichor sliding across stone and the passage of foul water through a sewer system.

If the adventurers dispel the magical darkness, read the following when the statue is first seen:

As you tear apart the darkness, you see it: an effigy, a carved pillar of ooze. It has no eyes, but too many faces. It's wet. It bleeds a translucent fluid that can only be seen by its sheen under the torchlight. Its many tentacles beckon you forward—and as your gaze falls upon it, its eyeless gaze falls upon you.

The statue bleeds a translucent fluid. Creatures that ingest this fluid (likely by standing below the statue with open mouths) regain 1d4+8 hit points. These characters cannot gain this benefit from the statue more than once a month. The character must also make a DC 16 Constitution saving throw. If they fail, an oozeling begins to grow within their stomach. In 1d4 days, the character begins to take 7 (2d6) acid damage each day. Finally, 1d4 days later, the ooze, which has the statistics of a **black pudding**, eats its way out of their stomach, dealing 45 (10d8) acid damage. The ooze bubbles out of their every orifice, recollecting itself within 5 ft. of that character.

The character should count themselves lucky—this is the greatest sacrament of the Church of Ghaunadaur. A spell of *greater restoration* prematurely cures the character of this deadly illness.

Halaster's Game. If you run Halaster as the host of *Dungeon of the Mad Mage*, his hit transplanar gameshow, then read the following advertisement from *Halaster's Game of the Companion*. The message comes from the statue of Ghaunadaur.

A voice thunders throughout the chamber, proudly shilling an advertisement: "This episode of *Dungeon of the Mad Mage* is brought to you by the Ghaunadaur ooze-clerics roosting below Undermountain: *fhinala-pekteeen-een-pa-pha! Paa-pha!* The Church of Ghaunadaur is not responsible for any caustic burns, mutations, or reduction to jelly matter that might occur during or after baptism. Now back to our scheduled programming!"

9B. THE MASKED LORD

Shadows dance with a life of their own here. The doors at the hall's end are smeared red with old blood and standing before them is a statue of an elven thief. A mask hides his eyes and his arm is twisted behind back, wielding a blade of stone.

When a character approaches the statue, read:

The statue's lips curl into a cruel smirk, uttering a single word: "Fool." It strikes out at you with its shortsword—you twist, dodge, but to no avail. The stone sword bites deep. As you prepare yourself for battle, the statue settles once again.

9C. THE DARK MAIDEN

Moonlight shines upon an elven maiden frozen in a pirouette. She wears little but is the picture of beauty; her smirk sings a song all its own and her arms... Her arms are outstretched, her hands curled, as if to embrace the world—or some object.

10. QUEEN'S PARLOR

What was once an opulent parlor has been trashed in a fit of rage. Crystalware lies shattered. A divan has been cleaved in two by what could only have been a longsword. A footstool has fallen onto its side—the horror! Above, lanterns carved in spidery images glow with violet light, hanging from a latticework of spider silk.

Vlonwelv's Pulpit. When the adventurers enter this area, Vlonwelv announces, "We are coming for you, Muiral! Your days are numbered! The Temple of Lolth shall be ours as it was in ancient days past!"

12. BALLROOM

What may have once been a lavish ballroom is instead inhabited by ghastly horrors better left in fiction. Two deformed giants are locked in a grotesque waltz. Their limbs are utterly wrong and ill-proportioned. Their hateful eyes gleam. Worse yet, you cannot shake the sense that they were once drow.

The Mad Mage again! His voice whispers to you, "Muiral did love to dance in the days of old. Loved it only just less than watching others dance.... And now that voyeur has his pair."

Vlonwelv's Pulpit. After the narration above, Lady Vlonwelv announces, "The Spider Queen watches over all her children. Praise Lolth!"

When the deformed drow attack, it's in tandem. Truly it takes two to tango, for their morningstars come in a steel dance. Likewise, the giants prefer to grapple targets and force them into a ghastly waltz. The giants are not graceful at all but seem to throw their all into the performance, perhaps lest they be scourged by Muiral later.

Muiral's Eye. An arcane eye similar to Halaster's floats within this room—a sensor crafted by Muiral to always watch his dancers. He cannot hear through the eye and must use his action to peer through it. Roll a d100. On a roll of 41 or below, he's watching now or peers through the eye mid-combat. If the giants are slain, Muiral resolves to find replacements. Next time he meets the adventurers, he brandishes the same elixirs he used to deform the drow and says, "The show must go on! Two will do. Two to tango, tango from now until the End Times."

If Muiral can, he kidnaps an unconscious character and brings them to Area 4, wherein he experiments on that character to create another monstrous dancer. This process takes 1d6+2 hours to complete.

13. VESTIBULE

When the party enters this chamber, the drow *do not* immediately attack—they have orders to bring any guests to Lady Vlonwelv. Read the following:

"Hold your fire!" shouts an elf, standing before his amassed kin with empty arms. "Outsiders! My fair lady, Vlonwelv of House Auvryndar has invited all guests to the Gauntlet to meet with her at the Spider Throne. Swear before the gods to raise no blade nor offer any insult to our liege and we shall do the same!"

If the adventurers accept, or if they're being escorted by drow, they're led through to Area 15 and 17D, past Xarann A'Daragon, the House Freth spy. Once there, Sornnozz and Xarann may turn on their kin, unless they choose to speak to the party in A14 during a rest.

GREEN SLIME, ABRIDGED

A creature within underneath the slime must make a DC 10 Dexterity save, otherwise the slime falls on it. The creature takes 5 (1d10) acid damage and then again at the start of its turns until the slime is scraped off or destroyed. Any non-magical wooden or metal object used to scrape it off is effectively destroyed. Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage, destroys the patch of slime.

If the party refuses the offer of peace, the drow attack. When Sornnozz betrays his kin, read the following, focusing on one martial character. This narration is purely for drama; the character in question isn't hit, damaged, or knocked prone.

Steel sings! The drow hurls his insults in Elvish! You parry his first blow but his leg sweeps out from under you! You crash to the floor shoulder-first, pain blooming like springtime flowers. Just as the drow is about to finish the job, his eyes go wide—a dagger has impaled itself into his ear.

As the corpse slumps to the floor, another elf offers his hand. "We're on the same side, you know: against these Auvryndar curs. Listen well, for we've little time left."

Sample Dialogue. Sornnozz hastily explains to the adventurers his role as Xarann's confidant. Use the following dialogue:

- "There's little time to explain—I, my new friends, am a spy! Or rather, a spy for a House Freth spy! My master has infiltrated House Auvryndar and plots their downfall! Shall you join us?"
- "I have been abused all my life for the accident of my birth. I would sooner languish under Lady Freth than Vlonwelv Auvryndar."
- "Xarann plots to empower the troglodytes and engineer a rebellion. Little that'll do—but while Vlonwelv's distracted, that's when the dagger's slipped into her sides."
- "Xarann keeps a tight ship. Others serve him yet our identities are kept secret, lest we be tortured."

14. GUEST APARTMENT

If the adventurers meet with Vlonwelv and accept her mission, they might persuade her into allowing them a short or long rest. If so, they can sleep here. Drow, however, spy on them: Kereth Ichorza, the **drow mage** found in Area 19, uses *invisibility* and *detect thoughts* to great avail. Likewise, Xarann A'Daragon might slip into the apartments to invite the party into his plot to assassinate Vlonwelv.

Vlonwelv's Pulpit. Whilst here, the party hears an announcement by Vlonwelv: "The Spider Queen blesses House Auvryndar! The battle to break House Freth's hold on the passages below brings victory after victory. We have seized key positions formerly held by our enemy. The defeat of House Freth is inevitable. Praise Lolth!"

If the party rests here, they're awoken by a second announcement: "Pay no heed to false reports of an attack on our stronghold above. Our forces under the command of T'risa Auvryndar have taken the ruins of Stromkuhldur. Skullport and Undermountain shall quickly follow. Praise Lolth!"

16. FALSE MIRROR GATE

This encounter perfectly sums up the Mad Mage in one moment; nothing needs to be added to it, for it's already perfect. Steer your party here.

If Vlonwelv intends to betray the party, she might send them here (knowing full well what lies in store) so as to soften up the adventurers before their return.

17. THE DARK SELDARINE

Vlonwelv's Pulpit. When the adventurers enter this area, Vlonwelv announces, "The Seldarine favor the faithful! The Spider Queen hears all praise and all doubt, praise be hers!"

Thereafter, the Mad Mage whispers to the party; if there's a drow among them, they feel Halaster's full attention on them like the warmth of a hot sun. Read:

Halaster's decrepit voice is full of mirth when it blooms in your skull—like weeds in spring:

"The drow would like to believe that their gods watch over them, that these temples guarantee favor or protection. Little do they know—but fear all the same—their gods have no power here. I am the closest thing to a god in Undermountain and no amount of prayers can scrub away my taste for suffering."

17A. TEMPLE OF GHAUNADAUR

The walls of this wretched place are wallpapered in green slime that shivers, bleeds and huffs. Within a glistening glass altar, veins of silver and black glitter. Every surface is wet, moist.

When the **gray oozes** within the altar attack, add a special action to these psychic creatures: as an action, they can psionically move a patch of green slime (see the sidebar) up to 40 ft., dropping it onto a character. The oozes do this on turns when they can't use their Psychic Crush ability.

If the adventurers never entered Area 9A, the Mad Mage shares the same Transplanar Advertisement from the Church of Ghaunadaur (see Area 9A).

17B. TEMPLE OF KIARANSALEE

There is nothing in this blighted temple but the reek of death and decay. Nothing beyond an altar fashioned from shinbones and plastered in broken knuckles.

When the **ghost** possesses a character, having offered a prayer to Kiaransalee, read the following:

You shiver under a sudden, foul wind that ripples through this hall, and on it rides a whisper: "Kiaransalee." A presence fills you, starting at your extremities before seizing your heart and using your body as a vehicle. You fight it, a rabbit flinching from its masters hand, unable to escape the pen. You fight it to no avail, and watch with horror as your body moves forward to lay a hand on the doors, wondering what horrors lie beyond.

17C. TEMPLE OF SELVETARM

This temple is painted with a crimson mural: smeared blood shaped into web-like patterns. A wrought iron altar bears a red indentation in the shape of a hand—and above it floats a shortsword, its bloodstained blade pointed downward.

At your discretion, the character that presses their cut hand to the altar must make a DC 12 Constitution saving throw or gain an infection that incubates over 1d4 days. On the final day, they become poisoned for 1d4+3 days or until a spell of *lesser restoration* is cast upon them. It's the little things that remind such mighty heroes that they're still frail mortals, right?

17D. TEMPLE OF VHAERAUN

Whispered prayers bounce off the stones of this place. A drow kneels before an altar of crimson stone. Black curtains hang from the wall on long-rusted hooks.

As you creep forward, the drow's prayers fall silently. He whips around, drawing a dagger—and pauses.

"My prayers," he breathes, "have been answered."

Xarann A'Daragon is instrumental to the plot of this level, presenting a layer of intrigue. Use him to great avail; he explains himself as a House Freth spy and describes the plight of Tazirahc, his friend and co-conspirator that took the fall when House Auvryndar discovered their plot.

Roleplaying Xarann. Unlike most drow, Xarann is trustworthy—or at least that's the veneer he presents. His respect is hard-earned, but he knows that no mere adventurers can just turn up in Muiral's Gauntlet; thus, he already considers the party worth their salt. He is unyieldingly loyal to his two lackeys, Sornnozz and Tazirahc. The only thing he fears more than failing his mission to assassinate Vlonwelv is to have those two go to the grave thinking Xarann forsook them. Thus, he prioritizes rescuing them over killing Vlonwelv.

Alas, Xarann is still an assassin at heart and has his orders to take this fortress for House Freth. Unless he forms a special bond with the party, he reluctantly assassinates them after they're no longer useful. If they've impressed him, he warns them to leave this place before House Freth's forces occupy it, for his superiors will show them little mercy once House Auvryndar has been defeated. Likewise, he might provide the party his insignia of House Freth, an obsidian scarab, so as to ingratiate themselves with House Freth later on. Whether the drow will believe their story, however, is another matter.

The Mask. In this supplement, Xarann's Charisma (Deception) bonus is +6, not +3; when he rolls an 8 or lower on a Deception check, he treats it as an 8.

Sample Dialogue. Lean on the following dialogue:

- "No doubt you've encountered House Auvryndar on your way to these depths. Those heels dominate the upper levels of Undermountain. House Freth, my lieges, are all that keep these heels in check—but they're beating us back. I've my orders: slip a dagger into Vlonwelv Auvryndar's gut, but my partner, my *friend*, Tazirahc, has taken the fall for me. He's being tortured as we speak—and that is something I cannot abide. Stand with me, and I will get you down to the next level of the dungeon and through House Freth's territory. Likewise, Vlonwelv's trinkets are yours for the taking."
- "One does not simply assassinate Vlonwelv Auvryndar. Her adopted daughter, Zress, is with her day and night. Captain Zress Orlezziiir: absolutely peerless with a blade. I won't face her alone—even the dumbest fools know better."
- "My plot to topple these heels involves the troglodytes they've pressed into service. Gorzil, that fat bastard, leads the tribe but he has no love for elves. Spare any troglodyte you can, I beg you, for they are the meatshields to my warfront."

17E. TEMPLE OF EILISTRAEE

Cherubic hymns echo throughout the chamber, a stark contrast to the gloom and doom of Muiral's Gauntlet. An altar lies at the center, bearing a stone-carved harp engraved with the imagery of a carefree elven maiden full of light, life, and mirth.

What, you wonder, is the catch?

18. FIRST BLOOD

18A. VOICES

A raucous crowd jeers nearby! Yells, cheers, groans, shouts shouted in Elvish! You've been to a bar; you've seen a brawl. There's a fight going on, but you instinctively know not to talk about it.

Vlonwelv's Pulpit. Vlonwelv announces, "We train for glory! For conquest! For the Spider Queen!"

If Xarann is with the party, read the following:

"All right," Xarann tells you, "The 'interrogation' chamber is just a little ways away. Hang back and watch this."

The drow stands up straight, puffs out his chest, and marches down the corridor with an air of arrogance.

18B. FIGHT CLUB

Drow are packed together, watching as a warrior fails to best a drow maiden in fisticuffs. Blow after blow is dodged. The reek of sweat and worry is overwhelming. Just as the drow lunges forward with a feint, the maiden calls his bluff, blocks the hit, and smashes her fist into his temple! The drow goes down, eliciting a titanic, "Oof!" from the spectators.

"Who's next?" the maiden shouts, brandishing her fists.

"Who amongst you curs can pass muster?"

If Xarann is with the party, read the following:

Xarann approaches the fighters and shouts, "I can! Have at thee, Auvryndar! Today your aunt learns how to ice a black eye!"

19. INTERROGATION ROOM

As the adventurers approach this chamber, they hear the following exchange between Kereth Ichorza, Vlonwelv's consort, and Tazirahc, in Elvish:

"Tell me!" snarls an elf. "Tell me, lest I strip the flesh from bone! Who are your co-conspirators!"

"I work alone!" cries another elf. "I work alone! Alone, I told you, I bloody work alone!"

"Tell me, milquetoast!" The drow mutters an arcane word; the air grows colder for a moment—and the other elf sucks in a breath before letting out a bloodied scream.

Once the adventurers enter the chamber, read:

You burst into the chamber: a drow sits bound to an iron chair, tied in spider silk. Two drow warriors lean against the wall, arms crossed, watching as a drow mage tortures their prisoner. A pygmy demon chitters happily at every scream loosed.

If you ran the *Auvryndar Escort* special event, Jevan Kron'tayne is not here; another **drow elite warrior** is present.

22. TROGLODYTE TURF

22B. TROGLODYTE DEN

It's the stench that hits you first—a putrid odor that snakes up your nose and gets your eyes watering. Almost like an airborne sickness, it twists your stomach and sends vomit up your throat.

There are bones and refuse everywhere—whatever these foul engineers did not need for the throne of garbage that dominates this chamber. Mud-caked treasure is heaped around it.

Unlike in *DotMM*, Gorzil is here if the party has yet to encounter him. The trog, however, isn't looking for a fight. Gorzil hungers to see the drow undone, just as the Mad Mage does and the adventurers might. Much to their surprise, Gorzil can speak Common. In fact, he can speak any language, for the Mad Mage has placed upon him a *charm of tongues* (with the same effects as a *tongues* spell).

With Gorzil is a male **drow** liaison named Helnin. Helnin's reorganizing the watch and patrol shifts with Gorzil. When the adventurers enter this chamber, the trog speaks plainly about his plot to overthrow House Auvryndar—right in front of Helnin. When the drow protests, Gorzil shrugs as if that's all there is to say and motions for his troglodytes to tear the drow limb from limb. Gorzil's clever enough to label Helnin as a spy or deserter if any of the drow ask about his fate.

Roleplaying Gorzil. The portly troglodyte always gnashes on some sort of foul meat, be it a raw giant lizard's leg or the bloody arm of a drow, pilfered from Area 24C, the morgue. While his brethren slaver and howl, he takes to diplomacy with a surprising amount of restraint. Gorzil refers to himself in third person and his tribe as "the collective."

Sample Dialogue. Utilize the following dialogue:

- "Gorzil will rule these warrens or see them burnt to ash around him. Just wait. Just watch."
- "Might makes right—and Gorzil is mighty indeed."
- "The elves spit on us, turn away their noses. Good for us, Gorzil says. Good for when we bloody their noses."
- "They think us simple, weak, gullible. Call us rats. We are rats. Rats scurry. Rats bring doom with but a nasty bite. We are rats and rats survive. Vlonwelv shall be bit soon enough."

23. DISTANT MUSIC

Out from the gloom comes the most welcome, albeit confusing, surprise: jazz music.

If Sornnozz or Xarann A'Daragon are with the party, they explain the music's source:

"Hear that?" the drow asks, pausing. "That music? It's the Sing-Alongs. We kidnapped some halflings on the surface, outside Daggerford. Lady Vlonwelv keeps them as entertainment."

The song playing is *Sing, Sing, Sing* by Benny Goodman. Use it at your discretion. A character can make an Intelligence (Performance) or (History) check to recall the Sing-Alongs. The world has since wondered where they went. One character may have even seen them live or know one of the bandmates personally.

25. AUVRYNDAR HALL

No doubt this is the heart of House Auvryndar's operations in Undermountain, the very seat of their power. You count no less than fifteen drow here, armed to the teeth, clearly itching for an excuse to draw blade and blood. The ceiling is draped in cob-webs and a fountain carved with the ghastly gods of the drow dominates the chamber.

There is mirth here in the form of the music you heard earlier: a halfling quintet serenades the elves with sweet, sweet jazz. The soldiers bounce their feet with the beat while a queen watches from her spidery throne: Lady Vlonwelv Auvryndar, no doubt.

If the adventurers accept an escort by the drow, and that escort isn't slaughtered by Sornnozz or Xarann, then they send a runner to inform Vlonwelv of her newest guests. Therefore, she's in this area, sat upon the Spider Throne, accompanied by Zress and her **yochlol** adviser.

Previously On... If the party ever visited Area 20D on Level 3 (drow town), they may have seen or spoken to Vlonwelv's yochlol adviser. If so, they can make a DC 14 Wisdom (Insight) check to realize that the female drow next to Vlonwelv is none other than that demon.

Audience with Lolth's Chosen. When the party is brought before Vlonwelv, she treats them as a smug host and offers respite—if they're willing to later hunt down Muiral. If they accept, but are wounded, she might allow them to stay in the guest apartments (see Area 14). She has her drow spy on them, if so.

Roleplaying Vlonwelv. Vlonwelv loves to play the part of the gracious—but arrogant—host. Every silky compliment paid is barbed. She considers the party as potential tools just above the troglodytes.

It's likely that the adventurers mention the son and daughters of Vlonwelv's that the party has already put to the sword: T'rissa on Level 3 and Melinth on Level 4. Any mention of her dead children cuts at the priestess, but she still manages to keep a veneer of indifference—what's done is done, is it not? She still has Muiral to worry about and can get revenge on the party later on.

Tactics. If a fight breaks out here, the drow employ the following tactics:

- Zress, a **drow house captain**, puts herself between Vlonwelv and the party, never allowing them to approach her.
- The **yochlol** opens up with a *dominate person* spell (DC 14) on a character; otherwise it becomes a spider.
- Vlonwelv casts *conjure animals* on her first turn to summon two **giant spiders**. On her next turn, she casts *freedom of movement* on Zress; once her forces are wounded, she heals them with a spell of *mass cure wounds*.
- The two **drow** already present at the throne use their innate magic to great avail: one shrouds the Spider Throne under a *darkness* spell whilst the other casts *faerie fire* on a foe.
- Sitting on the Spider Throne, Vlonwelv uses a bonus action on her turn to broadcast to the Gauntlet that House Auvryndar is under attack and all forces must return to this area to defend her from the adventurers.
- Answering Vlonwelv's call, two **drow elite warriors** and a flying **giant spider** arrive from Area 30C via Area 25C in 1d4 rounds; during the chaos, Gorzil (if he's not elsewhere), kills Nhilisstra Argonrae, the **drow mage**.
- The fifteen **drow** in Area 25A pepper the party with arrows, aiming for unarmored targets or those closest to Vlonwelv. Two drow mount the **giant lizards** and run interference.

26. SPIDER QUEEN'S TEMPLE

Like so much of the drow's demesne, this temple has fallen. Only now has it been remembered and work has begun to repair its damage. A curtain of cobwebs hangs from the narthex's ceiling, blocking your sight. You can, however, hear groans in Elvish from beyond the curtain.

Vlonwelv should be first encountered in area 25B, not here. However, if the party rests in Auvryndar's territory, they can find Vlonwelv here before they leave. It provides another chance to roleplay with a drow priestess—which, let's face it, rarely happens without blades already drawn.

Roleplaying Vlonwelv. The priestess knows she's at a disadvantage here; any conversations had with the party are cordial and dismissive; she's eager to send them off to hunt down Muiral or at least take the conversation over to Area 25, where more of her guards can intervene in a conflict.

Tactics. See Area 25 for Vlonwelv's basic tactics, including her **yochlol's** and Zress'. Otherwise, take into account these differences:

- The **drow** masons are unarmed and use the spiders as mounts to circumvent the adventurers; once past the party, several masons drop down and run to Area 25A, screaming for help. In two rounds, six **drow** (two of which are mounted on **giant lizards**) bust into the temple. The remaining nine **drow** arrive in 1d4 rounds. One stops to sit upon the Spider Throne to broadcast a warning across the Gauntlet that the adventurers have attacked Vlonwelv and that they're kill-on-sight.
- Whilst the masons go for aid, the **giant spiders** body-block for them; four of the seven descend while the remaining three spit Web attacks at the adventurers.

27. VLONWELV'S APARTMENTS

When the adventurers enter this area, it ought only be to slip a dagger into Vlonwelv's side. The priestess would never invite untrusted guests here. Xarann's plot involves attacking in the dead of "night" whilst Vlonwelv is resting.

Reinforcements. Given that elves don't sleep, only rest in a trance-like state, Zress Orlezzir keeps a vigil for Vlonwelv; she's aware of her surroundings and may detect the adventurers if they enter the chamber.

Roleplaying Vlonwelv. Even here, Vlonwelv does not lose her cool. She gracefully slips out of her bed to pour herself a wine while chiding the adventurers for breaking guest right. She promises Lolth's wrath for breaking her oath. Any mention of her children, however, is enough to finally spark an inferno of out-rage from Vlonwelv; now, it's time for blood.

Tactics. Vlonwelv is at her most dangerous when backed into a corner. See Area 25 for her default tactics, along with her **yochlol's** and Zress'.

- Zress uses her Battle Command feature to allow Vlonwelv to take the Dodge action, buying her time.
- Vlonwelv shouts out for the **giant spiders** in Area 27C, which arrive in two rounds.
- Vlonwelv uses her Summon Demon action on her first turn.
- Vlonwelv surrounds herself with a *darkness* spell to buy time until reinforcements can arrive. She otherwise casts *faerie fire* on the adventurers to grant advantage on Zress' attacks.

30. NATURAL CAVERN

Should the adventurers arrive here from Area 11F, they're treated to a rare sight: a doomed offensive by House Freth. The drow have been routed; the dead and dying litter the cavern floor as drow pepper the survivors with crossbow bolts.

The party might capitalize on this foray, but none of the Auvryndar drow here suffer anything but cosmetic wounds. The troglodytes have dominated the battlefield and can smell the party. He locks eyes with one character and brings a finger to his lips—a very civilized gesture he's picked up from studying the drow. His eyes then shift towards Area 25C, as if to guide the adventurers there. If things turn ugly, Gorzil hurls Nhlisstra to her death and offers the party an olive branch.

SPECIAL EVENT

Use this special event, regardless of the party's path through the Gauntlet.

AUVRYNDAR ESCORT

If the adventurers encounter the drow before leaving Muiral's territory, they're extended an invitation to House Auvryndar. If accepted, the drow escort them to Area 6A, wherein they teleport to 6B. These drow can be encountered in Areas 4, 5, or just north of Area 9A. They consist of 2d4 **drow** led by a male **drow elite warrior** named Jevan Kron'tayne, one of the drow earlier commended by Vlonwelv for apprehending a House Freth "spy" (he's since been removed from Area 19 for this encounter).

The escort, however, is ambushed by Muiral's dead and the monstrosity himself. This preferably occurs in Area 5, as the drow and party are on their way to the teleporter. This force consists of 2d4+2 **zombies**, 1d6+1 **skeletons**, and two **ghouls**. On the third round of combat, Muiral skitters into the chamber, opening up with a *lightning bolt* attack that consumes most drow and hopefully two adventurers. The drow sergeant's dying words are, "Run! He can't access the teleporter!"

If you intend to run this event and the adventurers are headed to Area 7B, Muiral might be there. If so, he waits for them to pass back through with the drow before launching his ambush with the same number of undead.

EPILOGUE

Having survived the Gauntlet, the adventurers have the pleasure of facing the Troglodyte Warrens, a war-torn battlefield marred by demons and drow.

There and Back Again. Your party might elect to leave Muiral's Gauntlet only to come back later to topple House Auvryndar if they didn't already. Keep your notes ready, for once they clear Level 12, they might look to the earth above and decide to eliminate both houses.

Auvryndar Armageddon. The adventurers have the chance to eradicate House Auvryndar, a major thorn in their side since the earliest days of their trek through Undermountain.

If Vlonwelv was murdered but House Auvryndar's forces survive, then Drinrith (see Area 18B) inherits command. If she too died, along with Vlonwelv's four children on Level 3 and Melinth on Level 4, Zress Orlezziir seizes control of the House and sets out on a warpath to avenge her adopted mother. Even if Vlonwelv's son, Ranaghax, survives, Zress still inherits House Auvryndar and takes him as her consort to legitimize her rule. These efforts, however, can only staunch a wound for so long. Inevitably, House Auvryndar's vassals and allies pull out to join House Freth. Without out-side interference, however, Zress can soldier on without their support.

Likewise, the initial chaos created by the party allows Muiral to invade Area 30 from Area 11F. He comes with a tide of undead.

Muiral's Ugly Mug. If Muiral survives his encounter with the party, but was forced to appreciate his own hideousness, the most curious thing happens: Muiral's sanity scabs and heals. Given time, Muiral's madness clears up and he sets out to get his vengeance on Halaster, who he sees as the cause of all his misery.

THE SEND-OFF

Choose one of the send-offs below:

THE STANDARD SEND-OFF

For eons, Muiral the Misshapen has languished here, petrified of his own reflection. What could have been a home was made homely; what could have been a refuge became a prison. As you turn towards the earth once again, you look back on this lair, on Muiral's Gauntlet. A gauntlet it is indeed, but for whom?

THE HOST'S SEND-OFF

The Mad Mage has been especially gregarious today, but now his voice is stained with nostalgia:

"Muiral... My greatest hope, my greatest disappointment. He came to me not as a mage, but as a warrior eager to learn the secrets of magic. Alas, he couldn't cut it and so instead he cut away that which made him human. Who could imagine such an ugly sin? Who could be so careless as to let the forces of magic wear away your own san—"

Halaster clears his throats. "Our contestants have triumphed where so many fell before. They have ran the Gauntlet and survived a long look at Muiral the Misshapen's ugly mug. More lies just beyond the horizon: uglier things, madder things. Just wait 'til they meet the Shadowdusks, am I right?"

"Guts, glory, gore and more—tune in next time to *Dungeon of the Mad Mage!*"

LEVEL XI: THE TROGLODYTE WARRENS

QUICK NOTES

- This level ought to be cleared within two sessions max.
- Document well in advance what your adventurers' greatest desires are, in regards to a location, such as a safe place to rest, a temple to pray in, a wellspring, or more. Adjust the balhannoth's illusion accordingly.
- The House Auvryndar commander, Shindreer Argonrae, hungers to depose Vlonwelv—and if she's already dead, then she might pull her forces back to Level 10 once word reaches her of Vlonwelv's grisly end.
- The balhannoth added in this supplement has telepathy out to a range of one *mile*!
- *Potions of lightning resistance* were added to Level 10 in the previous *Companion* chapter to assist against the **behir**.
- The scales have finally tipped: the party are of a level to access just about any arcane Gate of Halaster's they find. Three are on this level, leading to Levels 6, 7 and 8.

NO MAN'S LAND

The Troglodyte Warrens has no narrative whatsoever to speak of—and that's its sole strength. This level is the true gauntlet, not Level 10, once you sandwich the party between a **behir** and **balhannoth** (added in this supplement) and demonstrate the futility of war with Houses Freth and Auvryndar squaring off in the warrens. At most, this level should take two sessions. Your party will not care about the troglodytes—no one does—and thus they can't be expected to have a libertine stake in the conflict or slavery.

Instead, Level 11 must be a gauntlet the party must run to progress into Undermountain. Savage them with both heavy-hitting monsters featured in this supplement. Never give them respite. Should they try to rest, one of these apex predators finds them—and if they don't, trolls, targs, or drow interrupt their rest. If the party wants to lick their wounds, their only options are to press onto Level 12 or take an arcane gate back to previously-visited levels. If they opt for the latter, hit them with Elder Runes and the violent aftermath of these earlier levels:

Level 6. Invisible stalkers have run of the place, courtesy of Halaster. Up to three assault the party as they make their way through the level.

Level 7. If Maddgoth survived, he's with eight paid **mezzoloths**, plotting his revenge.

Level 8. Whichever side emerged in the conflict between the Blacktongue bullywugs and the Ssethian Scourges has stationed troops outside the gate: 1d6 **bullywugs** or 1d4+1 **drow** and a **troll**.

BETWEEN A BALHANNOTH & A BEHIR

In the recesses of Undermountain, after everything the party has been through, are we really going to just throw drow and CR 1/4 troglodytes at them? At 11th level adventurers?

Horror is the answer to making the Troglodyte Warrens worth running, and we're going to achieve it with one major change: a **balhannoth** terrorizes this place. These aberrations from the Shadowfell are described in *Mordenkainen's Tome of Foes*. They are telepathic, reality-warping predators that can reshape its lair to ensnare prey. The last thing a victim sees before snatched up is an eyeless mass of tentacles. By then it's too late, for balhannoths can *teleport* with a legendary action!

House Auvryndar, in their war with House Freth, exploited a rift to the Shadowfell (created by the Mad Mage) to lure a balhannoth into Undermountain. The fools thought they could control it—that it would serve. They intended for it to choke off a passage House Freth could flank their forces through.

They were wrong. The balhannoth has no loyalty to anything but itself and made the passage its own. Now both House Freth and Auvryndar must contend with the beast; too many have strayed into its cavern only to never return. The beast has grown bolder in recent days and is now exploring deeper parts of the warrens and preying upon the drow.

Lair. The balhannoth has taken Area 7 as its lair. See *Areas of Note* for changes.

Roleplaying the Beast. The balhannoth possesses a dim-witted, but alien, mind. It has an Intelligence score of 6 but also telepathy out to a *mile*. So, when the balhannoth makes telepathic contact, it doesn't exactly *say* anything, but instead... audibly slavers and pants. This is an uncomfortable experience. Its attention is hot, like the sun, but uninviting. They can feel its desperate want, like a stray dog hungering for the scraps in your hand. It has no eyes, but its gaze is piercing nonetheless. The beast is perpetually moist and telepathic interactions with it leave someone feeling greasy and unclean. They should come away feeling as if they're the meat on display in a deli.

Use these glowing descriptions for whenever the beast telepathically contacts an adventurer. You don't need words to creep your players out. Frequent contact with the balhannoth is sure to drive a man mad—which is what happened to Orl in Area 8.

Tactics. The balhannoth is an otherworldly, apex predator. It uses the following tactics in and out of combat:

- Like the behir, hurl the balhannoth directly at the party twice before it retreats to its lair; it can still prey on the drow and troglodytes in the mean-time.
- Once the party enters the warrens, the balhannoth probes their minds to determine their greatest desire involving a place; it then reshapes its lair to fit these criteria. See its Lair actions for details.
- The balhannoth has blindsight out to a radius of *five hundred feet*—it can detect *anything*, that eyeless freak.
- When faced with the entire party, the balhannoth knows to strike hard and fast: it teleports above the party while invisible; it utilizes the advantage on its first attack by targeting the most armored adventurer; thereafter, it makes another three tentacle attacks. It uses a legendary action to bite the most vulnerable character.
- When all its prey escape its grasp, the balhannoth uses its Vanish legendary action to flee and set up another ambush. Likewise, it runs down prey with its Teleport legendary action.
- As a predator, the balhannoth cares to snatch up one character and escape with its meal, utilizing its Teleport legendary action to do so. It can easily outpace most characters. Gaining altitude is more important than gaining lateral distance so that any pursuers must fly and any prey are faced with a steep drop if they untangle themselves from the balhannoth.
- As its lair actions aren't especially useful in combat, the balhannoth is willing to stray from its lair once the party has shattered its illusion; it prefers to go to Area 5 so that it can grapple a character and teleport to above the sinkhole (which is a 60-foot drop from the ceiling).

THE BEHIR

The **behir** is still a factor in Level 11. It lairs in Area 17 and storms throughout the warrens; unlike in *DotMM*, it should be encountered *before* the party reaches Area 17; hurl the behir at them once or twice and have it flee when reduced by a quarter of its hit points each time.

Use the behir to disrupt the party's plans and keep them moving. There shall be no respite in these dirty warrens so long as it and the balhannoth live.

The drow are sandwiched between these predators. The adventurers might be able to engineer a conflict between the two beasts; see *Clash of the Titans* in *Special Events* below.

Tactics. In combat, the behir employs these tactics:

- The behir is an ambusher, especially with the runes that Halaster has engraved upon it. It casts *invisibility* as it approaches its prey and then *misty step* to close the gap, if necessary (ending the *invisibility* spell).
- Whether its target is alone or with allies, the behir casts *sleep*; it has advantage on its next attack roll, which is a critical hit if the behir attacks from within 5 ft. It might also bake the target with its Lightning Breath, whose

ALTERNATIVE: THE RETURN OF ILLUUN

If the party never slew Illuun the aboleth (Hell, even if they did) on Level 4, you could replace the balhannoth featured in this supplement with Illuun. Adjust accordingly, flooding the same caverns that the balhannoth lairs in. Illuun has enslaved most trolls and many troglodytes to its will. It also has 1d4+3 chuuls under its sway.

Dexterity saving throw they automatically fail while unconscious.

- Targets that aren't put asleep are then blinded by a *color spray* spell; the behir then gains advantage on attack rolls against these targets.
- Once the behir has constricted and swallowed a target, it flees, using its legendary actions to inhibit the party and escape. If it has its way, it finds a winding crevasse 40 feet up in the cavern and goes 70 feet deep. Creatures that dare clamber into the crevasse are punished with a Lightning Breath attack.

AREAS OF NOTE

The following areas are of note:

1. AUVRYNDAR WATCH POST

The minutes swell into hours as you clamber down from Muiral's Gauntlet. Every loose stone you've disturbed has kicked up a whisper, "The warrens." You've heard that damned whisper a thousand times by now: the warrens, the warrens, the bloody warrens.

It takes 1d3 hours for the adventurers to descend from Level 10; the path is treacherous. When they arrive, it's moments before the **balhannoth** attacks. It's necessary to showcase the creature this early in the level to set the tone and warn the party that it can teleport and prefers to ambush lone prey.

The drow are too blitzed by a recent attack by the creature to attack the party. Instead, the adventurers overhear this conversation in Elvish:

Overheard Elvish alerts you to the drow; they aren't trying to hide, clearly. Their voices swell with worry and terror:

"—I saw it, I swear I saw it."

"Impossible," replies a woman, "it's never strayed this far from its lair. It must have been a troll that got X'erek."

"I know what I bloody saw, Ventríd and it's—"

You wince at the ring of a metal gauntlet striking flesh. The male cries out in pain.

"You'll do well," this Ventríd says, "to address your betters with respect, you mewling cur. The balhannoth is ours and ours alone. Return to your post—all of you!"

Regardless of what the party does here—fight, talk, sneak on by—the **balhannoth** teleports into the cave to snatch up one lone drow. Its grapple automatically succeeds and it teleports out via a legendary action. The character with the highest passive Perception score notices its form.

Read the following when the creature attacks:

A high-pitched shrill screams in your ears as reality itself seems to shudder! A darkened mass clings to the ceiling, at a corner that was previously empty—and its barbed tentacles unfurl to snatch up a drow, who goes kicking and screaming to his end. The creature has no eyes, but far too many teeth and welcomes its prey with a smile—and with another screaming shrill, it's gone. It's just gone. After the balhannoth attacks, any surviving drow flee to Area 2 to regroup with their brethren.

2. CAPTURED TROGLODYTES

After the balhannoth's attack in Area 1, the elves here are alert and worried. They've their orders, however: round up troglodytes and send them off to Level 10.

2A. TROGLODYTE CHAIN GANG

The trogs are aware of the balhannoth and are, quite frankly, freaking out. They're utterly desperate to escape their chains before the beast returns to gobble up these hapless wretches. Their terror is dialed up to eleven; react accordingly.

2C. AMORAL DILEMMA

By when the adventurers arrive the drow are caught in an argument of duty versus survival. They overhear this conversation in Elvish, led by Tsabdrar Do'ett, who's petrified of failure.

Over the mewling of troglodytes, you overhear a tense conversation in Elvish:

"—you heard them! The beast has come! It's time to go!" an elf shouts.

A drow with a reedy voice shoots back, "Our duty is to hold these caverns—"

"Forget duty, Tsabdrar! I'll gladly take the lash and live than stay another second in these warrens. We're going with or without you."

There comes silence. The drow with the reedy voice replies, "Very well. Send a runner to Lady Argonrae. Tell her that we either crush House Freth or withdraw to hunt down the beast. Perhaps they'll agree to an armistice."

"You really believe they'll agree to that?"

"I have to hope."

Tsabdrar's men are itching to flee and he's ever more likely to kill the troglodyte young. The arrival of the party provokes him into quitting these warrens altogether. He informs them of both the behir and balhannoth and warns them to get out of Dodge before it's too late.

3. HUNGRY GNOME

It's the stench that warns you first that here thar be dead. You hear the quiet ravening of some creature, perhaps a ghoul—and as you draw your weapons and approach, you see it: a deep gnome gnawing on the arm of a corpse. Drow. All eight of the corpses are drow, splayed across the cavern floor.

The **deep gnome** is a troll cursed to this diminutive form. His name is Hrektar, but the adventurers are likely to call him "Bones" after he waves around a skeletal arm and points at himself. In Giant, he says "This is my handiwork—fear me!"

Roleplaying Hrektar. The troll makes for a fun and interesting sidekick: an extraordinarily brave and savage gnome—a stark contrast to the reclusive nature shared by most deep gnomes. He shies from no battle, but *will* side with any of his troll brethren if need be. Cursed to this tiny form, Hrektar has fallen far down on the trolls' totem pole. He was once the warrens' alpha and smarts under the authority of his brethren. He wishes to be restored to both his brutish form and authority by visiting Area 11. He believes that the secret to his restoration lies there.

4. LOATHSOME LIMBS

Stone fangs fill this cavern, jutting out from the floor and ceiling. The stench of rot chokes your throat—you find severed limbs, all covered in warts that weep a stinking, white pus.

If Hrektar is with the party, he weeps over the torn limbs—but then rejoices as they animate. Several limbs shamle forward to lovingly caress Hrektar. One smacks him across the face. Hrektar also picks up the severed troll's head and does a rendition of *Hamlet*, reciting the famed soliloquy:

To be, or not to be, that is the question:

Whether 'tis nobler in the mind to suffer

The slings and arrows of outrageous fortune,

Or to take Arms against a Sea of troubles,

And by opposing end them: to die

In Giant (bastardized Danish), this sounds like:

At være, eller ikke være, det er spørgsmålet:

Hvorvidt er det mere i tankerne at lide

Slør og pile af uhyrlig formue,

Eller at tage våben mod et hav af problemer,

Og ved modsætningen slutter dem: at dø

Troll's Head. The severed troll's head belongs to Krenchin, who abused Hrektar after his fall-from-might. In 1d6+2 days, the troll will regenerate its entire body. After his soliloquy, Hrektar punts the head like a football.

5. TROLLING THE TROGLODYTES

You come upon a pitched battle: six trogs fight futilely with a five-armed troll; its every wound heals instantly.

If Hrektar is here, he aids the troll in battle.

Balhannoth. If it yet lives, the balhannoth attacks the party directly here. Once it's grappled its prey, it teleports to the ceiling above the pit. Characters that untangle themselves fall 60 feet into the pit, taking 6d6 bludgeoning damage. Once it loses a quarter of its hit points, it uses its Vanish legendary action to escape. It's cunning enough to use this tactic to drive potential prey into Area 7, its lair.

6. PIERCER CAVERN

Piercers are wonderful. When looking at Level 11 as a gauntlet to traverse, this cavern becomes essential. Riddle your party with piercers—absolutely *rinse* them. Make them regret ever trusting stalactites.

In addition to a **piercer** dropping onto a character when they end their turn in this cavern, there's also a 50% chance that a piercer drops *during* their move-ment. The piercers begin to fall once the party are already in the cavern, not when they dip their toes in. This prevents them from robbing you of your sadistic pleasures.

7. TROGLODYTE LAIR

The **balhannoth** added in this supplement has taken over the troglodyte's ancestral lair.

The simple truth is that the amassed troglodytes here don't matter—not to 11th level adventurers. Only if you run the alternative with Illuun's return (see the sidebar above) are the troglodytes still here. Otherwise, they've simply been deleted, long-since devoured. Its other features remain, such as the mud sculpture of Laogzed and the *dagger of venom*.

Lambs to the Slaughter. Unlike other predators, the balhannoth *welcomes* intruders to its lair, as it's most powerful here, and, unlike the behir, does not covet any sort of wealth. It will even do its best to drive prey here.

False Paradise. The balhannoth has had time to sense these newcomers' greatest desires and reshape its lair into a scene befitting that desire. If you haven't sussed out what those desires are, then the beast has painted this place as an underground temple to a sun deity, such as Amaunator. Any devotee of that god, or anyone that succeeds on a DC 12 Intelligence (Religion) check can identify the imagery as such. This is no illusion: the balhannoth's power allows it to warp reality itself. The stones are real, the altars are solid, and everything holds up to inspection. Greater details, however, are lost: the pages of tomes are blank and inscriptions look legitimate from afar but are just meaningless symbols.

If you use this temple as the beast's lair, read the following description:

You stumble into that which you least suspected to find in these wretched warrens: a temple devoted not to the vile drow gods, not to the troglodytes' deities, but to a god of light. Imagery of the rising sun can be found everywhere. Pews line a central chapel and cold sconces seem to beg for fresh fire. You feel at peace here—as if at last you've found respite after such a harsh and bitter journey.

Under this scene, the balhannoth clings to the vaulted ceilings and can traverse between rafters. The ceiling stands up to 50 feet in height, just like the original Area 7's dimensions.

8. ILLUSORY FRONT LINE

The illusory front line's purpose was still to keep the hardy troglodytes in check, but the balhannoth has changed that. Now the drow stationed here are to keep an eye on the beast. Keep everything the same, including the troglodyte **zombies**, with exception to Orl Telenna. The drow is shell-shocked and nearly mad after such frequent telepathic conversations with the balhannoth.

Balhannoth. So close to its lair, it shouldn't come as a surprise that the balhannoth can attack here, if it hasn't accosted the party twice already. Orl Telenna can sense it coming; he's become sensitive to its presence after such frequent telepathic contact. When it approaches, he screams and casts *rope trick*. An adventurer can use their reaction to make a DC 13 Dexterity saving throw to clamber up the rope after Orl, finding sanctuary in his pocket dimension. Those that fail are too slow; Orl pulls the rope in before the others can climb up. He struggles against those that would reopen the entrance to outsiders, fearing that the balhannoth can slip inside (it can't). The beast flees if it loses a quarter of its hit points.

9. CONTESTED CAVES

The drow here have always wondered why they're so safe from the balhannoth's incursions here, despite being so close to its lair. They've a working theory that the beast detests the presence of their **shadow demons**. The drow are right, and if these demons are slain or removed, the balhannoth quickly adds these caves to its territory.

Balhannoth. Without the demons, the adventurers are liable to an attack by the beast. It tries to push them towards Area 10, wherein it grapples its prey and teleports to above the sinkhole, so that any that manage to untangle themselves are punished with a 60-foot fall (taking 6d6 bludgeoning damage).

11. FOREST OF STONE

Neither the behir nor the balhannoth can tolerate this place so long as the strange runes exist. Trolls are already tough enough prey when not altered by weird magic. They won't follow the party here.

11B. TROLLWARP CAVERN

Glowing runes light this fanged cavern whose stalagmites resemble the Mad Mage himself, as if they were lazily carved statues. His carved robe is covered in lidless eyes; he's screaming at some distant horror thankfully invisible to you. Those forlorn runes float above every stalagmite. You absolutely must have the magic gate mentioned in *DotMM* spring into existence whilst the party is here. Read the following when it does:

The runes begin to glow, spin—the stalagmites of the Mad Mage begin to howl with fear and madness. A wind! A wind surges through the cavern, sucked into a yawning rift that glows violet and pink! As you steel yourselves for the horrors surely to come, that rift reshapes itself into an arcane gate and the first thing you hear from its strange and unwelcome depths are—roosters?

Half a dozen roosters spill out from the rift, squawking madly. You scratch your heads, once again disappointed in whatever life choices led you to Undermountain—

A roar interrupts your regrets! Out from the gate stumble at least three trolls, their hunger plain to see!

12. DROW BATTLE

The sounds of war remind you of the world above—the futility of clashing armies, the crash of ideology, of steel, of men. Cries and curses are shouted in Elvish, shouted above the din of drow and demons. The cavern is painted under the strobing lights of *faerie fire* spells; crossbow bolts fly and demons battle: a toadlike demon is fighting off two mosquito-like abominations while drow fire at each other from their dug-in trenches.

With the behir in the southwest and the balhannoth in the northeast, this cavern has become the focal point of the drow's war. Amp it up as a veritable No Man's land, replete with trenches, mud, and corpses. Drastically inflate the number of **drow** here, adding them to the trenches. If the adventurers involve them-selves in the battle here, these extra drow are not included in the fight. Likewise, they're too focused on their foes to do anything but fire crossbow bolts if they pass through the middle portion of the cavern.

The battle the party happens upon was expected to be another fruitless, indecisive standstill. House Auvryndar, however, comes out ahead, barring any intervention by the party. The armies are unaware that both the balhannoth and the behir are pressing in on them, gobbling up elves and claiming territory. The drow are too consumed with their petty war to realize that they're doomed.

Trenches. Six-foot-deep trenches have been dug on both ends of the caverns. Drow pepper each other with crossbow bolts from the relative safety of their hidey holes. These trenches face north-south. There are seven rows to each side, each won and lost count-less times.

Mud and Blood. The narrower passage between each larger cavern of Area 12 is consumed by mud and corpses. It counts as difficult terrain.

Skirting By. If the adventurers choose neither side and aim only to skirt by, they're hit as collateral damage from stray spells and happened upon by enemies. Choose any of the following encounters:

- A stray **fireball** (DC 14) cast by Spirreth Dalambra, the House Freth leader; a well-aimed arrow found his shoulder, causing his spell to go awry.

- A stray crossbow bolt (+4 to hit, with advantage, 1d6+2 piercing damage, and a DC 13 Constitution saving throw from drow poison (see Appendix A or the **drow** statblock for details)).
- A squad of 1d4+2 **drow elite warrior** that mistake the party as mercenaries hired by their enemies.
- A freshly summoned **chasme** off to reinforce the front-line or flank its summoners' enemies.
- A pair of **giant spiders** that descend from the ceiling to dine on hapless fools.

13. FRETH REFUGE

This cavern is jungled with spidery webs within which squawk and chirp captured bats and lizards and stirges—those flying rat/mosquito abominations. Instinctively, you ready yourself for giant arachnids and cocooned victims. See Appendix A for details on the drow poison that can be found squirreled away by House Freth.

Behir. Whilst here, the party hears the thunderous comings-and-goings of the behir in distant caverns. At your discretion, it can enter this area via a winding passage 25 feet from the cavern's floor. It scrambles down the walls under a spell of *invisibility*, attacking the adventurers. It flees when it's lost a quarter of its maximum hit points. Likewise, if it can swallow a character, it retreats through that same passage, which empties out in Area 17D.

14. AUVRYNDAR WATCH POST

The drow here have been spared the psychological torment of being so close to the balhannoth. Their only concern has been the behir, which has yet to visit their cavern—which is about to change.

Behir. The behir's thunderous approach betrays its presence while the party is here. It cannot surprise them; however it comes under a spell of *invisibility*, granting it advantage on its first attack. Likewise, the cavern's acoustics are so indulgent that its thunder actually *masks* where it specifically is, negating any advantage the party might have at locating the behir. When the behir attacks, the drow instinctively flee, leaving the adventurers to deal with the beast.

17. BEHIR LAIR

Unlike the balhannoth, the behir does not tolerate any intruders to its lair. It fights without reservation and will pursue prey from this area unless it's severely wounded. No changes are necessary.

To Level 12. When the party first finds the pathway to Level 12, the behir either comes storming out from the path—driving them back into Level 11 proper—or forces them downward. Dealer's choice.

SPECIAL EVENT

You can run this special event for Level 11—or rather your players can:

CLASH OF THE TITANS

The adventurers can engineer a conflict between the behir and the balhannoth by luring both to the same cavern, such as Area 6, the heart of the warrens. The two apex predators immediately duke it out, only pausing to strike back at bystanders that attack them. Once this conflict begins, a legion of *arcane eyes* appear in the cavern to film the event. The Mad Mage himself appears to shoutcast the event. He quickly applauds the adventurers for engineering the fight, which he features on his hit, transplanar gameshow, *Dungeon of the Mad Mage*.

While here, Halaster prevents the adventurers from interfering in the fight through his spells; they'll quickly find themselves fighting the Mad Mage if they don't heed his warnings to let this "play out."

Ultimately, the behir wins out against its opponent. The balhannoth tries to flee, but the behir runs it down with constant *misty step* spells and its greater movement speed. Likewise, the behir blasts at the balhannoth from behind with its Lightning Breath. When the balhannoth dies, Halaster approaches the behir and strokes it lovingly, as if it were a dog—which it is to him. Looking into the *arcane eyes*, he declares tonight a true "clash of the titans" and promises another match one day soon.

EPILOGUE

With another level under their belt, the party should level up to 12th level—an invitation to hurl even greater and more obscene monsters at them.

There and Back Again. If the party returns to this level, perhaps on their way back to finish off House Auvryndar, they'll be forced to contend with either the behir or balhannoth, if either survived. While it's recommended to gloss over previously-completed levels to save time at your table, Level 11 deserves another battle. Don't, however, depict the drows' struggle—simply hurl the party through a gauntlet infested with either the behir or balhannoth, if not both. Then, when they need to return to Level 12? Run it again.

THE SEND-OFF

Choose one of the send-offs below; the Host's Send-off assumes that the party slew either the balhannoth or the behir.

THE STANDARD SEND-OFF

With your blood howling and your body begging for rest, you leave these wretched warrens behind. House Freth, the archnemesis of House Auvryndar lies below, waging war to claim that which your foes have already taken in Undermountain. Shall it be more of the same, or will the elves surprise you at last?

THE HOST'S SEND-OFF

The Mad Mage's voice is warm and smug when it enters your skull:

"You know, I've always been fascinated with dogs, even as a young boy. *Especially* as a young boy. Big dogs, small dogs, rabid dogs. My mother was petrified of dogs. My father, that profligate, wouldn't allow me the luxury of a dog—and a boy needs a dog, my dearest contestants. He needs a faithful companion that will give unto him all the love he'll surely miss out in life.

"That beast was my dog, contestants. It was my faithful hound—and you have deprived me of it. Everything before now was just theater, just for the show, but now? Now it's personal. Now your misery matters to me."

You feel Halaster's attention turn towards some unseen and far away legion. He adopts his gameshow host voice:

"Our contestants have plumbed the Troglodyte Warrens and emerged victorious—but at what cost? Next lies the Maze, and in it, the capricious House Freth, whose armies lie dead and dying in the depths of my mountain. See them struggle and adapt in next week's episode of *Dungeon of the Mad Mage*! Halaster out!"

LEVEL XII: THE MAZE LEVEL

QUICK NOTES

- Much of this level is dependent on events that occurred on Levels 10 and 11, and even 3 and 4. Has Vlonwelv Auvryndar been slain? Did the party strike a deal with the House Freth spy, Xarann A'Daragon? Is the party seen by House Freth as foes or convenient tools? Answer these questions first.
- Two of four arcane gates on this level are accessible to the players, leading to Levels 6 and 10. See Areas 9D and 6B, respectively.
- The **goristro** that Drivvin Freth so eagerly wishes to summon is brought in early, unlike in *DotMM's* Aftermath. See *Wedding Present* in *Special Event* under *Areas of Note*.

PREVIOUSLY ON DUNGEON OF THE MAD MAGE

House Freth has stood behind the curtain for a while now, often only mentioned and hardly seen. You need only remind yourself of these events:

- On Level 10, the party may have met Xarann A'Daragon, a House Freth spy plotting to assassinate Vlonwelv and escape with Sornnozz and Tazirahc, his co-conspirators and friends. In the *Companion*, for their aid, Xarann offers his House Freth insignia, hoping it will get them safely through Freth territory; this insignia will protect a character from the **goristro** that gets summoned.
- On Level 11, the party may have met Spirreth Dalambra, who would have traded his freedom for safe passage to Level 12; he would hope to pass the party off as the murderers of Beranica, Erelal's daughter, who fell in battle—a fate he failed to prevent.

THE FRETH FAMILY TREE

Erelal Freth has *many* family members, all scattered about the level. She has seven daughters and three sons, with another child on the way. Not all children are listed in this supplement, leaving us to wonder where they are or where they went. They're likely dead—so it goes. These family members are:

- Hatchrin Alet'taz, Erelal's consort, **drow**, Area 19J
- Drivvin, brother, **drow archmage**, Area 19K
- Rilna, sister, **drow elite warrior**, roams the fortress
- Llxadorl, male cousin, **drow mage**, Area 18A
- Illanlue, third daughter, **drow elite warrior**, Area 19A
- Sabatrin, fifth daughter, **drow elite warrior**, Area 19A
- Talabsyn, youngest daughter, **drow**, Area 12D
- Tanimar, second son, **drow elite warrior**, Area 12A
- Xaphtal, youngest son, **drow elite warrior**, Area 12A

HALASTER* GETS HITCHED

Comedy is sorely needed this far in the campaign, and that need has inspired this chapter's headliner: Erelal Freth has kidnapped the Mad Mage himself and is forcing him into a marriage—or rather she's kidnapped a simulacrum of Halaster.

Sim. Hereafter, Halaster's simulacrum, created by the *simulacrum* spell, is referred to as "Sim." Sim shares Halaster's personality and is aware that it's a clone (though it dares not share this fact, lest it be destroyed by the drow). It's a shadow of the true Mad Mage both in terms of power and insanity and, like other creatures in Undermountain, must abide the alterations to magic Halaster has placed on the dungeon. It cannot teleport away.

Having good reason to believe that Halaster is more than mortal, Erelal Freth once struck a bargain with him. In return for a favor long already cashed in, she could force him to agree to one request of her choosing. She's thus engineered this wedding to ensure that that agreement is to be her subservient husband and lend both legitimacy and power to her claim over Undermountain.

Erelal's wrong. Very wrong. Halaster is no fey or fiend bound by cosmic law and deals past rendered. Were this to be even the true Halaster, he could simply renege. Alas, she hasn't even got that part right and has captured the Mad Mage's simulacrum.

SIM: SIMULACRUM OF THE MAD MAGE

Sim was created by Halaster to entertain guests or fulfill commitments he himself couldn't be bothered with. He's forgotten Sim's very existence and would surely destroy him if he remembered. Sim, who frankly enjoys existing, does his best to sneak under the Mad Mage's radar. See Appendix B for Sim's statistics, under "Halaster's Simulacrum."

Sim shares much of Halaster's personality, but little of his power or insanity. His power is capped, per the *simulacrum* spell, and his attachment to the Knot in the Weave is virtually nonexistent. He's thus much less powerful than the true Mad Mage. He must also abide by the alterations to magic in Undermountain, making it impossible for him to teleport. Since Erelal Freth is sure to destroy him if she learns that this isn't the real Halaster, he only shares the true nature of his existence with would-be rescuers.

Only Hope. Sim is aware of Halaster's hit gameshow, *Dungeon of the Mad Mage*, and is caught up with all but the latest episodes of the current season (i.e., the party's antics up until Level 10). He thus recognizes them as potential saviors and potential doom, since the Mad Mage is sure to be watching their every move. When he meets the party, he begs them to get him out of this marriage—and to do so provokes Erelal's wrath.

Simulacrum. As a simulacrum, Sim is severely handicapped, explaining his capture and meekness: he cannot regain hit points except in an alchemical laboratory, forcing him to avoid confrontations; he can't ever regain expended spell slots, many of which he's wasted over the years, effectively reducing him to a 7th-level spellcaster; and he lacks the capacity to learn, meaning he will never increase in power. All in all, this creates a meek, feeble, and terrified version of the infamous Mad Mage.

Wedding Invitations. Sim has pestered Erelal into inviting the party to the wedding; one is due to be his best man. These invitations can be found floating throughout the level. Once an invitation is touched, an illusion springs forth showing their image and Sim's voice shouts, "Contestants! You are cordially invited to my wedding! The drow shall not harm you so long as you bear this invitation! Come forth to Spiderwatch Keep! The nuptials shall be fierce!"

A character can make a DC 12 Intelligence check after hearing this message to pick out the hardly-heard words, "Save me! I don't want to get hitched!"

ERELAL: BRIDE-TO-BE

The matriarch of House Freth, Erelal is deeply pregnant with her eleventh child, courtesy of Hatchrin, her recently-discarded consort. Many of her children have died in her war with House Auvryndar. Their every death haunts Erelal. She'll find no peace until her rivals are eradicated.

Roleplaying Erelal. Erelal's temper is infamously short so deep into her pregnancy. She hardly sleeps these days and her ankles are routinely swollen. She's restless and her nausea has made a thunderous return. Every member of House Freth is bending over backwards to appease this termagant in the final days before the newest Freth whelp is spat out.

Erelal enforces high standards for all her vassals and servants, and delights in scourging those that fail. She spends most of her days in Area 19J, leaving only to address her troops, scourge a disappointment, or host a sermon devoted to Lolth.

Sim. Erelal is unaware that Sim is only a shadow of Halaster; she truly believes she's ensnared the Mad Mage through a clever twist of their old bargain. She is not kind to her fiancé, keeping him locked up in Area 19K. She takes sick pleasure in berating, humiliating, and lording over him. She shows him off as a trophy, proudly saying she's captured "the infamous Mad Mage." Together, she promises, they'll have plenty of half-elf children, whom she glowingly refers to as future demi-gods—for she believes Halaster to be more than mortal.

DRIVVIN: BROTHER OF THE BRIDE

Drivvin Freth, the drow **archmage**, is still a factor in this supplement, but his importance is diminished. He adores his sister and wants to do right by his house, so he of course wants to successfully summon a goristro. Under the *Companion* he successfully does summon one, but fails to bind it to his will. See *The Wedding Present* special event.

Drivvin's role in the wedding is to ensure Erelal and "Halaster" get hitched without a hitch. Since the Shadowdusks have already made the Mad Mage's offer of apprenticeship, he understands that Sim is not who he claims to be—but rather than suspecting him to be a simulacrum, he thinks Halaster is just playing some strange game. He also thinks that this marriage is a means to sweeten Halaster's deal. He understands he's out of his depth, for what mortal can truly scrutinize Halaster Blackcloak's madness?

Thus, use Drivvin as an enforcer and background character. The arrival of the adventurers arouses even further suspicion from him, and so he keeps a close eye on them and Sim. When in doubt, use him as the character that's babysitting Sim.

Roleplaying Drivvin. Drivvin is wholly dedicated to his house and sister, but he's grown desperate. He knows he's in over his head with the goristro, but his sister expects results, not failure. Unlike other drow males, he does not dream of escaping this harsh life for greener pastures. He is surprisingly forthright about most of his opinions and shortcomings, but not to his sister. When he's anxious, he runs his hand through his hair or bites his lip.

THE SHADOWDUSKS

When they first arrived to recruit Drivvin, Tendra and Maleen were perplexed—for here was Halaster himself, being whipped by Erelal Freth. Did they not just see him yonder week? The emissaries nearly blew Sim's cover. They've since sussed out that this is a simulacrum of Halaster, and are content to let things play out. They've grievances of their own to vent on this touchable version of the Mad Mage. When Erelal's had her fill, the emissaries often pick up with the lash where she left off. They've bought Sim's silence by threatening to reveal the truth. They're staying for the wedding as guests.

Despite this supplement's changes, the emissaries' task is unchanged: they must recruit Drivvin Freth as an apprentice of the Mad Mage.

WEDDING BELLS

The wedding is split into three acts, detailed below, which begin once the adventurers are welcomed into Spiderwatch Keep. The ceremony is scheduled for the night after the adventurers arrive, giving them at most thirty-six hours to spring Sim or move on.

Invite on Sight. Sim has drilled into all the drow the names and appearances of "the contestants." They know to stand down when they arrive and bring them into Spiderwatch Keep. The drow use the Mad Mage's name to goad the party into submission. They only fight in self-defense.

1. THE BACHELOR PARTY

The first act of this storyline begins with the party's arrival to Spiderwatch Keep. It involves booze, blood and a "run with the bulls."

Meeting the Happy Couple. Once the party's in the keep, they're brought before the deeply pregnant Erelal and the manacled Sim. His hands are bound in shackles, and pegs are tied between his fingers, inhibiting spells that require somatic components. She shows him no more affection than one would show to a brass trophy and is fond of saying, "Soon Undermountain will be mine. All mine. Just like the Mad Mage."

Sim hungers for a moment alone with the party, but Erelal keeps some drow with him at all times—and so Sim's only shot is to invite them to his bachelor party, wherein he hopes to make an escape.

Entourage. The party is scheduled for 1d8+2 hours after the party arrives to Spiderwatch Keep. Sim's bachelor party consists of:

- Hatchrin Alet'taz, Erelal's consort (**drow**) who is none too pleased that his relationship has been upended by the Mad Mage.
- Llaxdorl, cousin of Erelal, who's surprisingly supportive of the arranged marriage. He's a **drow mage**.
- Tanimar, Erelal's second son (**drow elite warrior**), who hopes this new father figure will be everything Hatchrin wasn't. He smarts under any mention of his missing eye.
- Xaphtal, youngest son, (**drow elite warrior**), who hopes to use the bachelor party to eliminate Tanimar.

Shots, Shots, Shots. For Sim to have a chance to escape, he needs the drow liquored up. He's raided House Freth's pantry of liquor and cast a *Tenser's floating disk* spell to act as a mobile table. He insists everyone, except the adventurers, get real familiar with those bottles. It follows the party throughout this event.

Run with the Bulls. After drinks and cigars (wrapped in spider silk), Sim and the party leave Spiderwatch Keep and head to minotaur territory (Areas 7 and 8) for the "run with the bulls" event. The goal is to run back to the keep with all your bones intact. See Areas 7 and 8 for details.

The Great Escape. During the run, Sim attempts to flee but gets lost. He ends up in Area 15, having taken the trapdoor in Area 14. The drow—Erelal's daughters, most of which are **drow elite warriors**—organize a search and implant themselves with the adventurers, whom they don't trust. They inevitably find and wrangle Sim, taking him back to Spiderwatch Keep. Drivvin Freth also partakes in the search, but goes off on his lonesome.

The Truth. If the party finds Sim first and the drow are out of earshot, Sim finally reveals his true nature: "I'm not even real! I'm not even Halaster! I'm just a simulacrum! A shadow, a fake, a fraud, a puppet without strings and without power! Erelal though—she believes me to be the true Mad Mage, and I'm as good as dead if she learns the truth. You gotta get me outta here!"

If the party do not relent, or if their efforts fail to get Sim out now, proceed with Act II, the Wedding.

2. THE WEDDING

The wedding is scheduled for the next night. All of House Freth is in attendance, with exception to a skeletal crew that keeps watch from the towers. The ceremony is to be held in Area 18, which has been decorated with strobes of flashing light, ticker tape, and other gaudy things House Freth had in storage. Sim is kept in Area 19C. Both sides of the door are held shut with an *arcane lock* spell. Meanwhile, Erelal is getting dolled up in Area 19J.

Seating. There are no seats for the ceremony; all attendants are to stand. Area 18 is stocked with the following characters:

- Erelal a **drow priestess of Lolth** (AC 12)
- Drivvin, a drow **archmage**
- Maleen Shadowdusk (**mage**) and Tendra (**assassin**).
- 1d8+1 unarmed **drow**, including Hatchrin the consort
- Five unarmored **drow elite warriors** (AC 14): Erelal's assorted sons and daughters

Likewise, the drow in Areas 18A and 18D are on watch duty and can come in as reinforcements.

Ceremony. It's Rilna, Erelal's sister, that leads the ceremony, constantly praising Lolth for this "boon of a husband" and the glorious days to come with all of Undermountain under House Freth's heel. During the ceremony, Sim is still manacled and grows ever more nervous, casting his eyes out among the crowd to look for saviors or potential hitmen from Halaster.

Speak Now. The adventurers have the opportunity to speak out against this marriage once Rilna utters the cliché phrase, "If anyone has an objection to this union, speak now or forever hold thy tongue." If any character does speak out, they wind up on Erelal's hit list and she, along with other drow, promptly ignore any objections raised.

3. WILL THE REAL MAD MAGE PLEASE STAND UP

Following the ceremony is the reception. Keep the same characters described in the wedding, but add in several drow noncombatants to pad the numbers. Wine and hors d'oeuvres are served; a wedding cake has been baked from fungi and wheat. There's a band. It's all very picturesque and good cheer is in the air.

As the music swells and the unhappy couple dance, the crowd claps and cheers—and of them, one elf pulls away his face, *literally*, revealing himself as the true Mad Mage. Halaster has watched this debacle since its inception and is *pleased* by it.

Read the following:

As Erelal and her new husband take to their first dance like a prisoner being led to solitary, the crowd moans with good cheer. They watch, they clap, the music swells, and all are having a good time. One elf in particular is having a *great* time, laughing so hysterically that Erelal ceases her awkward dance to snarl, "Quit your squawking lest you lose that fat tongue."

But does the elf cease? No, no he does not. He jeers so much that spittle flies—and when he wipes his mouth, he wipes away his entire face and there stands Halaster Blackcloak himself.

The elves go wild.

Once Halaster makes his grand reveal, he waves a hand, causing Sim to become transparent as ice. He cackles and calls out Erelal as a fool—and as her rage mounts, strange magic takes hold in Spiderwatch Keep: eyes sprout along the walls, the towers; fire-works rocket into the air; the goblins and troglodytes held prisoner in Areas 18G and 18H are teleported to the courtyard, with their chains attached to a festive maypole upon whose head sits a miniature Halaster. The drow watchmen come screaming out of their towers or falling over from the rooftops with tentacled appendages sprouting from their foreheads and armpits. A faux sun even rises above Spider-watch Keep, nearly blinding all the drow.

As this all unfolds, read the following:

The deeply pregnant Erelal snarls, "Cease your antics, Mage! Our bargain was struck long ago and simulacrum or not, you are my husband—so stick to your vows and obey me."

Halaster throws back his head and laughs. "You wanted this, my lady! You wanted to marry into madness—well here it is! Here it is in all its ungainly horror! You're in the thick of it now, my beloved lady-wife, and all your kin shall pay the price.

"This mountain is mine. This fortress, mine! This house, mine! I welcome you all into my leper's family—and I welcome you as pawns in my newest game."

The Mad Mage leans forward, fresh with a grin—and Erelal crumbles to her knees. Her wedding dress has grown wet and her face contorts with pain. "You asked me to marry you, my dear," Halaster says, "and remember: it's 'til death do we part."

As Erelal goes into magically-induced, premature labor, Halaster pulls out a dagger and goes to gut Sim (+11 to hit, 1d4+4 piercing damage). If he reduces Sim to 0 hit points, the simulacrum melts as snow. The adventurers might defend Sim; if they can hold off Halaster for four rounds, the Mad Mage leaves with a smirk.

Missing Mother. Whenever Halaster leaves, it's with Erelal. One moment she's there, the next she's gone. A scrap of paper floats where she once stood and reads, "Best accept that offer now." This refers to Drivvin's offer of apprenticeship under the Mad Mage. With his sister (and her baby) held hostage, the elf has no choice but to accept. The remaining elves' spirits are too broken by the abduction of their matriarch to offer any violence to the adventurers, who are free to go.

AREAS OF NOTE

The following areas are of note:

1. INTO THE MAZE

When the party enters Level 12, Halaster, of course, has something to say. Read the following:

The stench of the Warrens has made its home in your clothes, bringing with it scents of excrement and carrion—and it's more of the same here in these new depths. The stench of rot and death is everywhere, brought in a roiling fog that kills visibility. You can hardly see more than an arm's reach.

"Welcome," the Mad Mage declares from within your skull, "to the Maze Level: where minotaurs offer futile prayers to their mute lord, Baphomet. Where the drow of House Freth dare to plot their war to take over my demesne. Where few men have ever delved and fewer still returned. I invite you, my dear contestants, to take in the sights, the scent, and enjoy your time here. This is your last vacation before my true game begins."

Before the adventurers leave Area 1, they hear the bore worm in Area 13 as it comes up from Level 13.

1A. RUSTY HEAD

Amidst the fog looms the rusted remains of some construct. Much of its body has been stolen away, but some parts remain like the discarded metal guts of a corpse. Its head is like an empty helm left behind on a red battlefield. After close inspection, you find an inscription in Elvish.

The destroyed shield guardian was a gift from Erelal Freth to her brother Drivvin. The inscription reads, in Elvish, "To dearest Drivvin, may this guardian protect your virtue. From your concerned sister, Erelal." A *legend lore* spell cast on the rusty head reveals that Drivvin Freth is... to say, a permanent bachelor, despite his best efforts.

2. LIGHT OF THE DEAD

The fog's two-feet-thick here!

2A. WILL-O'-WISP

Amidst the roiling fog, you spot lantern light—and out comes a woman's voice, thick with an elven accent: "Hurry! The others are dead! They're about to butcher her!"

If the will-o'-wisp successfully leads the party into Area 7, the spirit shouts, "Meet your end, buffalos! Your reckoning has come!"

2B. BROKEN LUTE

You can add some weight to the lute found here. If you're aware of any adventurers' acquaintances that might have been kidnapped by Houses Auvryndar or Freth and brought to Undermountain, like the Sing-Alongs, the nabbed halfling quintet on Level 10, then attach a different name to the lute. Otherwise, this Korynn was a well-known musician in Waterdeep, whose acquaintance was earned by one of the party members (such as bards, or characters of the Entertainer backgrounds). Award inspiration if the player really bites into it, roleplaying their sorrow. Alternatively, they may have met him in Skullport. If they return with news of his death, his widow, Gloria, awards them 10 gp.

If any adventurer came to Undermountain to seek out an old friend, change this "Korynn" to fit that, if possible. They've found no corpse yet, so it's still possible he lives; perhaps he's a prisoner of the drow?

3. DEAD END

Dead ends are important to the Exploration pillar of D&D to remind the party how futile life is.

Halaster's Game. The Mad Mage has trapped this passage with one of his favorite antics: a Large steel, half-sentient steel boulder. Once characters reach the dead end, the trap animates. It's an improved version of Halaster's Crushing Eye from Level 2. Halaster has emblazoned a confusing image on the boulder; while it's rolling, characters notice that it forms a moving picture of Halaster cackling.

Halaster, of course, is a kind and benevolent tyrant and forewarns passerby of this trap. When characters enter the dead-end passageway, his voice echoes off the stones to say: "Turn back! Begone or be dead!" When the boulder is released, it comes *through* the stone wall as if it were under a *meld into stone* spell or similar magic.

Once the boulder is released, all present characters roll initiative, including the boulder, with a +8 bonus to its initiative roll. The boulder has a speed of 60 ft. and doesn't rely on gravity to take it forward. Thanks to its magical nature, it can make turns when needed. On its turn it moves forward; it can move through other creatures' spaces. When it enters a creature's space or a creature enters its space while its rolling, that creature must succeed on a DC 15 Dexterity save or take 55 (10d10) bludgeoning damage and also be knocked prone.

A creature within 5 feet of the boulder can attempt to slow it down by using an action to make a DC 20 Strength check. On a successful check, the boulder's speed is reduced by 15 feet. If the boulder's speed drops to 0, it stops moving and is no longer a threat until the start of its next turn—but any bludgeoning damage it inflicts that turn is reduced to 17 (3d10). It reaches its full speed at the start of its next turn after that, provided no character reduces its speed again.

Once all creatures vacate the dead-end, the boulder reverses direction and returns to its space behind the stone wall. Halaster's voice shouts, "I told you so!"

4. FACES IN THE FOG

Use the fog to your advantage: remind the party of those other adventurers they've passed or slain. The faces might even whisper or shout at the adventurers, demanding justice or charging them with murder. Suggestions include:

- Any of the Fine Fellows of Daggerford: Copper Stormforge, the dwarven thief, Midna Tauberth, human priestess of Shar, or Rex the Hammer, human warrior.
- Any slain Gentleman Bastards (see the *Companion* Ch. 7 & 8)
- Wyllow, archdruidess of Level 5
- Any friend or rival of an adventurer, whose fate is unknown

5. DEMON'S TRIANGLE

You weren't meant to see this—no one was. No mortal at least, not any sane individual. Three pillars of stone hold the ceiling, each painted in blood of a minotaur. The fog roils here, turning crimson as it passes through the pillars. You feel... not the attention of some distant being, but its callous disregard instead.

7. MINOTAUR CAVES

As the adventurers stumble through these caverns, your goal is to set up a classic scene: foggy minotaurs consume the characters' vision, but as they make their way through, one turns out to be real, already waiting for them. If you're within arm's reach of a player at your table, snatch at their arm when the first minotaur attacks.

Tactics. Minotaurs are classic monsters that lack a multiattack. Make sure to Reckless Attack each turn and rush forward with a gore attack. Minotaurs only resort to their greataxe when they can't afford to provoke opportunity by leaving a creature's reach. They always start combat with such an attack; when they spot another weak target, their bloodlust drives them to charge that one down.

Wedding Invitations. The adventurers find one of Sim's magical wedding invitations floating through these caverns, urging them to come to Spiderwatch Keep for the wedding.

Bachelor Party. Sim leads the drow down here for his "Run with the Bulls" event for his party. Really, it's just an attempt to escape his marriage. If Maku and his minotaurs were already dispatched, then they encounter 1d6+1 **minotaurs** that charge after them. The goal of the game is to make it back to Area 17D alive where, apparently, "bodacious vixens" are waiting to "lovingly" tend to the males' wounds. Any character familiar with drow gender relations can hazard a guess that there won't be any tender-loving-care waiting for them at Spiderwatch Keep. The male drow here, however, think "Halaster" has enough sway to warrant this TLC.

The run is supposed to begin in Area 8A.

8. SHRINE OF THE HORNED KING

As the adventurers near this area, read the following:

Chanting in a barbed tongue echoes throughout the caverns, accompanied by stomping thunder.

The chanting goes, in Abyssal, "Hail the Horn. Praise the Horn. Love the Horn. Be the Horn. Baphomet, we look to you, our king. Hear us, oh please, hear us and *heed*," and so on.

8A. KEEP CALM AND CARRION

It's a grisly, desperate scene: minotaurs stomp and dance before an offal pile kept from an avalanche by a low stone barrier. You can't even imagine the number of corpses needed to make it. A minotaur priest leads its kin in some fell ritual from behind an altar made of thick bones and thicker fur. Two minotaur skulls crown poles that jut from the altar.

The air is thick with power, born from cannibalistic cabals and ritual sacrifice, a power that's almost suffocating.

As described in the sidebar above, Maku has been armed with pact magic, courtesy of his pact with the Prince of Demons, Demogorgon. Statistics for the **berserkers** Maku summons with his magical *horn of the endless maze* can be found in Appendix B.

Tactics. With Maku reimagined as warlock of the Fiend, his tactics change:

- Maku opens up with his *horn of the endless maze* to pad the minotaurs' numbers.
- He has only four spell slots but combat likely won't last any longer than four rounds.
- When he's first struck, Maku casts *hellish rebuke*.
- On his first turn, Maku casts *wall of fire* to split the party, forcing some adventurers to cross the flames. It's angled so that characters that rush outward aren't harmed by the fire.
- With his concentration devoted to *wall of fire*, Maku casts *flame strike*, capturing as many foes in the blast as possible.
- To pick off unarmored foes, Maku relies on *scorching ray*.

MAKU: WARLOCK OF THE FIEND

Maku is reimagined as a warlock; as written in DotMM, Baphomet does not answer prayers, nor does he have any interest in Maku's tribe—but Demogorgon, the Prince of Demons, does. Masquerading as Baphomet, Demogorgon has granted Maku his patronage. Maku thus has the following trait, a Charisma score of 18, and is a CR 7 creature:

Spellcasting. The Maku is a 17th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He regains its expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *fire bolt*, *mage hand*, *minor illusion*, *shocking grasp*

1st-5th level (four 5th-level slots): *banishment*, *burning hands*, *flame strike*, *hellish rebuke*, *magic circle*, *scorching ray*, *scrying*, *stinking cloud*, *suggestion*, *wall of fire*

Bachelor Party. As described in Area 7, Sim leads the bachelor party down here to "run with the bulls." Ideally, this begins in Area 8A. In the confusion, Sim tries to slip away but he's wrangled by Llaxdorl, Erelal's cousin; the fool thinks Sim just got lost.

9. FOGGY CAVES

This area is the most straight forward way to usher the party into Spiderwatch Keep.

Wedding Invitations. The adventurers find one of Sim's magical wedding invitations floating through these caverns, urging them to come to Spiderwatch Keep for the wedding.

9A. AMBUSH POINT

As you bumble through the fog, beautiful elves step up from their cover, hand crossbows at the ready. "Not another move, punks!" shouts one scantily clad elf, whose chiseled jaw could kill a man.

Per this supplement, the elves are on orders to bring these adventurers to Spiderwatch Keep. If you aren't running *Halaster* Gets Hitched*, then ignore this text block and have them attack indiscriminately.

Roleplaying the Incubi. Of anything on this level, the most interesting are these two incubi. They are instruments of vengeance; use them to harry the adventurers from now until the end of their stay in Undermountain. They always turn up as a pair—if you've seen the show *Breaking Bad*, imagine them as the two Mexican Cartel brothers: silent and deadly and unstoppable. Thought dead by the drow, the incubi are free to explore the Material Plane without Drivvin on their backs. Business, however, always comes before pleasure and before they can entertain themselves with the mortal world, they're compelled to eliminate the adventurers.

9B. SHAPES IN THE FOG

Through the caverns you go, your feet sending bones and gravel crying across the floor, rousing the spirits of the dead that take their once-earthly forms: minotaurs made of vapor whose greataxes radiate wintry wrath.

9C. UNPLEASANT DESCENT

Don't pull your punch with the pit. Only if the fog has been cleared can someone spot it. This is a rare opportunity to have high-level adventurers fall prey to a mundane trap.

12. GUARDED CAVES

For once, the tunnels are without fog.

Wedding Invitations. The adventurers find one of Sim's magical wedding invitations floating through these caverns, urging them to come to Spiderwatch Keep for the wedding.

12A. STANDING GATE TO LEVEL 14

The drow are under orders to bring the adventurers safely to Spiderwatch Keep; the **minotaur skeletons** here attack before the drow can recognize the party but can be called off with the Elvish word for "heel," which was taught to them by Drivvin Freth, or whatever mage created these undead. After which, Tanimar Freth calls for both sides to stand down, apologizes for the "hounds" and ushers the party into Spiderwatch Keep, explaining the coming nuptials. The drow care little if a skeleton is destroyed: "No harm, no foul," Tanimar says.

Xaphtal's Treachery. Xaphtal holds off on trying to kill Tanimar if his brother can secure an armistice. Otherwise, as the battle turns south, he plants a hand on Tanimar's back and sends him crashing into an adventurer and makes his escape. He makes a hand-crossbow attack to finish off Tanimar.

12B. IRON SPIDER

A steel monstrosity in the shape of a spider stands in this cave, attended to by four male drow.

Because of the iron spider's importance, the drow raise the alarm immediately, regardless of their orders to bring the party in for the wedding. As the reinforcements are on their way, one of the drow recognizes the party and appeals to them.

12C. QUAGGOths

Unlike the drow, the quaggoths care not for Erelal's wedding and attack the adventurers indiscriminately. Give the quaggoths advantage on both Dexterity (Stealth) checks to remain hidden and on their first attack roll whenever they drop from the cables to attack from above.

Tactics. The quaggoths prefer to keep the high ground; against small targets like gnomes, they make a grapple check then climb up the cables King Kong-style to maul at their prey.

13. ROUNDABOUT

When the adventurers first reach this tunnel, the bore worm is busy down in Level 13. It's only if they descend that it roils up the roundabout.

Foreword. In the next chapter of the *Companion*, Level 13 is reimagined as a desolate Mad Max-esque hellscape that stretches for *miles*. If this prospect enthralls you, really gets your engine going, stall your party if they try to venture there before you have in your reverent hands *DotMM Companion XIII: Trobriand's Graveyard*.

14. DEAD END?

If the adventurers are on the run from the drow, seed in a patrol of one **drow elite warrior** and 1d4+1 **drow** while the party's here, but after they've found the trapdoor.

Bachelor Party. If Sim's presented with the opportunity, he hides here after escaping his bachelor party. Due to his magical nature, a *detect magic* spell betrays his presence through the trapdoor. His feet are blue with frost.

Key to Paradise. A character that touches the key receives a vision of a palace made of sheet-metal sat in a desolate hellscape. The sun scorches the sands, but it feels wrong, shallow. The vision brings this character towards and through the palace's doors to show a rock gnome tinkering on some contraption with two spike-spoked wheels (a motorcycle). The gnome pauses then stares straight at the character, grinning wickedly. "The key to paradise is yours. Use it. Find the Graveyard." This gnome is Zox from Level 13, which has been reimagined as a Mad Max-esque hellscape.

18. DROW FORTRESS

Since the drow keep no light sources in Spiderwatch Keep (all hail ubiquitous darkvision and screw the few player races that don't have it), the narration for this ignores the presence of light on the party's end. Adapt accordingly when you read the following:

The ceaseless fog pushes against stolid, solid walls of a fortress—an actual fortress found in the depths. The cavern ceiling is fanged with stalactites that hang over a carven spidery castle that looms over the walls. Towers keep their vigil from afar and the walls are spiked and draped with cobwebs.

ARRIVAL TO SPIDERWATCH KEEP

When the adventurers are brought through the gates, they see that the courtyard is half-decorated in gaudy, shoddily-made wedding decorations. Goblin slaves are busy setting up tables. Llxadorl Freth, the **drow mage**, watches over the gate and demands their business; any drow escorts explain that "the Mad Mage's guests" have finally arrived.

Rilna Freth, the castellan of Spiderwatch Keep is notified by Llaxdori's **quasit** minion; she promptly meets the party in the courtyard. Read the following:

Out from the spider-shaped keep strides a harridan without any sense of mirth in her weathered face. At her side are several guards, each uneasy and brandishing either blade or crossbow.

The harridan stops before you, her hand on the pommel of her blade. "I am Rilna Freth, castellan of Spiderwatch Keep," she says, "and speak on behalf of Lady Erelal Freth who has offered guest right under the laws of hospitality. Swear to draw no blade or offer no insult and you will find respite here. Decline and be cast out to the devil fog."

Rilna outlines the terms of the party's stay: offer no violence, receive no violence. Once the party swears to the oath of hospitality, read:

Rilna Freth runs a hand through her greasy hair. "Your stay," she spits, "has been requested by the Mad Mage. Calls you the guests of honor, wants to speak to you—as does my Lady Freth. You may leave your effects with my stewards. You'll be held up in the barracks, which have been cleared for your privacy."

Rilna assigns a detail of 1d4+1 **drow** under the command of Sabatrin (a **drow elite warrior** and fifth daughter of Erelal) to watch over the party. They can convince Rilna to let them visit the southern barracks (Area 18E) first with a successful DC 16 Charisma (Persuasion) check. Otherwise, she insists that they enter Spiderwatch Keep, under Rilna's vigil, to meet with Erelal Freth in Area 19K.

19. SPIDERWATCH KEEP

Carved as a crouching arachnid with all of the menace, this fortress, this Spiderwatch Keep, bustles with busy drow. You shiver with anticipation. You've come at long last to House Freth's seat of power in these depths, the seat from which they wage war with your dear pals, House Auvryndar. Somewhere in there, apparently, grumbles the Mad Mage. You can't even imagine what tricks he has up his sleeve.

Keep in mind that all outer doors are held shut with *arcane lock* spells that can only be circumvented by drow wearing an insignia of House Freth. This works both entering and leaving the fortress. The party may have taken an insignia from a dead drow or from the spy Xarann A'Daragon of Level 10.

19E. HALL OF SPIDERS

As the adventurers are led through this hall, the door to 19F, the guest bedroom, opens. Tendra Nightblade smirks at the party, lingering to watch them go before leaving the room for Area 18. Read the following:

Your steps echo down the hall; it's draped in cobwebs. Spiders crawl across the walls and around your feet. A door to your right opens: a human woman wearing leathern bracers gives you a coy smile. She offers only silence, lingering at the threshold to watch you go.

You overhear one of your armed guards grumble in Elvish to another; the words drip with disgust.

One of the male **drow** grumbles, "Freak" in Elvish. Many of House Freth are unsettled by the presence of the Shadowdusk emissaries; House Shadowdusk is steeped in rumors that have spread throughout all of Undermountain. Rumors that speak of forbidden rituals scorned even by the most crazed of magi; rituals that would dare make contact with the Far Realm, that tentacled demesne.

19K. MOTHER AND BROTHER

When the adventurers come here for the first time, Sim is here, bound and manacled. It's assumed that Rilna Freth escorted them here. Erelal and Drivvin are both present (a **drow priestess of Lolth** and drow **archmage**, respectively) along with Sim, whose stats are described in Appendix B. Read the following:

Rilna and her guards come to a halt; the castellan approaches an iron door. Her knocks echo throughout the cold fortress. "My lady?" she calls. "The Mad Mage's guests have arrived. Are you decent?"

A voice pregnant with scorn shouts, "Bring them in; it's time I meet my fiancé's esteemed guests."

Rilna sucks in a breath and cracks open the door before letting it swing wide open. She gives you a worried glance and gestures you forward.

Once the adventurers enter the chamber, read:

It's the deeply pregnant drowess wielding a scourge that you notice first. Her swollen belly is cloaked in black-and-silver satin and her whip is red with fresh blood. Behind her a shrine to the demon goddess Lolth stands in all its gory, spidery glory.

A drow mage pauses to regard you, his weatherworn face stretched taught with stress. His black robes caress the floor.

Lady Erelal Freth sits on a divan—and beside her sits the Mad Mage himself, his wrists manacled. Wooden pegs have been driven between his fingers to inhibit spells, no doubt. With a sheepish grin, Halaster Blackcloak croaks, "My groomsmen, my *friends*, have arrived at last." He turns to Erelal Freth. "Isn't this wonderful, h-honey?"

Erelal is in no mood for entertaining; now that she's delivered on her promise to bring Sim's guests here, she expects him to cease his prattling. As described above, Erelal is unaware that this isn't the true Mad Mage, but a simulacrum. Alerting her to the fact would guarantee Sim's death.

Sim. Sim is manacled here, with pegs in between his fingers to inhibit spellcasting. Otherwise, he looks calm and collected—he'll break once he has a moment alone with the adventurers, one of whom he names best man, despite having no intention of going through with the wedding. He explains the situation through this sample dialogue:

- "Erelal, that witty fox, has outsmarted me! Yep! Twisted a bargain struck long, long ago, *ages* ago. I'm to be her awfully-wedded husband that will, of course, love, honor, and—most importantly—obey her 'til the End Times."
- "Our nuptials will be fierce. Sealed in ancient magic. We will be serving chicken, fish, or deep rothé, so take your pick!"
- "I would be honored if you would serve as my groomsmen, even my best man. What say you, contestants?"
- "The bachelor party's tonight—even my Lady Erelal's cuckold is joining! I must insist you join as well!"

After Sim is finished with all this prattle, Erelal dismisses the party. She warns them that she expects nothing but peace, frivolity, and strict obedience to the laws of guest right. She's fond of saying, "I'd have your guts for garters were it not for my dearest Hal. Play nice, lest I have cause to cut you down."

Bachelor's Party. Sim insists the party comes to the bachelor party, which is due to occur in 1d8+2 hours. See Act I of *Wedding Bells* above.

Tactics. If a conflict occurs here, Sim takes no part except to make a break for his freedom. The party must contend with both an archmage and priestess of Lolth, whose tactics are expertly detailed in *DotMM*. In addition, Rilna Freth (**drow elite warrior**) and her 1d4+1 **drow** are present or, at the very least, outside the chamber. They're immediately alerted by combat and bust in to defend her.

SPECIAL EVENT

You can run the following event for Level 12:

THE WEDDING PRESENT

Desperate to appease her sister, Drivvin attempts to summon a **goristro**—and succeeds! However, he fails to bind the demon to his will. The demon rages through the fortress. It's first summoned in Drivvin's study, Area 19I; it then crashes into Area 19C, where it widens the hole in the ceiling and escapes.

The adventurers might be called upon to contain the demon with Drivvin. If they're not explicitly else-where, the party is having a tense tea session with Erelal in Area 19K. As the beast rages through the keep, Sim might try to escape or the party might take this chance to eliminate Erelal. There's no wrong answer. Ultimately, the alarm is raised but the demon can't be brought down by arrows and spells alone. Unless attacked by the party, it escapes Area 18 with half its hit points and having slain 2d6 **drow** and one of Erelal's daughters, preferably Illanlue.

Aftermath. The goristro doesn't make it far through Undermountain before Halaster finds and binds it to his will. Thereafter, he can unleash the goristro on the party at any point in the adventure. Preferably, the party encounters the demon in Level 13.

EPILOGUE

This chapter puts to rest any mention of drow.

THE STANDARD SEND-OFF

At long last, the saga of Houses Freth and Auvryndar's war draws to its bloody close—or doesn't. Your part has finished, and good riddance to these bickering children. They've seen nothing of Undermountain, been privy to none of the horrors offered by the Mad Mage. They are children of summer blind to a long and harsh winter waiting outside their walls.

The depths await in the form of a steep tunnel that corkscrews through the earth. As you eye the descent, you pray that there are no more drow left to harry your adventure through the dungeon of the Mad Mage.

THE HOST'S SEND-OFF

This send-off assumes that you run *Halaster* Gets Hitched* and that the Mad Mage kills Sim.

The Mad Mage has found a nice nook in your mind to sip his whisky and bother you with his incessant prattling:

"Never," the Mad Mage whispers, "meet your creator, for whatever god dreamed you up will surely be disappointed. And just as they created once, so too can they again—and this time they will patch up your holes, your flaws. They will try again to create perfection, to create in their image, despite that image being flawed. It is the right of a deity to try again with a new slate. Just don't be on the slate when they wipe it."

LEVEL XIII: TROBRIAND'S GRAVEYARD

QUICK NOTES

- This chapter of the *Companion* seeks to infuse an utterly dead level (albeit one with potential) into a mad clash of hobgoblin bikers.
- As described below, the map for this level becomes just a reference document for the Graveyard, whose size has been vastly expanded.

PREVIOUSLY ON DUNGEON OF THE MAD MAGE

This level is slightly related to these two levels:

- The hobgoblin raiders serve under the banner of the estranged son of Warlord Azrok from Level 3, Doomcrown. Under this supplement, however, they are exiles of the Death's Head Phalanx (Doomcrown's legion in Level 14) and can only redeem themselves if they find enough scrap metal for the legions' project on Level 14.
- Level 12: the key to Zox Clammersham's palace (see Area 7) is found on this level in Area 14.

MAD MAGE: FURY ROAD

Under this supplement, Trobriand's Graveyard is reimagined as a desolate, *Mad Max*-esque hellscape replete with shoddy motorcycles and death jeeps operated by a hobgoblin biker gang. The Graveyard stretches for miles; virtually no other regions exist at this depth of Undermountain beyond a few satellite dungeons. In summary, these changes are:

- Every square on the map, with exception to the inside of Zox Clammersham's palace (Area 7), is 1 mile. Adjacent areas lie 2d12+4 miles from one another. The tunnels/trenches made by the bore worm are 40 feet in width and 20 feet deep.
- All ceilings on this level are 600 feet in height. An illusion invoked by Halaster's *wish* spell paints the ceiling as a sky with a scorching sun that sheds real heat. Thus, during the day, all of the Graveyard is lit with bright light.
- Cavern floors are dusty hardpan that bake under the faux sun's heat and are pocked by piles of scrap metal.
- Walls appear as insurmountable mountains, but invisibly connect with the ceiling. Creatures that fly over these ranges crash into the wall.
- All of the Graveyard is under the effects of Extreme Heat (described in the sidebar).
- Oases can be found throughout the wastes, often with 2d6+2 **hobgoblins** or 1d4 **scaladar** guarding it. Additionally, the wastes are populated by cacti (*wished* into existence by Halaster). Unlike real cacti, these ones can hold up to 1 gallon of freshwater—but drinking it subjects one to a DC 14 Constitution saving throw against poison, with 7 (2d6) poison damage on a failure, or half as much on a success. The Mad Mage delights in this gamble.
- The Graveyard is dominated by poisonous, shoddily-made wheeled machines that spit out smog and eat diesel—the early inventions of Trobriand now utilized by the hobgoblins.

HALASTER'S GAME: ZOX HUNT

This level focuses on Yargoth the Breaker and her desperate hunt for Zox Clammersham. In *DotMM*, the hobgoblins serve under Doomcrown's banner, the warlord of the Death's Head Phalanx (see Level 14). In the *Companion*, however, Yargoth and her men are insane exiles whose only hope for redemption can be bought with scrap metal. They've roamed this hellscape for eight months—eight months of torment by the harsh elements, the scaladar, and the schemes of Halaster Blackcloak. They are, in a word, insane.

The adventurers are on a collision course with Zox Clammersham, who's found in Area 3, not 7. He's been roughing it in the wastes for weeks now, hiding from the hobgoblins. The Mad Mage charges the party with returning Zox to Area 7, so that he may resume his work. This journey will take weeks on foot and days by vehicle, given how vast the Graveyard now is. The Mad Mage has personally promised Yargoth and her men redemption if they can capture the gnome before this—and so, the fanatics have launched yet another crusade, pitting them against the party.

THE BROKEN

Hereafter, Yargoth and her hobgoblins are referred to as "the Broken." These raiders are insane bikers that have found and utilized Trobriand's early diesel engine vehicles (described below).

Acheron Awaits! The Broken are obsessed with Acheron, the domain of Maglubiyet, the hobgoblin god of conquest. To die riding towards Acheron is the greatest honor the raiders can hope for—and a common rallying cry is "Acheron awaits!" Yargoth, for her part, has stoked the coals of her men's blind fanaticism, cementing her reign as a cult leader.

Grease and Blood. The Broken are also obsessed with their vehicles ("deathcycles" and "death jeeps") which they use to cross the Graveyard and haul back their loot on. An engine is an extension of one's own body and steering wheels are akin to religious icons of Maglubiyet.

Roleplaying the Broken. Insane beyond measure and obsessed with a glorious death, the hobgoblins are fond of the following phrases:

- "You'll be worm food!"
- "I shall ride eternal, shiny and chrome!"
- "I live, I die, I live again!"
- "What a lovely day!"

Roleplaying Yargoth. Despite her cult following, despite carving out power and freedom in the ashes of her exile, Yargoth is unsatisfied with her lot and hounded by doubt. Doubt poisons every decision and every hope. Insanity has bloomed from within her skull, but that stallion has been tamed—for now. Yet she cannot help but wonder if her true title is no longer "the Breaker" but instead "the Broken." Such fear has made her brittle.

Yargoth's plans are in similar disarray: she knows that she *must* find Zox Clammersham and steal his ring to seize control of the scaladar, but she has yet to decide whether to use the constructs to satisfy her estranged liege, Doomcrown, or usurp him. Finding the gnome has become her sole mission and the only floodgate holding back true hopelessness.

ZOX CLAMMERSHAM: RUIN TO RICHES

Under the *Companion*, Zox's erratic goals remain the same: to create a vast machine capable of duplicating whatever goes through it. His quest has drawn the Mad Mage's attention, who is evaluating Zox as a potential apprentice, calling him "the successor" to Trobriand. Zox has evaded the hobgoblins for almost three weeks now and is malnourished, desperate. The quest to deliver him to Area 7 is divided into five optional parts that take the party throughout the level.

1. Finding Zox. Unlike in *DotMM*, Zox isn't in Area 7; he needs to return there. The party encounters Zox in Area 3, hiding amongst the junkyard from the Broken's patrols. He's malnourished, suffering two levels of exhaustion, and is nearly out of spell slots. It's here that Halaster telepathically offers his quest.

2. The Ring! Halaster has plucked Zox's ring that controls the scaladar and hidden it in Area 4, with the massive Shockerstomper. To get there from Area 3 takes a day by foot or three hours by vehicle.

3. No Good Deed. With his ring back, Zox asks the party to take him to Area 12, to check on the myconid colony that sheltered him from the hobgoblin raiders. Last he saw of it, the flames were leaping higher and higher. Consumed by guilt, he strikes off for the area with or without the adventurers. This journey from Area 4 takes three days by foot or the better half of a day by vehicle. Reaching this area requires passing by Yargoth's camp (Area 11), provoking a conflict.

4. Rex Reborn. When the hobgoblins broke down the doors to his palace, Zox's shield guardian held the line—until Yargoth the Breaker cleaved off its head. Zox insists they visit Area 9 to collect enough steel and then visit Area 8 to have the azers there smelt him a body for Rex.

5. Palace of the Lost. With his ring and guardian restored, Zox is ready to return to his palace. However, by now Yargoth (following the whispers given to her by Halaster) has gathered her host and is ready to knock down the palace's walls—this time with Shockerstomper in tow, if the machine was not already

EXTREME HEAT

Weather

When the temperature is at or above 100 degrees Fahrenheit, a creature exposed to the heat and without access to drinkable water must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour.

Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw, as do creatures naturally adapted to hot climates.

destroyed. She herself drives a **hellfire engine** conjured by Halaster (see Appendix B).

Aftermath. If Zox survives, Halaster teleports the adventurers from the level. If they fail to protect him, they find the tunnel to Level 14 after 2d4+3 days of wandering the Graveyard or until a player thinks to follow the bore worm's trail—risking a conflict with the great machine.

DIESEL VEHICLES

This hellscape is dominated by vehicles held together only by hope and duct tape. These vehicles are early inventions of Trobriand, before Halaster warned him to knock it off. They run off of diesel fuel, caches of which can be harvested from a third pool in Area 9 and found in caches throughout the wastes. They've since been salvaged by the hobgoblins, who don't know how to gain more fuel; only Zox has figured that out.

Statistics. Simplicity's the norm for these vehicles. Vehicles are made of two parts: the body and the wheels, each with an AC and hit point maximum. Bodies also come with a damage threshold ("DT"); if the body takes less damage in one instance than its damage threshold, the damage is reduced to zero.

Driving. The vehicle's driver must use their action to pilot the vehicle, making Intelligence or Dexterity (vehicle (land)) checks to keep control of the vehicle during a serious development, such as losing a wheel or making a sharp turn. All hobgoblin raiders on this level make this check with a +5 bonus.

Crashing. When a vehicle crashes, it takes 3d6 bludgeoning damage + an additional 1d6 for every 10 feet of movement it was traveling. For example, a death jeep with a broken wheel moves at 60 feet per round; if it crashes, the vehicle and its occupants all take 9d6 bludgeoning damage.

A crash's impact can be lessened by a DC 18 Intelligence or Dexterity (vehicle (land)) check. On a success, the occupants and vehicle take half damage from the crash.

Fixing. With the necessary materials, a vehicle can be repaired over 1d4 hours with a DC 20 Intelligence check using tinker's tools.

Fuel. It would be tedious to track a vehicles' fuel; for every 10 miles traveled, there's an aggregate 10% chance the vehicle runs out of fuel; see the *Out of Gas* special event. Gas can be made in Area 9.

DEATHCYCLE

A deathcycle is a sleek two-wheeled vehicle capable of supporting two riders (or three, if a sidecar is attached). It is useless without even one of its wheels. Its statistics are:

- Size: Medium
- Body: AC 18, 50 hit points, DT 5
- Wheels (2): AC 15, 10 hit points
- Speed: 90 feet per round (-90 per damaged wheel), 10 mph

DEATH JEEP

A death jeep is a four-wheeled, windowed car with a flat rooftop. Handles are built into the vehicle's sides and rooftop to give better grip to passengers. Hobgoblins are fond of clinging to the sides to make melee attacks against strafed targets. When a creature clinging to the jeep's side takes 10 points of damage or more, they must make a DC 10 Strength saving throw to keep their grip, otherwise they fall off and take 1d6 bludgeoning damage.

- Size: Large
- Body: AC 16, 75 hit points, DT of 10
- Wheels (4): AC 14, 10 hit points
- Speed: 80 feet per round (-20 feet per damaged wheel), 9 mph

AREAS OF NOTE

The following areas are of note:

1. TUNNELS AND TRENCHES

The tunnels that have brought you down from the Maze are too smooth, too perfect to be natural. Inspecting the walls, you can see they have been smoothed from repeated passage—but what masons could exist in these depths? There are no steps, no inscriptions. This passage is entirely utilitarian—and its *size*! Unless magic excavated this place, only a gargantuan creature or a team of bored dwarves could have carved these tunnels—dwarves with one-track minds, unnatural precision, or clockwork machinery. You can tell that fallible hands did not dig these tunnels. Tunnels that stretch for hours on. More than once you and your companions have had to take a breather, for though the ground is without gravel, its steep descent is still harsh on your joints.

It takes 1d4+2 hours to trek from Level 13; once the adventurers reach the Graveyard, they encounter a hobgoblin biker gang. These eleven **hobgoblin** raiders drive three deathcycles (two riders apiece) and one death jeep.

Scale. Every square in this area (which winds around the map) is one mile in *length*, but not width. The trenches and tunnels made by the bore worm are 40 feet in width and 20 feet deep.

Cycles. Three motorcycles with two raiders apiece strafe the party. Drivers must use their action to pilot the vehicle; they swerve towards the party in such a way to benefit their passengers' longsword attacks with Martial Advantage.

Jeep. Five hobgoblins are aboard the jeep: one driver, two clinging on the side, and two atop the rooftop. Those on the side make longsword attacks (that benefit from Martial Advantage) while those atop pepper the party with arrows.

Witness Me! Once the first hobgoblin passenger, of either vehicle, takes damage, they shout, "Witness me!" and leap from the vehicle to drive their longsword into an adventurer, making a longsword attack with advantage. His brethren shout back, "Witnessed!"

There and Gone. The hobgoblins stick around for but one round, licking their wounds on the road. They return 1d6+2 minutes later, having circled around farther up the tunnel. When they return, it's once again for but a single round of combat. They leave behind any wounded. Hobgoblins that are interrogated prove to be borderline insane.

Salvaging Vehicles. If the adventurers manage to apprehend a vehicle, they can travel quickly through the Graveyard. If a vehicle crashes and wasn't out-right destroyed, a DC 16 Intelligence check with tinkers' tools can fix most damage to a vehicle. These tools are kept in a compartment under the seat of any deathcycle or inside a death jeep.

On/Off-Ramps. The hobgoblins often construct ramps of sheet metal to get in and out of the trench; the bore worm destroys those ramps every day when it passes through the ramp, scattering the metal. With tinker's tools, the ramp can be reconstructed with 10 minutes of labor. Even at their best, the ramps are crude and designed only to angle a fast-moving vehicle; stopping on a ramp collapses it.

2. VAST CAVERN

From Area 1, it's another six miles to the heart of the Graveyard. The Simulacrux towers above the arid wastes, casting a much-needed shadow.

Scale. With exception to Area 2A, every square in this area is one mile in length.

2A. SIMULACRUX

Under a swollen, vengeful sun stands a vast construct whose shadow you welcome. Creatures made of steel work to finish its archway. These creatures—steel scorpions—haul scrap metal towards the archway. Their stingers arc with lightning, with which they use to weld metal together. In the skies above flutter more mechanical creatures: massive, winged crossbows each with four legs.

The entire machine is bizarre—is it a portal to some terrible or lofty realm?—but what else can you expect in the dungeon of the Mad Mage?

As the adventurers near this place, the arbalests fire off warning shots from afar.

2B. HOBGOBLIN VANGUARD

Lying approximately three miles from Area 2A, the Broken have erected a forward-operating-base at this oasis. The Simulacrux is in full-view and sentries are posted to alert their brethren should anyone visit the construct; the camp sends out a posse of 1d4+2 **hobgoblins** (split between a death jeep and deathcycle) to harry foes once they cross the trench. The raiders seek to bring the party to the camp for questioning. The party can evade detection with a collective DC 22 Dexterity (Stealth) check and by moving slowly across the dunes; riding vehicles, however, betrays their presence immediately.

When the party looks south from Area 2A, towards the camp, read the following:

The heat broils. Mirages dance across the dunes and hardpan, promising you paradise without measure. In the distance, you spot another oasis, this one sporting withered trees and black obelisks that seem to move on their own accord.

The "black obelisks" are distant vehicles, tents, and scrap metal barricades. The hobgoblins' numbers have increased from seven to eighteen (subtract the 1d4+2 raiders that are sent from the oasis from this number). Additionally, three **ogres** serve Kurlog.

Roleplaying Kurlog. Unlike some of his peers, the **hobgoblin captain** is not obsessed with proving himself in battle, for he already has Yargoth's favor, whom he is in awe of. If the party is brought here, Kurlog expects them to be humble or be humbled. His men are in sore need of entertainment, and he's fond of forcing passerby to fight each other to the death while the hobgoblins cheer, jeer, and bet on the out-come. Kurlog is an especially chatty man, and can't ever keep a secret. He lets it spill that they're on the lookout for that "mad gnome," Zox Clammersham.

A conflict is inevitable with Kurlog, for though he personally has no desire to join honored Maglubiyet in Acheron, he and his men are still sadists obsessed with violence. No matter the smile he wears, he has no intention of letting the adventurers leave the camp alive—except as battered trophies strapped to the hood of his death jeeps.

Vehicles. Four death jeeps and three deathcycles are parked in the camp; 1d3 **hobgoblins** tinker with the engines or sharpen iron spikes that they intend to weld to the jeeps' sides.

3. JUNKYARD

This corner of the wasteland is pocked with piles of scrap metal, arranged as an archipelago in a clay sea. You wipe away the grime from your eyes and behold a veritable mountain of scrap far in the distance. Steel wasps flutter about as if they were tending to this iron garden.

When the adventurers near the center of this area, a sequence of events lead to encountering Zox: as the metal **giant wasps** accost the party, one flutters too close to a pile of metal, provoking a **rust monster** into leaping onto the wasp. The wasp freaks out and collides with a cliff of scrap metal, revealing a small lair dug out by Zox, the gnome **archmage**. Zox is malnourished and dehydrated; he has two levels of exhaustion. He has no spell slots left except for a 5th level slot and three 1st level slots. He wields the *dodecahedron of doom* with a tangle of worry and ill-founded confidence.

When Zox is revealed, read the following:

And as another of those steel wasps bears down on you in its cruel crusade, a massive cockroach-like creature leaps from the scrap pile and onto the wasp's back! A high-pitched droning rings throughout your head as it panics! It spins in circles before crashing into a cliff of scrap metal and down it all goes!

As the iron avalanche subsides and the thunderous din leaves your ears, you see a malnourished gnome in soiled robes. He winces at the very sunlight poring into his hidey hole—and in his hands is a twelve-sided die.

"Stay back!" the gnome shouts, "lest I loose upon you the infamous *dodecahedron of doom*!" He shakes the twelve-sided die in his hand menacingly.

Zox calms down once he's convinced the adventurers aren't here to sell him out to the hobgoblins. He falteringly explains that he fled from the "torching" of the myconid colony that were too compassionate for their own good; and that "Yargoth's riders" have been hounding him for three weeks. Once his yarn has been spun, he collapses from heat exhaustion. If he isn't given a gallon of water by the end of the day, he suffers two more levels of exhaustion.

Control Ring. In the chaos, Zox lost the ring that controls the scaladar (in reality, Halaster plucked it and hid it in Area 4). When Zox wakes up, he insists that they search for the ring; he casts a *locate object* spell and determines that the ring is to the north, in Area 4.

Rex's Helm. Zox also has the head of his broken shield guardian, Rex. He speaks to it as a confidant and combative friend, as if he were a cast-away on a remote isle with only a volleyball for a companion. It was beheaded by Yargoth the Breaker when she and her men stormed Zox's palace. He hopes to gather enough steel to craft Rex a new body by visiting "the molten pools" (see Area 9).

HALASTER'S GAME

Now that Zox has been met, Halaster telepathically contacts the party and issues them the quest to return Zox to his palace on the other side of the Wastes, to protect him for six days and six nights. Should they succeed, he promises to deliver them from this harsh and desolate wasteland.

Getting Home. Zox's magic is failing him, though he does not know why. He doesn't suspect the Mad Mage of foul play, but that's precisely the cause. All divination spells not aimed at finding his control ring (see above) fails. Thus, the only directions he can offer to the adventurers to find his palace is to follow the sun west, crossing the wastes. With a vehicle, the journey to Clammersham Palace will take six days.

Read the following when Halaster offers the quest:

The all-too-familiar voice of the Mad Mage worms its way into your brain:

"Ah, you found him. Poor little fool shielded himself with a *nondetection* spell a few days back. Behold him, in all his glory: Zox Clammersham, archmage and possible successor to my own apprentice, Trobriand, whose workshop you're tromping around in. The hobgoblins see in my little Zox their own redemption, their own chance to leave these wastes. Of course, they never can. No one can. These wastes will be the grave of those foolish enough to find themselves in it.

"Alas, I am a forgiving landlord, contestants. Spirit this foolish gnome back to his workshop on the other side of the wastes; protect him for six days and six nights, and salvation shall be yours. You alone may leave these wastes behind.

"Ah, but beware, for the raiders are coming. Even now, they're coming—for I have led them to you. Whispered in the right ears, greased the right engines, given diesel where it was lacking. Welcome to the newest chapter of my game."

As the Mad Mage's voice fades away, the thunder of distant engines ring out from the dust. Halaster's final words are, "Better run."

After this conversation, 1d6+2 **scaladar** scramble out from the eastern dust clouds (from the Expanded Dungeon tunnel on the map). Without his control ring, Zox is powerless against these machines. To make matters worse, 2d4+3 **hobgoblins** come from the west, arriving in 1d4 rounds. They're mounted on two deathcycles and a death jeep.

4. PRETTY BIG HATE MACHINE

This canyon is scorched from fire. Charred wreckage lies every-where, standing out like steel oases in the wastes.

The party is likely to be led here by Zox in Area 3, who uses divination magic to determine that his control ring lies somewhere in this area. From Area 3, this journey is either a day-long hike or three-hour drive by vehicle.

Scale. This area is reshaped into a canyon, with a scale of 1 mile per square. Unlike in *DotMM*, Shockerstomper *can* leave this area, but it doesn't. The pass is wide enough, but it's programmed not to pursue characters unless a code is shouted at it (which Halaster later gives Yargoth the Breaker for her to lure the machine to Area 7). If Shockerstomper is not destroyed, it will come in as the grand finale of this level; see Area 7 for details.

In the *Companion*, Shockerstomper is not standing when the adventurers arrive to this area. Its legs are instead retracted, and it lies amongst the dust and dirt like a saucer. During the day, sunlight bounces off the patches of metal surface not covered in dirt; the glare is blinding. Once a creature enters within 60 ft., Shockerstomper activates. Read the following:

Your only warning is a great steel groan as the sand riles up. A massive steel disk rises from the ground, its seven gangly legs veined by wires that pulse with electricity. You watch with awe as it gets higher and higher, finally reaching sixty feet in height! A voice thunders throughout the canyon: "EXTERMINATE!"

The Ring! Halaster left Zox's control ring on the surface of Shockerstomper itself; the adventurers must either scale the construct or send it crashing to the ground. The ring is hidden inside Shocker-stomper's control module. A creature that tries to pluck it out must make a DC 23 Dexterity (Sleight of Hand) check. On a failure, they're shocked for 22 (4d10) lightning damage. This prompts a DC 15 Constitution saving throw; on a success, the creature still plucks the ring. On a failure, they must try again. If Shockerstomper is shut down, the electrical current dissipates after 1 minute, making it safe to take the ring without the risk of electrocution.

5. SCRAP METAL WARREN

The warrens broil with heat. The sun bakes this steel mountain from above, turning its tunnels into an oven. As you round yet another bend, you find four corpses smoldering in the heat: hobgoblins whose flesh has been rent by claw and fang.

If Zox is still with the party, he might suggest going through the warren, since the lava children consider him a trusted friend. Their presence, however, is no less eerie—even he is creeped out by these otherworldly kids.

Scale. This entire cavern retains its original scaling (10 feet per square). It can be considered a valley sandwiched between mountains. Passes lead to Areas 6 and 7, but stretch on for 2d12+4 miles each, snaking between forbidding cliffs.

Lava Children. When the lava children emerge to accost the adventurers, read the following:

Through the steel warren you go, clambering over debris, your steps echoing outward. You cringe and wince at every scrape and scratch by metal you fail to avoid in these tight, winding passageways. You can't help but think—

A child giggles from nearby; the very sound sends a chill up your spine. You twist about, looking left, then right, even up and down but cannot find the source of the laughter. This invites even further giggling; as the tension grips your shoulders, you see it: the pale face of a ginger-headed child poking out from a wall of sheet metal as if that surface was water.

The child steps out from the metal as if it were never there. It looks more like a clown than a human, with its bulbous eyes and hooked nose. You're sure it's a boy. The little boy gives you a crooked smile and beckons you forward.

That's when you see them: a legion of eyes, noses, faces all poking out from the metal walls. A legion of wicked children all watching, smiling—and giggling together like a chorus.

Why on earth did you ever come to Undermountain?

Roleplaying Lava Children. These wretched little gremlins are a strange breed. Roleplay them with selective mutism, otherwise you might find yourself hard-pressed to know what to say. They're always smiling—a kind, misleading smile that warns of nefarious purposes. If Zox is with the party, they ask him to stay with them—forever. Zox is... less than inclined to take them up on this offer and suggests fleeing, rather than fighting.

Scrapfall. If you wish for the adventurers to have to trek through Area 6 (hurling another encounter of hobgoblins at them), then as the adventurers near the southern exits of the warren, an avalanche blocks off the exits, prompting a high-speed dash towards the northern exit as the ceiling comes crashing down.

6. BACK TUNNEL

The adventurers are only likely to wind up here if you contrive an obstacle in Area 5 (see *Scrapfall*). This is the long way to Area 7, taking five days by foot and a day and a half by vehicle. Whilst camping here, the party is liable to attack by hobgoblin raiders.

Scale. This tunnel is instead painted as a forbidding mountain pass, with every square being a mile.

Encounters. Along the way, the party encounters three **scaladar** that scramble down from the cliffs. They pose no threat if Zox has his control ring and is with the party; he sends them eastward to stymie any hobgoblin raiders that might be following them.

While passing through this area, the party is also attacked by a posse of 2d6+1 **hobgoblins**, an **ogre** and a **hobgoblin captain**. They have little interest in Zox, but instead want any vehicles, food, or water the party has; they already lost their vehicles to the scaladar and a surprise visit from the Mad Mage himself. They either attack while the adventurers are camping out at night or they loose a rockfall whilst the party is traveling through the pass. Creatures at the front of the column must make a DC 16 Dexterity saving check to avoid the rocks that are pushed over by the hobgoblins. On a failure, a creature (or vehicle) takes 6d10 bludgeoning damage, or half as much on a success. Half the hobgoblins remain in the cliffs, 40 feet up, hurling javelins or loosing arrows.

These hobgoblins are even more insane than their kin, for they've been tormented with ghastly mirages, courtesy of Halaster. The scaladar have likewise picked off a number of them.

7. CLAMMERSHAM PALACE

A mirage dances in the distance: a crude palace built with sheets of scrap metal. It stands upon a steel plateau, promising respite from this wretched heat.

As you cover the distance towards this refuge, the sun itself seems to seethe with scorn, driving its red fangs deep into your frail and mortal bodies, desperate to drive you into the dust like the wretches you truly are.

Closer you come: the palace is scorched; iron doors have been torn or blasted from their hinges. Corpses not yet taken by hyenas bake in the heat: hobgoblins marred by acid or charred from fire.

Coming to this location marks the climax of the quest to keep Zox Clammersham safe.

Scale. The map retains its original scale of 10 feet per square; however, the eastern, northern, and southern walls are 1d4 miles away from the palace, giving enough room for any large-scale battles. Use your best judgment, or operate within the theater of the mind when outside the palace.

PALACE OF THE LOST

Yargoth and her men are hot on Zox's tail when the party delivers him at long last to this place. They've been led telepathically by Halaster. They arrive in 1d6+4 hours, possibly giving the party a chance to finish a long rest. If the adventurers instead strike out for Areas 8 and 9 to restore Zox's shield guardian, Yargoth's war convoy arrives 1d6+4 hours after they return to the palace for good.

Shockerstomper. If the machine was not destroyed before, it is led here by Yargoth. Halaster has fed her the command words necessary to override its basic programming, thus allowing it to leave Area 4. It obeys her commands to the best of its ability.

Reinforcements. Yargoth comes with the same forces described in the *Historic on the Fury Road* special event: **hobgoblins**, **death dogs**, and **ogre bolt launchers**, all on salvaged vehicles.

Aftermath. This explosive finale marks the end of the party's time in the Graveyard. If they emerge victorious, Halaster makes good on his promise to teleport them to Area 1 of Level 14.

8. SMITHY

Between stolid cliffs sits a tangled pile of scrap metal—and carved into the cliffs' sides are massive forges that spit out red heat and black smoke. Figures with fiery beards and manes stand proudly at each forge, working metal into desired forms.

It's ironic that Zox has convinced the azers here that he's the apprentice to Trobriand when the Mad Mage is actually considering him for that role.

Scale. This area is a crevasse sandwiched between two cliffs, with a scale of 10 feet per square.

Roleplaying Azers. The azers are proud craftsmen frustrated with Trobriand's scatterbrained apprentice. They show Zox little respect, sighing or shrugging their shoulders at the slightest request or comment. Any guests of Zox are treated the same, as if they too are hare-brained fools. Any mention of Trobriand's name evokes nostalgic, yearning sighs. All the azers know Common, having spent so long working with Trobriand. The azers are led by their most talented blacksmith, Grendiziel, who treats Zox as if he were a child and yearns Trobriand's return, when it expects that "real work" will resume.

Blacksmiths for Hire. If for some odd reason, your resident paladin or fighter has yet to acquire plate armor, now's the time to give it to them.

Rex Reborn. While here, Zox orders the azers to craft a new body for his beheaded shield guardian, Rex. The azers shout, "We have not enough steel, boy! Collect it yourself!" and gesture to the south, to Area 9, which lies 2d12+4 miles away. Once Zox returns with a cube of steel, they begin their work on Rex's body (but not without a litany of complaints, like "More work?" or "Focus for once, 'apprentice.'" It takes the azers eight hours to smelt, quench, and forge a new body for the shield guardian and another six hours for Zox to complete a ritual to enchant the body into a **shield guardian**.

9. METAL POOLS

The mountains lie in a haze far in the distance, sketched across the sky by a lazy angel's hand. In the wastes leading up to those insurmountable hills lie three pools whose surfaces are blinding in the sunlight. The eastern pool is the color of steel, whereas the western pool is streaked with crimson. The southern pool reeks of waste and its surface bubbles in the heat.

Zox is likely to lead the adventurers here to recover enough steel to smelt a new body for his shattered **shield guardian**, Rex.

Scale. The pools retain their original size, as seen on the *DotMM* map. The cavern, however, stretches on for miles before meeting the "mountains."

Diesel Pool. Under this supplement, there's a third pool whose waters are diesel fuel. Characters that start or end their turn within 20 feet of the pool must make a DC 12 Constitution saving throw or be poisoned for 1 minute. Drinking a mouthful of diesel deals 1d6 poison damage; for every liter drank, add 3d6 poison damage; creatures that ingest any diesel must make a DC 16 Constitution saving throw or be poisoned for 24 hours.

Like the other two pools, speaking the words in Terran forms a 1-inch cube of diesel. Popping this cube into a vehicle's fuel tank gives it enough fuel for 50 miles. Crafting a cube is magically tiring and imposes one level of exhaustion on its creator.

Halaster's Game. Halaster left behind a steel hydra in the eastern metal pool. It attacks the first creatures to approach the pool's banks. This construct has the statistics of a **hydra** with these changes:

- The hydra is a construct and does not need to eat, sleep, drink or breathe.
- It has immunity to poison and psychic damage, as well as the exhaustion, charmed, frightened, paralyzed and poisoned conditions.
- It cannot grow back one of its five heads once one is destroyed.

10. RESTING CAVE

A natural spring runs through this cave, making it a popular resting stop for the hobgoblins. If the party rests here, a posse of 2d6+3 **hobgoblins** interrupt it, having arrived to shelter from the heat and collect water from the spring. They too are insane and treat this as a great trial from Maglubiyet. They come with three death jeeps and one deathcycle. They attack the party without reservation.

The adventurers might also be driven here by the *Death Valley* special event and will likely witness the passing of the **bore worm**.

11. HOBGOBLIN BASE CAMP

The adventurers are quickly discovered if they pass through this area, especially if they're on their way to Area 12 with Zox Clammersham. Within minutes, Yargoth's men scramble onto their vehicles to give chase. See the *Historic on the Fury Road* special event for details; this is a prime opportunity to run it.

Scale. Every square in this area is 1 mile in length, including Yargoth's camp (Area 11B).

11A. STALACTITES AND STALAGMITES

Crude huts smolder underneath the swollen sun. Little green men meander about, tanning leather, hauling water, or performing other mundane labors—goblins. Dozens of goblins.

The Broken are served by eighty **goblins** who are too weak or frail to ride on the Fury Road or even fight in combat. They are, effectively, unarmed villagers carving out a meager life. Also among them are 2d8 shunned, crippled **hobgoblins** that failed to find a good death in battle. These villagers see Yargoth as their redeemer and pray that she delivers them to greener pastures.

11B. FIRE AND RUST

A fortress forged from scrap metal stands against red cliffs, separated from the wastes by that awesome trench. A single stone bridge spans the gap, guarded by cannons. When the Broken were exiled to the Graveyard, the fortress they found here was already partially built. Like Area 8, it was meant as a forge for the azers brought by Trobriand from the Plane of Fire. Yargoth has since enslaved them, putting them to work on building fortifications. The fortress can house up to thirty hobgoblins comfortably.

Freshwater. Pipes within the fortress bring fresh, cold water from the bowels of the earth. A command word fed to Yargoth by Halaster ("Flentrish") pumps up water. She uses this source of water to ensure her rule over the Broken and the goblin populace. What Yargoth has neglected to tell even her most trusted confidants is that there is a finite supply of this water, a secret told to her by "the whispers" (Halaster).

Reinforcements. Twelve **hobgoblins** guard the fortress, up from four. Likewise, the number of flame cannons is increased from two to four.

The Redeemer Speaks. If she isn't out in the wastes, the party might arrive to this area in time to hear Yargoth's latest speech (in Goblin), given to her gathered followers, who crowd at the edge of the trench. Read the following:

The masses gather at the edge of the trench, desperate to hear the words of a solid hobgoblin flanked by guards decorated with blood and black armor. Her voice is like gravel but thunders like an avalanche:

"Believers! The time has come once again to quench our great thirst—but beware! Water is addicting, and when it leaves your sight, your body will ache for it once more!

In the heavens of Acheron, with honored Maglubiyet, there is water for all, and it does not scorn those blessed to drink it!"

The warlord puts her hand on a steel contraption and shouts, "I am your redeemer! It is by my hand you will rise from the ashes of this world!" Her lips move in a word unheard so far away—and there comes a great rumbling from beneath the earth. From holes in the cliffside comes a flood of water that spills outward into the trenches below. The goblins go wild.

GARDEN OF THE DAMNED

In a network of caverns behind 11B, the Broken keep surviving 3d4+8 **myconid adults** from Area 12 as sources of food. These fanatics keep the fungi-folk alive *just to carve off limbs* as food. They are cattle left alive in the abattoir—cattle that can regrow entire limbs, given enough time.

12. PARADISE LOST

You escape from the scorching sun through a vast cavern that once housed a vibrant forest now reduced to cinders. The very air tastes of ash and the zurkhwood stalks that once stood so proudly are now little more than stubs that poke out from the forest floor. Corpses are everywhere: humanoid fungi lie charred or butchered amidst the detritus.

The adventurers are likely to be led here by Zox, who is consumed by guilt. When he arrived at their door, the myconids all too willingly sheltered him, never knowing that it would be their doom.

Scale. This cavern retains its original dimensions from *DotMM*. Unlike other areas of Level 13, this place is still a subterranean forest in a vast cavern hidden from the scorching sun. Every square is 10 feet in length.

The Sovereign. The last Zox saw of Chanterella, the myconid sovereign, was at the feast thrown in his honor on the night of the hobgoblin's attack. Now the mortally-wounded creature can flat-out tell Zox that admitting him here was a mistake he'd never make again, if given the chance. Chanterella tells the party that those that weren't butchered were dragged off to the hobgoblins' camp to the west, presumably to be fed on as self-regenerating crops. Were Zox a braver man, this news would kindle his guilt into fury... but he isn't and he still seeks to hide in his workshop, rather than secure justice for the butchered and burned. See *Garden of the Damned*, Area 11, for details on these myconid captives, whom Chanterella begs to be freed.

SPECIAL EVENTS

You can run the following events for Level 13:

DEATH VALLEY

An arcane storm of fire, dust, and lightning sweeps across the Graveyard—and the party is caught in it. The storm can be seen on the horizon, getting closer by the minute. During a chase by hobgoblin raiders, the party might decide to plunge into the storm to try and lose their pursuers.

The storm spans 1d4+1 miles in length and dissipates after 1d4 hours. For every minute spent in the storm, one of these effects occur:

Green Lightning. Lightning strikes; all objects and creatures within 10 feet of the blast must make a DC 16 Dexterity saving throw or take 44 (8d10) lightning damage, or half as much on a success.

Gale Force Winds. Creatures and Large or smaller objects within are sucked up into a cyclone (a 10-foot-radius, 30-foot-high cylinder). A target must make a DC 16 Dexterity saving throw the first time on a turn that it enters the cyclone or when the cyclone enters its space. A creature takes 35 (10d6) bludgeoning damage on a failure, or half as much on a success. In addition, on a failure, the target must also make a DC 16 Strength saving throw or be restrained by the cyclone for up to 1 minute. When a target starts its turn restrained in the cyclone, the target is pulled 5 feet higher inside it, unless it's at the top. A restrained creature moves with the cyclone and falls after 1 minute. A restrained creature can use an action to make a DC 16 Strength or Dexterity check to end the restrained condition. If successful, it is also hurled 3d6 x 10 feet away from the cyclone in a random direction.

Fire and Scorn. The storm spits out a lash of fire that whips around in a line up to 30 feet long, 10 feet tall, and 10 feet wide. Each target in the area must make a DC 16 Dexterity saving throw or take 18 (4d8) fire damage. Any flammable objects, including those being worn or carried, are ignited if they are in the line's area.

HISTORIC ON THE FURY ROAD

While traveling through the wastes, the party runs afoul of Yargoth's war convoy, which she launches from Area 11 (possibly after the adventurers have passed through that area to Area 12).

You can run this event multiple times; each time, Yargoth is guided to the party by "the whispers" (Halaster, from afar). Exercise caution, however: if Yargoth dies in this encounter, you're likely robbed of the finale, *Palace of the Lost* (see Area 7).

Yargoth's war convoy consists of five death jeeps and three deathcycles. Each deathcycle comes with three **hobgoblins** (one driver, one rider, and one in a sidecar). Two topless jeeps are occupied with two **hobgoblins** and an **ogre bolt launcher**. The other three death jeeps have five **hobgoblins** apiece. One of these jeeps also contains

Yargoth herself, a **hob-goblin warlord**. With her are three **death dogs** that leap at the adventurers from her jeep.

Maglubiyet's Blessing. The god of conquest surely smiles on Yargoth, for he has blessed her with a great and semi-autonomous machine: a **hellfire engine**. The Mad Mage plucked this fiendish machine from the Nine Hells just for Yargoth. The machine obeys her commands. A **hobgoblin** is tethered to the machine, playing a strange steel lyre whose music thunders out from speakers strapped to the machine (play the *Mad Max* soundtrack, starting with the *Blood Bag* song).

OUT OF GAS

As the adventurers ride their shoddy vehicles across the wastes, they suffer an aggregate 10% chance every ten miles to run out of gas in a vehicle. Once they do, any of the following encounters can occur:

Another Man's Trash. The party finds a derelict vehicle in the waste with enough diesel to get them another 3d12+10 miles. However, the fuel must be siphoned from the vehicle's gas tank with a hose (which can be found in the vehicle). A character that siphons the gas must make a DC 14 Constitution saving throw. On a failure, they accidentally swallow diesel fuel and are poisoned for 1d6 hours. Spells of *shape water* fail to move the fuel, for it isn't water.

Raiders! The party is seen by **hobgoblin** raiders, totaling 2d4+8 in all, coming in 1d3 death cycles and 1d4 death jeeps. There's enough fuel to get the party going through the wastes, starting this cycle anew. If the raiders are victorious, they slaughter those that catch their eye and bring any survivors to either Area 2D or 11, whichever is closer.

Winged Harridans. As the adventurers wander the wastes, a trio of **harpies** happen across them. These shrews roost on massive stalagmites, 60-120 ft. tall. The harpies hunger for fresh flesh but are also drawn towards shiny objects, such as gems or coins. The harpies line their lofty nests with such treasure.

Halaster's Offer. If the party grows desperate, they might appeal to Halaster, who is always watching, listening, filming. If you've long sought to rid the party of a troublesome magic item or publish a well-known and divisive secret, the Mad Mage might give them enough fuel to get going. Though the version of Halaster that appears is a mirage, it is no less capable of satisfying their wishes... for a cost.

TREMORS

While the party is traipsing through the Graveyard, they feel the earth shiver—and out from below comes the **bore worm**, now driven haywire by the Mad Mage. The tunnel it made to get here leads back to Area 1, at a specific location of your choosing; however, the pit it makes drops down 40 feet before becoming horizontal. If they follow the tunnel (for a number of miles equal to the number of squares on the map until they reach the point of Area 1 of your choosing) they arrive in Area 1.

EPILOGUE

Rejoice, for with Level 13 done and gone, your campaign is about to have a breath of fresh air. While the past few levels have been lackluster, every single one going forward is bold and exciting. This marks the half-way point of your campaign, it's all uphill from here.

Choose one of the send-offs below, each written with the assumption that the Graveyard has been re-imagined as a desolate hellscape. They also assume that the adventurers held protected Zox and took Halaster's offer to teleport them from the Graveyard.

THE STANDARD SEND-OFF

A snap thunders out across the wastes—Halaster's frail fingers. Your world becomes black, cold. At long last, that swollen sun is long gone and you find yourselves in chilly darkness. Never before did you think you could welcome the dark. Never did you suspect that, even after so long in Undermountain, that the Mad Mage could make you resent the sun.

Greener pastures are yours for the taking. Enjoy.

THE HOST'S SEND-OFF

"Well," the Mad Mage telepathically remarks, "You held up your end. Off you go to Arcturiadoom."

Arcturiadoom? As you gawk at your companions, that suffix looms large in your mind: are "dooms" not the lairs of lichs? Before you can react, Halaster's invisible fingers snap—and all the Graveyard quakes under that thunder.

You come to in the darkened depths of Undermountain. It's cold here, bitter. Water drips from stalactites above. A cavern; you're in a cavern. Stalagmites flank an iron door whose lintel is carved to resemble a skeletal hand. An arcane flame burns eternal in that hand, welcoming you to this "Arcturiadoom."

Halaster's voice echoes, "And at last, we come to our mid-season finale, folks. Our dear contestants are at long, *long* last in the lair of my dear apprentice, Arcturia. May they dig her digs and enjoy their time here—for however long that may last.

"Guts, glory, gore, and more on *Dungeon of the Mad Mage!* Those that fail to tune in next week will be brought in for re-education. My eyes are watching. Halaster: out."

APPENDIX A: MAGIC ITEMS

The following magic items are found on Levels 9-13:

BLACK QUILL

Wondrous Item, Very Rare

When used, this quill siphons blood from its wielder to use as ink. Whatever is written is carved into the back of the wielder's hand. When first used, the character's hit point maximum is reduced by 1, and by an additional 1 point for every aggregate minute of writing thereafter. This reduction lasts until the wielder finishes a long rest or if a spell of *greater restoration* is cast upon the character.

Location. This magic item is found in L9, A23B. Wormriddle employs it for detention.

CHEST OF PRESERVING

Wondrous Item, Common

Food and other perishable items do not age or decay while inside a Chest of Preserving. The chest is 2½ feet long, 1½ feet wide, and 1 foot tall with a half-barrel lid. The chest has a lock, which can be picked with thieves' tools and a successful DC 15 Dexterity check. Smashing the lock or any other part of the chest renders it nonmagical.

Location. This magic item is found in L10, A5C.

CLOAK OF ELVENKIND

Wondrous Item, Uncommon (Requires Attunement)

While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

Location. This magic item is found in L10, A17D.

DAGGER OF VENOM

Dagger, Rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

You can use an action to cause thick, black poison to coat the blade. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. The dagger can't be used this way again until the next dawn.

Location. This item can be found in L10, A7E.

DODECAHEDRON OF DOOM

Wondrous Item, rare

This twelve-sided metal die is 12 inches across and bears the numbers 1 through 12 engraved on its pentagonal sides. The dodecahedron contains arcane clockwork mechanisms that whirl and click whenever the die is cast.

The dodecahedron can be hurled up to 60 feet as an action. A random magical effect occurs when the die comes to rest after rolling across the ground for at least 10 feet. If an effect requires a target and no eligible target is within range, nothing happens. Spells cast by the dodecahedron require no components. Roll a d12 and consult the following table to determine the effect:

1-2. The dodecahedron explodes and is destroyed. Each creature within 20 feet of the exploding die must make a DC 13 Dexterity saving throw, taking 40 (9d8) force damage on a failed save, or half as much damage on a successful one.

3-4. The dodecahedron casts light on itself. The effect lasts until a creature touches the die.

5-6. The dodecahedron casts ray of frost (+5 to hit), targeting a random creature within 60 feet of it that doesn't have total cover against the attack.

7-8. The dodecahedron casts shocking grasp (+5 to hit) on the next creature that touches it.

9-10. The dodecahedron casts darkness on itself. The effect has a duration of 10 minutes.

11-12. The next creature to touch the dodecahedron gains 1d10 temporary hit points that last for 1 hour.

Location. This magic item is found in L13, A3.

DREAD HELM

Wondrous Item, Common

This fearsome steel helm makes your eyes glow red while you wear it.

Location. This item can be found in L10, A17D.

DROW POISON

Adventuring Gear, Poison (Injury)

This poison is typically made only by the drow, and only in a place far removed from sunlight. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Location. This item can be found in L10, A13.

GAUNTLETS OF OGRE POWER

Wondrous Item, Uncommon (Requires Attunement)

Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is already 19 or higher without them.

Location. This magic item is found in L10, A29C.

GEM OF SEEING

Wondrous Item, Rare (Requires Attunement)

This gem has 3 charges. As an action, you can speak the gem's command word and expend 1 charge. For the next 10 minutes, you have truesight out to 120 feet when you peer through the gem. The gem regains 1d3 expended charges daily at dawn.

Location. This item is found in L9, A23.

GLOVES OF MISSILE SNARING

Wondrous Item, Uncommon (Requires Attunement)

These gloves seem to almost meld into your hands when you don them. When a ranged weapon attack hits you while you're wearing them, you can use your reaction to reduce the damage by 1d10 + your Dexterity modifier, provided that you have a free hand. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in that hand.

Location. This magic item is found in L12, A8A.

HORN OF THE ENDLESS MAZE

Wondrous Item, Rare

You can use an action to blow this horn. In response, 3d4+3 warrior spirits from the Abyss appear within 60 feet of you. They look like Minotaurs and use the statistics of a berserker. They return to the Abyss after 1 hour or when they drop to 0 hit points. Once you use the horn, it can't be used again until 7 days have passed.

If you blow the horn without having proficiency with all simple weapons, the summoned berserkers attack you. If you meet the requirement, they are friendly to you and your companions and follow your commands.

Location. This magic item is carried by Maku on L10, in Area 8.

IOUN STONE OF INTELLECT

Wondrous Item, Very Rare (Requires Attunement)

When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

Your Intelligence score increases by 2, to a maximum of 20, while this marbled scarlet and blue sphere orbits your head.

Location. This item is the reward of attaining first place in the High Wizard Tournament in Level 9.

MITHRAL PLATE ARMOR

Heavy Armor, Uncommon

Mithral plate armor is flexible and does not impose disadvantage on Dexterity (Stealth) checks. It requires a Strength score of 15 to wear and grants an AC of 18.

Location. This magic item is worn by Zress Orlezzair on L10, likely in Area 25B.

NOLZUR'S MARVELOUS PIGMENTS

Wondrous Item, very rare

Typically found in 1d4 pots inside a fine wooden box with a brush (weighing 1 pound in total), these pigments allow you to create three-dimensional objects by painting them in two dimensions. The paint flows from the brush to form the desired object as you concentrate on its image.

Each pot of paint is sufficient to cover 1,000 square feet of a surface, which lets you create inanimate objects or terrain features—such as a door, a pit, flowers, trees, cells, rooms, or weapons—that are up to 10,000 cubic feet. It takes 10 minutes to cover 100 square feet.

When you complete the painting, the object or terrain feature depicted becomes a real, nonmagical object. Thus, painting a door on a wall creates an actual door that can be opened to whatever is beyond. Painting a pit on a floor creates a real pit, and its depth counts against the total area of objects you create.

Nothing created by the pigments can have a value greater than 25 gp. If you paint an object of greater value (such as a diamond or a pile of gold), the object looks authentic, but close inspection reveals it is made from paste, bone, or some other worthless material.

If you paint a form of energy such as fire or lightning, the energy appears but dissipates as soon as you complete the painting, doing no harm to anything.

Location. This magic item is found in L10, A7B.

OIL OF SLIPPERINESS

Potion, Uncommon

This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a freedom of movement spell for 8 hours.

Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the grease spell in that area for 8 hours.

Location. This magic item is found in L10, A11G.

ORB OF GONGING

Wondrous Item, common

This common wondrous item is a hollow, 5-inch-diameter orb that weighs 5 pounds. Its outer shell is composed of notched bronze rings, which can be turned so that the notches line up. Aligning the notches requires an action, and doing so causes the orb to gong loudly until the notches are no longer aligned. The sounds are spaced 6 seconds apart and can be heard out to a range of 600 feet.

Location. This magic item is found in L13, A3.

PEARL OF POWER

Wondrous Item, Uncommon (Requires Attunement by a spellcaster)

While this pearl is on your person, you can use an action to speak its command word and regain one expended spell slot. If the expended slot was of 4th level or higher, the new slot is 3rd level. Once you have used the pearl, it can't be used again until the next dawn.

Location. This item is the reward of attaining third place in the High Wizard Tournament in Level 9.

PHILTER OF LOVE

Potion, Uncommon

The next time you see a creature within 10 minutes after drinking this philter, you become charmed by that creature for 1 hour. If the creature is of a species and gender you are normally attracted to, you regard it as your true love while you are charmed. This potion's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.

Additional Loot. This item is found in L10, A4.

POTION OF DIMINUTION

Potion, Uncommon

When you drink this potion, you gain the "reduce" effect of the enlarge/reduce spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process.

Location. This item is found in L10, A4 (as additional loot) and on L13, A12C.

POTION OF HEALING

Potion, Common

You regain 2d4+2 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

Location. These potions are found in L10 (A4, A19C, and A22B) and L12 (A19C).

Greater Healing. You instead regain 4d4+4 hit points. This variant is found in L9 (A31) and L10 (A11C).

Supreme Healing. You instead gain 10d4+20 hit points. This variant is found on L11, A12.

POTION OF LIGHTNING RESISTANCE

Potion, Uncommon

When you drink this potion, you gain resistance to lightning damage for 1 hour.

Additional Loot. This item is found in L10, A4.

POTION OF LONGEVITY

Potion, very rare

When you drink this potion, your physical age is reduced by 1d6+6 years, to a minimum of 13 years. Each time you subsequently drink a *potion of longevity*, there is 10 percent cumulative chance that you instead age by 1d6+6 years. Suspended in this amber liquid are a scorpion's tail, an adder's fang, a dead spider, and a tiny heart that, against all reason, is still beating. These ingredients vanish when the potion is opened.

Location. This magic item is found in L13, A12C.

POTION OF VITALITY

Potion, Very Rare

When you drink this potion, it removes any exhaustion you are suffering and cures any disease or poison affecting you. For the next 24 hours, you regain the maximum number of hit points for any Hit Die you spend. The potion's crimson liquid regularly pulses with dull light, calling to mind a heartbeat.

Location. This magic item is found in L10, A19I.

POTION OF WATER BREATHING

Potion, Uncommon

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

Location. The headmaster scrounges up six of these potions for the second challenge of the High Wizard Tournament event for the adventurers in Level 9.

PROFESSOR ORB

Each professor orb takes the form of a smooth, solid, 5-pound sphere of smoky gray quartz about the size of a grapefruit. Close examination reveals two or more pinpricks of silver light deep inside the sphere.

A Professor Orb is sentient and has the personality of a scholar. Its alignment is determined by rolling on the alignment table in the "Sentient Magic Items" section in chapter 7 of the *Dungeon Master's Guide*. Regardless of its disposition, the orb has an Intelligence of 18, and Wisdom and Charisma scores determined by rolling 3d6 for each ability. The orb speaks, reads, and understands four languages, and can see and hear normally out to a range of 60 feet. Unlike most sentient items, the orb has no will of its own and can't initiate a conflict with the creature in possession of it.

A Professor Orb has extensive knowledge of four narrow academic subjects. When making an Intelligence check to recall lore from any of its areas of expertise, the orb has a +9 bonus to its roll (including its Intelligence modifier).

In addition to the knowledge it possesses, a professor orb can cast the mage hand cantrip at will. It uses the spell only to transport itself. Its spellcasting ability is Intelligence.

Location. This item is found in L9, A37.

STAFF OF DEFENSE

Staff, Rare (Requires Attunement)

This slender, hollow staff is made of glass yet is as strong as oak. It weighs 3 pounds. You must be attuned to the staff to gain its benefits and cast its spells.

While holding the staff, you have a +1 bonus to your Armor Class.

The staff has 10 charges, which are used to fuel the spells within it. With the staff in hand, you can use your action to cast one of the following spells from the staff if the spell is on your class's spell list: mage armor (1 charge) or shield (2 charges). No components are required.

The staff regains 1d6+4 expended charges each day at dawn. If you expend the staff's last charge, roll a d20. On a 1, the staff shatters and is destroyed.

Location. This item is the reward of attaining second place in the High Wizard Tournament in Level 9.

THAYAN RAZOR

Wondrous Item, Rare

This otherwise unassuming razor is carved in Thayan runes. When a humanoid touches the razor to its head, their hair is instantly shaven off.

Location. This additional loot is found in L9, A11F.

WAND OF THE WAR MAGE, +1

Wondrous Item, Uncommon (Requires Attunement by a Spellcaster)

While you are holding this wand, you gain a +1 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

Location. This magic item is found in L10, A2.

APPENDIX B: MONSTERS & NPCs

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ABOMINABLE YETI

Huge monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 137 (11d12 + 66)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	9 (-1)	13 (+1)	9 (-1)

Skills Perception +5, Stealth +4

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 15

Languages Yeti

Challenge 9 (5000 XP)

Fear Of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Smell. The yeti has advantage on Wisdom (Perception) checks that rely on smell.

Snow Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Multiattack. The yeti can use its Chilling Gaze and makes two claw attacks.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6+7) slashing damage plus 7 (2d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 18 Constitution saving throw against this magic or take 21 (6d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this yeti's gaze for 1 hour.

Cold Breath (Recharge 6). The yeti exhales a 30-foot cone of frigid air. Each creature in that area must make a DC 18 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

ADULT WHITE DRAGON

Huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +5, Con +11, Wis +6, Cha +6

Skills Perception +11, Stealth +5

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 13 (10000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) piercing damage plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The adult white dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The adult white dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT WHITE DRAGON

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- **Freezing fog** fills a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The fog spreads around corners, and its area is heavily obscured. Each creature in the fog when it appears must make a DC 10 Constitution saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the fog takes 10 (3d6) cold damage. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts until the dragon uses this lair action again or until the dragon dies.

- Jagged ice shards fall from the ceiling, striking up to three creatures underneath that the dragon can see within 120 feet of it. The dragon makes one ranged attack roll (+7 to hit) against each target. On a hit, the target takes 10 (3d6) piercing damage.
- The dragon creates an opaque wall of ice on a solid surface it can see within 120 feet of it. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature within its area is pushed 5 feet out of the wall's space; appearing on whichever side of the wall it wants. Each 10-foot section of the wall has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. The wall disappears when the dragon uses this lair action again or when the dragon dies.

REGIONAL EFFECTS

The region containing a legendary white dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Chilly fog lightly obscures the land within 6 miles of the dragon's lair.
- Freezing precipitation falls within 6 miles of the dragon's lair, sometimes forming blizzard conditions when the dragon is at rest.
- Icy walls block off areas in the dragon's lair. Each wall is 6 inches thick, and a 10-foot section has AC 5, 15 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage.
- If the dragon wishes to move through a wall, it can do so without slowing down. The portion of the wall the dragon moves through is destroyed, however.

ARCANALOTH

Medium fiend (yugoloth), neutral evil

Armor Class 17 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	20 (+5)	16 (+3)	17 (+3)

Saving Throws Dex +5, Int +9, Wis +7, Cha +7

Skills Arcana +13, Deception +9, Insight +9, Perception +7

Damage Immunities acid, poison

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, poisoned

Senses truesight 120 ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 12 (8400 XP)

Innate Spellcasting. The arcanaloth's innate spellcasting ability is Charisma (spell save DC 15). The arcanaloth can innately cast the following spells, requiring no material components:

At will: *alter self, darkness, heat metal, invisibility (self only), magic missile*

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

Magic Weapons. The arcanaloth's weapon attacks are magical.

Spellcasting. The arcanaloth is a 16th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The arcanaloth has the following wizard spells prepared:

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

1st level (4 slots): *detect magic, identify, shield, Tenser's floating disk*

2nd level (3 slots): *detect thoughts, mirror image, phantasmal force, suggestion*

3rd level (3 slots): *counterspell, fear, fireball*

4th level (3 slots): *banishment, dimension door*

5th level (2 slots): *contact other plane, hold monster*

6th level (1 slot): *chain lightning*

7th level (1 slot): *finger of death*

8th level (1 slot): *mind blank*

ACTIONS

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. The target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Teleport. The arcanaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

ARCHMAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistances damage from spells; nonmagical bludgeoning, piercing, and slashing (from stonewood)

Senses passive Perception 12

Languages any six languages

Challenge 12 (8400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast disguise self and invisibility at will and has the following wizard spells prepared:

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

shocking grasp

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

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

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

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *scrying*, *wall of force*

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

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

*The archmage casts these spells on itself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

ASSASSIN

Medium humanoid (any race), any non-good alignment

Armor Class 15 (studded leather armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances poison

Senses passive Perception 13

Languages Thieves' cant plus any two languages

Challenge 8 (3900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

BALHANNOOTH

LEGENDARY ACTIONS

The balhannoth can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The balhannoth regains spent legendary actions at the start of its turn.

Bite Attack. The balhannoth makes one bite attack against one creature it has grappled.

Teleport. The balhannoth magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

Vanish. The balhannoth magically becomes invisible for up to 10 minutes or until immediately after it makes an attack roll.

REGIONAL EFFECTS

A region containing a balhannoth's lair becomes warped by the creature's unnatural presence, which creates one or more of the following effects:

- Creatures within 1 mile of the balhannoth's lair experience a sensation of being close to whatever they desire most. The sensation grows stronger the closer the creatures come to the balhannoth's lair.

- The balhannoth can sense the strongest desires of any humanoid within 1 mile of it and learns whether those desires involve a place: a safe location to rest, a temple, home, or somewhere else.

If the balhannoth dies, these effects end immediately.

LAIR ACTIONS

When fighting inside its lair, a balhannoth can use lair actions. On initiative count 20 (losing initiative ties), a balhannoth can take one lair action to cause one of the following effects; the balhannoth can't use the same lair action two rounds in a row:

- The balhannoth warps reality around it in an area up to 500 feet square. After 10 minutes, the terrain in the area reshapes to assume the appearance of a location sought by one intelligent creature whose mind the balhannoth has read (see Regional Effects below). The transformation affects nonliving material only and can't create anything with moving parts or magical properties. Any object created in this area is, upon close inspection, revealed as a fake. Books are filled with empty pages, golden items are obvious counterfeits, and so on. The transformation lasts until the balhannoth dies or uses this lair action again.

BALHANNOTH

Large aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	18 (+4)	6 (-2)	15 (+2)	8 (-1)

Saving Throws Con +8

Skills Perception +6

Condition Immunities blinded

Senses blindsight 500 ft. (blind beyond this radius), passive Perception 16

Languages understands Deep Speech, telepathy 1 mile

Challenge 11 (7200 XP)

Legendary Resistance (2/Day). If the balhannoth fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The balhannoth makes a bite attack and up to two tentacle attacks, or it makes up to four tentacle attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 25 (4d10+3) piercing damage.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15) and is moved up to 5 feet toward the balhannoth. Until this grapple ends, the target is restrained, and the balhannoth can't use this tentacle against other targets. The balhannoth has four tentacles.

BANSHEE

Medium undead, chaotic evil

Armor Class 12

Hit Points 58 (13d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Wis +2, Cha +5

Damage Immunities cold, necrotic, poison

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses passive Perception 10

Languages Common, Elvish

Challenge 4 (1100 XP)

Detect Life. The banshee can magically sense the presence of living creatures up to 5 miles away that aren't undead or constructs. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

ACTIONS

Corrupting Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Wail (1/Day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

- The balhannoth targets one creature within 500 feet of it. The target must succeed on a DC 16 Wisdom saving throw or the target, along with whatever it is wearing and carrying, teleports to an unoccupied space of the balhannoth's choice within 60 feet of it.
- The balhannoth targets one creature within 500 feet of it. The target must succeed on a DC 16 Wisdom saving throw or the balhannoth becomes invisible to that creature for 1 minute. This effect ends if the balhannoth attacks the target.

BARBED DEVIL

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

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

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

Damage Immunities fire, poison

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1800 XP)

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

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

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage.

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

BARLGURA

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +6

Skills Perception +5, Stealth +5

Damage Immunities poison

Damage Resistances cold, fire, lightning

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 5 (1800 XP)

Innate Spellcasting. The bargura's spellcasting ability is Wisdom (spell save DC 13). The bargura can innately cast the following spells, requiring no material components:

2/day each: *disguise self*, *invisibility* (self only)

1/day each: *entangle*, *phantasmal force*

Reckless. At the start of its turn, the bargura can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Running Leap. The bargura's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

ACTIONS

Multiattack. The bargura makes three attacks: one with its bite and two with its fists.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) bludgeoning damage.

BEHIR

Huge monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	12 (+1)

Skills Perception +6, Stealth +7

Damage Immunities lightning

Senses darkvision 90 ft., passive Perception 16

Languages Draconic

Challenge 11 (7200 XP)

ACTIONS

Multiattack. The behir makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10+6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5-6). The behir exhales a line of lightning that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow. The behir makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 21 (6d6) acid damage at the start of each of the behir's turns. A behir can have only one creature swallowed at a time.

If the behir takes 30 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 ft. of movement, exiting prone.

BERSERKER

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) slashing damage.

BLUE SLAAD

Large aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	7 (-2)	7 (-2)	9 (-1)

Skills Perception +1

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 11

Languages Slaad, telepathy 60 ft.

Challenge 7 (2900 XP)

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

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The slaad makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be infected with a disease called chaos phage. While infected, the target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a red slaad or, if it has the ability to cast spells of 3rd level or higher, a green slaad. Only a wish spell can reverse the transformation.

BEHIR: HALASTER'S RUNES

LEGENDARY ACTIONS

The behir can take 3 legendary actions, choosing from the options below. It can take only one legendary action at a time and only at the end of another creature's turn. The behir regains spent legendary actions at the start of its turn. Its spellcasting ability is Charisma (spell save DC).

Lesser Magic. The behir casts *color spray* or *sleep*, requiring no components.

Greater Magic (Costs 2 Actions). The behir casts *invisibility* or *misty step*, requiring no components.

BONE DEVIL

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 40 ft.

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

Saving Throws Int +5, Wis +6, Cha +7

Skills Deception +7, Insight +6

Damage Immunities fire, poison

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities poisoned

Senses darkvision 120 ft. passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 9 (5000 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes three attacks: two with its claws and one with its sting.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Sting. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BORE WORM

Gargantuan construct, unaligned

Armor Class 18 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Con +11, Wis +4

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantite weapons

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

Senses blindsight 30 ft., tremorsense 60 ft. passive Perception 9

Languages -

Challenge 16 (15000 XP)

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Regeneration. The worm regains 10 hit points at the start of each of its turns if it has at least 1 hit point.

ACTIONS

Multiattack. The worm makes two attacks: one with its grinding jaws and one with its stinger.

Grinding Jaws. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) slashing damage.

Tail Stinger. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. *Hit:* 19 (3d6 + 9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

BONECLAW

Large undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 127 (17d10 + 34)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	13 (+1)	15 (+2)	109 (+49)

Saving Throws Dex +7, Con +6, Wis +6

Skills Perception +6, Stealth +7

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common plus the main language of its master

Challenge 12 (8400 XP)

Rejuvenation. While its master lives, a destroyed boneclaw gains a new body in 1d10 hours, with all its hit points. The new body appears within 1 mile of the boneclaw's master.

Shadow Stealth. While in dim light or darkness, the boneclaw can take the Hide action as a bonus action.

ACTIONS

Multiattack. The boneclaw makes two claw attacks.

Piercing Claw. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage. If the target is a creature, the boneclaw can pull the target up to 10 feet toward itself, and the target is grappled (escape DC 14). The boneclaw has two claws. While a claw grapples a target, the claw can attack only that target.

Shadow Jump. If the boneclaw is in dim light or darkness, each creature of the boneclaw's choice within 5 feet of it must succeed on a DC 14 Constitution saving throw or take 34 (5d12 + 2) necrotic damage.

The boneclaw then magically teleports up to 60 feet to an unoccupied space it can see. It can bring one creature it's grappling, teleporting that creature to an unoccupied space it can see within 5 feet of its destination. The destination spaces of this teleportation must be in dim light or darkness.

REACTIONS

Deadly Reach. In response to a visible enemy moving into its reach, the boneclaw makes one claw attack against that enemy. If the attack hits, the boneclaw can make a second claw attack against the target.

CHAMPION

Medium humanoid (any race), any alignment

Armor Class 18 (plate armor)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Dex +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses passive Perception 16

Languages Common

Challenge 9 (5000 XP)

Indomitable (2/Day). The champion rerolls a failed saving throw.

Second Wind (Recharges After A Short Or Long Rest). As a bonus action, the champion can regain 20 hit points.

ACTIONS

Multiattack. The champion makes three attacks with its greatsword or its shortbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 9 (2d6+2) piercing damage plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

CHUUL

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Deep Speech but can't speak

Challenge 4 (1100 XP)

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

ACTIONS

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

Tentacles. One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CHASME

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (13d10 + 13)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +5, Wis +5

Skills Perception +5

Damage Immunities poison

Damage Resistances cold, fire, lightning

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2300 XP)

Drone. The chasme produces a horrid droning sound to which demons are immune. Any other creature that starts its turn within 30 feet of the chasme must succeed on a DC 12 Constitution saving throw or fall unconscious for 10 minutes. A creature that can't hear the drone automatically succeeds on the save. The effect on the creature ends if it takes damage or if another creature takes an action to splash it with holy water. If a creature's saving throw is successful or the effect ends for it, it is immune to the drone for the next 24 hours.

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

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

ACTIONS

Proboscis. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 16 (4d6 + 2) piercing damage plus 24 (7d6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like greater restoration.

CLOAKER

Large aberration, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 78 (12d10 + 12)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Skills Stealth +5
Senses darkvision 60 ft., passive Perception 11
Languages Deep Speech, Undercommon
Challenge 8 (3900 XP)

Damage Transfer. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance. While the cloaker remains motionless without its underside exposed, it is indistinguishable from a dark leather cloak.

Light Sensitivity. While in bright light, the cloaker has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The cloaker makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6+3) piercing damage and if the target is Large or smaller, the cloaker attaches to it. If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 16 Strength check.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8+3) slashing damage.

Moan. Each creature within 60 feet of the cloaker that can hear its moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the cloaker's next turn. If a creature's saving throw is successful, the creature is immune to the cloaker's moan for the next 24 hours.

Phantasms (Recharges After A Short Or Long Rest). The cloaker magically creates three illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which cloaker is the real one. If the cloaker is ever in an area of bright light, the duplicates disappear.

Whenever any creature targets the cloaker with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the cloaker or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight.

A duplicate has the cloaker's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.

CLOUD GIANT

Huge giant, neutral good (50%) or neutral evil (50%)

Armor Class 14 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Con +10, Wis +7, Cha +7
Skills Insight +7, Perception +7
Senses passive Perception 17
Languages Common, Giant
Challenge 9 (5000 XP)

Innate Spellcasting. The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *detect magic, fog cloud, light*
3/day each: *feather fall, fly, misty step, telekinesis*
1/day each: *control weather, gaseous form*

Keen Smell. The giant has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The giant makes two morningstar attacks.

Morningstar. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

DEATH DOG

Medium monstrosity, neutral evil

Armor Class 12
Hit Points 39 (6d8 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +5, Stealth +4
Senses darkvision 120 ft., passive Perception 15
Languages -
Challenge 1 (200 XP)

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The dog makes two bite attacks.

Death Dog. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

DEEP GNOME

Small humanoid (gnome), neutral good

Armor Class 16 (chain shirt)

Hit Points 16 (3d6 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	9 (-1)

Skills Investigation +3, Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages Gnomish, Terran, Undercommon

Challenge 1/2 (100 XP)

Gnome Cunning. The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting. The gnome's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *nondetection* (self only)

1/day each: *blindness/deafness*, *blur*, *disguise self*

Stone Camouflage. The gnome has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

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

Poisoned Dart. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DIRE TROLL

Huge giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	21 (+5)	9 (-1)	11 (+0)	5 (-3)

Saving Throws Wis +5, Cha +2

Skills Perception +5

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Giant

Challenge 13 (10000 XP)

Keen Senses. The troll has advantage on Wisdom (Perception) checks that rely on smell or sight.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, it regains only 5 hit points at the start of its next turn. The troll dies only if it is hit by an attack that deals 10 or more acid or fire damage while the troll has 0 hit points.

ACTIONS

Multiaction. The troll makes five attacks: one with its bite and four with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage plus 5 (1d10) poison damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Whirlwind Of Claws (Recharge 5-6). Each creature within 10 feet of the troll must make a DC 19 Dexterity saving throw, taking 44 (8d10) slashing damage on a failed save, or half as much damage on a successful one.

DROW

Medium humanoid (elf), neutral evil

Armor Class 15 (chain shirt)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2

Senses darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon

Challenge 1/4 (50 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

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

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). The drow can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

ACTIONS

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

DROW HOUSE CAPTAIN

Medium humanoid (elf), lawful evil

Armor Class 16 (chain mail)

Hit Points 162 (25d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	15 (+2)	12 (+1)	14 (+2)	13 (+1)

Saving Throws Dex +8, Con +6, Wis +6

Skills Perception +6, Stealth +8

Senses darkvision 120 ft., passive Perception 16

Languages Elvish, Undercommon

Challenge 9 (5000 XP)

Battle Command. As a bonus action, the drow targets one ally he can see within 30 feet of him. If the target can see or hear the drow, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

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

ACTIONS

Multiattack. The drow makes three attacks: two with his scimitar and one with his whip or his hand crossbow.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 14 (4d6) poison damage.

Whip. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage. If the target is an ally, it has advantage on attack rolls until the end of its next turn.

Hand Crossbow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target regains consciousness if it takes damage or if another creature takes an action to shake it.

REACTIONS

Parry. The drow adds 3 to its AC against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.

DROW ELITE WARRIOR

Medium humanoid (elf), lawful evil

Armor Class 18 (studded leather armor, shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +5, Wis +4

Skills Perception +4, Stealth +10

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Common, Undercommon

Challenge 7 (2900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

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

ACTIONS

Multiattack. The drow makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage plus 10 (3d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6+4) piercing damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

REACTIONS

Parry. The drow adds 3 to its AC against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.

DROW MAGE

Medium humanoid (elf), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	17 (+3)	13 (+1)	12 (+1)

Skills Arcana +6, Perception +4, Stealth +5

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Common, Undercommon

Challenge 7 (2900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

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

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

Cantrips (at will): *mage hand*, *minor illusion*, *poison spray*, *ray of frost*

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

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

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

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

5th level (2 slots): *cloudkill*

ACTIONS

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage or 3 (1d8 - 1) bludgeoning damage if used with two hands, plus 3 (1d6) poison damage.

Summon Demon (1/Day). The drow magically summons a quasit, or attempts to summon a shadow demon with a 50 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

DROW PRIESTESS OF LOLTH

Medium humanoid (elf), neutral evil

Armor Class 16 (scale mail)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	17 (+3)	18 (+4)

Saving Throws Con +4, Wis +6, Cha +7

Skills Insight +6, Perception +6, Religion +4, Stealth +5

Senses darkvision 120 ft., passive Perception 16

Languages Elvish, Undercommon

Challenge 8 (3900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

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

Innate Spellcasting. The drow priestess of lolth's spellcasting ability is Charisma (spell save DC 15). The drow priestess of lolth can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

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

Cantrips (at will): *guidance*, *poison spray*, *resistance*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *animal friendship*, *cure wounds*, *detect poison and disease*, *ray of sickness*

2nd level (3 slots): *lesser restoration*, *protection from poison*, *web*

3rd level (3 slots): *conjure animals* (2 giant spiders), *dispel magic*

4th level (3 slots): *divination*, *freedom of movement*

5th level (2 slots): *insect plague*, *mass cure wounds*

ACTIONS

Multiattack. The drow makes two scourge attacks.

Scourge. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage plus 17 (5d6) poison damage.

Summon Demon (1/Day). The drow attempts to magically summon a yochlol with a 30 percent chance of success. If the attempt fails, the drow takes 5 (1d10) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

EFREETI

Large elemental, lawful evil

Armor Class 17 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Int +7, Wis +6, Cha +7

Damage Immunities fire

Senses darkvision 120 ft. passive Perception 12

Languages Ignan

Challenge 11 (7200 XP)

Elemental Demise. If the efreeti dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the djinni was wearing or carrying.

Innate Spellcasting. The efreeti's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*

3/day each: *enlarge/reduce, tongues*

1/day each: *conjure elemental* (fire elemental only), *gaseous form, invisibility, major image, plane shift, wall of fire*

ACTIONS

Multiattack. The efreeti makes two scimitar attacks or uses its Hurl Flame twice.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 7 (2d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 17 (5d6) fire damage.

FLESH GOLEM

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft. passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 5 (1800 XP)

Aversion To Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

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

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

GHOST

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Immunities cold, necrotic, poison

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft. passive Perception 11

Languages any languages it knew in life

Challenge 4 (1100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6+3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrificing Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrificing Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

GHOUL

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft. passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6+2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GIANT BADGER

Medium beast, unaligned

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft. passive Perception 11

Languages -

Challenge 1/4 (50 XP)

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The badger makes two attacks: one with its bite and one with its claws.

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) slashing damage.

GIANT LIZARD

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses darkvision 30 ft. passive Perception 10

Languages -

Challenge 1/4 (50 XP)

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

ACTIONS

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

GIANT SHARK

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages -

Challenge 5 (1800 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10+6) piercing damage.

GIANT WASP

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses passive Perception 10

Languages -

Challenge 1/2 (100 XP)

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft. passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

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

ACTIONS

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

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

GIANT SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

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

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft. passive Perception 10

Languages -

Challenge 1 (200 XP)

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

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) piercing damage and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

GORISTRO

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 310 (23d12 + 161)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	25 (+7)	6 (-2)	13 (+1)	14 (+2)

Saving Throws Str +13, Dex +6, Con +13, Wis +7

Skills Perception +7

Damage Immunities poison

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Abyssal

Challenge 17 (18000 XP)

Charge. If the goristro moves at least 15 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 38 (7d10) piercing damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be pushed up to 20 feet away and knocked prone.

Labyrinthine Recall. The goristro can perfectly recall any path it has traveled.

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

Siege Monster. The goristro deals double damage to objects and structures.

ACTIONS

Multiattack. The goristro makes three attacks: two with its fists and one with its hoof.

Fist. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8+7) bludgeoning damage.

Hoof. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Gore. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 45 (7d10+7) piercing damage.

GRELL

Medium aberration, neutral evil

Armor Class 12

Hit Points 55 (10d8 + 10)

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	9 (-1)

Skills Perception +4, Stealth +6

Damage Immunities lightning

Condition Immunities blinded, prone

Senses blindsight 60 ft. (blind beyond this radius) passive Perception 10

Languages Grell

Challenge 3 (700 XP)

ACTIONS

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

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The target is also grappled (escape DC 15). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the grell has advantage on attack rolls against it and can't use this attack against other targets. When the grell moves, any Medium or smaller target it is grappling moves with it.

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

GRAY OOZE (PSYCHIC)

Medium ooze, unaligned

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 10 ft., climb 10 ft.

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

Skills Stealth +2

Damage Resistances acid, cold, fire

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

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

Languages -

Challenge 1/2 (100 XP)

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

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., *Hit:* 4 (1d6+1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Psychic Crush. The ooze targets one creature that it can sense within 60 feet of it. The target must make a DC 10 Intelligence saving throw, taking 10 (3d6) psychic damage on a failed save, or half as much damage on a successful one.

GYNOSPHERX

Large monstrosity, lawful neutral

Armor Class 17 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	18 (+4)	18 (+4)	18 (+4)

Skills Arcana +12, History +12, Perception +8, Religion +8

Damage Immunities psychic

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 18

Languages Common, Sphinx

Challenge 11 (7200 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's weapon attacks are magical.

Spellcasting. The sphinx is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *prestidigitation*

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

2nd level (3 slots): *darkness*, *locate object*, *suggestion*

3rd level (3 slots): *dispel magic*, *remove curse*, *tongues*

4th level (3 slots): *banishment*, *greater invisibility*

5th level (1 slot): *legend lore*

ACTIONS

Multiattack. The sphinx makes two claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

LEGENDARY ACTIONS

The gynosphinx can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The gynosphinx regains spent legendary actions at the start of its turn.

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast A Spell (Costs 3 Actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

HALASTER'S SIMULACRUM

Medium construct, true neutral

Armor Class 17 (with *mage armor*)

Hit Points 119 (14d8 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	24 (+7)	18 (+4)	18 (+4)

Saving Throws Int +11, Wis +8

Skills Arcana +15, History +15, Perception +12

Senses darkvision 120 ft., passive Perception 22

Languages Abyssal, Celestial, Common, Draconic, Dwarvish, Elvish, Infernal, Undercommon

Challenge 11 (7200 XP)

Simulacrum. The simulacrum is a construct created by a *simulacrum* spell. It cannot regain hit points without being repaired in an alchemical laboratory, using rare herbs and minerals worth 100 gp per hit point. If the simulacrum drops to 0 hit points, it melts into snow. The simulacrum lacks the ability to learn or become more powerful. It also cannot regain expended spell slots.

Spellcasting. The simulacrum is a 7th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). He has the following wizard spells prepared:

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

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

2nd level (3 slots): *arcane lock*, *cloud of daggers*, *darkvision*, *gust of wind*

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

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

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

HARPY

Medium monstrosity, chaotic evil

Armor Class 11

Hit Points 38 (7d8 + 7)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (-2)	10 (+0)	13 (+1)

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Multiattack. The harpy makes two attacks: one with its claws and one with its club.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

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

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 ft. away from the harpy, the target must move on its turn toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

HELMED HORROR

Medium construct, unaligned

Armor Class 20 (plate armor, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

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

Skills Perception +4

Damage Immunities force, necrotic, poison

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks that aren't adamantite

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages understands the languages of its creator but can't speak
Challenge 4 (1100 XP)

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

Spell Immunity. The helmed horror is immune to three spells chosen by its creator. Typical immunities include fireball, heat metal, and lightning bolt.

ACTIONS

Multiattack. The helmed horror makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage or 9 (1d10 + 4) slashing damage if used with two hands.

HELLFIRE ENGINE

Huge construct, lawful evil

Armor Class 18 (natural armor)

Hit Points 216 (16d12 + 112)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	24 (+7)	2 (-4)	10 (+0)	1 (-5)

Saving Throws Dex +8, Wis +5

Damage Immunities fire, poison

Damage Resistances cold, psychic, bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses darkvision 120 ft. passive Perception 10

Languages understands Infernal but can't speak

Challenge 16 (15000 XP)

Hellfire Weapons. If the engine's Bonemelt Sprayer, Lightning Flail, or Thunder Cannon attacks kill a creature, the creature's soul rises from the River Styx as a lemure in Avernus in 1d4 hours. If the creature isn't revived before then, only a wish spell or killing the lemure and casting true resurrection on the creature's original body can restore it to life. Constructs and devils are immune to this effect.

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

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

ACTIONS

Flesh-Crushing Stride. The hellfire engine moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the hellfire engine enters must make a DC 18 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the hellfire engine's path. On a failed save, the creature falls prone and takes 28 (8d6) bludgeoning damage.

If the hellfire engine remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the hellfire engine. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 18 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the hellfire engine and is no longer restrained.

Bonemelt Sprayer. The hellfire engine spews acidic flame in a 60-foot cone. Each creature in the cone must make a DC 20 Dexterity saving throw, taking 11 (2d10) fire damage plus 18 (4d8) acid damage on a failed save, or half as much damage on a successful one. Creatures that fail the saving throw are drenched in burning acid and take 5 (1d10) fire damage plus 9 (2d8) acid damage at the end of their turns. An affected creature or another creature within 5 feet of it can take an action to scrape off the burning fuel.

Lightning Flail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one creature. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 22 (5d8) lightning damage. Up to three other creatures of the hellfire engine's choice that it can see within 30 feet of the target must each make a DC 20 Dexterity saving throw, taking 22 (5d8) lightning damage on a failed save, or half as much damage on a successful one.

Thunder Cannon. The hellfire engine targets a point within 120 feet of it that it can see. Each creature within 30 feet of that point must make a DC 20 Dexterity saving throw, taking 27 (5d10) bludgeoning damage plus 13 (2d12) thunder damage on a failed save, or half as much damage on a successful one.

HEZROU

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)
Hit Points 136 (13d10 + 65)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	5 (-3)	12 (+1)	13 (+1)

Saving Throws Str +7, Con +8, Wis +4
Damage Immunities poison
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities poisoned
Senses darkvision 120 ft. passive Perception 11
Languages Abyssal, telepathy 120 ft.
Challenge 8 (3900 XP)

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

Stench. Any creature that starts its turn within 10 feet of the hezrou must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the hezrou's stench for 24 hours.

ACTIONS

Multiattack. The hezrou makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

HOBGOBLIN

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Senses darkvision 60 ft. passive Perception 10
Languages Common, Goblin
Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) slashing damage or 6 (1d10 + 1) slashing damage if used with two hands.

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

HOBGOBLIN CAPTAIN

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses darkvision 60 ft. passive Perception 10
Languages Common, Goblin
Challenge 3 (700 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Leadership (Recharges After A Short Or Long Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

HOBGOBLIN WARLORD

Medium humanoid (goblinoid), lawful evil

Armor Class 20 (plate armor, shield)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+2)	10 (+0)	15 (+2)

Saving Throws Int +5, Wis +3, Cha +5

Senses darkvision 60 ft. passive Perception 10

Languages Common, Goblin

Challenge 6 (2300 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes three melee attacks. Alternatively, it can make two ranged attacks with its javelins.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4+3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Leadership (Recharges After A Short Or Long Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

REACTIONS

Parry. The hobgoblin adds 3 to its AC against one melee attack that would hit it. To do so, the hobgoblin must see the attacker and be wielding a melee weapon.

HOOK HORROR

Large monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 13

Languages Hook Horror

Challenge 3 (700 XP)

Echolocation. The hook horror can't use its blindsight while deafened.

Keen Hearing. The hook horror has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack. The hook horror makes two hook attacks.

Hook. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

HYDRA

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages -

Challenge 8 (3900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

INCUBUS

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 4 (1100 XP)

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

ACTIONS

Claw (Fiend Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., *Hit:* 6 (1d6+3) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft. passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

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

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

ACTIONS

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

LAVA CHILD

Medium humanoid (lava child), neutral

Armor Class 11

Hit Points 60 (8d8 + 24)

Speed 25 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	11 (+0)	10 (+0)	10 (+0)

Skills Athletics +6, Survival +2

Damage Immunities fire; bludgeoning, piercing, and slashing from metal weapons

Senses darkvision 60 ft. passive Perception 10

Languages Common, Ignan

Challenge 3 (700 XP)

Metal Immunity. The lava child can move through metal without hindrance, and it has advantage on attack rolls against any creature wearing metal armor or using a metal shield.

ACTIONS

Multiattack. The lava child makes two attacks: one with its bite and one with its claws.

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

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

LICH

Medium undead, any evil alignment

Armor Class 17 (natural armor)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +10, Int +12, Wis +9
Skills Arcana +19, History +12, Insight +9, Perception +9
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Resistances cold, lightning, necrotic
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 19
Languages Common plus up to five other languages
Challenge 21 (33000 XP)

Legendary Resistance (3/Day). If the lich fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*
1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*
2nd level (3 slots): *detect thoughts*, *invisibility*, *Melf's acid arrow*, *mirror image*
3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *fireball*
4th level (3 slots): *blight*, *dimension door*
5th level (3 slots): *cloudkill*, *scrying*
6th level (1 slot): *disintegrate*, *globe of invulnerability*
7th level (1 slot): *finger of death*, *plane shift*
8th level (1 slot): *dominate monster*, *power word stun*
9th level (1 slot): *power word kill*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

ACTIONS

Paralyzing Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

The lich can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The lich regains spent legendary actions at the start of its turn.

Cantrip. The lich casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each non-undead creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

MAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages
Challenge 6 (2300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:
Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*
1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*
2nd level (3 slots): *misty step*, *suggestion*
3rd level (3 slots): *counterspell*, *fireball*, *fly*
4th level (3 slots): *greater invisibility*, *ice storm*
5th level (1 slot): *cone of cold*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

MEZZOLOTH

Medium fiend (yugoloth), neutral evil

Armor Class 18 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	7 (-2)	10 (+0)	11 (+0)

Skills Perception +3
Damage Immunities acid, poison
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 13
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 5 (1800 XP)

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

Magic Weapons. The mezzoloth's weapon attacks are magical.

Innate Spellcasting. The mezzoloth's spellcasting ability is Charisma (spell save DC 11). The mezzoloth can innately cast the following spells, requiring no material components:

2/day each: *darkness*, *dispel magic*
1/day each: *cloudkill*

ACTIONS

Multiattack. The mezzoloth makes two attacks: one with its claws and one with its trident.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 7 (1d6+4) piercing damage or 8 (1d8 + 4) piercing damage when held with two claws and used to make a melee attack.

Teleport. The mezzoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

MIND FLAYER ARCANIST

Medium aberration, lawful evil

Armor Class 15 (breastplate)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

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

Saving Throws Int +7, Wis +6, Cha +6

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

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 8 (3900 XP)

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

At will: *detect thoughts*, *levitate*

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

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

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

Cantrips (at will): *blade ward*, *dancing lights*, *mage hand*, *shocking grasp*

1st level (4 slots): *detect magic*, *disguise self*, *shield*, *sleep*

2nd level (3 slots): *blur*, *invisibility*, *ray of enfeeblement*

3rd level (3 slots): *clairvoyance*, *lightning bolt*, *sending*

4th level (3 slots): *confusion*, *hallucinatory terrain*

5th level (2 slots): *telekinesis*, *wall of force*

ACTIONS

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

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

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

MINOTAUR

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal

Challenge 3 (700 XP)

Charge. If the minotaur moves at least 10 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 ft. away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12+4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

MINOTAUR SKELETON

Large undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft. passive Perception 9

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12+4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

MUIRAL

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 195 (23d10 + 69)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	18 (+4)	13 (+1)	18 (+4)

Saving Throws Con +8, Int +9

Skills Arcana +9, Perception +6, Stealth +5

Senses darkvision 120 ft., passive Perception 16

Languages Common, Dwarvish, Elvish, Goblin, Undercommon

Challenge 13 (10000 XP)

Legendary Resistance. If Muiral fails a saving throw, he can choose to succeed instead.

Spellcasting. Muiral is a 13th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *prestidigitation*, *ray of frost*, *shocking grasp*
1st level (4 slots): *expeditious retreat*, *fog cloud*, *magic missile*, *shield*
2nd level (3 slots): *darkness*, *knock*, *see invisibility*, *spider climb*
3rd level (3 slots): *animate dead*, *counterspell*, *lightning bolt*
4th level (3 slots): *greater invisibility*, *polymorph*
5th level (2 slots): *animate objects*, *wall of force*
6th level (1 slot): *create undead*, *flesh to stone*
7th level (1 slot): *finger of death*

ACTIONS

Multiattack. Muiral makes three attacks: two with his longsword and one with his sting.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands.

Sting. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage. The target must make a DC 16 Constitution saving throw, taking 27 (6d8) poison damage on a failed save, or half as much damage on a successful one.

MYCONID ADULT

Medium plant, lawful neutral

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	10 (+0)	13 (+1)	7 (-2)

Senses darkvision 120 ft. passive Perception 11

Languages -

Challenge 1/2 (100 XP)

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Fist. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) bludgeoning damage plus 5 (2d4) poison damage.

Pacifying Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 11 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rapport Spores. A 20-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

LEGENDARY ACTIONS

Muiral can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Muiral regains spent legendary actions at the start of his turn.

- **Cast Cantrip.** Muiral casts a cantrip.
- **Lunging Attack (Costs 2 Actions).** Muiral makes one longsword attack that has a reach of 10 feet.
- **Retreating Strike (Costs 3 Actions).** Muiral moves up to his speed without provoking opportunity attacks. Before the move, he can make one longsword attack.

MYCONID SOVEREIGN

Large plant, lawful neutral

Armor Class 13 (natural armor)
Hit Points 60 (8d10 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	13 (+1)	15 (+2)	10 (+0)

Senses darkvision 120 ft. passive Perception 12
Languages -
Challenge 2 (450 XP)

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Multiattack. The myconid uses either its Hallucination Spores or its Pacifying Spores, then makes a fist attack.

Fist. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (3d4+1) bludgeoning damage plus 7 (3d4) poison damage.

Animating Spores (3/Day). The myconid targets one corpse of a humanoid or a Large or smaller beast within 5 feet of it and releases spores at the corpse. In 24 hours, the corpse rises as a spore servant. The corpse stays animated for 1d4 + 1 weeks or until destroyed, and it can't be animated again in this way.

Hallucination Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pacifying Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rapport Spores. A 20-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

NIGHT HAG

Medium fiend, neutral evil

Armor Class 17 (natural armor)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +7, Insight +6, Perception +6, Stealth +6
Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial
Challenge 5 (1800 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect magic*, *magic missile*

2/day each: *plane shift* (self only), *ray of enfeeblement*, *sleep*

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

ACTIONS

Claws (Hag Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A *protection from evil and good* spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic.

NOTHIC

Medium aberration, neutral evil

Armor Class 15 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	13 (+1)	10 (+0)	8 (-1)

Skills Arcana +3, Insight +4, Perception +2, Stealth +5

Senses truesight 120 ft., passive Perception 12

Languages Undercommon

Challenge 2 (450 XP)

Keen Sight. The nothic has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiaction. The nothic makes two claw attacks.

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

Rotting Gaze. The nothic targets one creature it can see within 30 feet of it. The target must succeed on a DC 12 Constitution saving throw against this magic or take 10 (3d6) necrotic damage.

Weird Insight. The nothic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the nothic's Wisdom (Insight) check. If the nothic wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

OGRE

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft. passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

ACTIONS

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

NYCALOTH

Large fiend (yugoloth), neutral evil

Armor Class 18 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	12 (+1)	10 (+0)	15 (+2)

Skills Intimidation +6, Perception +4, Stealth +4

Damage Immunities acid, poison

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 9 (5000 XP)

Innate Spellcasting. The nycaloth's innate spellcasting ability is Charisma. The nycaloth can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*, *invisibility* (self only), *mirror image*

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

Magic Weapons. The nycaloth's weapon attacks are magical.

ACTIONS

Multiaction. The nycaloth makes two melee attacks, or it makes one melee attack and teleports before or after the attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or take 5 (2d4) slashing damage at the start of each of its turns due to a fiendish wound. Each time the nycaloth hits the wounded target with this attack, the damage dealt by the wound increases by 5 (2d4). Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12+5) slashing damage.

Teleport. The nycaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

OGRE BOLT LAUNCHER

Large giant, chaotic evil

Armor Class 13 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft. passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

ACTIONS

Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) bludgeoning damage.

Bolt Launcher. *Ranged Weapon Attack:* +3 to hit, range 120/480 ft., one target. *Hit:* 17 (3d10+1) piercing damage.

OGRE ZOMBIE

Large undead, neutral evil

Armor Class 9

Hit Points 85 (9d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft. passive Perception 8

Languages understands Common and Giant but can't speak

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

ONI

Large giant, lawful evil

Armor Class 16 (chain mail)

Hit Points 110 (13d10 + 39)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

Skills Arcana +5, Deception +8, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

Challenge 7 (2900 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

At will: *darkness*, *invisibility*

1/day each: *charm person*, *cone of cold*, *gaseous form*, *sleep*

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The oni makes two attacks, either with its claws or its glaive.

Claws (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10+4) slashing damage or 9 (1d10 + 4) slashing damage in Small or Medium form.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

PHASE SPIDER

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 32 (5d10 + 5)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +6

Senses darkvision 60 ft. passive Perception 10

Languages -

Challenge 3 (700 XP)

Ethereal Jaunt. As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10+2) piercing damage and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

PIERCER

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

Skills Stealth +5

Senses blindsight 30 ft., darkvision 60 ft. passive Perception 8

Languages -

Challenge 1/2 (100 XP)

False Appearance. While the piercer remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

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

ACTIONS

Drop. *Melee Weapon Attack:* +3 to hit, one creature directly underneath the piercer. *Hit:* 3 (1d6) piercing damage per 10 feet fallen, up to 21 (6d6). *Miss:* The piercer takes half the normal falling damage for the distance fallen.

PRIEST

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Skills Medicine +7, Persuasion +3, Religion +5

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

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

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

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

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

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

ACTIONS

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

QUADRONE

Medium construct, lawful neutral

Armor Class 16 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	11 (+0)

Skills Perception +2

Senses truesight 120 ft., passive Perception 12

Languages Modron

Challenge 1 (200 XP)

Axiomatic Mind. The quadrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the quadrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

ACTIONS

Multiattack. The quadrone makes two fist attacks or four shortbow attacks.

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

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

QUAGGOTH

Medium humanoid (quaggoth), chaotic neutral

Armor Class 13 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Undercommon

Challenge 2 (450 XP)

Wounded Fury. While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

ACTIONS

Multiattack. The quaggoth makes two claw attacks.

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

QUASIT

Tiny fiend (demon), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +5

Damage Immunities poison

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

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

Shapechanger. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft. fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Claw (Bite In Beast Form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/Day). One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

Invisibility. The quasit magically turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.

REMORHAZ

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

Damage Immunities cold, fire

Senses darkvision 60 ft., tremorsense 60 ft. passive Perception 10

Languages -

Challenge 11 (7200 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

ACTIONS

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

Swallow. The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns.

If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

RUST MONSTER

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	13 (+1)	6 (-2)

Senses darkvision 60 ft. passive Perception 11

Languages -

Challenge 1/2 (100 XP)

Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Non magical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

ACTIONS

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

Antennae. The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

SAHUAGIN

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 1/2 (100 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

ACTIONS

Multiattack. The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

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

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

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

SAHUAGIN BARON

Large humanoid (sahuagin), lawful evil

Armor Class 16 (breastplate)

Hit Points 76 (9d10 + 27)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +5, Con +6, Int +5, Wis +4

Skills Perception +7

Senses darkvision 120 ft., passive Perception 17

Languages Sahuagin

Challenge 5 (1800 XP)

Bloody Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

ACTIONS

Multiattack. The sahuagin makes three attacks: one with his bite and two with his claws or trident.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., *Hit:* 11 (2d6+4) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 11 (2d6+4) piercing damage or 13 (2d8+4) piercing damage if used with two hands to make a melee attack.

SAHUAGIN PRIESTESS

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	14 (+2)	13 (+1)

Skills Perception +6, Religion +3

Senses darkvision 120 ft., passive Perception 16

Languages Sahuagin

Challenge 2 (450 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Spellcasting. The sahuagin is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance*, *thaumaturgy*

1st level (4 slots): *bless*, *detect magic*, *guiding bolt*

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

3rd level (3 slots): *mass healing word*, *tongues*

ACTIONS

Multiattack. The sahuagin makes two melee attacks: one with her bite and one with her claws.

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

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

SCALADAR

Huge construct, unaligned

Armor Class 19 (natural armor)

Hit Points 94 (7d12 + 49)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	25 (+7)	10 (+0)	12 (+1)	10 (+0)

Damage Immunities force, lightning, poison

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, paralyzed, poisoned

Senses passive Perception 11

Languages -

Challenge 8 (3900 XP)

Lightning Absorption. Whenever the scaladar is subjected to lightning damage, it takes no damage, and its sting deals an extra 11 (2d10) lightning damage until the end of its next turn.

Scaladar Link. The scaladar knows the location of other scaladar within 100 feet of it, and it can sense when any of them take damage.

ACTIONS

Multiattack. The scaladar makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage, and the target is grappled (escape DC 15). The scaladar has two claws, each of which can grapple one target.

Sting. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 11 (2d10) lightning damage.

SHADOW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Immunities cold, lightning, poison

Damage Resistances acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Vulnerabilities radiant

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft. passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1100 XP)

Incorporeal Movement. The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

SHAMBLING MOUND

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2

Damage Immunities lightning

Damage Resistances cold, fire

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius) passive Perception 10

Languages -

Challenge 5 (1800 XP)

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

ACTIONS

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison

Damage Vulnerabilities bludgeoning

Condition Immunities poisoned

Senses darkvision 60 ft. passive Perception 9

Languages understands all languages it spoke in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

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

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

SHIELD GUARDIAN

Large construct, unaligned

Armor Class 17

Hit Points 142 (15d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 10 ft., darkvision 60 ft. passive Perception 10

Languages understands commands given in any language but can't speak

Challenge 7 (2900 XP)

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

ACTIONS

Multiattack. The guardian makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

REACTIONS

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

SLAAD TADPOLE

Tiny aberration, chaotic neutral

Armor Class 12

Hit Points 10 (4d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	3 (-4)	5 (-3)	3 (-4)

Skills Stealth +4

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft. passive Perception 7

Languages understands Slaad but can't speak

Challenge 1/8 (25 XP)

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

ACTIONS

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

SPECTATOR

Medium aberration, lawful neutral

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	11 (+0)

Skills Perception +6

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 3 (700 XP)

ACTIONS

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

Eye Rays. The spectator shoots up to two of the following magical eye rays at one or two creatures it can see within 90 feet of it. It can use each ray only once on a turn.

1. **Confusion Ray.** The target must succeed on a DC 13 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.

2. **Paralyzing Ray.** The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. **Fear Ray.** The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator is visible to the target, ending the effect on itself on a success.

4. **Wounding Ray.** The target must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

Create Food And Water. The spectator magically creates enough food and water to sustain itself for 24 hours.

REACTIONS

Spell Reflection. If the spectator makes a successful saving throw against a spell, or a spell attack misses it, the spectator can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the spectator. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

STIRGE

Tiny beast, unaligned

Armor Class 14 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft. passive Perception 9

Languages -

Challenge 1/8 (25 XP)

ACTIONS

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

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

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Immunities necrotic, poison

Damage Resistances acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft. passive Perception 10

Languages understands all languages it knew in life but can't speak
Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., or range 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

STONE GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft. passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 10 (5900 XP)

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

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

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5-6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SWARM OF WASPS

Medium swarm of tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft. passive Perception 8

Languages -

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

SWARM OF SPIDERS

Medium swarm (of tiny beasts), unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft. passive Perception 8

Languages -

Challenge 1/2 (100 XP)

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

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

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

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit, one target in the swarm's space. *Hit:* 10 (4d4) piercing damage or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

TROGLODYTE

Medium humanoid (troglodyte), chaotic evil

Armor Class 11 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +2

Senses darkvision 60 ft. passive Perception 10

Languages Troglodyte

Challenge 1/4 (50 XP)

Chameleon Skin. The troglodyte has advantage on Dexterity (Stealth) checks made to hide.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.

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

ACTIONS

Multiattack. The troglodyte makes three attacks: one with its bite and two with its claws.

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

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

TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Senses darkvision 60 ft. passive Perception 9

Languages Giant

Challenge 5 (1800 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

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

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

WATER WEIRD

Large elemental, neutral

Armor Class 13

Hit Points 58 (9d10 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	10 (+0)

Damage Immunities poison

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses blindsight 30 ft. passive Perception 10

Languages understands Aquan but doesn't speak

Challenge 3 (700 XP)

Invisible In Water. The water weird is invisible while fully immersed in water.

Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

ACTIONS

Constrict. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 ft. toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

VROCK

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +5, Wis +4, Cha +2

Damage Immunities poison

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses darkvision 120 ft. passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2300 XP)

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

ACTIONS

Multiattack. The vrock makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10+3) slashing damage.

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

Stunning Screech (1/Day). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

WILL-O'-WISP

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft. passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Consume Light. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of ft. equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTIONS

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., or range 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Immunities necrotic, poison

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft. passive Perception 12

Languages the languages it knew in life

Challenge 5 (1800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

WYVERN

Large dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages -

Challenge 6 (2300 XP)

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6+4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6+4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands all languages it spoke in life but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.

YOCHLOL

Medium fiend (demon, shapeshifter), chaotic evil

Armor Class 15 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	13 (+1)	15 (+2)	15 (+2)

Saving Throws Dex +6, Int +5, Wis +6, Cha +6

Skills Deception +10, Insight +6

Damage Immunities poison

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, Elvish, Undercommon

Challenge 10 (5900 XP)

Innate Spellcasting. The yochlol's spellcasting ability is Charisma (spell save DC 14). The yochlol can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *web*

1/day: *dominate person*

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

Shapeshifter. The yochlol can use its action to polymorph into a form that resembles a female drow or giant spider, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

ACTIONS

Multiattack. The yochlol makes two melee attacks.

Slam (Bite In Spider Form). *Melee Weapon Attack:* +6 to hit, reach 5 ft. (10 ft. in demon form), one target. *Hit:* 5 (1d6 + 2) bludgeoning (piercing in spider form) damage plus 21 (6d6) poison damage.

Mist Form. The yochlol transforms into toxic mist or reverts to its true form. Any equipment it is wearing or carrying is also transformed. It reverts to its true form if it dies.

While in mist form, the yochlol is incapacitated and can't speak. It has a flying speed of 30 feet, can hover, and can pass through any space that isn't airtight. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to nonmagical damage.

While in mist form, the yochlol can enter a creature's space and stop there. Each time that creature starts its turn with the yochlol in its space, the creature must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is incapacitated.

APPENDIX C: TRAPS & HAZARDS

The following effects are used:

FRIGID WATER

Wilderness Hazard

A creature can be immersed in frigid water for a number of minutes equal to its Constitution score before suffering any ill effects. Each additional minute spent in

STRONG WIND

Weather

A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.

THIN ICE

Wilderness Hazard

The ice has a weight tolerance of 3d10 x 10 pounds per 10-foot square area. Whenever the total weight on an area of thin ice exceeds its tolerance, the ice in that area breaks. All creatures on broken ice fall through.

LONG-TERM MADNESS

d100	Effects (lasts 1d10 x 10 hours)
01-10	The character feels compelled to repeat a specific activity over and over, such as washing hands, touching things, praying, or counting coins.
11-20	The character experiences vivid hallucinations and has disadvantage on ability checks.
21-30	The character suffers extreme paranoia. The character has disadvantage on Wisdom and Charisma checks.
31-40	The character regards something (usually the source of madness) with intense revulsion, as if affected by the antipathy effect of the <i>antipathy/sympathy</i> spell.
41-45	The character experiences a powerful delusion. Choose a potion. They imagine that they're under its effects.
46-55	The character becomes attached to a "lucky charm" such as a person or object and has disadvantage on attack rolls, ability checks, and saving throws while more than 30 feet from it.
56-65	The character is blinded (25%) or deafened (75%).
66-75	The character experiences uncontrollable tremors or tics, which impose disadvantage on attack rolls, ability checks, and saving throws that involve Str. or Dex.
76-85	The character suffers from partial amnesia. They know who they are & retains racial traits and class features but don't recognize other people or remember anything that has happened before this madness took effect.
86-90	Whenever the character takes damage, they must succeed on a DC 15 Wisdom save or be affected as if they failed to resist a <i>confusion</i> spell. Lasts 1 minute.
91-95	The character loses the ability to speak.
96-100	The character falls unconscious. No amount of jostling or damage can wake the character.

SHORT-TERM MADNESS

d100	Effects (lasts 1d10 minutes)
01-20	The character retreats into his or her mind and becomes paralyzed. The effect ends if the character takes any damage.
21-30	The character becomes incapacitated and spends the duration screaming, laughing, or weeping.
31-40	The character becomes frightened and must use his or her action and movement each round to flee from the source of the fear.
41-50	The character begins babbling and is incapable of normal speech or spellcasting.
51-60	The character must use his or her action each round to attack the nearest creature.
61-70	The character experiences vivid hallucinations and has disadvantage on ability checks.
71-75	The character does whatever anyone tells him or her to do that isn't obviously self-destructive.
76-80	The character experiences an overpowering urge to eat something strange such as dirt, slime, or offal.
81-90	The character is stunned.
91-100	The character falls unconscious.