Halaster's Hoard



Treasures, Guardians, & Traps

FROM

Christopher Walz, R P Davis, Elise Cretel,
Jeromy Schulz-Arnold, & Luke Monroe

GUILD

INTRODUCTION

An adventurer screams as she's covered in oil pouring from holes in the ceiling, hoping her torch doesn't set it alight. In a dark corner of a cavern lair, a creature unknown to Faerûn's sages slobbers over the thigh-bone of a haughty paladin. Torchlight glitters on a pile of gold coins surmounted by an ornately-carved treasure chest, the lid of which is invitingly ajar.

Welcome to Halaster's Hoard! This compilation of treasures, guardians, and traps is brought to you by a group of the Dungeon Masters Guild's best and most creative authors. We intend it to be a collection of things you can put anywhere in Undermountain, for use with ***Waterdeep: Dungeon of the Mad Mage***, but you can easily use them in any setting. We're confident they'll enhance your game.

Substance and Style. When you first read through this book, you'll notice there is variation in presentation from author to author. This is not a mistake. This is an effort to ensure that the authors remain true to their unique style in their contributions. The result is a work that truly reflects the contributors.

Make it Your Own. Remember, you don't have to use anything in this book as written! You can change, modify, and enhance whatever you choose to best suit play at your table. That said, every contribution in this book, to the best of our knowledge, has never before been seen in a 5th Edition supplement, so your players will be pleasantly surprised.

Balance is Everything. Every effort has been taken to ensure the entries in this book are playable and enjoyable with no further adjustment on your part.

We hope you enjoy what you'll find herein, whether you use it in Undermountain or your own milieu.

R P Davis



This book is dedicated to the memory of Stan Lee, who taught us all how to be heroes as well as create them.

Excelsior!

Halaster's Hoard

CREDITS

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Disclaimer: The production team of this document can verify that everything within the book is as accurate as Halaster would allow it to be whilst it was in the production phase. We cannot verify if any item, spell or creature listed within these pages are where they are stated to be, or if in fact they are actuallly located within Undermountain itself. Last we saw, Halaster was dressed in a red disguise, carrying a big sack overflowing with goodies, leaving Undermountain in a goblin biplane pulled by eight tiny eyewings. Mystra knows what THAT was about.

Merry Christmas (2018)



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MAGIC ITEMS

An archmage as powerful, long-lived, and far-traveled as Halaster Blackcloak has amassed a collection of magic items to rival those of any wizard in the multiverse. Some are trivial, almost mundane. Others are powerful enough to shake the foundations of the world.

Feel free to pepper these items in and around Undermountain, but use caution, for some of them are very powerful indeed, and may unbalance your table's foray into the Mad Mage's domain.

Greedy adventurers should be forewarned -- Halaster, like a dragon, knows to the last spell scroll and potion how many magic items he has, where he's hiding them, and how many charges they've got.

Miscellaneous

Amulet of Mighty Fists

Wondrous itemx, uncommon, rare, or very rare (requires attunement by a monk)

An *amulet of mighty fists* is a smooth, beautiful river rock made into a simple amulet with a leather strap and simple jeweler's tools. It contains the focused essence of a monk's training, created through focused concentration and meditation as a tool to improve martial and mystic abilities.



When attuned to an *amulet of might fists*, you have a bonus to attack and damage rolls with unarmed attacks. In addition, you gain an bonus to your Ki pool. The bonus to attack and damage rolls and the bonus Ki is dependent on the rarity of the amulet, up to +3 to attack and damage and +3 Ki.

Badge of the Berserker

Wondrous item, rare (requires attunement)

These fearsome badges, favored by raging barbarians, have their origins in the far North. Each badge is a tangled knot of teeth, bone, and leathery skin which forms the face of a screaming savage, twisted in wrath. When pinned to clothing or armor, the spirit within the badge transfers to the wearer. Sages theorize that, among primitive tribes in the far North, shamans fashioned these badges to protect favored champions, binding the spirits of fallen warriors into the fetishes to lend their strength and battle fury. It has been hundreds of years since Halaster walked among the savages of the North, and none now know how he came by these badges.

While wearing this badge, when you Rage and use your Reckless Attack, attack rolls against you do not have advantage.

Blackflock Robe

Wondrous item, rare (requires attunement)

The witches of Rashemen are famous for their ability to turn themselves and other people into animals. These cloaks are sometimes worn by powerful witches as defenses. When struck, whether by weapon or spell, they burst into a flock of crows and fly to safety.

While wearing this tattered black cloth, when you are hit by an attack, you can use your reaction to transform into a flock of black birds and fly 40 feet to an unoccupied space you can see. Once you use this ability, you can't use it again until you finish a long or short rest.

Celestial Fire Orb

Wonderous item, very rare (requires attunement)

Chosen weapon of the spell-casting archons who guarded the goddess of Magic, Mystra. Archons are celestial beings in the upper planes and can vary significantly in appearance. Archons glow with a

divine light and when they feel a strong emotion, it can be felt by all in their presence. They are deeply protective of all that is good and will strike down any evil that invades their domain. This orb glows brightly with swirling pearl white energy from the heavens. This orb is surrounded by a magical fiery aura and small embers that evolve around the orb-like little stars. When holding this orb, the clouds above part to allow a shaft of sunlight or moonlight to shine down.

As a bonus action, this orb can be summoned by speaking a command word. Upon summoning the orb, it can be hurled at a designated target. Once thrown, the orb magically seeks its quarry. Select a creature you can see within 200 feet; that creature must make a DC 18 Dexterity saving throw or take 18 (4d8) radiant damage and 7 (2d6) fire damage, half as much if the saving throw is successful. Additionally, if the saving throw fails by 5 or more, the target is blinded until the end of its next turn. Once the attack is resolved or the target moves beyond the orbs maximum range, the orb sublimates into the aether.

This item functions up to 5 times per day, regaining all spent uses each day a dawn.

Cloak of Free Men

Wondrous item, rare (requires attunement)

The Empire of Shade, which ruled over the great Anauroch desert, greatly abused the nomadic Bedine tribes that traveled its dunes. Out of this abuse was born the great hero, Reyyana, who rose from poverty to become the most desirable courtesan in the empire. From this exalted position, she hatched a plot to bring down the empire and avenge the abuses suffered by her people.

When all the Imperial Mages were gathered, Reyyana struck with a secret weapon made for her by the witches of her desert tribe. Her cloak transformed her into a swirling sandstorm that flayed the flesh from those around her. Alas, the mages' magic protected them, but their servants were not so lucky. Though Reyyana was herself slain, she slew dozens of Shade's courtiers, which plunged the empire into turmoil for years, giving her people respite.

A Bedine adventurer who dared Undermountain and did not return added her cloak to Halaster's hoard.

While wearing this cloak, you have advantage on saving throws to avoid levels of exhaustion from traveling in a desert environment.

In addition, as a bonus action, you can activate the cloak to gain concealment as swirling sand and dust surround you. This effect remains for 1 minute or until you dismiss it. While the effect is active, as an action, you can unleash the sand as an attack. Each creature in a 15-foot cube originating from you must make a DC 16 Constitution saving throw; failure results in a creature taking 2d8 slashing damage and is blinded. On a successful saving throw, the creature takes half as much damage and isn't blinded. Once you use this ability, you can't use it again until the next dawn.

The Cowbell of Monstrous Allure

Wondrous item, rare

This strange bell was stolen from a demon cave deep within the Nine Hells. This cave belongs to a strange devil that hoards peculiar enchanted items he finds or steals during his travels in the lower planes. Any time the bell's hideous ring echos within Faerun or on other planes of existence, something random will appear. Devils used this item as a distraction tool to get themselves out of tight situations, to play tricks on demons, and whatever other lawful mischiefs they were up to. The bell does have defects and does not always work as expected.

After ringing the cowbell, one of the following random encounters appear. Roll on **The Cow Bell of Monstrous Allure Table**. After the bell is rung seven times, it vanishes and returns back to the devil cave it was discovered in.

The Cow Bell of Monstrous Allure Table

1d12	*Encounter*
1	1 Werebear
2	1d6 steam mephits
3	1 Trinket
4	1d8 Rust Monsters
5	1d12 skeletons
6	1 young goblin sitting on a log crying
7	1 Falling Net Trap.
8	1d6 Giant Centipedes
9	2 Barbed Devils
10	1 Erinyes
11	1d4 Specters
12	1d4 Will-O-Wisps

Deck of Spells

Wondrous item, very rare (requires attunement by a spell-caster)

Although wizards have a reputation for being ponderous and analytical, not all of them are sensible or indeed sane. Halaster can be most kindly described as eccentric, for example, and his inventions are a testament to the twisted way his

mind works. It is said he created decks of spells as gifts for his apprentices, though sages disagree on whether or not it was a gift or a bane.

A *deck of spells* can bestow great power on a wielder, but it can't be controlled. Some sages say that Halaster meant to create a spellbook that let its user cast spells more often and that randomness was a side effect, while others claim the item was the only possible result of such a deranged mind.

You can use this item as a spellbook. As part of attuning to the deck, your spells magically transfer themselves from your usual spellbook to the cards, and the illustrations thereon change to depict you casting the spell corresponding to the spell written on it. Your old spellbook becomes blank.

When you prepare spells during a long rest, you must choose one at random and prepare it before any others. In addition, as an action, you can choose a card at random from the deck and cast it without spending a spell slot. If the spell requires you to make an attack or check, you have advantage on that roll. If it requires a target to make a saving throw, the target makes its roll with disadvantage. Once you use this power, you can't use it again until you finish a long rest.

The Devout Heart of Mystra

Wondrous item, very rare (requires attunement)

A swirling dark pink tourmaline pendant with the symbol of Mystra. This stone is fitted into silver fitting that has been worked into roses by the steady hands of a Master Silversmith. The pendant hangs from a fine silver chain. Mystra is the Goddess of Magic and is considered the Goddess of Cosmic Balance. It is fabled that the tears of Mystra formed this heart-shaped pendant when Helm struck her down from the heavens for taking a stand against AO. This pendant imbues the wearer with the arcane power and secret knowledge of Mystra and protects them from spell damage.

The wearer gains a +2 to Intelligence and spell resistance.

Divine Solar Orb

Wonderous item, rare (requires attunement)

Chosen weapon of the arcane solars, protectors of Celestia and the other upper planes, these solars are the most powerful of the celestial angels. Solars are so strong, usually only one is sent out to reverse any great imbalance in the cosmos. Anytime a solar strikes, great earthquakes and cosmic energy ripples around them as they hit their enemy with the thunderous might of the gods. These gleaming orbs emit a bright radiant golden light and a glittering gold mist of light around their spheres.

These orbs can be summoned by using a bonus action to speak the command word. Once summoned, the orb sheds bright light in a 20-foot radius and dim light for an additional 10 feet. This orb can be hurled at a designated target. Once thrown, the orb magically seeks its quarry. Select a creature you can see within 200 feet; that creature must make a DC 15 Dexterity saving throw or take 6 (2d10) radiant damage and 3 (1d6) force damage on a failed save, half as much on a success. If the saving throw is failed by 5 or more, the target takes an additional 7 (2d6) psychic damage and has disadvantage on attack rolls and ability checks until the end of its next turn. Once the attack is resolved or the target moves beyond the orbs maximum range, the orb sublimates into the aether, returning back to its owner's hand.

This item functions up to 5 times per day, regaining all spent uses each day a dawn.

Faerie Fire Orb

Wonderous item, legendary (requires attunement)

This orb was housed in the halls of the Summer Queen's Palace. This palace was crafted from a great living tree by the archfey, Oran, known as The Green Lord. Oran is an arch fey of nature and embodies a tall elf touched by the oak tree and vines of the Feywild in appearance. Oran is one of the greatest hunters and fighters in the forests of Sanaliese. This orb was created by archanists in the name of Oran to aid hunters and casters of the Summer Court and the Court of Stars who wanted to make the unseen visible. This fiery orange orb swirls with the iridescence of *faerie fire* and emits magic flames like solar flares from the sun.

As a bonus action, this orb can be summoned by speaking a command word. Upon summoning the orb, it can be hurled at a designated target. Once thrown, the orb magically seeks its quarry. Select a creature you can see within 200 feet; that creature must make a DC 17 Dexterity saving throw or take 22 (4d10) fire damage on a failed save, half as much on a success. Additionally, if the saving throw failed by 5 or more, the target is subject to the effect of a *faerie fire* spell until the end of its next turn. Once the attack is resolved or the target moves beyond the orbs maximum range, the orb sublimates into the aether, returning back to the owner's hand.

This item functions up to 5 times per day, regaining all spent uses each day a dawn.

Faerie Force Orb

Wonderous item, legendary (requires attunement)

This orb was created by the followers of the elven goddess, Aerdrie Faenya, Goddess of Flight, Air, Birds, and Weather. Elves and good-aligned birds, such as the Aarakocra, worship her in hopes of rain and desirable weather. This orb harnesses the mighty winds of Aerdrie for its force energy to strike down enemies with a mighty blow. This orb swirls with beautiful blue hues of the Feywild sky and glittering white clouds. The mists within the orb form visages of birds, griffins, and faerie dragons gliding and dipping through its tiny atmosphere.

As a bonus action, this orb can be summoned by speaking a command word. Upon summoning the orb, it can be hurled at a designated target. Once thrown, the orb magically seeks its quarry. Select a creature you can see within 200 feet; that creature must make a DC 15 Dexterity saving throw or take 13 (2d12) force damage on a failed save, half as much on a success. Additionally, if the saving throw is failed by 5 or more, the target is knocked prone. Once the attack is resolved or the target moves beyond the orbs maximum range, the orb sublimates into the aether, returning back to the owner's hand.

This item functions up to 5 times per day, regaining all spent uses each day a dawn.

Faerie Frost Orb

Wonderous item, legendary (requires attunement)

When the summer prince's heart froze to ice after being heartbroken by the Queen of Winter, everything in the realm of the Fey Winter Court froze over in a wave of the prince's deep sorrow. The perpetual night sky heavily loomed over the realm that became colder and more bitter by the day as the prince began to turn toward evilness in his depression. The *faerie frost orb* was said to be transformed from a summer court orb during this wake of eternal winter and despair. This beautiful orb swirls with dark shades of blues and blacks of the Winter Court's night sky. Delicate illuminated snow quickly revolves around this swirling winter orb and within its inky layers.

As a bonus action, this orb can be summoned by speaking a command word. Upon summoning the orb, it can be hurled at a designated target. Once thrown, the orb magically seeks its quarry. Select a creature you can see within 150 feet, that creature must make a DC 13 Dexterity saving throw or take 5 (1d10) cold damage and 3 (1d6) force damage on a failed save, half as much on a success. Once the attack is resolved or the target moves beyond the orbs maximum range, the orb sublimates into the aether, returning back to the owner's hand.

This item functions up to 5 times per day, regaining all spent uses each day a dawn.

Faerie Lightning Orb

Wonderous item, legendary (requires attunement)

This powerful orb was crafted by the High Mages of the Feywild. The High Mages are a special class of spellcasters who delve deep into magic and arcane studies. Only elves have the ability to tap into High Magic and to become a High Mage. Some high mages are so powerful they can engulf whole cities with their spells, create new spells, or even change the very fabric of the Weave itself. This orb swirls with storms and lightning and an electrostatic aura flickers around this spectacular orb.

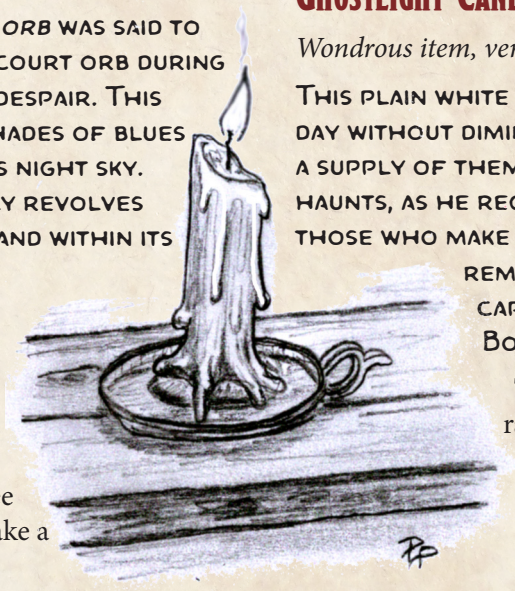
As a bonus action, this orb can be summoned by speaking a command word. Upon summoning the orb, it can be hurled at a designated target. Once thrown, the orb magically seeks its quarry. Select a creature you can see within 300 feet; that creature must make a DC 20 Dexterity saving throw or take 26 (4d12) lightning damage and 5 (1d10) thunder damage on a failed save, half as much on a success. If the saving throw is failed by 5 or more, the target takes an additional 9 (2d8) thunder damage and is pushed 10 feet away from the owner. Once the attack is resolved or the target moves beyond the orbs maximum range, the orb sublimates into the aether, returning back to the owner's hand.

This item functions up to 5 times per day, regaining all spent uses each day a dawn.

Ghostlight Candle

Wondrous item, very rare

This plain white wax candle can burn all day, every day without diminishing. Halaster is known to keep a supply of them in his favorite Undermountain haunts, as he regularly consorts not only with those who make considerable use of magic to remain unseen, but also with beings capable of moving through the Border Ethereal.



The candle sheds bright light in a 20-foot radius and dim light for an additional 20 feet. It never burns down, but it can be extinguished. While the candle is lit,

creatures within 10 feet of it can't be or become ethereal, incorporeal, or invisible.

Gibbering Lump

Wondrous item, rare

Many of Halaster's inventions are quite unsettling. He is, after all, the Mad Mage. The *gibbering lump* is, according to sages, a very pointed example of his insanity and his lucidity. A mass of flesh which twists itself into a grotesque diadem, the item continually changes shape, growing eyes and mouths and losing them just as quickly. A rambling stream of whispered nonsense spouts from its mouths, and barely-seen flickers of light issue from its eyes. These features give the lump an appearance of life, but it lacks even the twisted intelligence of a gibbering mouther.

Those who wear a *gibbering lump* are often thought mad. Some people want to acquire one for just that purpose—to present the appearance of insanity.

While wearing this item, when you are required to make a Wisdom saving throw, you can use your reaction to automatically succeed on the saving throw and force the attacker to take 11 (2d10) psychic damage. Once you use this power you can't use it again until you finish a long rest.

Glove of Storing

Wonderous item, uncommon

A *glove of storing* is a simple tool used primarily for smuggling weapons into places where they do not belong or removing valuables from where they do. While some glove users use it to carry their own weapon, more enterprising individuals have found creative workarounds to the limitations of the glove to arm their entire party.

Outfitters catering to adventurers often carry long roll-up canvas cases with built-in sheaths for all manner of weapons. These cases are inexpensive, and rather cumbersome when used on their own. However, when paired with a *glove of storing*, it can be loaded with weapons, stored, and then opened and unrolled with a quick flick of the wrist, arming one's entire party in a place where they would otherwise be left with much smaller and more concealable weapons.

There is also the apocryphal tale of Randall "Nobrow" Roughnught, halfling alchemist, pyromaniac, and scourge of the Dalelands, who carried around a burlap sack filled with alchemist's fire hidden within his glove. He went on a destructive rampage, scorching towns, crops, and livestock until a paladin of Gond smote him some 50 years ago.

When wearing the glove, one item you can hold in one hand weighing less than 20 pounds is shrunk, placed into stasis, and held at the ready in the palm of the glove, so small as to be invisible. Stored objects have a negligible weight. Objects can be stored and retrieved as a free action.

Gwerlen's Bracelet

Wondrous item, legendary (requires attunement)

Legend tells of a barbarian warrior called Gwerlen who, thousands of years ago and far to the north of Waterdeep, led a warband in battle against an army of werewolves that was plaguing her forest. In the final battle of that conflict, an avatar of Yeenoghu was summoned to fight Gwerlen, and the two engaged in single combat. In the end, Gwerlen sacrificed herself, and Selune took Gwerlen in a burst of moonlight that destroyed Yeenoghu's avatar as well as the rest of the werewolves. A shaman in Gwerlen's warband managed to capture a fraction of that light and turn it into a small bracelet. Ever since, that bracelet helped warriors in their battles against evil lycanthropes. Though her name is largely forgotten, some remember and pay homage to Gwerlen.

Not long ago, Halaster gave *Gwerlen's bracelet* to an adventurer who came to him looking for aid in hunting a wererat, on condition that she return the bracelet to him. She swears she did, so presumably the item is somewhere in his vaults.

While wearing the bracelet, you treat weapons you wield (including ammunition and thrown weapons) as silvered.

In addition, when you hit a shapechanger with a melee weapon attack, you can use your bonus action to force that creature to revert to its natural form. The creature must make a DC 15 Charisma saving throw; failure results in the creature reverting to its natural form and can't use spells or abilities which allow it to change shape for 1 hour. Once you use this power, you can't use it again until you finish a long rest.

The Heart of Mystra

Wondrous item, rare (requires attunement)

A swirling alexandrite pendant with the symbol of Mystra. This stone is fitted in a golden setting that has small arcane symbols delicately engraved into its surface. This pendant hangs from a glistening golden chain. Mystra is the Goddess of Magic and is considered the Goddess of Cosmic Balance. It is fabled that the tears of Mystra formed this heart-shaped pendant when Helm struck her down from the heavens for taking a stand against AO. This pendant imbues the wearer with the arcane power and secret knowledge of Mystra and minor protects them from spell damage.

You gain a +1 bonus to your Intelligence score. In addition, you gain resistance to five spell types of your choice. Choose from acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

Illusionist's Gloves

Wondrous item, uncommon (requires attunement)

Many hedge wizards are content to spend their lives performing simple illusions, whether to cheat and steal or to amuse people for profit. Galninn, one such spellcaster, owned a pair of magic gloves handed down from father to son through his family from a powerful illusionist ancestor. However, Galninn was far less skilled at magic than his talented ancestor and barely scratched a meager living in a traveling circus. One day, Galninn fell in with a band of adventurers who decided to try their mettle in Undermountain.

Halaster noticed Galninn's gloves and was curious about them. The Mad Mage trapped the poor hedge wizard in a maze of illusions, where Galninn wandered until he collapsed and died from dehydration. Halaster took the gloves, studied them briefly, then cast them aside, forgotten once he'd learned their secrets. They remain in a drawer somewhere in Undermountain, waiting for someone to find them.

While wearing the gloves, targets of your illusion spells have disadvantage on saving throws to avoid their effects.

Jar of Angry Bees

Wonderous item, rare (requires attunement)

The jar of angry bees is a clear alchemically treated glass jar filled to the brim with angry clockwork bees and sealed with an easy to open lid. They were created by a retired warforged druid, an interplanar traveler from the far-off world of Eberron, who now makes his home in the Dalelands, raising the bees and selling jars of them to those who can afford the beasties. When released, the bees will attack your enemies with savage fury, stinging relentlessly with polished brass stingers and injecting them with an acidic poison. They will fight for you for up to one hour a day. It is not recommended that you shake the jar, taunt the bees, or otherwise antagonize them, as they hold a grudge, and do not forget. If you should ever do these things and become unattuned to the jar of angry bees, the bees will come after you at the first possible chance. You have been warned.

As an action, you can open the jar and summon two swarms of **angry clockwork bees** (see Sidebar). The bees are friendly to you and your companions. Roll initiative for the bees as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise, take no actions. They can operate for up to one hour, after which they must return to the jar to recharge. Once you use the jar, you can't use it again until the following dawn.

Angry Clockwork Bees

Medium swarm of tiny constructs, neutral

Armor Class 14 (natural armor)

Hit Points 22 (5d8)

Speed 5 ft, fly 40 ft.

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

Skills Perception +3

Damage Resistances bludgeoning, piercing, and slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages Common

Challenge 1 (200 XP)

Covered in Bees! At the start of its turn, the swarm 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.

Immutable Form. Angry clockwork bees are immune to any spell or effect that would alter its form.

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 bee. The swarm can't regain hit points or gain temporary hit points.

Actions

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has less than half its HP. On a successful hit, a creature must make a DC 13 Constitution saving throw or take 3 (1d6) acid damage at the beginning of its next turn, or none on a successful one. The creature continues to take 3 (1d6) acid damage on the beginning of its turn until it successfully makes the DC 13 Constitution saving throw.

Magic Pants of Invisibility

Wondrous item, rare

In the shadows of Faerun, a dark mage society lurks with an agenda for political and economic gain. The Arcane Brotherhood of like-minded mages will use any means to maintain their foothold of power in Luscan. As part of their campaign toward spreading their power, they assigned young wizard apprentices of the Arcane Brotherhood to help with research enchanting items to assist these secretive dark mages with their military and political conquests. One experiment was to enchant items with permanent invisibility to aid the brotherhood with assassination attempts of high ranking officials in the city of Luscan. These pants were an experimental failure, but a great prank to pull on your wizard or rogue friends.

While wearing these pants, only items covered by these pants are invisible.

Medallion of the Mind

Wondrous item, very rare (requires attunement)

The purple gem at the heart of this medallion glows softly when outside thoughts take root in the minds of others. Sages think *medallions of the mind* were first fashioned by human followers of githzerai monks at a monastery on the Astral Plane called Tellac Moh, in order to help them unlock the mysteries of the mind. Small silver pendants were fashioned for each pupil, each with a stylized eye set with an amethyst imbued with psionic power, given to non-githzerai acolytes as tools to aid in learning psionic methods and practices. All existing medallions were thought lost when Tellac Moh was destroyed by a mind-flayer attack, but a few have recently surfaced in Waterdeep, clearly having come from Undermountain. Not even the Blackcloak has any idea how Halaster got hold of the medallions or the secret of making them, but the Lords of the City, Open and Masked, would give much to ensure all the medallions are rounded up and, if not destroyed, or at the very least locked securely away.

While wearing the medallion, you have advantage on Insight checks and can communicate telepathically with any creature you can see. Those willing to communicate with you can send thoughts back to you, allowing two-way communication. This telepathic communication fulfills the requirement of an ability or spell that a target be able to hear you.

In addition, when a melee attack misses you, you can use your reaction to grant your allies advantage on attacks targeting the creature which missed you, as though using the Help action. Once you use this ability, you can't use it again until you finish a long rest.

The Mighty Orb of Talos

Wonderous item, legendary (requires attunement)

Talos is the God of Storms and Destruction. He is a chaotic evil god who impulsively acts upon his rage and creates massive amounts of destruction for any who cross his path. Talos has also been called The Destroyer or The Storm Lord. Talos attempted to learn the arts of destructive magic and usurp the power of the Weave from Mystra, but the Goddess of Magic quickly put a stop to him. It is fabled that Talos created this magic weapon for a special order of his priests that guarded one of his great Towers of Ruin. Others believe the orb was created by a mysterious group of wizards called Lords of Tempest who serve Talos. This orb swirls with the waves of mighty oceans and storms of the sea. When this orb is summoned, storm clouds will begin to develop and swirl above.

As a bonus action, this orb can be summoned by speaking a command word. Upon summoning the orb, it can be hurled at a designated target. Once thrown the orb magically seeks its quarry. Select a creature you can see within 200 feet, that creature must make a DC 17 Dexterity saving throw, taking 19 (3d12) lightning damage on a failed save, and half as much damage on a successful one. Additionally, if the saving throw is failed by 5 or more

the target is stunned until the end of its next turn. Once the attack is resolved or the target moves beyond the orbs maximum range, the orb sublimates into the aether.

This item functions up to 5 times per day, regaining all spent uses each day a dawn.

The Mirror of Disenchantment

Wondrous item, rare

A beautiful metal mirror with roses and vines wrapping about the mirror face and handle. It is a magic mirror that reflects great horrors. It is rumored that adventurers found this mirror in an abandoned house in Barovia. It was said that the mirror was left out by a vampire to deter intruders and to help him paralyze his next meal. This cursed mirror has been passed from market to market and eventually locked in a vault to prevent any further troubles.

Any person or creature looking into this mirror will see grotesque distortions of their reflection. They may see disfiguring acne, warts, burrowing insects, old age, or other horrors. The creature who looks into the mirror must make a DC15 Wisdom saving throw or be paralyzed with horror for 1 hour.

Monk's Belt

Wonderous Item (belt), very rare (requires attunement by a monk)

A *monk's belt* is a simple belt made from woven cords. It's simple utility belies its strength, as a monk wearing one is often at the pinnacle of their mystic and martial prowess. It enhances their abilities, making them stronger, faster, and more agile than normal.

When attuned to a *monk's belt*, you gain +1 to your AC when you are wearing no armor, your movement speed increases by 5 feet, your unarmed damage die increases by one type, and creatures struck by your Stunning Fist have disadvantage on their Constitution saving throw.

Olfactory Glasses

Wondrous item, uncommon (requires attunement)

The original glasses were rumored to have been created by an eccentric adventurer who collected wildflowers and made perfumes to sell in the markets of Waterdeep. He adventured high into the mountains, through hot deserts, and into the deepest jungles to find the most exotic and interesting flowers and plant oils to add to his perfumes. He had a vast laboratory of glassware full of bubbling concoctions he would later turn in fragrances and lotions for the ladies and gentlemen of Waterdeep. Various 'knock-off' copies have been created since that time.

These glasses allow you to see smells up to 50 feet away. The aura color of the smell varies on a color scale of green to pink, pink being smells you find positive and green being smells you find noxious. These glasses do not identify smells.

Orb of Astraea

Wonderous item, legendary (requires attunement)

This orb was created by the aasimar wizard Astraea, who studied the arts of spell casting, alchemy, and enchantment. After years of adventuring through Faerun, she traveled to the upper planes to learn more about her Celestial heritage and to expand

> I hear Blackstaff was lucky enough to find one of those. Many believe that when he disappeared, he left it behind in that rotting tower of his. I've been all through that place and haven't found it yet. I wouldn't recommend going there though; lots of traps.

her knowledge on the arcane arts. She journeyed to the monasteries and temples in Solania on Mount Celestia where she began learning the craft of enchanting magic items. While working with the monastery monks of Moradin, she crafted this radiant magic item. This orb swirls with radiant white energy with wisps of blue weaving throughout the orb. A frosty mist of soft heavenly light radiates around the orb when held.

As an action, you summon this orb by speaking a command word. As part of summoning the orb, you can hurl it at a target. Make a ranged spell attack against a target you can see within 120 feet of you. On a hit, the target takes 5 (1d10) cold damage and 3 (1d6) radiant damage. Once the attack is resolved, the orb sublimates into the aether.

This item functions up to 5 times per day, regaining all spent uses each day a dawn.

Orb of Storms

Wondrous item, legendary (requires attunement)

An *Orb of Storms* is a crystal ball that contains a violent aether storm. Multi-colored lightning

flashes within the translucent hurricane inside. The stunning visual display itself is a reason to covet one of these treasures but once attuned, its full potential is realized: This item allows the user to recharge other magic items.

As an action, you can hold the orb near another magic item and speak the command word. When you do, a brilliant flash of pure white lightning strikes the item targeted by the orb. This lightning does no damage to the item but the item does regain 1d3 charges or uses. The target item of this effect must be a magic item that can regain charges or uses. The item cannot regain more than its maximum charges or uses; additional charges or uses are lost. The lightning from the *orb of storms* does not deal damage and cannot target creatures. Once you use the orb, you cannot use it again until the following dawn.

Orb of Vecna

Wonderous item, legendary (requires attunement)

It is fabled that Vecna, a powerful evil wizard, and a lich, created this magical weapon deep within the caves of the Serpent. Vecna quested for arcane knowledge and learned the art of enchantment. He pulled magic from all of the dark corners of the lower planes to create this swirling black orb.

As an action, you summon this orb by speaking a command word. As part of summoning the orb, you can hurl it at a target within 300 feet of you. That creature must make a DC 17 Dexterity saving throw or take 18 (3d12) necrotic damage, half as much if the saving throw is successful. If the saving throw is failed by 5 or more, the target takes an additional 9 (2d8) poison damage and is poisoned until the end of its next turn. Once the attack is resolved or the target moves beyond the orb's maximum range, the orb sublimates into the aether, returning back to the owner's hand.

This item functions up to 5 times per day, regaining all spent uses each day a dawn.

Philosopher's Crown

Wondrous item, uncommon (requires attunement)

Another example of a minor item Halaster made (or caused to be made) for his lesser servants, these intricate golden crowns are eminently useful, as they ensure that the breadth of the wearer's knowledge is unparalleled. As such, they are much sought after by adventurers. There is a possibility a spellcasting minion of the Mad Mage's will be wearing one of these items or have one in its possession when an adventurer encounters it.

While wearing the crown, you have advantage on Arcana, History, Nature, and Religion checks. In addition, if you make one of the above skill checks and dislike the result, you can reroll the die. You must use the second result. Once you use this power, you can't use it again until you finish a long rest.

Snaketongue Robe

Wondrous item, rare (requires attunement)

Halaster has attracted all manner of despicable opportunists to Undermountain, including human worshipers of the serpent god Sseth. These snaketongue cultists perform rituals to transform themselves into more snakelike forms, much to the pleasure of their yuan-ti masters. *Snaketongue robes* enhance the exploits of snaketongue cultists. Yuan-ti create *snaketongue robes* for cultists who have performed exceptional deeds in Sseth's name. Possession of a *snaketongue robe* by a non-cultist marks the wearer for death by the cult.

While wearing this robe, which has a pattern and feel of tiny scales on its surface, you gain certain qualities of a serpent. You have resistance to poison damage and advantage on saving throws to avoid the Poisoned condition. In addition, you can use your bonus action to move up to half your speed without incurring opportunity attacks. Once you use this ability, you can't use it again until you finish a long rest.

Solar Orb

Wonderous item, uncommon (requires attunement)

These powerful magic orbs used by the solars in the upper planes. Solars are massive angelic beings who uphold good and are protectors of deities and creatures of their good-aligned realms. They possess an otherworldly beauty and have metallic muscular figures. Solar orbs have been enchanted with the divine powers of the solar. These orbs emit a beautiful heavenly light and create a small supernova of radiant energy on impact.

As an action, you summon this orb by speaking a command word. Once summoned, they shed bright light in a 10-foot radius and dim light for an additional 10 feet. As part of summoning the orb, you can hurl it at a target. Make a ranged spell attack against a target you can see within 150 feet of you. On a hit, the target takes 6 (1d12) radiant damage and 3 (1d6) force damage. Once the attack is resolved, the orb sublimates into the aether, returning back to the owner's hand.

This item functions up to 5 times per day, regaining all spent uses each day a dawn.

Solar Orb of the Fire~Bearer

Wonderous item, very rare (requires attunement)

These orbs are wielded by the mighty solars called the Fire Bearers. They study the secret arcane texts regarding the elemental forces of fire within the Weave. They are capable of crafting beautiful fiery magic and will use it to ward off any evil that invades the upper planes. These solars carry great silver staves mounted with a stone that emits magical fire and carry power magic orbs. It is rumored they have learned the great secrets of the flame from Mystra herself and were able to capture some of their hidden magic within their fiery solar orbs.

As an action, you summon this orb by speaking a command word. Once summoned, these orbs shed a bright light in a 30-foot radius and a dim light for an additional 10 feet. This orb can be hurled at a target you can see within 300 feet of you. Once thrown, the orb magically seeks its quarry. The target must make a DC 17 Dexterity saving throw, taking 13 (2d12) radiant damage and 9 (2d8) fire damage on a failed save, and half as much damage on a successful one. Any creature within 10 feet of the target takes 9 (2d8) fire damage. Once the attack is resolved, the orb sublimates into the aether, returning back to your hand.

This item functions up to 5 times per day, regaining all spent uses each day a dawn.

Solar Orb of Viyrn

Wonderous item, legendary (requires attunement)

This legendary orb was created to capture the power of the solar, Viyrn. Viyrn was one of the protectors of Mount Celestia and supported the god Tyr. Viyrn is over 500 ft tall and has a massive wingspan that spreads wide across the heavens of the upper planes. He glows with a bright blue aura and wields a great magic sword with lightning crackling along its perfectly crafted blade. Mystics created this orb in Viyrn's name. This blue orb swirls brightly like the skies of Mount Celestia and is surrounded with an electric radiant light.

As an action, you summon this orb by speaking a command word. Once summoned, these orbs shed a bright light in a 40-foot radius and a dim light for an additional 10 feet. This orb can be hurled at a target you can see within 300 feet of you. Once thrown, the orb magically seeks its quarry. The target must make a DC 20 Dexterity saving throw, taking 13 (2d12) radiant damage and 11 (2d10) lightning damage on a failed save, and half as much damage on a successful one. Any creature within 30 feet of the target takes 9 (2d8) thunder damage. Once the attack is resolved, the orb sublimates into the aether, returning back to the owner's hand.

This item functions up to 5 times per day, regaining all spent uses each day a dawn.

Soul Shard Talisman

Wondrous item, very rare (requires attunement)

Certain giants are known for their soul shrouds, the magical protection they make from souls they harvest from fallen foes. Small pieces of a slain giant's shroud can be enchanted to make *soul shard talismans*, which duplicate the nature of the soul shroud though with far less power.

It is unknown how Halaster acquired a talisman, but reports from adventurers who have encountered the Mad Mage indicate he wears one from time to time.

This black metal pendant emits a wisp of blue smoke when a soul is trapped inside it. When you slay a foe in combat, its soul is temporarily trapped inside the talisman. This is both a boon and a burden to you, for while you can release the soul to heal yourself, until you do so, unpleasant memories and mental images from the trapped soul seep through the amulet into your mind, ending only when the soul is released.

While wearing this talisman, you have disadvantage on Wisdom saving throws. In addition, when you reduce a living creature to 0 hit points, the talisman gains a charge.

There is no limit to the number of charges it can gain, but it resets to 1 charge each dawn.

As a bonus action, you can expend 1 charge from the talisman and regain 3d6 hit points plus additional hit points equal to 4 times the number of charges remaining in the talisman.

Spiderweb Robe

Wondrous item, rare (requires attunement)

The drow are merely one race Halaster drove out of his domain of Undermountain. He collected many of these robes from slain drow and occasionally gives them to his servants as rewards or tools for specific tasks. These light, thin robes are woven from the silk of giant spiders and carries a hint of the power of those arachnids.

While wearing this robe, you have resistance to poison damage. In addition, when a creature hits you with a melee attack, you can use your reaction to cause the robe's magic to coat that creature with sticky webs. The creature must make a DC 15 Dexterity saving throw; failure results in the creature becoming Restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a DC 15 Strength check; success indicates the creature is no longer restrained.

The Tear of Mystra

Wondrous item, uncommon (requires attunement)

A swirling aquamarine pendant with the symbol of Mystra. This stone is inlaid into a simple setting and hangs from a pretty blue, beaded necklace. Mystra is the goddess of magic and is considered the goddess of cosmic balance. It is fabled that the tears of Mystra formed this pendant when Helm struck her down from the heavens for taking a stand against AO. This pendant imbues the wearer with the arcane power of Mystra and protects them from some spell damage.

> I lost one of these in my garden once. I have many poisonous plants in my garden you see. Anyway, a few days later, I found it on a vine of my climbing roses. She's not my favorite, that one; very antisocial.

You gain resistance to two spell types of your choice. Choose from acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

Timeless Locket

Wondrous item, very rare (requires attunement)

This platinum disk, inside a golden locket, helps you make the most of each moment. The locket's case features numeric engravings, geometric shapes, and arcing lines on both sides. Opening a clasp at the bottom reveals a glass face within which is a set of tiny gauges. Each gauge is a circle of runes and numbers arranged around a central post that has moving hands attached to it, which point to a rune, sigil, or number. Dials set around the edges allow you to adjust the hands to different positions as desired. Through the lattice of the platinum disk, you can see clockwork gears spinning away, driving the moving hands.

A *timeless locket* is an accurate timepiece that always shows the correct time at your location. The locket also steals tiny slices of time and stores those borrowed moments for when you need them most.

While wearing the locket, you have a +1 bonus to your Initiative rolls. In addition, you can use a bonus action to take a full action. Once you use this ability, you can't use it again until the next dawn.

Trumwin's Bracers

Wondrous item, rare

Trumwin was a trusted aide of Halaster's before the Spellplague, a master thief who conducted delicate missions for his master on the streets of Skullport and Waterdeep. Often these missions required Trumwin to cause a person to meet their demise in an immediate, abrupt way. Halaster crafted these matte-black, metal bracers to help his servant meet that need. Sages say that, since then, the Mad Mage has made copies of the original bracers for other servants.

While wearing the bracers, when you have advantage to attack a living creature and score a hit, the attack deals 1d10 extra necrotic damage against that creature. You also regain a number of hit points equal to the result of the extra damage roll.

The Tunic of Many Leaves

Wondrous item, rare (requires attunement by a druid)

The *tunic of many leaves* can manifest in a vast array of green or fall-colored leaves. This item was created by a secretive order of Druids called

the Druids of the Tall Trees, who live in the sacred groves of the High Forest. They used enchanted leaves from sacred oak trees blessed by Obad-Hai to craft this beautiful tunic. This tunic was created to better protect Druids of sacred groves from intrusion and to help them guard the Tall Trees.

While wearing the tunic, the tunic has an illusion of enchanted leaves fluttering and falling about you, giving you the benefits of a *blur* spell. In addition, as a bonus action you can cast the *misty step* spell, causing you to disappear in a swirl of leaves.

The Unsleeping Eye of the Golden Dragon

Wonderous item, legendary (requires attunement)

The unsleeping eye of the golden dragon is a perfectly smooth crystal orb that replaces one of your eyes in a painful procedure that grants the attuned owner some amazing powers of the great dragons. The eye grants supernatural vision, awareness, and vigilance. Wearing the eye also marks you as an ally to the good-aligned metallic dragons and the platinum dragon Bahamut, and an enemy to Tiamat and her Cult of the Dragon.

When attuned to the *unseeing eye of the golden dragon*, you do not require sleep and are immune to all effects that would put you to sleep. In addition, you have advantage on all initiative rolls and cannot be surprised unless you are incapacitated. You also gain *true seeing* out to 30 feet and have advantage on all Wisdom (Perception) checks. You have advantage on rolls in social situations with good-aligned dragons, and advantage on Charisma (Intimidation) checks with evil-aligned dragons and their allies.

Rings

Crown of the Dream King

Ring, very rare (requirs attunement)

This ornate golden ring looks like a tiny crown, complete with miniature jewels. This ring's name comes from an ancient children's tale. In it, a young girl rescued the King of Dreams from nightmares that haunted him, and in gratitude, he gave her his crown. Because the King of Dreams was no bigger than the girl's small hand, the crown was just large enough for her to wear as a ring. It protected her dreams from that night on, and she lived happily ever after.

Waterdhavian sages suspect there is some truth to this story since the rings associated with it originated in the Feywild, which is said by the eladrin to be the dream of the Material Plane.

> These are easy to make; they just take time. Time and a steady hand. I like to have a glass or two of Falstern's Giggle-berry wine before I start; you know, so my hands stop shaking.

The Blackstaff's apprentices think Halaster somehow learned how to make these rings, for he and his apprentices have been known to wear them, especially whenever illithids are around.

While wearing this ring, you have advantage on saving throws against illusions and being charmed, and magic can't put you to sleep. In addition, you are resistant to psychic damage.

Greater Ring of Antidote

Ring, very rare (requires attunement)

These precious platinum rings have an onyx spider with an hourglass made of rubies set upon a fine crystal mesh of webs. These stunning rings are a real treasure as they render the wearer nearly immune to poisons. Not everyone can afford such protection, even though their profession may require it. Most poisoners make due with the lesser version. This ring is a favorite of paranoid guild masters and rich, eccentric despots.

Once attuned to a *greater ring of antidote* and while wearing it, you have a near immunity to poison. You have advantage on Constitution saving throws to avoid being poisoned or to reduce additional poison damage as a result of an attack, spell, or other effects. Additionally, as a bonus action, you may expend 1 charge from the ring to immediately end the Poisoned condition on yourself. You may do this even if you have already attempted a Constitution saving throw to end the condition this turn.

The ring has a maximum of 2 charges and regains both charges at dawn.

Construction: 50,000, 1 Onyx worth 50 gp, 1 Quartz worth 50 gp, 2 Rubies worth 5,000 gp.

This ring is made of platinum. The onyx must be carved into a spider shape and two triangular fittings set in its abdomen. The rubies must be set in the abdomen. Next, the web design is carved out of the quartz and the ring is forged and assembled. Once the ring is made (DC 25 Arcana), it must have the *protection from poison* spell cast on it twice a day for 20 days.

Lesser Ring of Antidote

Ring, rare (requires attunement)

These fetching silver rings are engraved with the design of a spider in a web. A red hourglass (two triangular fire opals) adorns the belly of the arachnid. The ring is a solid piece with the stones in a bezel setting. These rings are highly prized by those who make and use poisons, as they help alleviate the toxins' effect.

Once attuned to a *lesser ring of antidote* and while wearing it, you have a heightened resistance to poison. You may roll 1d4 and add the result to the total for Constitution saving throws to avoid being poisoned or to reduce additional poison damage as a result of an attack, spell, or other effects. This must be done before the outcome is determined. Additionally, you may expend 1 charge from the ring to reroll a failed Constitution saving throw to avoid being poisoned, to end the poisoned condition, or to reduce additional poison damage as a result of an attack, spell, or other effects.

The ring has a maximum of 3 charges and regains all charges at dawn.

Construction: 5,000gp, 2 fire opals worth 1,000gp.

This ring is made of pure silver and must have two triangular bezel settings. Once the ring is crafted (DC 20 Arcana), the ring must have *protection from poison* cast on it once a day for 10 days. The item must then be placed in a bath of *holy water* or *sweet water* for 10 days, after which it is ready for use.

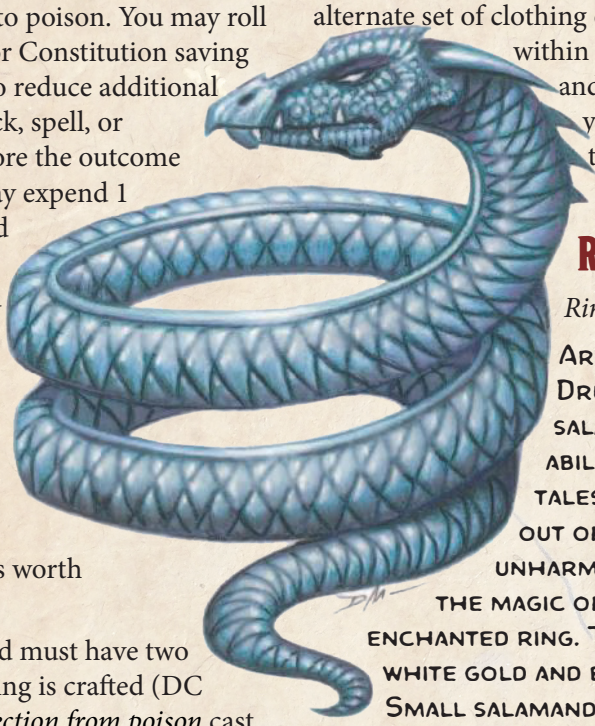
Ring of Arming

Ring, rare (requires attunement)

Rings of Arming are extremely popular among royal bodyguards, assassins, and heavily armed and armored adventurers. They allow for one set of clothing or armor and the associated weapons to be stored in an extradimensional space within the ring, then swapped at will with one's current clothing. It only takes a moment to go from wearing your finest silk suit in the midst of a royal ball to your suit of enchanted adamantine full plate and a vorpal greatsword, if the situation calls for it. The rings allow for situationally acceptable choices of clothing to be worn while having the security of your heaviest armor and weapons available at all times.

Rings of arming are made to appear so simple and nondescript as to go unnoticed when worn in public. Most are simple bands of gold or silver, with the spellwork inscribed around the interior of the ring. They are rare enough that most guards won't recognize them, but in more secure areas where the paranoid and wealthy tread they are more likely to be noticed by well-trained guards who don't appreciate its utility.

While wearing a *ring of arming*, you may use an action to instantly store the weapons and armor you currently have equipped inside the ring, swapping them with whatever alternate set of clothing or arms and armor you have stored within the ring. You are instantly equipped and dressed in the alternate set of gear you have stored in the ring. Items that must be held appear at your feet if you don't have a free hand.



Ring of the Blue Salamander

Ring, rare

Around campfires in Faerun, Druids tell stories of the salamander and their magic abilities to resist fire. There are tales of salamanders running out of the flames of campfires unharmed. Druid arcanists harnessed the magic of the salamander within this enchanted ring. This ring is made of blue-tinted white gold and encrusted with sapphires. Small salamanders have been engraved around the band.

This ring has 4 charges. While wearing it, you can expend 1 of its charges to cast the *fire shield* spell. In addition, while the ring's magic is active, any weapon attack you make deals an additional 1d6 fire damage on a hit.

Ring of Enduring Arcana

Ring, very rare (requires attunement by a sorcerer, warlock, or wizard)

The identity of the original creator of the Ring of Enduring Arcana has been lost to history. The formula has been reproduced many times over, replicated and spread throughout the Realms. It became a common sight in high-level wizard duals (circa 350 DR) and was considered an indispensable tool for any magician engaged in regular duels. As with many of the most potent of magical items, its function is simple and straightforward. The magician utilizing the ring gains a deep insight into the Weave, increasing their abilities to counter enemy spells and magical effects. While it's easy

to find a formula for Rings of Enduring Arcana and the magic involved in its creation is basic spellcraft, care and refinement are required for the magic to be layered carefully over a long period of time, ensuring the potency of the enchantment.

While wearing the ring, you have advantage on all spellcasting attribute rolls made when casting *dispel magic* or *counterspell* to disrupt a spell of higher level than the slot than it was cast. In addition, all attempts to use *counterspell* or *dispel magic* on your spells are rolled at disadvantage when a roll is required.

Ring of Research

Ring, rare (requires attunement)

A simple gold or silver ring set with a glittering gemstone. Sometimes these rings have a phrase or name engraved inside the band. This ring allows the wearer to find the right page within a scroll, book, or document containing the answer to a question they seek when they are in a library or similar facility that contains the answer. Many adventurers who value research and the arcane arts seek out such rings to aid them on their quest for knowledge.

This ring gives advantage to Intelligence (Investigation) checks when searching through written texts for answers to proposed questions.

Shadowfell Signet

Ring, very rare (requires attunement)

This black ring of some unknown, dense metal the symbol of the Raven picked out in silver. Generations ago, servants of the Raven Queen founded a temple within the Shadowfell. It served the goddess well, for it helped the dead cast aside the shackles of their past lives to move on to what lay beyond. The temple's priests, who were fierce enemies of the undead, forged signet rings from the dark metal they mined while excavating the temple's and used them as tokens when dealing with the dead.

Endings come to all things in the Shadowfell, and the temple was no different. Some sages say the priests dug too deep and woke something that was best left in slumber. Irrespective of what actually happened, with the fall of the temple, much of its lore was lost. But a handful of devotees kept the secret of the signets safe and shared it with those they deemed worthy.

It is known that Halaster journeys where he will, whether in Undermountain or from plane to plane. At least one of his servants has been known to wear a *Shadowfell signet*, though how Halaster came by it is a mystery.

While wearing this ring, you have resistance to necrotic damage. In addition, you are immune to the Life Drain abilities of undead and fiends.

Rods

Rod of Silver Rain

Rod, very rare (requires attunement by a warlock of the Archfey)

Periodically, a rain falls across the Feywild which coats the land in shimmering silver. This special rain invokes a celebration among good fey, who see it as a good omen, and dread among the wicked fey, who hate it for the goodness it portends. After one such rain, an eladrin warlock collected a pool of the rain and transformed it into a magical rod of considerable power, a tool to both celebrate life and fight the dark fey. The evil fey stole the rod under cover of night and fled with the rod to their dark stronghold, where they attempted to destroy it. Unable to do so and pained by its mere proximity, they cast it into the Shadowfell. Lesser copies of that first rod have been created, but the good fey have been searching for the original ever since.

While holding the rod, you can use an action to cast one of the following spells from it: *detect evil and good, protections from evil and good.*

Mass Hex. As an action, you can curse multiple enemies. Choose a point within 90 feet of you that you can see. Each creature you designate in a 20-foot radius centered on that point must make a Charisma saving throw; failure results in a creature taking 1d10 necrotic damage at the start of each of its turns and weapon attacks against it have advantage. This effect lasts for 10 minutes or until you use an action to end it.

Torch of Misery

Rod, very rare (requires attunement by a warlock)

Sickly green flames flicker from the end of this black and gold wand, which you can use as

an arcane focus. Warlocks engaged in pacts with fiends and beings from the Far Realm use these fell rods, which are created to mock the warmth and comfort of flame, and instead invoke the horror of torture and death. It is said Halaster somehow wrested several *torches of misery* from cambion warlocks infesting Hellfire Keep, though this has been impossible to confirm.

While holding this rod, you gain a +1 bonus to spell attack rolls, and you ignore half cover when making a spell attack. In addition, when you hit an enemy with an attack which deals fire or necrotic damage while using this rod, you have advantage on your next attack roll against that enemy.

Staffs

Elite Staff of Vecna

Weapon (staff), very rare (requires attunement)

An old metal staff covered in strange symbols of a lost language is fabled to be wielded by the Keepers of the Forbidden Knowledge. The Keepers worshiped Vecna for his secrets rather than for his evil deeds. They keep hidden libraries full of tomes on arcane secrets, lore, and other coveted knowledge of the realms. The Keepers wielded these power staffs to aid them on their quest for hidden knowledge and to protect their literary sanctuaries.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. In addition, the staff has 10 charges. While holding it, you can expend 1 of its charges to fire a necrotic bolt at your foe. Make a ranged spell attack against a target you can see within 150 feet of you. On a hit, the target takes 3d12 lightning damage, 1d6 fire damage, and 1d6 force damage. On a critical hit, the target is also struck with the *bestow curse* spell (DC 20 to save). The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff disappears in a puff of sulphery yellow smoke.

Moonsilver Staff

Staff, very rare (requires attunement)

Thousands of years ago, before even the rise of Netheril, followers of the evil gods unleashed mighty magic in order to cover the world in darkness, masking the sun and the moon from view. The darkness drove lycanthropes into rage and madness. They rampaged across the land, slaughtering any living being they encountered. Hundreds of good folk died.

A cleric of Selune, having heard legends about an ancient staff sacred to her deity, set out to find this relic, deeming it the key to bringing light back into the world. She braved many dangers before she found a sacred glade deep in the mountains now called the Star Mounts. There, a shaft of moonlight pierced the uncanny darkness, revealing a grotto behind a waterfall. Therein, behind the glittering waters, was a staff resting on a bed of crystal.

With the help of the staff, the cleric destroyed many of the lycanthropes, as well as the evil spellcasters that had plunged the world into darkness, bringing moonlight and sunlight once again into the world. Its task complete, the staff vanished. It is said that the staff waits to be rediscovered by a mortal in need, though it has since reappeared from time to time; an adventuring band was overheard in the Yawning Portal telling a tale of Halaster himself wielding a staff which sounds very much like the *moonsilver staff*. Who knows the truth of it?

This staff can be wielded as a magic, silver quarterstaff that grants a +3 bonus to attack and damage rolls made with it. In addition, the staff has 10 charges. When you hit with a melee attack while wielding it, you can expend 1 of its charges to deal an extra 1d6 radiant damage. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff disappears in a flash of moonlight, instantly reappearing back within its sacred glade.

Solar Staff of Triumph

Weapon (staff), very rare (requires attunement by an aasimar)

Large silver staff wielded by the great celestial battle mages. These sleek staffs are covered in glowing blue celestial arcane symbols and are encrusted with brilliant glowing pearls. Solars are charged with protecting the realms of the upper planes and are sometimes summoned elsewhere if there are any dramatic shifts toward evil. They are powerful, strategic fighters who strive to uphold good in the cosmos.

Any creature of evil alignment who touches this staff is immediately pushed 20 feet away from it and knocked prone.

While holding this staff, you have a +3 bonus to your spell attack rolls.

Spells. You can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, using your spell save DC:

- *invisibility* (2 charges)
- *fireball* (3 charges)
- *dispel good and evil* (1 charge)
- *sunbeam* (2 charges)
- *chromatic orb* (5 charges)
- *blink* (2 charges)
- *teleportation circle* (1 charge)
- *chain lightning* (3 charges)

You can use an action to cast the *dancing lights* spell from the staff without using any charges.

The staff has 15 charges and regains 1d10+1 expended charges daily at dawn.

Staff of the Fire Yuan ti

Staff, rare (requires attunement)

These staffs were created by the demon magic of the yuan-ti in the name of the yuan-ti god, Merrshaulk, an evil winged snake deity that ruled over the dense jungles of Chult. Merrshaulk is so powerful, he is capable of magically imprisoning rival gods. He is well known for building creative traps, making poisons, and harming his rivals. These rose copper staffs holds a great jagged fire stone pulled from the depths of the fire elemental plane.

This deep brown wooden staff has grooves like an ancient tree. Small glowing green teardrop-shaped stones are mounted in the top of three snakeheads that curve old the top of the staff. Their snakes body's wrap around the length of this enchanted weapon.

While holding this staff, you can expend one charge to shoot a fiery acidic bolt at a target you can see within 150 feet of you. On a hit, the target takes 1d12 acid damage and 1d12 fire damage.

The staff can be wielded as a magic quarterstaff and holds 6 charges. It regains 1d6 expended charges daily at dawn.

Staff of Hades

Weapon (staff), very rare (requires attunement)

This dark smoke gray wooden staff is engraved with demonic runes that are etched and inlaid with blood red and midnight black glass. It has a swirling red stone clutched in its knotted wooden claw. The elemental magic within the stone swirls like a raging storm in slow motion whilst the eye of the storm seems to follow you as you look at it. This staff was discovered in the Nine Hells and pulled from the depths of the River of Blood outside of a hidden temple of Mephistopheles.

This staff cannot be used by good-aligned creatures. If touched by a good-aligned creature, the staff vanishes and returns to the depths of the River of Blood.

Once attuned, the user may expend one charge and select one of the following effects:

- *chaos bolt*
- *fireball.*
- *fire bolt* (4d10 damage)
- *witch bolt*
- *hold monster*

This staff has 12 charges. If you attempt to use the item after the 12 charges are expended, the Staff of Hades crackles with black energy, dealing you 9 (2d8) necrotic damage. The item then functions normally. The staff regains all of its charges at midnight each day.

Staff of the Ice Yuan ti

Weapon (staff), very rare (requires attunement)

These staffs are wielded by members of a secretive yuan-ti society of spellcasters called the Coiled Cabal. This faction hides in the ruins dotting the Black Jungle and is highly organized. Some of its members focus on missions while others cloister together to study and improve upon their arcane arts. These silver staffs look like a great snake with a large swirling blue orb wrapped in its large fangs. Small snakes crawl up the length of the staff and their eyes glow in various shades of blue when the staff is activated.

While holding this staff, you can expend one charge to shoot a frosty acidic bolt at a target you can see within 200 feet of you. On a hit, the target takes 2d12 acid damage and 2d8 frost damage.

This staff can be wielded as a magic quarterstaff and holds 12 charges. It regains 1d10+3 expended charges daily at dawn.

Staff of the Storm Yuan ti

Weapon (staff), legendary (requires attunement)

This staff was created by a legendary naga priestess who practiced at the Court of Light utilizing the magic drawn by ritual from the yuan-ti goddess Shekinester. Shekinester, also known as the Naga Queen, is the protector of knowledge that was once held by the World Serpent. This evil deity is said to have three facets of her

personality and created five of the naga races after devouring her lover who attacked her.

This sleek hematite staff has an orb tightly locked in its forks. Within the orb rages lightning, green ocean waves, and a fierce Faerun storm. This pristine staff is studded with glittering green and yellow gems.

While holding this staff, you can expend one charge to shoot a crackling acidic bolt at a target you can see within 300 feet of you. On a hit, the target takes 3d12 acid damage, 1d6 thunder damage, and 1d12 lightning damage. On a critical hit, the staff also casts a green *ice storm* spell.

This staff can be wielded as a magic quarterstaff and holds 12 charges. It regains 1d12 expended charges daily at dawn.

Staff of Vecna

Weapon (staff), rare (requires attunement)

These staffs have the look of petrified wood and are usually found within Vecna's hidden lairs beneath the Pomarj temple. Vecna was a deeply evil lich and wizard who later became an evil-aligned god. He mastered all of the secrets of dark magic in hopes for power and eternal life. These staffs have been passed down the generations to secretive priests and priestesses in Vecna's service.

> That guy, you know, that priest, what was his name again? Never mind. What a loon. Imagine worshiping Vecna. People think I'm nuts, but worshiping Vecna? That's just ludicrous.

While holding this staff, you can expend one charge to shoot a bolt of crackling black necrotic energy at a target you can see within 150 feet of you. On a hit, the target takes takes 2d12 necrotic damage and 1d6 lightning damage. On a critical hit, the target make a DC 20 Constitution saving throw. On a fail, the target is Poisoned until the end of your next turn.

Staff of Yuan ti

Weapon (staff), uncommon (requires attunement)

The yuan-ti are serpent beings well known for studying magic and Sarrukh sorcery. Yuan-ti have advanced far in improving their arcane arts and developing new spells and enchanted items. These staffs were crafted by yuan-ti spellcasters in the halls of the Cathedral of Emerald Scales. They have a snake wrapping around the knots in the wood and spiraling up the staff. The snake's back is studded with a silver-like metal from head to tail.

While holding this staff, you can expend one charge to shoot an acidic bolt at a target you can see within 100 feet of you. On a hit, the target takes 1d12 acid damage.

The staff can be wielded as a magic quarterstaff and holds 20 charges. It regains 2d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the staff regains 1d10 + 5 charges. On a 1, the staff explodes, splashing corrosive fluid; you and each creature within 5 feet of you must succeed on a DC 12 Dexterity saving throw or take 1d10 acid damage.

Wands

Iron Wand

Wand, rare (requires attunement)

Halaster often makes implements for his servants, to aid them in the various activities in which they engage on his behalf. An *iron wand* is just such an implement, even if at first glance it appears unlikely to be one. A thick length of black iron easily mistaken for a pry bar, the wand's tip is a flattened wedge with a notch in the middle, and its base is shaped like a shepherd's crook with a wedge ideal for prying open doors, chests, and just about anything else that needs opening. An *iron wand* is also a useful weapon, since its weight and size are perfect for opening an enemy's head and letting out the brains.

You can use an *iron wand* as an arcane focus. While holding this wand, you gain a +1 bonus to spell attack rolls, and you ignore half cover when making a spell attack. In addition, you can use the wand as a melee weapon, functioning as a mace. You can add its enhancement bonus to the attack rolls and damage rolls of melee weapon attacks made with it. Finally, you can invoke the wand's magic to gain advantage on a Strength check to break open chests, force locks, or open doors. Once you use this power, you can't use it again until you finish a long rest.

Wand of Curses

Wand, rare (requires attunement)

This wand is made from dark wood stained black with the ashes of those who suffered accidental deaths. A string of curses is etched into the implement, starting with large lettering in gradually shrinking toward the tip, until they can no longer be seen except by magical means.

It is said Halaster crafted the first *wand of curses* very early in his magical career, perhaps suffering

The misery of being a jilted lover, spurned for another, younger man. His heart broken, he poured all his loathing into the wand, imbuing it with dark, sinister curses. When the wand was complete, he tracked down the woman who jilted him and put such a curse on her that, within a few weeks, caused her to die under mysterious circumstances. From time to time, copies of his original wand find their way to the surface to wreak havoc.

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *bestow curse* spell from it, using your spell save DC or 15, whichever is higher. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Armor

Armor of Displacement

Armor (leather), rare (requires attunement)

A wizard of Amn created these simple armors for his bodyguards. The idea caught on, becoming a brief trend among wealthy wizards along the Sword Coast. Halaster is rumored to equip his guards and servants with them.

While you wear this armor, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

Armor of Shared Mercy

Armor (chain or plate), very rare (requires attunement)

In days of yore, powerful clerics and paladins of the Morninglord wore this golden armor, which glows with His divine energy that heals you when you help others.

While wearing this armor, you gain a +1 bonus to AC. In addition, when you use a healing power or spell that benefits an ally, you also regain hit points equal to one-half the hit points that ally regained.



Armor of Valor

Armor (leather or chain shirt), very rare (requires attunement by a bard)

Aethelwen was a bard who came from across the sea when the waters were ice and the land unformed. She brought music and the magic of fire to the first scattered tribes of humans and defended them against their foes. Beside her harp, her most powerful tool was the armor she created for herself. As she shielded an entire tribe with her magic and her song, she too became a more powerful protector. Legends say that the tribe spoken of in Aethelwen's saga yet exists, huddled and hidden among the fjords of the far North. A hardy and valiant soul who locates the lost tribe might learn the secret of creating *armor of valor*, or perhaps acquire a suit that has been hidden away since the days of the tribe's longfathers.

When you exhort your allies to find courage, you find it yourself. While wearing this armor, you gain a +1 bonus to AC. In addition, when you grant a Bardic Inspiration die to an ally, you gain a die of the same type yourself. You must use your die before the end of your next turn or it is lost.

Gambit Armor

Armor (cloth or leather), rare

Sometimes the process of making magic items goes wrong. More accurately, sometimes it doesn't go exactly to plan. The intent was to make armor which ensured the wearer had the upper hand when attacking foes. The result is an armor made for those who like to take chances in battle, as it lets you risk your own safety for a better chance to harm your foes.

While wearing this armor, you gain a +1 bonus to AC, and when an enemy scores a critical hit against you, you score a critical hit on a roll of 17–20 on the next attack you make against that enemy before the end of your next turn. In addition, as a bonus action, you can use the armor's magic to grant yourself advantage on your melee attack rolls, but attack rolls against you have advantage. Both of these effects last until the end of your next turn. Once you use this power, you can't use it again until you finish a long or short rest.

Holy Armor of Radiance

Armor (chain mail), legendary (requires attunement)

Decades ago, a cleric of Amaunator called Kamyar came to Undermountain with the intention of purifying it. His first attempt met with disaster. Kamyar's resolve faltered until one day he received a vision from Amaunator that showed him standing in a large cavern and praying.

Kamyar went to that cavern, obeying his god, and began to pray. Such easy meat attracted dozens of the foul denizens of Undermountain, but as Kamyar continued to pray, his armor began to glow with increasing brilliance. Tragically, Kamyar was slain by those creatures, but not before many were blinded by the armor's righteous gleam. Some say Kamyar's *holy armor of radiance* remains somewhere in Halaster's vaults.

This gleaming chainmail glows with the radiance of the sun. While wearing this armor, you gain a +1 bonus to AC. As a bonus action, you can expend a use of your Channel Divinity to cast the *daylight* spell without spending a spell slot. When you do so, creatures within 30 feet of you must make a DC 14 Constitution saving throw or be Blinded. In addition, while in the light created by your armor, you and creatures you designate can, as an action, spend Hit Dice to regain hit points as though taking a short rest.

Rat-Catcher's Coat

Armor (cloth), uncommon

When Halaster first started to explore the caverns under Skullport, hundreds of years before the founding of Waterdeep, to his chagrin he discovered that by plying his trade, he had invited the caverns' less savory denizens to his doorstep. Dealing with slimes, molds, vermin, giant bugs, and the like was so frustrating and time-consuming that he briefly gave up and left. Walking the streets of Skullport, he observed one of the city's rat-catchers enter and exit the caverns armed with nothing more than a lantern and a sharp stick. Halaster questioned the man, curious as to how he survived. The rat-catcher took the mage under his tutelage, revealing the secrets of the caverns and how to live therein. Halaster took the rat-catcher into his service and made the little man a long coat to protect him in his duties. The rat-catcher passed the coat on to his son and heir, and it passed from father to son until a rat-catcher's son gave up on serving Halaster and went adventuring, taking the coat with him. The coat served him so well that other adventurers had copies made. Now the coats are popular from Thay to Neverwinter among those who tread in the dark places of the world where live those creatures which are destined to end their short lives with a damp squeak.

While wearing this armor, you gain a +1 bonus to AC. In addition, you gain resistance to damage from swarms' attacks, you can move through a space occupied by a swarm, and your movement doesn't provoke opportunity attacks from swarms.

Timelink Armor

Armor (chain shirt), rare (requires attunement)

Woven from shimmering crystal, it is said Halaster himself crafted these light chain shirts to improve the reaction time of his servants and guards. A few of them have made their way from Undermountain in the hands of adventurers. The master thief, Oriol Sunyer of Amn, is said to wear one of these shirts whenever he leaves his lodgings.

> No, you go ahead. No, really, I mean it. I insist. You don't want to go? Very well then. Now, how does disintegrate go again...?

While wearing this armor, you gain a +1 bonus to AC, as well as a +1 bonus to your Initiative rolls. In addition, when you roll initiative and dislike the result, you can reroll the die but must use the new roll. Once you use this ability, you can't use it again until you finish a long rest.

Weapons

Alfsair Spear

Weapon (spear), very rare (requires attunement by an elf or druid)

On the northern slopes of The Lost Peaks, deep within The High Forest, grow small copses of strange, twisting coniferous trees called alfsairs. The druids of The High Forest call the light and remarkably strong wood of this tree, 'wisewood'. The wood constantly exudes a sticky sap. The druids carefully harvest and prepare the branches of alfsair trees and shape them into seemingly awkward but surprisingly functional spears. Wielders are able to control the flow of the sap, focusing it for their own benefit and to their foes' dismay. It is said that an *alfsair spear* in the hands of a being who is neither an elf nor a druid of The High Forest marks that being in a mystic way. The

marked creature is then hunted by servants of the druids who harvest the wildwood so the sacred weapons can be returned to their rightful place.

A wood elf druid named Lysanthir has been lamenting the loss of his *alfsair spear* within Halaster's halls. Rumor has it he will handsomely reward anyone who returns it to him.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, you gain the following benefits:

- You have advantage on Wisdom (Nature) checks.
- When you score a critical hit with this weapon, you deal 1d8 psychic and 1d8 poison damage in addition to regular and critical hit damage.
- Once per day, when you score a critical hit with this weapon, you can cause the sap in the spear to cause the creature struck to be Restrained until the end of your next turn.

Bow of Hosark

Weapon (longbow), legendary (requires attunement)

A beautifully carved bow made from a mysterious ivory-like wood. Many scholars and mages have tried to identify where the bow came from but the bow's origins remain a mystery. When the *identify* spell is cast on the bow, the reaction is an illusion of a beautiful elven woman shrouded in a starry blue glow who asks the wielder of the bow to protect the Horn of the Moon's Dawning. Some druid mystics believe the bow may have connections to the deities Mielikki or Lurue. When this bow is worn on the back, it serves as an amulet that helps prevent the wearer from being detected by creatures within the area. This bow is always silent when the wielder nocks arrows.

This longbow extends the range increments by an extra 50 feet, as well as bestowing a +3 bonus to your Dexterity score, to a maximum of 20. In addition, you have advantage on Dexterity (Stealth) checks. When you score a critical hit with it, the target must make a DC 17 Strength saving throw or become Restrained by entangling plants. A creature restrained by the plants can use an action to make a DC 17 Strength check; on a success, it frees itself.

When you speak the command word, the bow flares into light for 1 hour. It sheds bright light in a 20-foot radius and dim light for an additional 20 feet. Once you use this ability, you can't use it again until you finish a short or long rest.

Bow of Vexen

Weapon (longbow), legendary (requires attunement)

This bow was crafted by the seasoned eladrin ranger, Vexen. He was an adventurer and ranger of Faerun, but he wanted more. He discovered psionics whilst he journeyed the planes in search lost knowledge and the mysteries of the universe. He was fascinated with harnessing matter and elemental magic with his mind and used his studies of psionics to imbue this bow with powerful magic. This bow is crafted from fine elven wood of the Feywild and is etched in elegant scrolling art of the Eladrin. Some say they see Vexen, the psionic archer, in their dreams whilst attuned to this bow.

All arrows shot from this bow cause an additional 1d6 force damage.

As an action, you speak the command word to create a sphere of fire around you that lasts up to one hour. The fire does no harm to you, but any creature that ends its turn adjacent to the fire takes 3 (1d6) fire damage. Arrows shot from the bow from this circle of fire deal an additional 3 (1d6) fire damage. The fire can be canceled as a bonus action. Once you use this power, you can't use it again until you finish a short or long rest.

Yardstick of Castigation

Weapon (mace), rare (requires attunement by a cleric or paladin)

A *yardstick of castigation* features a sturdy haft cut from ironwood and wrapped with red cord. The business end is a flanged mace head. Each flange forms a sharp point, there being seven flanges in all.

Yardsticks of castigation are favored by righteous servants of the gods who seek the rule of law, who admire it for its ability to pass divine judgment by reminding those it strikes of their past crimes and wicked deeds. Few creatures have the courage to withstand such punishment.

You gain a +2 bonus to attack and damage rolls made with this magic weapon, and you can use it as a spellcasting focus. In addition, you score a critical hit with it on a roll of 19 or 20, and when you score a critical hit, you deal an extra 1d8 psychic damage.

> You see this? I got it from a cleric of immense power who called herself Sister Mary Margaret. Would you believe she said she was just a teacher? Amazing.

Dagger of Incisions

Weapon (dagger), very rare (requires attunement)

Lusted after by rogues and assassins who wish to cut through space as easily as they cut through flesh, the dagger's blackened steel blade is like a razor. Its guard is a web of twisted iron, and its pommel is a large, flawless moonstone. Sages say that Halaster created the dagger for his servants, both to move through space and to help them master the many magical portals in Undermountain.

You gain a +2 bonus to attack and damage rolls made with this magic weapon, and you have advantage on Intelligence (Arcana) checks you make to use a magical portal or determine its destination. In addition, you can use a bonus action to teleport up to 60 feet to an unoccupied space you can see. Once you use this ability, you can't use it again until you finish a long or short rest.

Dragon Bone Atlatl

Wonderous item, uncommon

An atlatl is a throwing device, essentially a long stick with a cup or groove on one end, that increases the distance and damage of a javelin or dart thrown from it by increasing the leverage of the throwing arm.

Dragon bone atlatls are fashioned from the bones of a dead dragon, usually a wyrmling, and harness the elemental power of the dragon's essence. The damage type of a dart or javelin thrown from a dragon bone atlatl changes to the elemental type of the dragon's breath from which it was made.

Dragon bone atlatls are commonly created in large batches for blooded tribal warriors, as even a single dragon yields enough material for several atlatls. They are popular among the jungle tribes of Chult, where poison and acid damage dealing weapons are fashioned from the black and green dragon wyrmling's common to the dangerous swamps.

When wielding a dragon bone atlatl, the damage die of a dart becomes a d6 and a javelin becomes a d8. The distance of both the short and long-range increments is tripled. The damage type dealt by each type of atlatl is listed on the chart below:

Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

Gnomish Hunting Musket

Weapon (longarm), legendary (requires attunement)

Gnomish hunting rifles are heavy, double-barreled large caliber smooth bore magical muskets only available from a mysterious gnome clan, and only if you can afford their massive price tag.

The musket fires both barrels at once, then allows for a quick reload through the breech. The bullets tumble when they enter a target, causing ongoing damage as the bullets ricochet through the target's body. In order to safely and effectively use the weapon, one has to be familiar with longarms, an uncommon skill in the magical world of Faerun.

The *gnomish hunting musket* grants +1 to attack and damage rolls and is considered magical for the purpose of damage resistance. On a successful hit, a creature must make a DC 15 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to massive damage from the enchanted bullet. Each time you score a hit with the musket against a target already wounded with a musket attack, the damage dealt by the existing wound increases by 5 (1d10). Any creature can use their action to staunch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Wielding the *gnomish hunting musket* requires Proficiency (Longarms) to use. It cannot be used untrained.

> Weapon Stat Block
>
> Gnomish Hunting Musket, 2d8 piercing, 7 lbs., Ammunition (firearms), Range (60/90), Reload, Two-Handed

Great Axe of Heavenly Fire

Weapon (greataxe), legendary (requires attunement)

A large axe forged with decorative flames on its razor-sharp edges that glitter in its fiery aura. This axe is a sacred weapon of Tyr, God of Law and Justice, who is known for striking down evil-doers throughout history. Tyr is a lawful good diety and highly revered by paladins. Those who wield this powerful greataxe may feel the power of Tyr flow through them. The wielder may gain a

"Yeah, well, I bet Elminster doesn't know how to make one either! He's always flirting with those Drow harlots but what does it ever get him? Huh? Nothing! What a hack!"

Apprentice: *"Are you still sore over that 'Wizards Three' business?"*

"You know... an invite would have been nice. Just saying."

stronger sense of courage and the need to uphold honor and justice. Though Tyr lost his sight to AO when defending the other gods, he still dutifully guides his followers through their most trying times and battles against evil. He imbued his power into this greataxe to guide his followers on the path to justice.

This great weapon was once housed in the Abbey of the Just Hammer in Tasseldale.

Any creature of evil alignment takes 5d10 radiant damage at the start of each of its turns as long as it holds the axe..

You receive a +3 bonus to attack and damage rolls made with this magic weapon. This item sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

When you score a critical hit with this weapon, the target must make a DC 17 Wisdom saving throw. On a failed save, the target is blinded for 5 (2d4) rounds. On a success, the target is blinded for 3 (2d4) rounds. At the end of each of its turns, the creature can repeat this saving throw, ending the condition on itself on a success.

Lance of Burning Blackfire

Weapon (lance), rare (requires attunement)

These lances are made from the rare wood of the Zalantar (or Blackwood) tree. Each lance is wrapped in sacred blue glowing runes of Mystra. This is the favored weapon of Waterdeep's famous Gryphon-riders, who patrol the city and Mount Waterdeep and serve as part of the city guard.

Lances made from Zalantar or Blackwood are half the weight of lances made using other types of wood. Due to the lance's light weight, it has the Thrown property. When this lance is thrown, magical blue flames engulf the lance and crackle as it races through the air toward its target.

You receive a +1 bonus to attack and damage rolls made with this magic weapon as well as an additional 3 (1d6) fire damage.

Lorindal's Bitchin' Magic Shuriken

Shuriken, rare (requires attunement)

If one finds something identified as *Lorindal's Bitchin' Magic Shuriken* it is likely a copy of the original, owned by a lanky half-elf rogue from Baldur's Gate name Lorindal Stonehands. Lorindal had an unhealthy obsession with all things from far off Kara-Tur and collected everything he could get his hands on relating to it. The ninja fascinated him, and he collected all manner of paraphernalia relating to them, fictional or not. In payment for an extremely difficult job, Lorindal commissioned the first magic shuriken. It cost a literal fortune, but he was finally able to live out some of his most absurd ninja fantasies. It was also a terrifying magical weapon, and that didn't hurt his reputation, either.

Lorindal's Bitchin' Magic Shuriken has seven charges. As an action you can expend a charge to hurl the shuriken, which multiplies into hundreds of duplicates in a 60-foot-long, 10-foot wide line. Each creature in the line must make a Dexterity saving throw or take 28 (12d4) piercing damage, or half as much on a successful save. The saving throw DC is equal to 8+your proficiency modifier+ your Strength or Dexterity modifier, whichever is higher. Damage dealt by *Lorindal's Bitchin' Magic Shuriken* is considered magical for the purposes of damage resistance. The shuriken returns to your hand after it is thrown. *Lorindal's Bitchin' Magic Shuriken* recovers 1d6+1 charges every day at dawn.

Lorindal's Bitchin' Magic Shuriken is based on the spell, *hail of shuriken*, created for the purpose of enchanting the original item, and subsequently scattered about the realms for its sheer awesomeness.

Hail of Shuriken

3rd level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a single shuriken)

Duration: Instantaneous

Classes: Bard, Wizard, Sorcerer

You make a range attack with a weapon as part of the action of casting this spell. The caster hurls the shuriken, which multiplies into hundreds of duplicates

in a 60 foot long, ten-foot wide line. Each creature in the line must make a Dexterity saving throw or take 28 (12d4) piercing damage, or half as much on a successful save. Damage dealt by this spell is considered magical for the purposes of damage resistance.

At higher levels: For every level above 3rd, increase the damage by 2d4.

Screaming Longbow

Weapon (longbow), legendary (requires attunement by an elf or eladrin)

It is said that eladrin artisans craft these bows from overlapping pieces of wood, horn, and mystical materials from the Feywild, all bound together with *sovereign glue*. Each *screaming longbow* is said to contain a fragment of the soul of an elven warrior slain in battle, who agrees to sacrifice that fragment in order to further afflict the foes of elves. An arrow fitted onto the string and drawn is transformed into the likeness of a screaming hawk's head. Once the arrow is loosed, what begins as a low moan rises to an ear-splitting shriek as the arrow seeks out its mark, becoming silent on impact.

Legend tells of a beautiful eladrin ranger named Loreleia Vathyra who carried her *screaming longbow* into Undermountain and never returned. Presumably, her bow is somewhere in Halaster's vaults.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, the weapon deals 1d6 thunder damage in addition to its regular damage, and when you score a critical hit with it, the target must make a DC 15 Constitution saving throw or be Stunned and Deafened until the end of its next turn.

Shadow Razor

Weapon (dagger), very rare (requires attunement)

When found, this dagger looks like a finely made, albeit broken dagger. The black pommel and black leather handle with a silver web-pattern overlay bespeak of its obvious drow crafting. Until it's attunement, no blade can be seen or felt; just the handle and guard. Once attuned; its true nature is revealed. If the attuned character holds the dagger, they can now see a spectral shadow blade. The wielder can't be injured by the blade. they can read the gilt inscription: "Lil alurl velve zhah lil velkyn uss". Loosely translated it means: "The best knife is the unseen one".

You have a +1 bonus to attack and damage rolls made with this magic weapon. Creatures struck with this weapon must make a DC 12 Constitution saving throw, taking an additional 7 (2D6) necrotic damage on a failed save, half as much damage on a successful one.

Construction: This is a drow item, there is no known formula for the construction of this item.

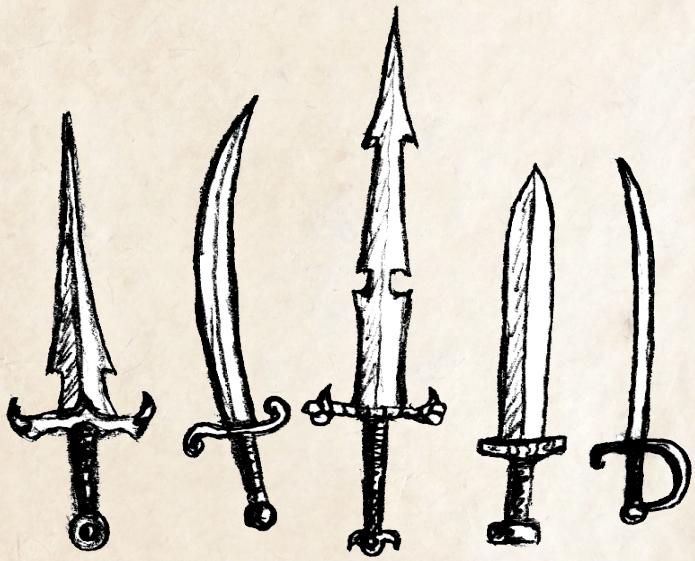
Shadowblade

Any adamantine finesse weapon, very rare (requires attunement)

Shadowblades were first created for the Order of the Yellow Secret, a society of deadly assassins bound to the service of the Unseelie Court. Each *shadowblade* is forged from nigh unbreakable adamantine and woven with powerful illusion magic, allowing the wielder to strike from the shadows with terrifying accuracy. As the wielder grows in power, so too does the blade, striking at the mind as well as the body.

Each *shadowblade* is unique, forged as a 'diploma' and given to those who survive the training and indoctrination of the Order of the Yellow Secret. Each has a name, written in Sylvan, on the hilt. The name is the only adornment on the *shadowblade*. They are built for pure practicality, having no illusions as to being anything other than a deadly weapon.

The Order of the Yellow Secret is ancient by mortal standards, and the blades have been added to treasure hordes after they have been taken from the corpses of would-be assassins. They are prized weapons by all who know of them, and many dreadful and cunning killers have gone through great lengths to acquire one.



While attuned to the *shadowblade*, you have Darkvision out to a range of 60 feet. If you already have Darkvision, it increases its range by 60 feet. In addition, you have advantage on attacks made when you attack with the *shadowblade* in dim light or darkness. Attacks made with the *shadowblade* are considered magical for the purposes of overcoming damage resistance.

Shadowblades are built to last and are able to channel more power in direct proportion to the potency of the attuned wielder. When you reach 5th level, the *shadowblade* does an additional 1d6 psychic damage to all attacks. The damage increases by 1d6 when you reach 11th and 17th level.

Shadowrift Blade

Weapon (any finesse), very rare (requires attunement)

Some sages claim that *shadowrift blades* are gifts of the drow, and are thus inherently treacherous. Others say that the strange greenish metal of the weapons comes from the Far Realm, where the usual rules of time and space do not apply, and that the blade produces spiraling insanity. And yet others claim that the secrets of making *shadowrift blades* were given to eladrin in the Shadowfell by an emissary of a long-dead god.

Whatever their origin, sages and wizards agree that these weapons are corrupted, existing only to bleed the Shadowfell into the Material Plane. It is known that a shadar-kai assassin often employed by Halaster on mysterious missions on the streets of Waterdeep has a matching rapier and dagger set of *shadowrift blades*.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, you can pass through the Shadowfell to a nearby location when you use this blade, but doing so costs you a bit of your life force. When you hit a creature and deal sneak attack damage, you can deal 1d8 necrotic damage to yourself and teleport up to 30 feet to an unoccupied space that you can see.

Artifacts

Codex Primordia

Wonderous item, artifact

Bound within the Codex Primordia is the knowledge and power to cast the forbidden reality altering spell *primordial apotheosis*. Created by Janosa Kin, one of last of the great Netherese archwizards living in the post-apocalyptic world following the fall of Netheril due to the temporary destruction of magic, and the ensuing death of Mystryl due to Karsus's Folly.



Obsessed with restoring the lost empire without making the same mistake as Karsus, Janosa Kin scoured the multiverse for lost and forbidden arcane knowledge that would allow her personal ascension to quasi-godhood and restore her beloved Netheril to its former glory. Accompanied by her followers and apprentices, her ad-hoc magical army tore through holy sanctums, killed ancient beings of great knowledge to steal their power, and bargained with the unknowable powers of the Far Realm for reality-bending insight into powers mortals should not wield.

As she rampaged across the multiverse, she recorded the knowledge into what would become the *Codex Primordia*. The spellcraft itself was too complex for a non-divine mind to memorize in the standard manner, so the *Codex Primordia* would act as an external storage medium, a supercharged spell scroll containing the awesome power of *primordial apotheosis*. The rare material components would still be required to cast the spell; the *Codex Primordia* alone was not enough to cast the entire spell.

After she finished the *Codex Primordia* but before she could cast the terrible spell, Janosa Kin and her army were stopped by a band of heroes from across the multiverse, in a climactic battle on an artificial comet hurtling through Realmspace on a collision course with Toril on Midwinter's Eve, DR 156. The resulting explosion lead to a spectacular meteor shower, visible across the entire North for an entire 10 days.

The *Codex Primordia* was bound with ancient and powerful magic rendering it indestructible, save by using it. Far too dangerous to be left unprotected, it was sealed away by a cabal of clerics and archmages from across the Forgotten Realms, who then wiped the memory of the location from themselves.

But like many forgotten things, the *Codex Primordia* found itself hidden in the depths of Undermountain, warping the area around it into the most dreadful and terrifying layer of the megadungeon imaginable. Halaster became aware of its presence, and in a flash of good judgment, bolstered the defenses surrounding the dungeon in which the *Codex Primordia* was kept. However, as one Halaster moves, so does another countermove, and the knowledge and rumored location of the *Codex Primordia* was leaked to the outside world.

The *Codex Primordia* is not the only one in existence. It has a primal self-awareness, and over time has seeded copies of itself across the multiverse. It is a spell that wants to be cast and awaits the moment when its power is finally unleashed.

The *Codex Primordia* is required to cast the spell *primordial apotheosis*. One does not have to be a spellcaster to use it, only capable of meeting the steep requirements for the casting.

Primordial Apotheosis

9th level transmutation (Ritual)

Casting Time: 72 hours

Range: Self

Components: V, S, M (The *Codex Primordia*, arcane unguents worth at least 100,000 gold mixed with 1 quart of Tarrasque bile and a small amount of woad, One Still Living Eye of an Ancient Red Dragon, The Final Breath of a Dao, a Jinn, an Efreet, and a Marid, 1000 still beating mortal hearts (consumed by the ritual), three pounds of flesh from a dead god, a piece of each of the Inner Planes (Air, Earth, Fire Water) held in stasis).

Duration: Instantaneous

The spell must be cast in the nude under the open sky. One must paint their body with the complex sigils contained in the codex using the arcane unguents required by the spell. A complex magic circle must then be created to bind and draw energy from other material components. Before intoning the ritual from the Codex, the godflesh must be consumed raw, requiring the caster to make a DC 26 Constitution saving throw. If they fail the saving throw, they are immediately reduced to 0 hit points and crumble to ash, and their soul is hurled into the depths of the Astral Plane to the Graveyard of the Dead Gods, where it remains under the effect of an *imprisonment* spell. The soul can only be released by physically unlocking the tomb located in the Graveyard of the Dead Gods in the Astral Plane.

If the previous requirements are met, the spell can then be cast. The codex must be read out loud from beginning to end. It must be intoned perfectly, taking exactly 71 hours, 13 minutes, and 42 seconds or the spell fails. A successful DC 20 Intelligence (Arcana) check is required to properly perform the verbal spell component.

The still beating mortal hearts are a euphemism for sacrifice. Approximately 1000 sentient mortals are used as a proxy for the spellcaster's own sacrifice of life energy. While the spell doesn't explicitly state the requirement for mortal sacrifices, it does require the equivalent amount of life energy be spent to fuel the change. It stands to reason anyone willing to cast this spell would have no issue sacrificing others for their own semidivine apotheosis. Harnessing the life energy of others for use in the ritual is a simple matter for anyone trained in Arcana. Sacrifices need not be voluntary.

In order to continue the ritual, the caster must succeed three DC 20 Constitution checks in order to remain awake and focused on properly casting the spell. One check must be made every 24 hours.

On successful completion of the ritual, the caster and the Codex are consumed in a burst of brilliant energy. The caster ascends as a primordial with godlike power equivalent to that of a greater deity. Failure on any part of the spellcasting and the spell is disrupted, destroying the Codex, wiping the caster from reality, destroying all the ritual components, and tearing a hole into the Astral Plane. Everything within a one mile radius of the caster must make a DC 26 Dexterity saving throw to prevent being sucked into the rift before the hole closes with a small audible pop. Nothing but a greasy stain where the caster once stood remains as a reminder that the hubris of the previous caster had such a steep price.

The caster can be assisted by whatever means they can come up with in order to more easily overcome the challenges of casting the spell. It is likely that one capable of gathering the materials and seriously undertaking the ritual has the means of surviving the casting and finishing the ritual.

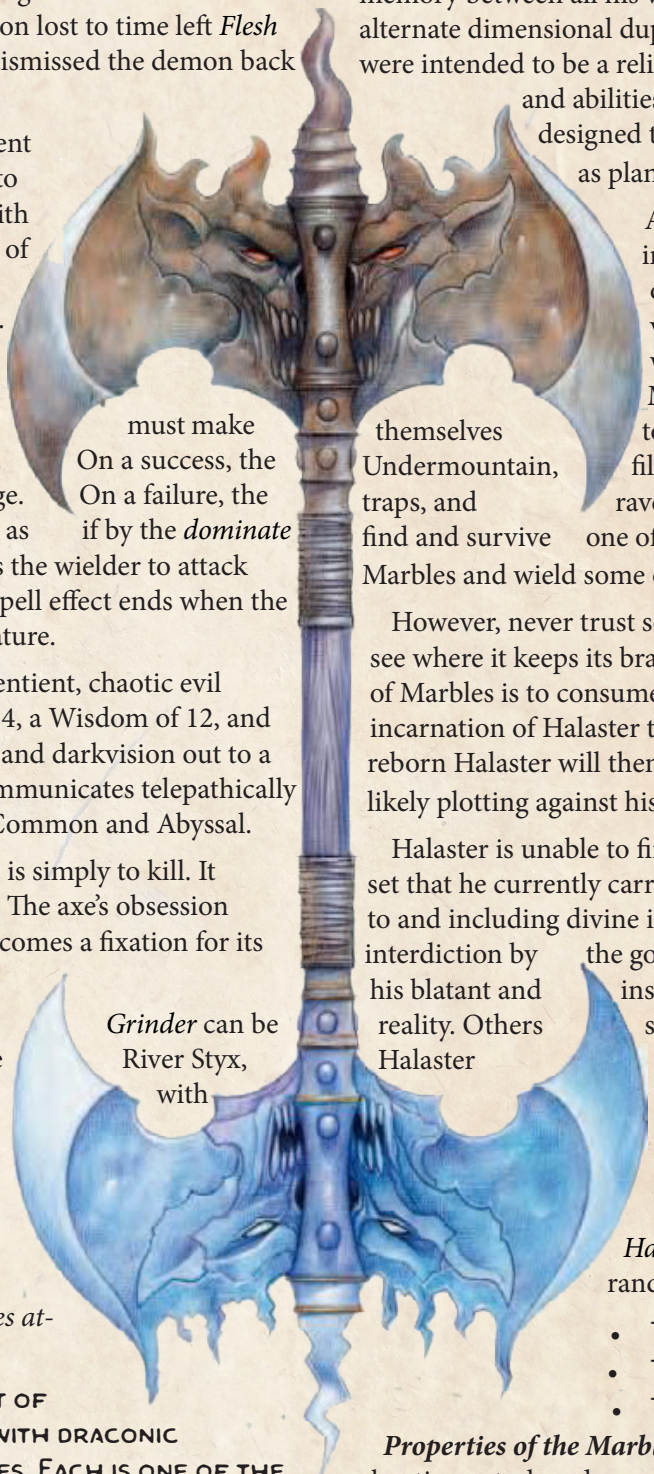
Flesh Grinder

Wondrous item, artifact (requires attunement)

Flesh Grinder is a horrific weapon, a massive greataxe fashioned in the bowels of the Abyss by demonic hands, infused with all the hate, bile, and mindless violence which infuses that place of nightmares. The axe is alive with malevolence, filled with an insatiable thirst for blood and flesh. Rather than a smooth cutting edge, it has a toothy row of jagged barbs, where old blood mixed with dark grease oozes. When the weapon is swung in battle, the serrated edge rocks back and forth and

screeches as it chews through flesh and bone and steel, spewing noxious smoke into the air.

The creator of *Flesh Grinder*, the baator Golgrizaar, hoped to use it to strike a decisive blow in the Blood War. Legend says that Halaster summoned Golgrizaar to serve in the archmage's Hunts, and for a reason lost to time left *Flesh Grinder* behind when Halaster dismissed the demon back to his Abyssal plane.



Flesh Grinder is a magic, sentient greataxe that grants a +3 bonus to attack and damage rolls made with it. It scores a critical hit on a roll of 19 or 20 and deals an extra 2d10 slashing damage on a critical hit. If *Flesh Grinder* isn't bathed in blood within 1 minute of being grasped in battle, its wielder must make a DC 15 Charisma saving throw. On a success, the wielder takes 3d6 psychic damage. On a failure, the wielder is dominated by the axe, as if by the *dominate monster* spell, and the axe causes the wielder to attack the nearest living creature. The spell effect ends when the axe deals damage to a living creature.

Sentience. *Flesh Grinder* is a sentient, chaotic evil weapon with an Intelligence of 14, a Wisdom of 12, and a Charisma of 16. It has hearing and darkvision out to a range of 60 feet. The weapon communicates telepathically and can speak and understand Common and Abyssal.

Personality. The axe's purpose is simply to kill. It has a special desire to kill devils. The axe's obsession with slaying devils eventually becomes a fixation for its wielder.

Destroying the Axe. *Flesh Grinder* can be destroyed by immersing it in the River Styx, with then while still dripping wet Styx's waters, the haft must be broken over Orcus's knee in his stronghold of Everlost.

Halaster's Marbles

Wonderous item, artifact (requires attunement)

Halaster's Marbles are a set of six mono-colored crystals with draconic numerals numbering the sides. Each is one of the six geometric solids that Halaster claims to be the underpinnings of reality in the whole of the Great Wheel. He has also claimed that five feet is the shortest possible unit of measurement, so his opinions should be taken with a grain of salt. They are found in a small royal purple bag made of an unknown indestructible but unnaturally soft material sewn together with golden silk cords to keep the bag shut.

There are more than one set of Halaster's Marbles, as they were originally an experiment to maintain a contiguous memory between all his various clones, reincarnations, alternate dimensional duplicates, and the like. The Marbles were intended to be a reliable backup copy of his memory and abilities. As often happens with devices designed to cheat death, they did not work as planned.

As the various coexisting incarnations of Halaster would die or be killed, often by another version of Halaster himself, he would lose the semi-sentient Marbles as they transported themselves to their own secret dungeon in Undermountain, filled with clever puzzles, deadly traps, and ravenous monsters. Anyone able to find and survive one of those dungeons could claim the Marbles and wield some of the mighty powers of Halaster.

However, never trust something that can think you can't see where it keeps its brain. The true intention of each set of Marbles is to consume the owner and be reborn as the incarnation of Halaster that they were bound to. The newly reborn Halaster will then go about his mad scheming, likely plotting against his greatest enemy… himself.

Halaster is unable to find his lost Marbles, other than the set that he currently carries, by any means in existence, up to and including divine intervention. Some believe it is an interdiction by the gods to punish the mad mage for his blatant and insufferable twisting of the laws of reality. Others speculate (in hushed tones) that Halaster ticked off The Powers That Be, the nameless one at the edge of all reality that even the Overgod Io answers to.

Random Properties. Each set of *Halaster's Marbles* has the following random properties (DMG, page 219):

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property

Properties of the Marbles. Your alignment changes to chaotic neutral, and you gain the following benefits:

Your Intelligence score becomes 20. If it is already 20, increase the score to 22.

While in Undermountain, you have advantage on all Wisdom (Perception) checks to detect traps or secret doors.

While in Undermountain, you are supernaturally aware of the danger, and unless incapacitated, cannot be surprised.

While attuned to the Marbles, you are infected with Halaster's madness. You mutter, have difficulty carrying on conversations, and are obsessed with collecting new monsters and magic. This affliction causes you to have disadvantage in all social interactions. You also have a tendency to call people "fool".

Once per day, you can cast *teleport* to any section of Undermountain that you have seen with no chance of error.

The marbles have 10 charges. You can expend 1 or more charges to cast one of the following spells (save DC 18 or your own save DC, whichever is higher) from them:

- *chromatic orb* (1 charge)
- *animate objects* (2 charges)
- *clairvoyance* (2 charges)
- *evard's black tentacles* (3 charges)
- *disintegrate* (4 charges)
- *dominate monster* (5 charges)

The Marbles regain 1d8+2 charges daily at dawn. Each time you cast a spell from the Marbles, there is a 5 percent chance that the soul of the Halaster copy contained within them will toss your soul from your body, take it for its own, and start where it left off when it was originally trapped in the Marbles, teleporting away to begin his schemes. If that happens, you become an NPC and in control of the DM.

Destroying the Marbles. *Halaster's Marbles* can be destroyed by a simple touch by Halaster or any of his duplicates. Any other method will cause them to return to a restored dungeon within Undermountain, waiting to be discovered.



Halaster's Dens

The Mad Mage is known to have many lairs, haunts, and bolt-holes in the warren of Undermountain. While each particular lair is individual and unique, each of them has a few standard features, listed below. These items are magical. Some are mere comforts, and others are very, very powerful defenses.

None of them are portable. Some of them can be moved, though they are quite bulky, heavy, and unwieldy to remove. Getting one from where they're found out of Undermountain and to, say, an adventurer's house in Waterdeep is a massive undertaking beyond the means and abilities of adventurers. Moreover, anyone looting one of Halaster's dens had better make very, very sure the Mad Mage is absolutely, utterly, and irretrievably dead, lest he come in fire and wrath to reclaim his own.

Alchemist's Workshop

Wondrous item, very rare

On this worktable is a set of tools, vials, beakers, distillery, and other alchemical apparatuses, all of which have been further enchanted to aid in the creation of alchemical items.

Anyone proficient with alchemist's supplies can use the Workshop and gain advantage on a check to produce an alchemical item.

Arcane Library

Wondrous item, very rare

The spirits of long-dead masters of the arcane are bound to the shelves of this well-equipped laboratory. Their aid allows you to refocus your magic and aids learning.

Wizards who spend a day studying in the library learn one spell of their choice of 5th level or less from the Wizard spell list. Sorcerers who spend a day studying in the library can replace one spell as if they had gained a level. In either case, such characters can't use the library again until they gain a level.

Bed of Rapid Rest

Wondrous item, very rare

This lavish, four-poster bed has a soft mattress, warm comforters, and is delicately scented with sweet herbs. It speeds your rest but is too large to cart around in the dungeon.

When you rest in the bed, you complete a long rest in an hour, and a short rest takes 10 minutes. Only 1 creature can use the bed at a time.

Cask of Liquid Gold

Wondrous item, very rare

These casks are likely a leftover from when Undermountain was the domain of the Melairkyn dwarves, for they contain an unending supply of well-hopped, golden, dwarven ale.

Dimensional Anchor

Wondrous item, very rare (requires attunement)

Dimensional anchors are invariably crafted from statues which appear in many guises, from sylphs to stags. Irrespective of their appearance, each binds nearby creatures to their locations in the Material Plane.

Creatures within 60 feet of the anchor can't teleport or travel between planes of existence unless permitted to do so by Halaster himself.

Feast Table

Wondrous item, very rare

A *feast table* is a magnificent, ornately-carved oak table which seats no fewer than 12 Medium or smaller humanoids, providing a sumptuous banquet for all.

The owner of the table can use it to cast the *heroes' feast* spell without using a spell slot. This property can be used up to 4 times a day.

Mirror of Deception

Wondrous item, very rare (requires attunement)

A highly-polished silver disc set into an intricate wrought-iron frame, you can use this mirror for your usual toilet, or you can use its magic to gain the appearance of a member of any humanoid race of the same size category as you. Your clothing and equipment alter appearance as you desire. The illusion doesn't alter sound or texture, so a creature listening to you or touching you can detect the illusion with a successful DC 15 Wisdom saving throw. The illusion lasts until you travel more than 1 mile from the mirror or choose to end the effect.

Spying Mirrors

Wondrous item, very rare (requires attunement)

Spying mirrors always come in pairs, and are very convenient; when the owner of an abode with mirrors excuses herself and leaves, be careful what you say and do when she's out of the room.

When you're attuned to and adjacent to one of the mirrors, you can see and hear through the other mirror as if you were in its location. If you choose, creatures adjacent to the other mirror can also see and hear through yours, enabling two-way communication.

Teleportation Disk

Wondrous item, very rare

Halaster routinely sets large, ornately inscribed teleportation circles into his floors, allowing him to move quickly around his domicile (and between them).

When standing on a *teleportation disk*, you can use your move action to speak its command word and teleport anywhere else within the domicile or to another disk in a different domicile.

Throne of Dominion

Wondrous item, very rare

A *throne of dominion* is carved with detailed, ornate reliefs showing a king ruling over subjects.

While you sit on the throne, when a creature you can see attempts to deceive, disobey, or betray you, it must make a successful DC 20 (or your spell save DC, whichever is higher) Wisdom saving throw or be stunned for 1 minute.



MONSTERS

Undermountain is the creation of Halaster Blackcloak. It is his design, his artwork, his masterpiece. Its twisting halls, its many chambers, and especially its denizens, are his design--that is, those parts under his control.

The Mad Mage has traveled the multiverse, from Aerdy to Krynn to the Rock of Bral to Sigil to Zakhara. In his travels, he has amassed a menagerie of fantastic creatures with which he has stocked his dungeon.

Some of those creatures are relatively mild and inoffensive, where others are immensely powerful. Some differ little from the monstrous creatures already known to Faerunian adventurers, while others are so wonderfully different as to astound even the most experienced and jaded sellsword who ever descended from the Yawning Portal.

We hope you enjoy using these foes in appropriate spots in Undermountain, as well as dungeons of your own devising.



Aeserpent

Large monstrosity, unaligned

Armor Class 14
Hit Points 93 (11d10 + 33)
Speed 30 ft.
STR 16 (+3) ***DEX*** 19 (+4) ***CON*** 17 (+3) ***INT*** 4 (-3)
WIS 10 (+0) ***CHA*** 3 (-4)

Skills Stealth +7
Senses blindsight 10 ft., darkvision 120 ft., passive Perception 10
Languages –
Challenge 5 (1,800 XP)

Shadow Stealth. While in dim light or darkness, the aeserpent can take the Hide action as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 +4) piercing damage and the target must make a DC 14 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target takes 14 (4d6) necrotic damage at the beginning of each of its turns. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Swallow. The aeserpent makes one bite attack against a Medium or smaller target it or another aeserpent has poisoned. If the attack hits, the target is also swallowed. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the aeserpent, and it takes 7 (2d6) acid damage at the start of each of the aeserpent's turns. An aeserpent can have only one creature swallowed at a time.

The aeserpent is a giant snake capable of growing up to 20 feet long. It has a large, broad head and deep black scales. It is colloquially known as a *darkstrike* or *deathstrike* due to its predatory nature and affinity for hunting in the dark. The aeserpent is a native of the Beastlands, a plane of existence known for exotic magical beasts. They are commonly found in Karasuthra, a realm of the Beastlands shrouded in eternal darkness.

It is commonly misidentified as an undead creature due to its blood-devouring venom. This is, however, incorrect. The aeserpent is a living creature with no relation to vampires or other undead, despite its magical venom.

Combat. The aeserpent hunts exclusively at night, using its ability to quickly fade into the darkness to elude enemies. It is more intelligent than a typical serpent and uses its cunning to lure prey into dangerous terrain or uses other creature's traps, such as a giant spider's web, to its advantage.

The aeserpent possesses a strange venom unique to its species. After biting a victim, the aesperent injects a fast-acting venom that causes the target to metabolize their own blood, using it for energy and nutrients. Unless cured quickly, the venom kills even large prey in moments. Once a target has been poisoned, the aeserpent retreats and waits for it to die, returning to swallow its corpse. Planar scholars have theorized that the aeserpent is unable to consume large amounts of fresh blood, explaining its strange venom. If threatened by multiple enemies, aeserpents swallow a poisoned victim whole, even before the venom has done its work.

Habitat/Society. The aeserpent is a native of the Beastlands, an Outer Plane that serves as the hunting ground of the gods. These extraplanar snakes are typically found alone or, rarely, as a mated pair during the appropriate season. Aeserpents fight ferociously to protect their mates and eggs.

Ecology. Unlike typical snakes, the aeserpent must feed regularly, requiring a large amount of food to sustain its massive body. Its native plane has an ever-present supply of prey for the aeserpent, but if found on the Prime Material, the aeserpent is likely to be hungry and searching for its next meal.

Role in Undermountain. Aeserpents serve as guardians for planar travelers, who may have returned with aeserpent eggs from the Beastlands. These foolish meddlers often do not realize the aeserpent's growth potential or appetite. Many end up in the belly of their own pet. A few rare aeserpents roam Undermountain's dark halls, forgotten or lost by their masters and searching for their next meal.

Did I ever tell you about the time I summoned an Aballin in Lord Zoar's swimming pool? I forget the exact details of the wager we made but, the look on his face! Ha! Oh it was a real mess you see, I didn't get know the incantation to unsummon the Aballin.

Aballins

Large elemental, neutral

Armor Class 13 (natural armor)
Hit Points 75 (10d10 +20)
Speed 10 ft., swim 60 ft.
STR 16 (+3) ***DEX*** 14 (+2) ***CON*** 14 (+2) ***INT*** 10 (+0) ***WIS*** 10 (+0) ***CHA*** 8 (-1)
Damage Resistances acid; bludgeoning, piercing, and slashing from non-magical weapons
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious. Any spell or effect that alters vision or which affects the target through vision.
Senses blindsight 60 ft. (blind beyond this radius)
Languages Aquan
Challenge 5 (1,800 XP)

Water Form. The aballin can enter a hostile creature's space and stop there. It can move through a space as narrow as one inch wide without squeezing.

Freeze. If the aballin takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The aballin makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target, *Hit*: 12 (2d8 + 3) bludgeoning damage.

Launch (Recharge 4-6). Each Medium or smaller creature in the elemental's space must make a DC 13 Strength saving throw. On a success, the target takes 5 (1d8 +1) bludgeoning damage and is pushed 5 ft in a random direction. On a failure, the creature is drawn into a geyser and launched up to 30 ft in any direction (DMs choice). Upon impact, the creature takes 16 (3d8) +3 bludgeoning damage and is prone (if applicable).

The Aballin is often mistaken for a water elemental. They look like roiling patches in the water or whirlpools. Closer inspection reveals coins, items, and trinkets of previous victims. A close encounter with an aballin is something not many sailors have had; few survive to tell the tale.

Combat. In combat, the aballin is cruel and malicious. They seem almost to enjoy toying with victims before killing them; firing them into the air, only to "catch" them when the land. There are reports of them hurling overboard sailors and debris into ships hulls, attempting to scuttle the vessels.

Habitat/Society. The aballin is aa elemental that naturally forms during a particularly violent storm or escapes from Elemental Plane of Water through a planar vortex. They often follow stormy seas as the white-capped waves; doing much to hide their approach. They have been known to attack in small groups.

Ecology. Though its home is the Elemental Plane of Water, the aballin can thrive on the Prime Material Plane. It has no natural predators



and doesn't appear to eat its victims. It also doesn't seem to reproduce.

Role in Undermountain. The inner harbor of Waterdeep is a natural wonder but not far from the inner bay there are grottoes that feed the underground river of Undermountain. These creatures are able to wash through the cracks of the bedrock into the ripe hunting grounds beneath Waterdeep. They gather in reflecting pools filled with coins or in natural hot springs; killing unwary fools.

Achaierai

Small beast, neutral

Armor Class 12 (natural armor)
Hit Points 39 (6d6 + 18)
Speed 40 ft.
STR 15 (+2) ***DEX*** 10 (+0) ***CON*** 16 (+3) ***INT*** 6 (-2) ***WIS*** 8 (-1) ***CHA*** 3 (-4)
Senses darksight 30 ft., passive Perception 9
Languages -
Challenge 1 (200 XP)

Nimble. The achaierai can take the Disengage action as a bonus action on each of its turns. It also has advantage on saving throws to avoid being knocked prone.

Actions

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

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target, *Hit*: 11 (2d8 + 2) slashing damage.

Achaierai look like large, wingless chickens with four legs and a huge, gnashing beak. They are usually brown or black though some have flecks of white tan. Each of their four powerful legs are covered with coarse hair. Intrepid farmers raise domesticated achaierai for food and to hunt osquip.

Combat. In combat, they attack and fight in an organized fashion; one grappling with its oversized beak whilste another rakes with its vicious talons. If encountered alone, they try to knock their foe prone and rake them with their talons. The wild variety are hearty and hard to kill. Once slain, they are quite tasty to eat.

Habitat/Society. Achaierai are predominantly an above ground creature. They prefer the plateau and timbered woods around Waterdeep.They are omnivorous scavengers. They prey on large insects, vermin, and other pests as well as some plants. They will only attack Medium or larger creatures if cornered or frightened. Achaierai females mate with as many males as possible, laying 3-8 eggs. Offspring are born blind and covered in fine white feathers.

Ecology. The Achaierai are the favored prey of many carnivores in the region. They have been known to travel is flocks. It is believed that these are family units.

> They look like a chicken nugget with legs.
>
> **Apprentice:** *What's a chicken nugget?*

Role in Undermountain. The plains farther north of Waterdeep are the natural home of the achaierai. The tribes of the wild lands tell stories of wild achaierai tamping down the tall plains grass in a circular dance; ripping up the roots with their powerful claws. They hunt small game and return to these hovels to feed and roost. When food is scarce they are known to hunt the halls of Undermountain. The achaierai that remain in the depths are starving and insane; they will attack anything on sight.

Algoid

Medium plant, neutral

Armor Class 13 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft., swim 30 ft.
STR 16 (+3) ***DEX*** 11 (+0) ***CON*** 14 (+2) ***INT*** 6 (-2) ***WIS*** 12 (+1) ***CHA*** 8 (-1)
Saves Con +4
Skills Athletics +5, Perception +3, Stealth +2
Damage Immunities fire, lightning
Damage Resistances piercing and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 13
Languages telepathy 60 ft. (other algoids only), can speak with plants, per the spell speak with plants
Challenge 2 (450 XP)

Limited Amphibiousness. The algoid can breathe both air and water, but it needs to be submerged at least once every 8 hours to avoid suffocating.

Photosynthesis. If the algoid is not in sunlight for at least 1 hour every day, it suffers 7 (2d6) necrotic damage and has its hit point maximum reduced by an amount equal to the necrotic damage taken. The reduction lasts until the algoid is in sunlight for 1 hour.

Actions

Multiattack. The algoid makes two slam attacks

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the attack is a critical hit and the target is a creature, it is stunned until the end of its next turn.

Command Trees (Recharge 5-6). The algoid telepathically commands up to two water-based trees, such as mangroves or cypresses, within 60 feet of it. Any creature within 10 feet of a commanded tree must make a DC 13 Dexterity saving throw or take 10 (3d6) slashing damage as the trees' branches lash out.

From a distance, algoids appear to be furry, green-skinned humanoids. Upon closer inspection, however, it is obvious the creatures are not mammals or even humanoids, but rather a collection of mobile, sentient algae. Algoids stand between 5 and 7 feet tall and weigh between 120 and 250 pounds, depending on how much algae fused together.

Combat. Algoids use their limbs to smash opponents into submission. Their heavy blows can sometimes stagger their target, providing an opportunity for the algoid to grapple the stunned creature and drag it into deep water. The creatures are also able to command certain water-based trees common to their environments through a crude telepathic link.

Habitat/Society. Algoids must live near water and have regular access to sunlight. Both lone algoids and colonies of the creatures have been found in swamps, lakes, and along rivers. They exist equally well in fresh or brackish waters.

These plant creatures form in areas with strong magical auras, which are thought to impart a form of primitive sentience to naturally-occurring algal blooms. If there is enough algae in an area, they form together to create one or more algoids. After being created, a dozen or more algoids will sometimes congregate in a body of water and shed parts of themselves, forming a collective offspring.

Scholars have had difficulty communicating with algoid colonies due to their lack of spoken language and fear of humanoids. It is believed, however, that they operate under a hive intelligence, each individual algoid performing duties



to benefit the colony as a whole. Lone algoids tend to live much shorter lives as they lack the support of a collective.

Ecology. Like other plants, algoids generate energy through photosynthesis. As they are deprived of sunlight, their coloration turns progressively darker, eventually becoming a dark black, and their bodies dry out, falling off in large chunks as they slowly die. Alchemists highly value deceased black algoids as their bodies can be powdered and used in curative potions and salves.

Algoids are distrustful and fearful of other creatures. When several algoids form a colony, they attempt to build as far away from humanoid tribes or known predators as possible. They are intelligent enough to lair in forgotten ruins or other complexes, using the defensible areas to their advantage.

Role in Undermountain. It is unlikely that a colony of algoids would form beyond Undermountain's top-most layers, as the trek to bathe in sunlight would be too perilous. The adventurers may come across a lone algoid, dying of sunlight deprivation, who was being studied by an alchemist.

Asperii

Large beast, neutral good

Armor Class 12 (natural armor)
Hit Points 51 (6d10 +18)
Speed 60 ft., fly 30ft.
STR 18 (+4) ***DEX*** 15 (+3) ***CON*** 16 (+3) ***INT*** 6 (-2)
WIS 13 (+1) ***CHA*** 14 (+2)
Damage Vulnerabilities fire
Damage Resistances cold
Skills Perception +3, Survival +3
Senses truesight 30ft., passive Perception 13
Languages telepathy 60ft.
Challenge 2 (450 XP)

Actions

Multiattack. The asperii makes two attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target, *Hit*: 8 (1d8 + 4) piercing damage.

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

The Asperii herds known to live on and around Waterdeep Mountain can be seen from the crow's nest of ships as they near the coast. An asperii is a white or grey long-haired flying horse. They have long necks and small heads like the Tarpan and Arabian breeds. They do not have wings like the pegasus. Occasionally they may allow a human to ride them but in order to be trained as a proper mount, the Asperii must have been raised around humans.

Combat. In combat, the asperii usually flee. They do not like to fight and rarely do. They may attack a particularly dangerous or invasive evil creature with their herdmates. They prefer guerilla tactics and wear enemies down overtime before they face them toe to toe to finish them off.

Habitat/Society. Asperii or "horses from heaven" are believed to be related to angels. They mate for life in most cases, though a few polygamist relationships occur. They all serve to bring peace and promote goodness, though they are not always lawful.

Ecology. No matter what region they are found in, they live near the peak of a mountain. Some creatures prey on the Asperii; most of the Asperii predators are evil creatures. Asperii are herbivores, they are usually spotted in mating pairs.

Role in Undermountain. Asperii herds once roamed prodigiously on the peaks of Mount Waterdeep, but they were supplanted by the griffon aviary. The resourceful asperii adapted and expanded. They have moved to a grand sanctuary within Mount Waterdeep far within the maze that is Undermountain. From there, a very powerful asperii heals the sick and mad. This service comes at a cost. The journey is long and many foes roam the tunnels that lead to the sanctuary. Pilgrims still make the trek, for what solace do the dying have but hope.

I once saw one that had a golden luminescent coat and long white mane. She was the size of a Clydesdale, huge for her species. She flew to me one day and cured my madness the first time I went insane...



Athach

Huge giant, chaotic evil

Armor Class 13 (hide armor)
Hit Points 138 (12d12 + 60)
Speed 30 ft.
STR 21 (+5) ***DEX*** 12 (+1) ***CON*** 21 (+5) ***INT*** 5 (-3)
WIS 12 (+1) ***CHA*** 7 (-2)
Saves Str +8, Con +8
Senses darkvision 60 ft. passive Perception 11
Languages Giant
Challenge 8 (3,900 XP)

Actions

Multiattack. The athach makes three attacks: two with its club and one with its bite.

Club. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (3d4 + 5) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 13 (3d8) poison damage on a failed save or half as much 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.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage.

The athach is a hulking, malformed giant-kin. An athach's deformities vary from individual to individual but always include a fully-functioning third arm growing from the athach's sternum. Other deformities include differently sized eyes and ears, missing noses, and extra digits on the hands and feet. All athachs have a pair of large tusks they use to inject a paralytic venom.

The athachs' origins are still unknown to scholars. Many believe they are a subspecies of fomorian, but they lack any connection to the Feywild, bringing the theory into question. It is likely they are a product of one of Othea's affairs, which produced the likes of ogres, trolls, and other giant-kin. Athachs speak a crude dialect of Giant and some know enough Common to make demands of humanoids.

Combat. Athachs rush headlong into battle, using crude weapons taken from their environment. They engage the largest targets first, assuming they are the most powerful. The giant-kin use their poisonous tusks to paralyze their victims, preferring to preserve the body as food.

Habitat/Society. Athachs lair in large cave systems or reclaimed ruins far from civilization. They are either found alone or in small family units, consisting of one adult male, two to three adult females, and up to four juveniles (use that stats for an **ogre** to represent a juvenile athach). Athachs lead a violent life, fighting each other as often as prey or valorous adventurers. Athach children fight with one another as soon as they are able, which is only a few months after birth. They will often kill one another, which the parents encourage. The strongest athachs are thrown out of the family group once



they reach maturity and are expected to leave their parent's domain to seek out a mate.

Adult athachs develop an obsession with jewels and jewelry, often spending hours polishing and sorting their collection. A stolen gemstone is cause for violence more than a stolen mate or child for many athachs. Their obsession with beauty is odd indeed in an otherwise ugly life.

The malformed athachs are despised by true giants of the Ordning; even hill giants, with whom athachs share much, consider them abominations. Athachs fear true giants and will flee from them or serve them as guardians and slaves if threatened.

Ecology. Athachs are terrible builders, preferring to claim suitable living conditions more than alter their environment to suit their lives. They hate and fear true giants, but show no cowardice toward even the most powerful humanoids or other creatures. Some athachs have been known to parlay with travelers, granting them safe passage for an abundance of gems and jewelry. If the athach believes they have been wronged, however, they attack without warning.

Role in Undermountain. Athachs will not serve a master unless it is a true giant or they have been magically subdued into servitude. However, Undermountain's larger chambers would serve as a perfect lair for a small athach family. A lone athach seeking to impress a mate might venture into the renowned dungeon in search of gems and jewelry.

Averx

Tiny fey, chaotic neutral

Armor Class 15
Hit Points 27 (6d6 + 6)
Speed 20 ft., fly 40 ft.
STR 4 (-3) ***DEX*** 20 (+5) ***CON*** 12 (+1) ***INT*** 16 (+3) ***WIS*** 15 (+2) ***CHA*** 14 (+2)
Saves Dex +7, Cha +4
Skills Perception +4, Investigation +5, Sleight of Hand +9, Stealth +9
Senses darkvision 120 ft. passive Perception 14
Languages Common, Sylvan, Undercommon
Challenge 3 (700 XP)

Cunning Action. On each of its turns, the averx can use a bonus action to take the Dash, Disengage, or Hide action.

Immunity to Curses. The averx is immune to the *bestow curse* spell, the curse effects of cursed items, and any other spell, ability, or feature that has the word "curse" in its description.

Innate Spellcasting. The averx's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attack). It can innately cast the following spells, requiring only somatic components:

3/day: *cause fear*, faerie fire, light, silent image, phantasmal force*
2/day: *blink, enlarge/reduce* (*enlarge* portion only; self only), *invisibility* (self only), *levitate*

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

Trap Sense. The averx has advantage on ability checks made to detect and disarm traps. Additionally, the averx is proficient with thieves' tools.

Actions

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

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage.

*Appears in *Xanathar's Guide to Everything*.

These tiny, impish fey are also known as ***dungeon demons*** and ***cave devils***. They resemble a small, hunch-backed humanoid with small horns, feline facial features, and bat-like wings. They are often mistaken for fiends but originate from the Feywild.

Combat. Averxes avoid direct combat at all costs, relying on their ability to hide from and evade enemies. If forced to fight, they use *enlarge* and attempt to stay out of range. They prefer to use hit-and-run tactics, traps, and misdirection. Averxes are intelligent and cunning and will evaluate their opponents, fleeing if the encounter turns sour.

Habitat/Society. Averxes prefer to live in subterranean natural environments and are particularly drawn to crystalline cave systems or Underdark passages with luminescent fungi. Averxes form a strong bond with their home, considering it a foundational part of their identity. Defiling their caverns will incite their anger and press the otherwise non-combative fey to violence.

Averxes are obsessed with treasure, particularly magic items, and spend their lives amassing as many items as they can. What they are unable to procure they often know much about, leading them to be invaluable resources for the aspiring dungeon delver. Due to their curse immunity, however, they often do not realize when an item would have devastating effects on another creature. Those averxes that do come to understand how curses function might leave cursed items in plain sight in their lairs, serving as a devious trap for intruders.

Averxes live in small clans ranging from 5 to 15 individuals led by a single leader, who is often determined



by the size of their magic item hoard. An individual averx might be encountered on a treasure hunt, hoping to claim a new item for its hoard.

Ecology. Averxes are most commonly found in the Feywild, but many have crossed into the Prime Material plane in search of unique treasures. They are conjured by spellcasters seeking information on a magic item or as a porter for a cursed treasure. Some scholars believe averxes are created by the avarice of renowned tomb robbers and dungeon delvers.

These fey prefer to have limited interaction with other creatures unless they are seeking information on a magic item. They have been known to wage small wars against evil subterranean species, such as grimlocks and troglodytes. These wars are territorial in nature more so than a moral obligation to fight evil.

Role In Undermountain. Averxes have a myriad of reasons for being in Undermountain. A clan might claim a small corner of the dungeon as a base from which to launch treasure hunts. An oddly social averx may approach an adventuring party promising information on a hidden treasure in exchange for a magic item the party carries or simply offer an item in trade.

Bariaur

Large monstrosity, chaotic good

Armor Class 13
Hit Points 51 (6d10 +18)
Speed 50 ft.
STR 18 (+4) ***DEX*** 14 (+2) ***CON*** 16 (+3) ***INT*** 9 (-1)
WIS 13 (+1) ***CHA*** 11 (+0)
Skills Athletics +6, Perception +3, Survival +3
Senses passive Perception 13
Languages Sylvan, Druidic
Challenge 2 (450 XP)
Charge. If the Bariaur moves at least 20 ft straight toward a target and then hits with a Ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Multiattack. The Bariaur makes two attacks: one with its club and one with its ram or two with its sling.

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

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target, *Hit*: 4 (1d4 + 2) bludgeoning damage.

A bariaur is a cousin of the feared centaur. The bariaur and the centaur began losing their habitat to the voracious timbering that made Waterdeep wealthy since its founding. Neither creature holds Waterdavians in high regard. The Bariaur are slowly being driven to extinction by the vile trolls

I had suggested we propose an alliance with the bariaur and the centaur during the Troll Wars but the Masked Lords were tepid. The bariaur agreed for a time, provided we scaled back mining and logging operations. When we drove the trolls back to the marshes, the treaty was forgotten and the bariaur left to fend for themselves. I do not think such an agreement could be met these days. They are a proud race. There is an old loggers adage: "The axe forgets what the tree remembers"; such is the truth of the bariaur.

from the swamps to the north. Often they are in league with other intelligent races of The High Forest. They often act as enforcers for druids keen on slowing the encroachment of cities in the wild north.

Combat. In combat, they fight tenaciously' preferring to charge enemies and knock them down before pummeling them with clubs. They often use their size and speed to trample unmounted foes. They do make an effort to avoid harming mounts unless the mount is evil or monstrous. They despise goblins and especially hate trolls.

Habitat/Society. Bariaur are reclusive and untrusting. They live in the wooded hills and caves around Waterdeep. Bariaur mate for life, taking another mate only when a partner is killed or is barren. They do have a marriage ritual where the couple chooses a Druidic rune that becomes their bond once branded on their flank. They also carve beautiful designs into each other's horns and hooves.

Ecology. The Bariaur are omnivores. Many creatures prey on them and trolls kill them for sport. A Bariaur settlement is usually near a water source. Bariaur deters many invasive pests; they hunt rats, osquip, goblins, and trolls. A few tribes have discovered the trolls vulnerability to fire and dispatch many but the bariaur cannot match the trolls fecundity rate. Attrition is the bariaurs greatest foe even if not the most hated one.

Role in Undermountain. The bariaur warparties in the depths of Undermountain slay pests where they sleep. The grizzled nomads that patrol the maddening halls care little who or what they kill. Nothing venturing in this foul place has a natural purpose and must die.



Bonebat

Medium undead, neutral evil

Armor Class 14 (natural armor)
Hit Points 31 (7d8)
Speed 10 ft., fly 60 ft.
STR 16 (+3) ***DEX*** 14 (+2) ***CON*** 11 (+0) ***INT*** 6 (-2) ***WIS*** 12 (+1) ***CHA*** 5 (-3)
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, poisoned
Senses blindsight 120 ft. passive Perception 11
Languages understands one language (usually Common) but can't speak
Challenge 2 (450 XP)
Echolocation: The bat can't use its blindsight while deafened.
Keen Hearing: The bonebat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 +3) piercing damage. If the target is a creature other than an elf or undead, it 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.

Bonebats are skeletal bat-like creatures that serve as messengers and guardians to necromancers and evil clerics. They appear as skeletal giant bats but have a large skull with long fangs. Ghostly spectral strands connect their wing bones, allowing for magical flight.

Combat. Bonebats attack from the shadows, using their superior blindsight to ambush unwary prey. They swarm a single victim, hoping to paralyze it with their ghoulish bites before moving on to the next target. Bonebats follow their creator's orders flawlessly, often sacrificing themselves in battle for their master.

Habitat/Society. Bonebats are found in their master's lairs, serving as guardians or alarm systems. They have no social organization of their own.

Ecology. Arcane scholars have determined that bonebats are not naturally occurring undead; all bonebats were created by a master. They are formed predominantly from the bones of giant bats, enchanted with foul necromantic magic, with their fangs originating from other sources, such as boars or orcs, and are.

> Don't go near the bodies; never go near the bodies!

If left to their own devices, bonebats begin to behave as natural bats, hunting small mammals, even though they do not require food to sustain themselves.

Role in Undermountain. Bonebats might serve any number of necromancers found in Undermountain. A small colony might still guard the hidden chambers of a long-dead cleric's domain. Lone bonebats might be found wandering the halls of Undermountain in search of prey.

Bonespear

Large monstrosity, unaligned

Armor Class 19 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 30 ft., climb 30 ft.
STR 22 (+6) ***DEX*** 12 (+1) ***CON*** 20 (+5) ***INT*** 1 (-5) ***WIS*** 12 (+1) ***CHA*** 3 (-4)
Saves Str +10, Dex +5, Con +8
Senses blindsight 30 ft. passive Perception 11
Languages –
Challenge 10 (5,900 XP)
Immobilize. The bonespear uses a bonus action to anchor itself into a solid surface. While anchored, the bonespear's movement becomes 0 and it cannot benefit from effects that would increase its movement. The bonespear cannot be knocked prone or forced to move until it uses a bonus action to unanchor itself.

Retractable Spears. The bonespear has two spears. Each spear can be attacked (AC 20; 15 hit points; immunity to poison and psychic damage). Destroying a spear deals no damage to the bonespear. A spear can also be broken if a creature takes an action and succeeds on a DC 18 Strength check against it. The bonespear regrows destroyed spears in 1d4 weeks.

Actions

Multiattack. The bonespear makes two attacks with its spears, uses Drag, and makes one attack with its bite.

Spears. *Melee Weapon Attack:* +10 to hit, reach 40 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage and the target is grappled (escape DC 18). Until the grapple ends, the target is restrained and takes 16 (3d6 + 6) piercing damage at the beginning of each

of their turns. The bonespear can't use the same spear on another target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Drag. The bonespear pulls each creature grappled by it up to 20 feet straight toward it.

BONESPEARS ARE NATURAL PREDATORS NATIVE TO MANY OF THE OUTER PLANES, PARTICULARLY CARCERI, GEHENNA, AND ACHERON. THE BONESPEAR IS A LARGE INSECTOID WITH A DENSE CHITINOUS SHELL. THE BEAST'S ANT-LIKE HEAD HAS TWO LARGE PROTRUDING SPEARS, FROM WHICH IT DERIVES ITS NAME AND A MAW OF JAGGED TEETH. SIX THICK, BARBED LEGS SPROUT FROM UNDER THE BONESPEAR'S CHITIN, WHICH IT CAN USE TO DIG INTO THE GROUND, SECURING ITSELF TO A LOCATION.

Combat. The bonespear's primary weapons are the large javelin-like horns protruding from its head. The beast can compress an air bladder at the base of the spears to launch them toward prey. The spears remain attached to the bonespear through a long, tough braid of sinew and muscle tissue. The barbed spears continue to tear at the victim's flesh until removed. Using a muscle in their heads, a bonespear reels the sinew cord back toward them, dragging their catch in as well. Once their victim is close, the bonespear finishes their victim with a powerful bite.

The bonespear is known to take down targets much larger than itself, relying on its ability to anchor into nearly any surface, becoming unmovable. When hunting the bonspear does not prefer open ground. Instead, they find an area with plenty of cover, anchor themselves, and wait to launch their spears at passersby.

Habitat/Society. Bonespears are solitary creatures who control a wide hunting area. They fight violent battles over prime hunting grounds, killing off or forcing out other predators, including their own kind.

Bonespears mate every two to three years, resulting in a clutch of several dozen eggs. The female bonespear abandons the eggs as soon as she lays them. Most, if not all of the eggs, do not hatch, either being consumed by other beasts or lost to the elements. Planar scholars suspect the bonespear is nearly an extinct creature due to their violent lives and slow mating cycles.

Ecology. Bonespear hatchlings are the size of fully-grown house cats and hunt small creatures for the first months of their life. Juvenile bonespears are able to claim some fiends as prey, including dretches, imps, and lemures. Bonespears lair in tight dens, which they use only for rest and devouring captured prey. A single adult bonespear controls up to a 7-mile-radius hunting ground.

Role in Undermountain. Bonespears are rare extraplanar beasts but, if captured, can prove to be formidable guardians. Their supernaturally hard exoskeleton might be sought out by a powerful artificer looking to create magical armor or shields.



Caterwaul

Medium beast, chaotic evil

Armor Class 14
Hit Points 62 (8d8 + 26)
Speed 50 ft.
STR 14 (+2) ***DEX*** 16 (+3) ***CON*** 14 (+2) ***INT*** 8 (-1)
WIS 8 (-1) ***CHA*** 6 (-2)
Skills Athletics +5., Stealth +6
Senses darksight 60 ft., passive Perception 9
Languages -
Challenge 3 (700 XP)
Keen Hearing and Smell. The caterwaul has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target, Hit: 6 (1d8 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target, Hit: 12 (4d4 + 2) slashing damage.

Screech (Recharge 5-6). The caterwaul emits a shrill cry that affects a 30 ft., sphere. Each creature in that area that is not deafened must make a DC 12 Wisdom saving throw. On a failure, the target takes 10 (3d6) thunder damage and is stunned until the end of its next turn. A creature that succeeds takes half damage and avoids being stunned.

The caterwaul is a sly and sadistic creature that has 6 legs and looks like a lynx with tan or even molasses colored fur. It prowls the forests and jungles, stalking prey. These creatures still terrorize loggers in the forests surrounding Waterdeep. There is a market for their pelts. The logic being that if hunted, their numbers may decline or they may migrate but as yet they are still a prominent predator in the region.

Combat. In combat, the caterwaul will usually ambush creatures with its Screech action and then close in for the kill. A small group of caterwauls will attack a logging camp if hungry but they are more apt to go for easier prey. They like to grapple foes and then rake with their claws. Eating for them is a communal activity with cubs tending to get first pickings. They also seem to enjoy eating their quarry while it is still alive and screaming.

Habitat/Society. Caterwaul prefer seclusion but the ever-expanding frontier has brought more unwary humans to the caterwauls hunting grounds. They are a solitary creature and quite territorial. They only make contact with others to mate or to contest a mating pair. A litter is 4 to 6 cubs. The male guards the nest while the smaller, more skilled female hunts for food. A caterwaul nest is always near a water source.

Ecology. The caterwaul is a carnivore, preferring to prey on mammals. It will kill other creatures in its hunting grounds if it feels threatened. It is wary of humans as many hunters poach the caterwaul for its beautiful golden coat.

Role in Undermountain. The Cavern of Madness in Undermountain got its name from these creatures. Though they normally live on the surface, those who adapted to this new hunting ground do not know hunger. The blood chilling cry of the caterwaul echoes far in the caves and tunnels. A caterwaul nest is usually full of many coins and shiny gems.

> From what I've been told; once you hear their cry, it is already too late. These creatures are the reason why people do not venture too far from camp, especially at night.



Cildabrin

Large monstrosity, neutral evil

Armor Class 14 (chitinous plates)
Hit Points 52 (7d10 + 14)
Speed 30 ft, climb 30 ft
STR 14 (+2) ***DEX*** 16 (+3) ***CON*** 14(+2) ***INT*** 8 (-1)
WIS 11(+0) ***CHA*** 4 (-3)
Skills Stealth +7
Senses darksight 60 ft., passive Perception 10
Languages -
Challenge 3 (700 XP)
Spider Climb. The cildabrin can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target, *Hit:* 6 (1d8 + 2) bludgeoning damage and the target is grappled (escape DC 12). The cildabrin has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target, *Hit*: 7 (1d10+ 2) piercing damage and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, half as much damage on a successful one.

Cildabrin are a subterranean predator that has a large arachnid body with scorpion's pincers and tail. They do not make webs like arachnids but are able to move freely around them. Their stinger is not poisonous as the scorpion's is, rather it is a reproductive organ, filling the stung creature's body with hundreds of larvae. If that creature dies, days later the eggs pupate and the body bursts open as a swarm of newborn cildabrin emerge.

Combat. In combat, the cildabrin lies in wait. They are known to lure humanoids into their hunting grounds with small treasure piles. They will use their mobility to their advantage, moving to areas where they cannot be reached or where they can find cover to hide and sneak to their advantage.

Habitat/Society. The cildabrin is a solitary predator. They do not mate. They inject self fertilized eggs into hosts. The eggs hatch soon after the host dies. They live in caves and swamps.

Ecology. Some would classify the cildabrin as a parasite based on its reproductive habits but the cildabrin does not rely on a host organism to live, it merely uses them as a nest. The cildabrin eats large insects, rodents, and some amphibians. It eats most creatures whole, tearing up larger prey with its powerful claws before eating.

Role in Undermountain. Cildabrin like to put a body near a loot pile and wait. Something will eventually come along that can't resist the treasure. The cildabrin uses this distraction to its advantage and attacks unwary travelers.



Crysmal

Small elemental, neutral evil

Armor Class 17 (natural armor)
Hit Points 78 (12d6 + 36)
Speed 30 ft., burrow 30 ft., climb 30 ft.
STR 16 (+3) ***DEX*** 14 (+2) ***CON*** 17 (+3) ***INT*** 15 (+2) ***WIS*** 10 (+0) ***CHA*** 8 (-1)
Skills Perception +3
Damage Immunities cold, fire, poison
Damage Resistances lightning; piercing and slashing from nonmagical weapons
Condition Immunities petrified, poisoned
Senses tremorsense 30 ft., passive Perception 13
Languages telepathy 60 ft., Terran
Challenge 6 (2,300 XP)

Earth Glide. The crysmal can burrow through nonmagical, unworked earth and stone. While doing so, the crysmal doesn't disturb the material it moves through.

Innate Spellcasting (Psionics). The crysmal's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *detect thoughts, locate object, minor illusion*
1/day each: *animate objects* (gemstones and rocks only), *mind spike*, phantasmal force*

Actions

Multiattack. The crysmal makes two attacks with its legs and one with its stinger.

Legs. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Stinger. *Melee or Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 10 (3d6) psychic damage.

*Appears in *Xanathar's Guide to Everything*

The crysmal is a crystalline creature that resembles a large scorpion without pincers. They are typically formed from beryl, corundum, or quartz and range in color from smoky white to shades of pink and green. Their bodies reverberate slightly, resonating with psionic energy. The crysmal's stinger is a large, jagged piece of crystal heavily infused with psionic power.

Combat. Due to its crystalline body, the crysmal is highly resistant to many forms of attack. It uses this to its advantage and attempts to close the distance with enemies quickly, shrugging off attacks during the approach. Crysmals, similar to the xorn, are able to move through unworked stone as easily as air and use this to close on dangerous opponents. The crysmal uses its sharp crystalline appendages to slash at enemies and stab them with its scorpion-like stinger. The elemental's stinger, the source of its psionic abilities, sends intense pain signals to the target's brain, felling even much larger foes.

Crysmals are natural psions capable of detecting sentient creatures, locating objects (which they most often use to find crystal geodes to devour or use in reproduction), and forming illusions. They are also able to animate rocks and gemstones, using them as projectile weapons, and assault their target's mind with psionic attacks.

Habitat/Society. Crysmals are native to the Elemental Plane of Earth but can be found on the Material Plane in deep subterranean dungeons and mines, where they seek out large crystal formations. They do not form permanent lairs, choosing to roam in small packs of 2-6 crysmals. Within a pack, crysmals seem to have clearly defined tasks, such as scouting new tunnels or testing a dungeon corridor for traps. It is unclear how the crysmals decide which individuals perform these tasks.

Ecology. Much like the xorn, crysmals devour precious gemstones and other mineral matter for subsistence. It has been reported that if a crysmal is fed a diet of highly precious stones, such as diamonds and sapphires, they develop more powerful psionic abilities. Crysmals also use crystals as a reproductive method. Up to two times a year, a crysmal can perform a psionic process that forms a crystal geode into a crysmal, granting it both its physical shape and sentience. These newly produced crysmals will join its parent's pack until the pack becomes too large to sustain itself.

Crysmals were created by and often serve Ogrémoch, the Prince of Evil Earth. They have also been known to ally themselves with the dao and other evil earth elementals. Crysmals often come into conflict with xorn, with whom they compete for precious gemstones to devour.

Role in Undermountain. Undermountain extends deep enough below Waterdeep to have entered the crysmal's domain. These creatures often serve dao as scouts and guardians, so if you plan to add an earth genie to Undermountain, these make great minions. A cunning adventuring party may also want to follow a pack of crysmals from the shadows, hoping to be led to a formation of valuable gemstones or even a planar gate.

Darkenbeast

Medium monstrosity, neutral evil

Armor Class 12
Hit Points 52 (8d8 + 16)
Speed 10 ft., fly 30 ft.
STR 16 (+3) ***DEX*** 13 (+1) ***CON*** 15 (+2) ***INT*** 6 (-2)
WIS 10 (+0) ***CHA*** 3 (-4)
Damage Vulnerabilities radiant
Skills Perception +3
Senses darksight 120 ft., passive Perception 13
Languages Telepathy 120ft.
Challenge 3 (450 XP)
Keen Hearing and Sight. The darkenbeast has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Light Sensitive. Darkenbeasts have disadvantage on all attack rolls, saving throws, and skill checks if exposed to bright light. A darkenbeast that takes 10 or more points of radiant damage immediately reverts to its true form.

Dive. If the darkenbeast moves at least 20 ft straight toward a target and then hits with a bite attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Multiattack. The darkenbeast makes two attacks, two with its talons or one with its bite and one with its talons.

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

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target, *Hit*: 10 (2d6 + 3) slashing damage.

These creatures are not born, they are created. Crafty, evil wizards use them to terrorize people during the night. In the daylight, they revert to the creatures they were created from covering the conniver's tracks neatly. Darkenbeasts have black, leathery skin and look like giant bats with tails. They have equestrian heads with rows of pointed teeth.

Combat. In combat, they avoid attacking targets with torches unless commanded to by their creator. A creature holding a torch who is attacked by a darkenbeast may catch glimpses of the creature's true form while it is in the light.

Habitat/Society. Darkenbeasts do not have a habitat or society. They are created and revert to their true form in sunlight.

Ecology. Darkenbeasts are unnatural and do not fit into any ecosystem.

Role in Undermountain. During the Guild Wars, mercenaries carried weapons openly in the streets and brutal street fights happened often. There was one more cunning and more subtle who used terror to achieve political ends and consolidate power. It is believed that the darkenbeast was originally created by spell casting races living in Undermountain.

Darkenbeasts are the horrific and obedient enforcers of shadowy lords below the city. They guard vaults and treasure troves. They are the perfect solution as they will likely never see sunlight; they will never revert back to their original form.

Create Darkenbeast

5th-level transmutation

[War Wiz]

Casting Time: 1 minute

Range: 20 foot cube

Components: V, S, M (Wyvern's blood and one crushed black jet worth at least 100 gp for each darkenbeast to be created)

Choose up to three Beasts for this spell. The animals to be transformed must all be a Beast of CR 1 or below with and size Large or smaller. The creature must also be non-magical and have an Intelligence score of 6 or less. The spell automatically fails on a creature that does not meet these requirements. This spell can only be cast in darkness and at night. Once complete, the poor beasts begin a gruesome transformation into darkenbeasts. The effect lasts until daylight strikes the beast. At that time, the creature automatically reverts to its true form. Slain darkenbeasts also revert at this time. The Daylight and Dispel Magic spells end this effect as do other spells or effects that produce daylight.

At Higher Levels. When you cast this spell using a 6th-level spell slot or higher, you may select one additional target for each slot level above 5th.

I remember teaching Khelben "Blackstaff" this spell after I found it in Undermountain. In hindsight that was probably a bad idea.

Cursed Adventurer

Medium undead, chaotic evil

Armor Class 16 (ring mail, shield)
Hit Points 76 (9d8+36)
Speed 40 ft.
STR 18 (+4) ***DEX*** 12 (+1) ***CON*** 18 (+4) ***INT*** 16 (+3) ***WIS*** 10 (+0) ***CHA*** 11 (+0)
Saving Throws Strength +7, Constitution +7, Wisdom +3
Skills Arcana +6, Athletics +7, Perception +3, Stealth +4
Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold, fire, poison,
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft. passive Perception 13
Languages Common
Challenge 8 (3900 XP)

Combat Casting. The cursed adventurer can perform the somatic components of spells even when they have weapons or a shield in one or both hands.

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

Rejuvenation. If the cursed adventurer is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

Spellcasting. The cursed adventurer is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The cursed adventurer has the following wizard spells prepared:

Cantrip (at will): *minor illusion*
1st level (3 slots): *magic missile*, *shield*
2nd level (2 slots): *blur*, *scorching ray*
3rd level (1 slot): *fireball*

Undead Fortitude. If damage reduces the cursed adventurer 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 cursed adventurer drops to 1 hit point instead.

Undead Traits. The cursed adventurer does not require, food, water, or sleep. It must meditate at least 4 hours a day uninterrupted to regain its spell slots.

Actions

Multiattack. The cursed adventurer makes two attacks with its longsword.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage + 7 (2d6) necrotic damage.

Cursed adventurers are fallen dungeon delvers and would-be heroes, tethered to the mortal realm by powerful necromantic magic. They retain all the memories of their previous life, but through dark magic, they are unable to pass onto their final reward in the outer plane in accordance with their god and alignment. Instead, they are stuck forever in a half-life, hunting the living out of hatred and spite for their own cursed condition. Their undead nature gives them great power and immortality, but the magic that created them permanently stunts their ability to grow intellectually, locking them in a permanent state of despair, anger, and resentment of their condition.

Powerful necromancers often recruit them into their ranks as powerful lieutenants with the promise of freeing them from their unlife in return for slaying the mortals they so desperately hate.

Combat. Cursed adventurers prefer ambushes, trying to hit as many targets as possible with a *fireball* spell, then attacking at range with its other damaging spells. It will then move in to pick off the survivors, attacking the clerics and spellcasters first to minimize the potential damage they might do to it.

Habitat/Society. Cursed adventurers live a half-life, roaming the deep places of dungeons where they fell. They can be found in other great dungeons around the world, as the circumstances needed to create them are simple to create. They are often minions of **dread necromancers,** serving as powerful undead lieutenants in undead armies, as long as they are allowed to wreak havoc on the living.

Ecology. As intelligent undead who hate the living with a passion, they seek out places where they can do the most damage to those that they hate. They will stalk adventurers for days, waiting for a prime opportunity to strike.

Role in Undermountain. Having run afoul with one of Halaster's traps or mad schemes, a cursed adventurer forever roams the halls of Undermountain, striking out at the living as it languishes in an undead nightmare, unable to pass on to the outer planes of the gods and eternal rest.

The Dread Necromancer Archard Walthorn has several cursed adventurers in his army within Undermountain.

Others can be found alone, stalking the living in hopes of slaying them without mercy to slake their misplaced thirst for vengeance.

Deepspawn

Huge aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 10 ft., fly 30 ft. (hover), swim 30 ft.
STR 22 (+6) ***DEX*** 12 (+1) ***CON*** 21 (+5) ***INT*** 20 (+5) ***WIS*** 12 (+1) ***CHA*** 13 (+1)
Saves Con +9, Int +9, Wis +5
Skills Arcana +9, Nature +9, Perception +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 15
Languages Deep Speech
Challenge 12 (8,400 XP)

Birth Spawn. The deepspawn can create an exact copy of any creature it has eaten, as long as that creature's type was not celestial, elemental, fey, fiend, or undead and it was size Huge or smaller. After selecting a spawn to create, the deepspawn must wait 1d4 days to form the spawn inside of its body, after which it erupts, birthing itself. The deepspawn can only create one spawn at a time but can control an unlimited number at once. The spawn are controlled by the deepspawn, as if by a *dominate monster* spell.

Flesh Mending. If the deepspawn has more than 0 hit points, it regains 5 hit points at the start of its turn.

Innate Spellcasting. The deepspawn's innate spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attack). It can innately cast the following spells, requiring no material components:

At will: *detect thoughts, water breathing* (self only)
3/day: *hold monster* (cast as a 7th-level spell)
1/day: *heal* (self only)

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

Actions

Multiattack. The deepspawn makes six attacks: three with its biting arm and three with its tentacle arm.

Biting Arm. *Melee Weapon Attack:* +10 to attack, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage.

Tentacle Arm. *Melee Weapon Attack:* +10 to attack, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage. The target is grappled (escape DC 16) if it is a Large or smaller creature and the deepspawn doesn't have three other creatures grappled. Until this grapple ends, the target is restrained.



Legendary Actions

The deepspawn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The deepspawn regains spent legendary actions at the start of its turn.

Command Spawn. The deepspawn commands a creature it has spawned within 120 feet of it that it can see. The creature moves up to their speed without provoking opportunity attacks.

Biting Arm Attack (2 Actions). The deepspawn makes a biting arm attack.

Detect. The deepspawn makes a Wisdom (Perception) check.

DEEPSPAWN ARE TERRIFYING ABERRATIONS OF UNKNOWN ORIGIN. THEIR BODY IS A FLOATING, RUBBERY SPHERE COVERED IN FOLDS OF SAGGING GREY AND BROWN FLESH. THEY HAVE SIX ARMS THAT THEY USE TO DEFEND THEMSELVES AND MANIPULATE OBJECTS IN THEIR ENVIRONMENT. THREE OF THE ARMS RESEMBLE GIANT OCTOPUS TENTACLES, COMPLETE WITH SUCTION CUPS USED FOR GRASPING FINE OBJECTS. THE OTHER THREE TERMINATE IN WHAT APPEARS TO BE A SERPENT'S MAW, FULL OF RAZOR-SHARP FANGS. THE DEEPSPAWN ALSO HAS OVER 40 LONG, RETRACTABLE EYESTALKS, BUT RARELY EXTENDS MORE THAN THREE AT A TIME, KEEPING THE REMAINDER TUCKED SAFELY BETWEEN THE SLIPPERY FLESH OF ITS SPHERICAL BODY.

The alien creatures are most known for their ability to produce thralls of anything they have devoured. A deepspawn's lair is often guarded by creatures rarely found together, making for an unpredictable challenge even for the most well-experienced adventurers.

Combat. When threatened, a deepspawn uses its thralls for protection, caring nothing for their lives. If forced to fight, the deepspawn uses *hold monster* and grapples as many opponents as possible. Once its opponents are crippled, they are easily devoured through its biting arms.

Most likely due to the violent way their thralls are born, deepspawn have adapted a weak form of regeneration, which allows them to mend wounds over time. Once per day, the deepspawn is able to produce the effects of a *heal* spell on itself, although it is unlikely the magic actually originates from a deity. Deepspawn also possess limited psychic abilities, using *detect thoughts* to sense intruders in their lair.

Habitat/Society. Deepspawn lair in the upper levels of the Underdark or in large cave systems just below the surface. They prefer large subterranean complexes that support a wide variety of thralls. They often lair near deep underwater rivers or lakes, using their natural swimming ability and *water breathing* to evade intruders or seek out new and strange things to devour. Deepspawn are highly intelligent and ensure that their lairs have multiple escape routes and other emergency measures, such as traps and stores of magical items, which they can manipulate with their tentacle arms. These items are also used by valuable thralls.

Deepspawn are always encountered alone and seem not to care about others of their kind. The aberrations have existed in the Underdark longer than history has been recorded and have successfully defended their lairs against dwarves, drow, illithids, and aboleths.

Ecology. Deepspawn eat any organic material but prefer still-living meat. After devouring a creature, even if it were dead when the deepspawn discovered it, the deepspawn retains a perfect memory of the creature indefinitely. Anytime thereafter, the deepspawn can begin to grow an exact copy of the creature inside of its spherical body, stretching and bloating as the creature matures over several days. Once the creature has grown to full size, it tears itself from the deepspawn in a violent, gory display. The offspring is fiercely loyal to the deepspawn, which controls its thralls through a telepathic link. The deepspawn uses its restorative abilities to recover from the birthing process.

The thralls themselves retain all of their abilities, traits, knowledge, and other characteristics from life but are clearly not the original creature. They act unnaturally rigid and some have superficial deformities from the birthing process, such as extra digits, sagging skin, or a thin mucus membrane covering their bodies.

Birthing spawn regularly requires a large amount of energy, forcing the deepspawn to seek out plentiful hunting grounds regularly. If a deepspawn is well-fed, however, it poses catastrophic problems for communities near its lair. Once it has built up a sizable army, deepspawn will attempt to seize small settlements or towns. Underdark populations who suspect a deepspawn is in the area must work quickly to slay it or cull its offspring.

Role in Undermountain. Deepspawn exist to seek out new creatures to devour and birth. Undermountain has a wide variety of denizens and foolhardy adventurers ready to be added to an enterprising deepspawn's list. Deepspawn serve no one and rarely ally with any other creatures, but they could control entire levels of the complex due to their strength and an endless supply of thralls.

Disenchanter

Large monstrosity, neutral

Armor Class 10
Hit Points 51 (6d10 + 18)
Speed 50 ft.
STR 13 (+1) ***DEX*** 10 (+0) ***CON*** 17 (+3) ***INT*** 15 (+2) ***WIS*** 12 (+1) ***CHA*** 10 (+0)
Skills Arcana +4
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Senses passive Perception 11
Languages Disenchanter
Challenge 3 (700 XP)
Sense Magic. The disenchanter senses magic within 120 feet of it at will. This trait otherwise works like the *detect magic* spell but isn't itself magical.

Actions

Drain Magic. The disenchanter drains magic from an object or ongoing magical effect it can see within 10 feet of it by touching it with its snout. If the object isn't being worn or carried, the object is permanently drained of its magic. If the object is being worn or carried by a creature, the creature can make a DC 12 Dexterity saving throw to avoid the disenchanter's touch. If the disenchanter touches a creature with ongoing magical effects, the creature can make a DC 12 Dexterity saving throw to avoid the disenchanter's touch. On a failure, any ongoing magical effects on the creature end.

Reactions

Intercept Spell. If the disenchanter is the target of a spell with a visible, physical effect, such as *magic missile*, it can use its reaction to make a DC 15 Dexterity saving throw to intercept the effect with its snout. On a success, the spell has no effect on the disenchanter. Other targets are affected normally.

The disenchanter resembles a camel with bright-blue fur and a long, flexible snout similar to an elephant's. These strange creatures are able to sense magic and absorb it through their snouts, consuming it for sustenance. Disenchanters are thought to have been created by the phaerimm, an ancient race of aberrations who warred with the Netherese. They are intelligent and speak their own language, although some choose to learn Common to facilitate interaction with other creatures.

Combat. Disenchanters are docile creatures when left alone, but are voracious eaters. If starved, disenchanters often come into conflict with adventurers, since they are likely to have large amounts of magic items and spellcasting abilities. If forced to consume magic auras from other creatures, disenchanters prefer to use their speed to quickly move about, devouring as much as they can before escaping. Their thin, spindly legs are not suitable for kicking and they lack the jaw strength to deal more than superficial damage with their toothless bite. Remarkably, their magical hides turn away all but magical weapons.

Habitat/Society. Scholars debate the disenchanter's origin, but the prevailing theory is that they were either created by the phaerimm or came with them from their home plane. They are found within and to the east of the Anauroch desert. Every 150 years there is a notable migration of disenchanters to the area surrounding Raven's Bluff, a metropolis on the eastern shores of the Dragon Reach, near the Sea of Fallen Stars. The disenchanters exist in the area for several months and then migrate back to the Anauroch. The reason for this migration is unknown, although some believe the creatures can sense a regular surge in the Weave in the area.

Although the disenchanters speak their own language, they have no discernable society. They often wander alone, seeking out magic to devour. It is possible that they served a greater role to the phaerimm, but have since lost that purpose.

Ecology. Little is known about the disenchanter's reproductive cycle. Some scholars believe they are created spontaneously every 150 years during the unexplained migration, while others believe they split into two individuals once they have consumed enough magical energy.

Disenchanters do not have natural predators due to their magical hides. It is believed that their reliance on a difficult-to-acquire food source controls the disenchanter population.

Role in Undermountain. Disenchanters are not typically found in dungeon complexes or subterranean locations. However, they are a fantastic guardian for a dungeon denizen concerned about adventurers and their packs laden with magic swords and wands. Disenchanters are intelligent and could be convinced to assist another creature if it were given reliable access to food sources.

Disir

Medium humanoid, lawful evil

Armor Class 12 (bone plates and caustic slime)
Hit Points 27 (5d8 + 5)
Speed 30 ft.
STR 13 (+1) ***DEX*** 15 (+2) ***CON*** 13 (+1) ***INT*** 13 (+1) ***WIS*** 10 (+0) ***CHA*** 2 (-4)
Damage Resistances fire
Senses darksight 60 ft., passive Perception 10
Languages Undercommon
Challenge 1 (200 XP)

Vile Appearance. This creature is covered with a foul-smelling, caustic gel. While quite effective at protecting the creature it also grants advantage on Dexterity checks to avoid or escape grapples and to escape non-magical restraints. At the end of each of its turns, any target damaged by the disir or engaged in a grapple with the disir during its turn must make a DC 10 Constitution saving throw or be paralyzed for one minute. The target may repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target, *Hit:* 8 (2d6 + 1) piercing damage.

Tongue. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target, *Hit:* 6 (2d4 + 1) slashing damage.

The disir is a vile, awful smelling creature who stalks the maze of warrens in Undermountain ravenous for juicy, fresh meat. They look like a hunched humanoid and move with an eerie sideways shuffle. They are covered with a sticky film of slime that causes great pain like the sting of a jellyfish. Vital areas are protected by jagged bone plates and ossified flesh. They are often seen "licking" their prey with wide, rasp-like tongues that rip meat from the bone. They are often mistaken for some type of undead.

Combat. In combat, desir attack in small groups, immobilizing one foe at a time before killing and feeding. Often they will surround foes and grapple them. They will also maneuver to try to corner their prey. If their quarry should flee, they will not likely pursue, rather they will begin feeding on the creatures they have subdued.

Habitat/Society. The desir is unnatural and have no natural predators. It lives underground but may venture to the surface if food becomes scarce. They do not have a society, nor do they seem to reproduce. One leading hypothesis held by cryptozoologists is that they are created.

Ecology. The desir is unnatural and can be devastating to an ecosystem because it is an invasive, voracious species that has no natural predators. It does not appear to succumb to disease. Thankfully they do not have a way to reproduce (that is known of). The desir is a carnivore.

Role in Undermountain. Desir are not undead but are easily mistaken for undead. They walk with a slow shamble, they smell putrid and their feeding habits are horrifying to witness. Do they share at least one trait with the undead? Are they created? It is a valid question given the creature seems to do nothing but feed. In the catacombs beneath the city an abandoned laboratory was discovered and these vile creatures came pouring out as soon as the stuck portal was breached. The room was filled with odd contraptions; some humming, some glowing. Are these creatures a failed experiment or a successful one? There were few clues left behind in the secret study; what was recovered is nigh unintelligible. Who's chamber was this? Who made these creatures and why? Can solving the mysteries of this chamber help stop these abominations?

Gathering the gooey secretion of the disir is a fruitless venture. It dries very quickly. Those who manage to successfully preserve it don't get much for their effort. The tell-tale sign of such creatures is the crumbly ocher trail of gritty crystals. They are hard to study up close; they are very aggressive.

Dread Necromancer

Medium undead, neutral evil

Armor Class 17 (elven chain)
Hit Points 136 (16d8+64)
Speed 30 ft.
STR 18 (+4) ***DEX*** 14 (+2) ***CON*** 18 (+4) ***INT*** 13 (+1) ***WIS*** 16 (+3) ***CHA*** 18 (+4)
Saving Throws Strength +7, Constitution +7, Wisdom +6
Skills Arcana +5, Athletics +8, Insight +7, Religion +5, Perception +7, Intimidate +8
Damage Vulnerabilities radiant
Damage Resistances necrotic, psychic, bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses darkvision 60 ft., passive Perception 17
Languages Common, Abyssal, Draconic, Infernal, Elvish, Dwarvish
Challenge 10 (5900 XP)

Combat Casting. The dread necromancer can perform the somatic components of spells even when it has weapons or a shield in one or both hands.

Command Undead. As an action, the dread necromancer targets one undead creature it can see within 30 feet. The target must make a Wisdom saving throw. On a failed save, the target must obey the dread necromancer's commands for the next 24 hours, or until the dread necromancer uses this ability again. An undead whose challenge rating is equal to or greater than the dread necromancer's level is immune to this effect.

Fear Aura. Any creature hostile to the dread necromancer that starts its turn within 5 feet of the dread necromancer must make a DC 16 Wisdom saving throw, unless the dread necromancer is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the dread necromancer's Fear Aura for the next 24 hours.

Innate Spellcasting. The dread necromancer can innately cast the following spells, requiring only verbal components.

At will: *Planeshift* (Self only to the Shadowfell)

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

Negative Energy Burst. The dread necromancer can emit a burst of negative energy from its body, harming living creatures within 5 feet of her. This burst deals 9 (2d8) necrotic damage. A successful DC 16 Wisdom saving throw reduces damage by half. Undead creatures within this burst are healed the same amount of hit points as the damage being dealt to living creatures.

Spellcasting. The Dread Necromancer is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15,

to hit with spell attacks +8, Necromancy spell save DC 16, spell attack bonus +9) All spell save DCs and attack modifiers are increased by one for spells from the school of Necromancy (see below; granted by the wraithsword).

Cantrips (at will): *blackbolt* (4d4), *agony* (2d12), *putrefy wound, lesser*
1st level (4 slots): *inflict wounds*, *chromatic orb*, *putrefy wound*, *cause fear*, *false life*
2nd level (3 slots): *ray of enfeeblement*, *mind spike*, *blindness/deafness*
3rd level (2 slots): *summon undead*, *animate dead*

Undead Fortitude. If damage reduces the dread necromancer 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 dread necromancer drops to 1 hit point instead.

Undead Traits. The dread necromancer does not require, food, water, or sleep. It must meditate at least 4 hours a day uninterrupted to regain its spell slots.

Actions

Multiattack. The dread necromancer makes two attacks with its wraithsword

Wraithsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Dread necromancers are lords of the undead, combining martial prowess with mystical might to command undead forces to do their bidding. While mortal creatures are capable of studying the magic of the dread necromancer, most seek out methods of attaining undeath for themselves to draw upon the strength of the grave to enhance their already potent abilities.

Dread necromancers travel with an entourage of greater and lesser undead, bound by either magic or oath to serve them in their dark endeavors. They often serve a more powerful undead master, such as a lich, as a general in their undead armies and seeking forbidden arcane knowledge wherever it can be ferreted out.

Combat. Dread necromancers fight by sending in hordes of expendable undead minions to overwhelm opponents. They keep their undead artillery spellcasters in the rear, assaulting their foes from afar while the enemy is engaging with the grunt troops. They will cast spells to bolster their forces and attack but are more than willing to engage in melee with their greatsword, attacking with spell and sword in equal measure.

Habitat/Society. Dread necromancers are found in populated areas where raw materials for their undead minions are readily available. Mortal dread necromancers are able to blend in better than their undead counterparts, who prefer the more traditional dark lair or ancient crypt, as it fits their idiom much better than a civilized apartment in Waterdeep or a fine home in Neverwinter.

Ecology. Dread necromancers draw their power from the Shadowfell, able to move between the dark plane and the Material Plane at will. There, they gather like-minded allies to build armies to serve themselves or their dark masters. They can be found anywhere, however, as the path of a dread necromancer is alluring to all those who seek power.

Role in Undermountain. The dread necromancer, Archard Walthorn, can be found scouring Undermountain for treasure for his unknown master. He is accompanied by powerful undead minions, both mindless and wickedly intelligent. He seeks the many Vaults of Halaster and the treasures stored within them to further his own goals and overthrow his dark master, thereby seizing power for himself.

New Spells and the Wraithsword

Agony

Illusion cantrip

Casting Time: 1 Action

Range: 15ft

Components: V, S

Duration: Instantaneous

You target one creature and overwhelm their sense of touch with the illusion of unimaginable pain. The agony manifests itself in a manner unique to each targeted creature. Targeted creatures must make an Intelligence saving throw or take 1d12 psychic damage.

The spell's damage increases when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Blackbolt

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

With a gesture, a bolt of black fire streaks from your hand towards a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d4 necrotic damage and must make a Constitution

saving throw. On a failed save, purple ribbons of stolen life flies back towards you as you may roll the Hit Die of the creature and gain the hit points rolled as temporary hit points as you absorb the life force ripped from the creatures' body. Hit dice rolled in this manner are only used to determine temporary hit points gained and are not expended.

The spell's damage increases when you reach 5th level (4d4), 11th level (6d4), and 17th level (8d4). In addition, when conditions are met that allow you to roll for temporary hit points, you add an additional die when you reach 5th level (2 HD), 11th level (3 HD), and 17th level (4 HD).

Putrefy Wound, lesser

Necromancy cantrip

Casting Time: 1 reaction, when a creature within range of the spell takes damage.

Range: 60 feet

Components: V, S

Duration: Instantaneous

You are constantly seeking opportunities to inflict that little extra loss of life to those unfortunate low-life's about you. When a creature within range takes damage, you can use your reaction to force them to make a Constitution saving throw, taking 1d12 necrotic damage on a failed save

The spell's damage increases when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Putrefy Wound

1st-level necromancy

Casting Time: 1 reaction, when a creature within range of the spell takes damage.

Range: 60 feet

Components: V, S, M (bone ash)

Duration: Instantaneous

Your awareness of the life force across the battlefield allows you to react the instant an enemy is wounded. When a creature within range takes damage, you can use your reaction to force them to make a Constitution saving throw. A creature takes 2d10 necrotic damage on a failed save, and half as much damage on a successful one.

At higher levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for every spell level above 1st.

Conjure Undead

3rd-level conjuration

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You summon undead creatures that appear in unoccupied spaces that you can see within range. Choose one of the following options for what appears: One undead creature of challenge rating 2 or lower, two undead creatures of challenge rating 1 or lower, four undead creatures of challenge rating 1/2 or lower, or eight undead creatures of challenge rating 1/4 or lower. Each undead creature disappears when it drops to 0 hit points or when the spell ends. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turn. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise, take no actions. The GM has the creatures' statistics.

At Higher Levels: When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

Wraithsword

Greatsword, uncommon, (requires attunement by a spellcaster)

Given as a gift to Archard Walthorn by his mysterious master, the *wraithsword* enhances his necromantic powers and serves as a badge of office. Forged from steel mined deep within the Shadowfell and tempered with the blood of the living, it hums audibly with power when used as a focus for necromantic rituals and when striking death blows upon living targets.

The *wraithsword* grants +1 to saving throws DCs and magic Attack rolls for spells from the school of necromancy. It counts as a magical weapon for the purposes of damage reduction and can be used as a focus item for spellcasters proficient in Martial weapons.

Eyewing

Large monstrosity, lawful evil

Armor Class 14
Hit Points 59 (7d10 + 21)
Speed fly 30 ft.
STR 16 (+3) ***DEX*** 14 (+2) ***CON*** 17 (+3) ***INT*** 4 (-3)
WIS 12(+1) ***CHA*** 3 (-4)
Damage Resistances cold
Condition Immunities exhaustion, prone
Skills Perception +3 Stealth +4
Senses darksight 60 ft., passive Perception 13
Languages-
Challenge 3 (900 XP)
Keen Sight. The eyewing has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The eyewing makes two attacks, two with its talons or one with its tail and one with its tears.

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

Tail. *Melee Weapon Attack:* +4to hit, reach 10 ft., one target, *Hit*: 13 (2d6 + 6) bludgeoning damage.

Tears (Recharge 5-6) The eyewing sheds a tear that splashes over a 10-foot cube. Each creature in the affected area must make a DC 12 Dexterity saving throw, taking 7 (2d6) points of poison damage on a failed save, or half as much on a successful one.

The eyewing is a creature of the Abyss. It has a huge egg-shaped body, a 15-foot wingspan and a long spindly tail covered with barbs. In the middle of its body is a bulging 4-foot wide eyeball, black in color save for a red pupil. This eye has a severe case of conjunctivitis, weeping putrid, slimy tears that mat its fur and splash as it flies. In a few hours, these tears dry and harden into a chalky resin.

Combat. In combat, these creatures will use their tails to grapple enemies and then drop a tear directly on them. They will fight to the death and always attack good aligned creatures first.

Habitat/Society. The eyewing is a servitor race that does not eat, sleep, or drink. It does not have emotion or language; it is the perfect enforcer. Eyewings do not mate, they are purely creations of the Abyss.

Ecology. The eyewing is an unnatural aberration. It does not rest. It is always in flight. It will always attack good-aligned creatures on sight.

Role in Undermountain. The sighting of this creature is a sign that lower realms, like the Abyss, are in chaos once again. Emerging from forgotten passages deep below Undermountain, eyewings stalk narrow tunnels and vast chambers in search of new victims.

> Oh, yes, I've heard of the dreaded Eyewings but it's been a while since I've seen one...

Fash Falath

Medium humanoid (whisper gnome), neutral

Armor Class 20 (monk's belt)
Hit Points 195 (26d6+104)
Speed 60 ft., Teleport 60 ft.
STR 14 (+2) ***DEX*** 20 (+5) ***CON*** 18 (+4) ***INT*** 10 (+0)
WIS 18 (+4) ***CHA*** 16 (+3)
Saving Throws Strength +8 **,** Dexterity +11, Constitution +8, Intelligence +6 , Wisdom +8, Charisma +9
Skills Arcana + 6, History +6, Insight +10, Perception +10, Persuasion +9, Stealth +17, Sleight of Hand +11, Survival +10
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft, truesight 30 ft. passive Perception 21
Languages all, Telepathy 30ft.
Challenge 20 (25,000 XP)
Legendary Resistance (2/Day) If Fash fails a saving throw, he can choose to succeed instead.

Evasion. When Fash is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

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

Innate Spellcasting. Fash can innately cast the following spells, requiring only somatic components. The spells harness the power of *Ki*, and are not subject to antimagic fields or counterspells:

At will: *darkness, invisibility, mage hand, message, minor illusion, prestidigitation, pass without trace, silence*

Master of Darkness. Fash has advantage when attacking in dim light or darkness.

Magical Weapons. Fash's attacks are considered magical.

The Unsleeping Eye. Fash does not require sleep and is immune to all magic that would put him to sleep. He has advantage on all initiative rolls and cannot be surprised unless he is incapacitated.

Treasures of Undermountain. Fash has a *monk's belt*, a *+3 amulet of mighty fists*, *a +3 adamantine kama* (which he has named *Shadow's Harvest*), a *scroll of teleportation* (keyed to a circle in his home in Waterdeep), and the *unsleeping eye of the golden dragon*, all of which are accounted for in his statistic block.

Trapspringer. Fash has expertise in the use of Thieves' Tools.

Undermountain Expert. Fash has advantage on all checks regarding Undermountain.

Whisper Gnome Stealth. Fash has advantage on all Dexterity (Stealth) checks. In addition, he doubles his proficiency bonus on all Stealth checks.

Actions

Multiattack. Fash makes three kama attacks and two unarmed attacks, or three shuriken attacks.

+3 Adamantine Kama. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 14 (1d12+8) slashing damage.

Unarmed Strike. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 14 (1d12+8) bludgeoning damage, and the target must make a DC 19 Constitution saving throw with disadvantage or be stunned until the end of Fash's next turn.

Shuriken. *Ranged Weapon Attack:* +14 to hit, reach 20/60 ft., one target. Hit: 11 (1d12+5) piercing damage.

Reaction

Deflect Missile. In response to being hit by a ranged weapon attack, Fash deflects the missile. The damage he takes from the attack is reduced by 1d10+8. If the damage is reduced to 0, Fash catches the missile if he has a free hand and it's small enough to hold in one hand.

Legendary Actions

Fash can take 2 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. Spent legendary actions are regained at the start of each turn.

Unarmed Strike. Fash can make an unarmed attack.

Vanish. Fash can cast invisibility and take the Hide action

Teleport. Fash can teleport up to 60 feet from his current position.

Disengage. Fash can take the Disengage action.

Fash Falath is one of Waterdeep's foremost experts on Undermountain. He is a member in good standing with the Waterdeep Adventurers' Guild, a regular at the Yawning Portal, and rumor lends that he is quite possibly a high-ranking Harper agent. He takes on high risk "tour groups" for those who want to dare the dangers of Undermountain with an expert guide at their side to find what they hope will be treasure, lost lore, or for some other reason that never actually concerns Fash. As long as he is well paid, in advance, he'll take them as deep and as far as they are willing to go.

Rumors abound about Fash's encyclopedic knowledge of Undermountain. The only thing that is known as truth is that he went down with a party some 20 years ago and was the only one to return from the expedition -1 year after they had left - alive and loaded down with a king's ransom in treasure. He has never spoken of it but continues to delve into Undermountain to this day. It is rumored that he killed something as powerful as a Pit Fiend at the lowest level of Undermountain in one-on-one combat after the rest of his party had died, but he will neither confirm nor deny that rumor.

Despite his wealth and power, Fash is sedate and quiet like most whisper gnomes (sidebar: whisper gnomes). He keeps mostly to himself and takes care of the small enclave of whisper gnomes that make their home in Waterdeep, who want for nothing due to his care and generosity.

Combat. While in Undermountain, Fash prefers a "live and let live" attitude. He will avoid combat with the inhabitants with his incredible powers of stealth if at all possible. However, if combat is inevitable, or his clients get in too deep, he will cloak an area in magical darkness and proceed to stun, then kill the most powerful opponent first, working his way down the proverbial monster food chain until they are all dead. His incredible speed and mobility are unmatched by all but the most powerful creatures, and they will give him and his tour groups a wide berth if possible to avoid making him mad. He has many enemies in Undermountain, but his reputation for the wanton slaughter of his enemies, combined with his willingness to avoid combat, all together makes them think twice about starting a fight.

Habitat/Society. Fash Falsath lives in a comfortable, cozy, and well-appointed house in a small whisper gnome enclave in Waterdeep. He prefers simple comforts and enjoys the quiet, introverted lifestyle of his people. The community is entirely supported by Fash, whose wealth far exceeds what any one person, even one as long-lived as a gnome, could ever spend. The community pursues the arts, academic pursuits, and follow their passions as few can.

Ecology. Whisper gnomes are related to the Shadowfell as regular gnomes are to the Feywild. They are hardy and quick, and supernaturally stealthy. They tend to be quiet and introverted, and less rambunctious as their cousins. They can be found in their own enclaves, within gnomish or halfling communities, and in human lands.

Role in Undermountain. Fash Falath regularly takes well-paying clients on Undermountain expeditions. He can be contacted for a contract via agents in the Yawning Portal, where he regularly meets with clients. His current clients are a group of manic **gnome big game hunters** mounted on **gnomish pygmy war rhinos**, on safari for rare monster carcasses to have stuffed, mounted, and animated for display in their garish, gaudy merchant lord mansions.

Whisper Gnomes as a Playable Race

Native to lands bordering the Shadowfell, whisper gnomes have been altered significantly from their more fey cousins. The following information can be used to create a whisper gnome player character:

Ability Score Increase: +2 Dexterity, +1 Constitution

Size: Small

Speed: 30 ft.

Darkvision: 60 ft.

Keen ***Senses***: You are trained in Perception

Whisper Gnome Stealth: You have advantage on all Dexterity (Stealth) checks

Whisper Gnome Training: You are trained in Stealth

Whisper Gnome Magic: You know the *mage hand* and *minor illusion* cantrips. Once per long rest, you can cast *pass without trace* once, and it recharges after a long rest. Charisma is your spellcasting ability for these spells.



Feyr, Common

Small aberration, chaotic evil

Armor Class 15 (natural armor)
Hit Points 65 (10d6 + 30)
Speed 20 ft.
STR 14 (+2) ***DEX*** 10 (+0) ***CON*** 16 (+3) ***INT*** 5 (-3)
WIS 11 (+0) ***CHA*** 7 (-2)
Damage Vulnerabilities radiant
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 10
Languages –
Challenge 3 (700 XP)
Banished by Day. If the feyr ends its turn in sunlight, it dies.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. Each creature within 120 feet of the feyr that can see it must make a DC 13 Wisdom saving throw or drop whatever it is holding and become frightened of the feyr for 1 minute. While frightened in this way, the creature must take the Dash action and move away from the feyr by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to the feyr, the creature can repeat the Wisdom saving throw. On a successful save, the effect ends for that creature.

Feyr, Greater

Medium aberration, chaotic evil

Armor Class 16 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 30 ft.
STR 20 (+5) ***DEX*** 10 (+0) ***CON*** 18 (+4) ***INT*** 16 (+3)
WIS 12 (+1) ***CHA*** 12 (+1)
Skills Stealth +6
Damage Vulnerabilities radiant
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 11
Languages Deep Speech, telepathy 60 ft.
Challenge 7 (2,900 XP)
Innate Spellcasting (Psionics). The feyr's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no components:

1/day each: *calm emotions, confusion, crown of madness, enemies abound**

Actions

Multiattack. The feyr makes three bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. Each creature within 120 feet of the feyr that can see it must make a DC 15 Wisdom saving throw or drop whatever it is holding and become frightened of the feyr for 1 minute. While frightened in this way, the creature must take the Dash action and move away from the feyr by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to the feyr, the creature can repeat the Wisdom saving throw. On a successful save, the effect ends for that creature.

Invisibility. The feyr magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell).

*Appears in *Xanathar's Guide to Everything*

Feyrs (pronounced "fears") are living nightmares suffused with arcane energy. They are found in two varieties: the smaller, unintelligent common feyr and the larger, cunning greater feyr. Both types of feyr look similar, although greater feyrs are considerably larger. Their body is a squat sphere of folded flesh similar to a brain, which is supported by two thick tentacles. Six smaller tentacles used to manipulate objects protrude from its underside. A feyr's flesh resembles a grotesque rainbow, colored in hues of purple, blue, yellow, and sickly green. The front of their spherical body is dotted with five irregularly shaped and sized yellow eyes. Common feyrs have one fanged mouth, whereas greater feyrs have three separate mouths, each operating independently.

Combat. Both common and greater feyrs attack with their fanged maws. Their attacks are so hideous and gruesome that they inflict supernatural terror in anyone who witnesses the feyr savage its victim. When a feyr attacks, it seeks to frighten as many creatures as possible. Greater feyrs are also able to cast emotionally resonant spells, creating apathy and madness. Common feyrs attack mindlessly, often rushing headlong into groups. Greater feyrs, however, use their ability to turn invisible to stalk and toy with their prey, heightening its fear before striking.

Common feyrs are slain immediately by sunlight. They do not fear the sun, however, and will hunt until the sun rises,

willingly meeting their end. Greater feyrs are not hindered by the sun but prefer to avoid it when they can. They will retreat back to their lairs during the day, returning the following night to continue the hunt.

Habitat/Society. Common feyrs are created when the psychic remnants of nightmares mingle with latent arcane energy. As such, they need both a large number of creatures and spellcasters in a small area. They are most often encountered in large metropolitan areas, especially if it is gripped by war, plague, or political turmoil. Common feyrs rarely live longer than a night and do not concern themselves with creating lairs.

When multiple common feyrs are created in the same area, they will seek each other out. If three common feyrs discover one another, they merge into a greater feyr. The greater feyr then goes about spreading fear, which will often lead to the creation of more feyrs. Greater feyrs will find an abandoned or secluded area to make its lair, emerging at night to cause fear and chaos throughout the city.

Ecology. Feyrs exist only to cause chaos, fear, and panic. When hunting, they will attack any creature in sight. They do not devour their victims, however, which leads some to believe they feed off of the fear itself.

Role in Undermountain. Waterdeep, a densely populated city with its share of troubles, is the ideal breeding ground for feyrs. If a trio of common feyrs were able to form a greater feyr, it may have found its way into the upper levels of Undermountain, where it makes its lair. They could also be found as a captive research subject in an illithid's laboratory.

Goblin Ace

Small humanoid (aberration), neutral evil

Armor Class 15 (leather armor)
Hit Points 60 (11d6 +22)
Speed 30 ft.
STR 10 (+0) ***DEX*** 18 (+4) ***CON*** 14 (+2) ***INT*** 10 (+0) ***WIS*** 14 (+2) ***CHA*** 9 (-1)
Skills Perception +4 Stealth +6
Senses darkvision 60 ft., passive Perception 14
Languages Common, Goblin
Challenge 2 (450 XP)
Crack Shot. Goblin aces ignore half and quarter cover when using firearms.

Fearless. The goblin ace is immune to fear.

Flying Ace. The goblin ace adds double its proficiency bonus to all Vehicle (Air) checks.

Keen Senses. Goblin aces have advantage on all Wisdom (Perception) checks made using sight.

Actions

Multiattack. The goblin ace makes two rapier attacks or two revolver attacks.

Rapier. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit*: 8 (1d8+4) piercing damage.

Revolver. *Ranged Weapon Attack.* +6 to hit, reach 40/120 ft., one target. *Hit*: 13 (2d8+4) piercing damage.



Stick of Dynamite (3/day). As an action, a goblin ace can light a bundle of dynamite and throw it at a point up to 60 feet away. Each creature within 15 feet of that point must make a DC 13 Dexterity saving throw, taking 17 (5d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

THE GOBLIN ACE IS AN ARTIFICIAL BREED OF GOBLIN CREATED FROM BIOMAGICAL EXPERIMENTATION BY THE MAD MAGE, HALASTER. THROUGH THE CREATIVE USE OF CUSTOM-DEFINED DEMIPLANAR QUALITIES, A WELL-PAID COMPLETELY AMORAL PSYCHIC, AND A SMATTERING OF GENIUS, HE GAVE THE GOBLINS SUPERIOR PHYSICAL TRAITS, COMPLETE IMMUNITY TO FEAR, AND AN INBORN ABILITY TO BUILD AND FLY MAGICAL AIRCRAFT.

The goblins are identical, save for one feature: one breed is bright green, and the other is canary yellow. Bred to hate the other color goblin on a genetic level, the goblin aces live only to fight and kill their opposite color in sacred air combat, flying in their deadly biplanes powered by the undead shades of fallen goblin aces.

Combat. Goblin aces are rarely fought outside of their biplanes, and they are almost never alone. They fight with absolute fearlessness and ferocity, being unable to even comprehend the concept of fear to the point of lacking a self-preservation instinct. They form a psychic gestalt with the undead spirits that power the machinery of their biplanes, allowing them to pilot the craft like it was their own body. They instinctively understand aerial combat and are terrifying to behold when faced in the air.

If they do ever fight outside of their aircraft, they will attempt to stay at range and gun down their opponents with their revolvers. They are proficient with all manner of firearm and explosive weapons but are as likely to blow themselves up as they are their enemy the more destructive their weapon gets.

Habitat/Society. The goblin aces were bred by Halaster to inhabit an area of Undermountain he created/discovered, a section of the Plane of Air sectioned off and forcibly attached to the spatially flexible geography of Undermountain. It contains two large air nodes, floating islands filled with everything the goblins need to build their planes and weapons to kill their opposite color. The 'Greens' live on Sky Node Verdigris, and the 'Yellows' live on Sky Node Meringue. The demiplane appears to be massive, seeming to stretch for hundreds of miles in every direction, with only blue sky and fluffy clouds above and below.

In reality, the demiplane is much smaller. The edges loop around to the opposite end, so flying out one edge will bring you immediately onto the opposite side. The size fluctuates, so it is impossible to accurately measure the domain. However, the two air nodes stay at a constant distance between one another, allowing the goblins to continue in their perpetual war unabated.

Ecology. Goblin aces do not require food or drink; they are sustained on self-generated psychic energy, as Halaster used a similar technique to create them that the Psiocracy of Jhaamdath (The Grand History of the Realms, WotC, 2007) used to breed Elans over two-thousand years ago. They breed asexually, splitting off into a new goblin ace when the population gets low due to warfare with their opposite color. They live a spartan, martial lifestyle focused on dogfighting and killing the other color goblins. Some have been seen taking to the worship of Yan-Ci-Bin (Prince of Evil Air, Princes of the Apocalypse, page 220, WotC, 2015), who approves of their existence as destructive and mighty creatures of the air.

The air nodes are covered in fields of hemp and groves of bamboo, which they use to build the biplanes. All the metals and trade goods that the goblins need is built deep within the air nodes in automated magical factories built by Halaster to keep them forever supplied to fight their endless war. The supplies are magically teleported to their quartermaster's warehouse on an as needed basis. Each node supports multiple air bases, including the infrastructure to build and service aircraft.

Role in Undermountain. Goblin aces were created for the amusement of Halaster, or at least whichever of his clones created them. Their domain may be found at random in Undermountain, as the entrance moves with the whims of Halaster and his maddening dungeon domain. Entering their demiplane is easier than leaving, and the extremely xenophobic goblins do not take kindly to anyone, save goblins of their own hue. But those that do manage to get in and out can learn the powerful technomagical secrets behind the goblins' amazing technology.

Golem, Diamond

Large construct, unaligned

Armor Class 17 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 30 ft.
STR 22 (+6) ***DEX*** 10 (+0) ***CON*** 19 (+4) ***INT*** 3 (-4) ***WIS*** 11 (+0) ***CHA*** 1 (-5)
Damage Immunities acid, fire, lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
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 14 (11,500 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 three slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Blinding Ray (Recharge 4-6). The golem fires a beam of brilliant light in a 5-foot-wide, 30-foot-long line. Each creature in the line must make a DC 17 Constitution saving throw. On a failed save, a creature takes 22 (5d8) radiant damage and is blinded until the beginning of the golem's next turn. On a successful save, it takes half as much damage and isn't blinded.

Globe of Limited Invulnerability (Recharge 6). Until the end of the golem's next turn, a faintly shimmering barrier springs into existence in a 5-foot radius sphere around the golem. Any spell of 4th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the spell is cast using a higher level spell slot. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells.



Shard Spray (Recharge 5-6). The golem sprays diamond shards in a 20-foot radius centered on it. Each creature in that area must make a DC 17 Dexterity saving throw or take 27 (6d8) piercing damage or half as much damage on a successful save.

Golem, Emerald

Large construct, unaligned

Armor Class 16 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 30 ft.
STR 20 (+5) ***DEX*** 10 (+0) ***CON*** 17 (+3) ***INT*** 3 (-4) ***WIS*** 11 (+0) ***CHA*** 1 (-5)
Damage Immunities acid, fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Damage Resistances lightning
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 11 (7,200 XP)
Immutable Form. The golem is immune to any spell or effect that would alter its form.

Innate Spellcasting. The golem's innate spellcasting ability is Constitution (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day: *lightning bolt*
1/day: *cloudkill*

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:* 21 (3d10 + 5) bludgeoning damage.

Reactions

Blinding Flash. When the golem is attacked by a creature within 10 feet of it that it can see, it can flash with a sudden green light, imposing disadvantage on the creature's attack roll. An attacker that can't be blinded is immune to this effect.

Golem, Ruby

Medium construct, unaligned

Armor Class 15 (natural armor)
Hit Points 112 (15d8 + 45)
Speed 30 ft.
STR 19 (+4) ***DEX*** 10 (+0) ***CON*** 16 (+3) ***INT*** 3 (-4) ***WIS*** 11 (+0) ***CHA*** 1 (-5)
Damage Immunities fire, lightning, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
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 9 (5,000 XP)
Bound. The golem is magically bound to an amulet, which is attuned to by the golem's controller. While the controller is wearing the amulet and is within 200 feet of the golem, the controller can telepathically command the golem without using an action. The golem can only receive basic commands, such as "Defend me," "Carry this item," or "Attack that creature." If the golem has not received any commands or the amulet is more than 200 feet away, it stands inert but will defend itself to the best of its ability.

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Reactions

Intercept Attack. When a creature the golem can see attacks its controller and the controller is within 5 feet of the golem, the golem and controller swap places and the golem becomes the target of the attack.

Gemstone golems are large magical constructs animated by one or more powerful souls, typically of spellcasters. Like all golems, gemstone golems can be shaped into many different appearances to suit their creator's desires, but most often they appear as featureless humanoids with large geodes of gemstones protruding from their powerful bodies.

Combat. Diamond golems, the most powerful of the three gemstone golems, are enchanted with a number of offensive and defensive abilities. They primarily attack with lightning-quick strikes from their limbs. Diamond golems are also able to produce a searing, blinding ray of light from either their eyes or hand, depending on their creator's choice. The combat-optimized golems are also able to magically spray a shower of sharp diamond shards, eviscerating anything near them. Finally, in addition to a range of immunities, diamond golems are able to create a globe of spell invulnerability, which they use to protect themselves and their masters.

Emerald golems are enchanted with some spellcasting abilities and are able to produce lightning bolts and deadly gas clouds. These gemstone golems prefer to use all of their spells to weaken their opponents before closing to smash them with their fists. When engaged, they are able to produce a brilliant flash of green light from their bodies, causing many attackers to miss their mark.

Ruby golems are the physically smallest and weakest of the three gemstone golems. These golems must be directly commanded by their controller and have limited tactical awareness. They are, however, equipped to protect their controller in combat, intercepting deadly attacks on their master's behalf.

Habitat/Society. Gemstone golems were first created by the Red Wizards of Thay, but are found throughout the Realms. Construction of the larger diamond and emerald golems can take up to a year and requires constant enchantment by powerful arcane spellcasters. Ruby golems, due to their smaller size, take half of the time to create. These prized guardians are considered priceless investments by both buyers and creators, which makes determining a market price difficult. Some diamond golems, however, have been sold for more gold than small Realms have in their treasuries. Gemstone golems are used as guardians and soldiers and rarely serve as simple servants.

Ecology. Constructs have no ecological needs and do not impact their environments beyond the wishes of their masters.

Role in Undermountain. Many powerful entities have come and gone through Undermountain's labyrinthine halls. Some of these, perhaps even Halaster's apprentices or the Mad Mage himself, could have possessed a gemstone golem and have left it behind.



Golem, Vault Guardian

Medium construct, unaligned

Armor Class 16 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 60 ft.
STR 20 (+5) ***DEX*** 14 (+2) ***CON*** 19 (+4) ***INT*** 3 (-4) ***WIS*** 11 (+0) ***CHA*** 1 (-5)
Skills Perception +6
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses truesight 120 ft., aura sight (see below), passive Perception 16
Languages understands the languages of its creator but can't speak
Challenge 8 (3,900 XP)

Aura Sight. The golem can see magic auras around objects or creatures it can perceive. The golem also learns its school of magic, if it has one.

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.

Multidimensional Weapons. The golem's weapon attacks are magical and affect creatures on the Ethereal Plane.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Vault guardians are commonly associated with the Zhentarim, who constructs and sells most of the vault guardians in the Realms. The golem's eyes are inset with rubies, polished to a perfect sparkle. These constructs are made from a composite of stone, iron, and small amounts of adamantium. They can resemble any creature but are most often shaped to look like humanoids or fearsome beasts, such as lions. No matter their form, they attack with two heavy appendages.

Combat. Like many golems, vault guardians use simple attacks, preferring to smash their opponents with heavy, devastating blows. The vault guardian is a particularly troublesome security measure for even the most adept dungeon delver, however, due to its magical senses.

All vault guardians are enchanted with truesight, allowing them to perceive invisible creatures, detect illusions, pierce magical darkness, and peer into the Ethereal Plane. This makes them perfect sentries against both mundane and magical intruders. If they are assaulted from the Ethereal Plane, their fists or other appendages are enchanted to affect both planes.

Despite their heavy construction, vault guardians are remarkably fast and agile. This allows them to pursue intruders who are often under the effects of movement-increasing spells or potions.

Habitat/Society. Vault guardians, as their name suggests, are most often found in treasure vaults. Their construction is commissioned by wealthy nobles and paranoid mages alike. Their production is similar to both stone and iron golems, but are cheaper due to their size. They do, however, require additional magic enchantments to empower their vision and magical weapons. The exact amount required to construct a vault guardian is unknown, but estimates range from 40,000 to 70,000 gold pieces.

When the golem is constructed, its creator imbues it with a single command word. When the word is spoken, the vault guardian follows, to the best of its ability, that person's orders. As such, these words are closely guarded, lest the golem be turned upon its master.

Ecology. Like all constructs, a vault guardian has no need to eat or sleep. Their interactions with other creatures are determined by their master's wishes.

Role in Undermountain. Vault guardians were tailor-made for a location like Undermountain. They could be found still guarding a lost treasure vault or serving a faction within the dungeon. Perhaps a group of Zhent craftsmen are making deals with the existing factions, hoping to sell a few of the constructs.

Goblin Biplane

Huge undead, chaotic evil

Armor Class 18 (Natural Armor)
Hit Points 142 (15d12+45)
Speed 30 ft., fly 1000 ft.
STR 19(+4) ***DEX*** 22(+6) ***CON*** 17 (+3) ***INT*** 17 (+3) ***WIS*** 16 (+3) ***CHA*** 12(+1)
Saves Dexterity +10 Constitution +7
Skills Acrobatics +10 Perception +7 Stealth +10
Senses darkvision 120 ft., blindsight 120 ft. passive Perception 17
Languages Common, Goblin, Telepathy 60 ft.
Challenge 12 (8400 XP)

Aerial Acrobat. The goblin biplane adds double its proficiency bonus to all Dexterity (Acrobatics) checks while flying.

Gestalt. The goblin biplane partially possesses a willing pilot, allowing it to use the Aid action on the pilot's Vehicle (Air) checks and attack rolls as a Bonus action.

Magical Weapons. Attacks made by the goblin biplane are considered magical.

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

Turn Immunity. The goblin biplane is immune to any effects that turns undead.

Undead Fortitude. If damage reduces the goblin biplane 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 goblin biplane drops to 1 hit point instead.

Actions

Multiattack. The goblin biplane makes three machine gun attacks.

Twin-Linked Machine Guns. *Ranged Weapon Attack:* +9 to hit, reach 250/1000 ft., one target. *Hit:* 31 (6d8+6) piercing damage.

Strafe. All targets in a 120-foot cone must make a DC 18 Dexterity saving throw or take 27 (6d8) piercing damage, or half as much on a successful save.

Reactions

Evasive Maneuvers. The goblin biplane adds 3 to its AC against ranged attacks from one creature until the start of its next turn.

Goblin biplanes are the deadly, undead sentient aircraft flown by goblin aces. Based on a design stolen from technologically advanced gnomes from a far-off world in another dimension, Halaster designed the planes to work on more efficient and easily acquired methods of magic: necromancy. Powered by the spirits of dead goblin aces and fueled by pure rage, the undead spirits possess the simple aircraft frame built by the goblin aces and use their powerful telekinetic abilities to power the engines and weapons of the otherwise simple aircraft.

The biplane frame is made from a skeleton of bamboo and skinned with alchemically treated hemp canvas, painted with garish designs over the base color of the goblin tribe that created them. However, without the incorporeal spirit of the undead goblin ace possessing the vessel, it is nothing more than a lifeless piece of equipment. The presence of the spirit creates a sturdy and powerful frame out of otherwise flimsy materials. If the possessing spirit is banished from the structural frame of the biplane during flight, the remaining biplane structure will immediately disintegrate from the massive forces acting on the biplane.

After each plane is built, the goblin mechanics/shamans summon and bind the spirit of a dead goblin ace to the new craft. The ritual, created by Halaster himself, draws energy from the Shadowfell to supercharge the spirit. Freed from the distractions of a physical body and driven by pure unadulterated hate, the goblin spirits possessing the aircraft have an enhanced keen intellect and terrible murderous purpose.

Combat. Goblin biplanes are often content to serve as a glorified mount for their living counterparts, lending their powerful telekinetic abilities and innate understanding of aeronautics to the goblin ace pilot. Goblin biplanes are not so much flown as they are negotiated with. If the biplane's temperament disagrees with a course of action, dislikes the pilot, or is dissatisfied with the amount of carnage, it will take over from the goblin ace entirely.

Aerial dogfighting operates on a simple set of effective rules, known innately by all goblin aces and goblin biplanes (See Sidebar: Dogfighting). In general, it will attempt to seize the advantage and attack from a superior position.

Habitat/Society. The goblin biplane maintains a fragile symbiotic relationship with the goblin aces, providing the means to attack and kill their opposite color in aerial combat. They are content to serve the lesser goblin aces as vehicles as long as they stay true to their sacred mission and provide a satisfactory level of death and destruction. If their pilots fail to satisfy the grisly desires of the spirit, it will take over and handle the job itself, often ejecting the superfluous pilot in the process. The biplanes don't need pilots, and are in fact far better pilots than the goblin aces.

While capable of normal communication, the biplanes prefer to communicate via empathic broadcast, viewing the living goblin aces as a less evolved form of themselves, still fettered by the weakness of the flesh, thus unworthy to speak to in anything other than angry bursts of emotion.

Ecology. Undead spirits energized from an infusion of necromantic energy from the Shadowfell and bound with a powerful ritual to their prepared vessel, goblin biplanes wait in large hangar bays for the next mission, exuding palpable rage and anticipation at the next fight. They live only for the next kill. If too much time passes between missions, the biplanes will take it upon themselves to fly sorties, hunting and killing the enemy on their own initiative.

The goblin biplanes, and by extension the goblin aces, have only one natural enemy save their opposite color. A

blood red plane piloted by a celestial anthropomorphic hound dog strikes out at both sides, more powerful and skilled than any of the goblins or their undead planes. It is rumored amongst the goblins that it has a base on a hidden air node deep within in the domain. Sorties have been flown to discover and destroy it, but no one has ever returned from the missions.

Role in Undermountain. Halaster considers goblin biplanes to be a personal masterpiece of technomagical wizardry. He frequently visits or scries upon the vast hidden sky domain to watch the graceful battles held by his creations. He loves nothing more than leading adventurers with natural flight abilities or an insatiable curiosity to the hidden Sky Realm to throw an unexpected variable into the goblin's ordered lives, just to see what will happen.

Dogfighting

The ranges and speeds that dogfighting takes place are far beyond that of normal D&D combat encounters. To simulate a dogfight between two planes, the following suggested rules are adapted from the *Dicta Boelcke*, the list of definitive rules of air combat compiled by German Ace Oswald Boelcke during World War I, and adapted and used by militaries around the world to this day (Werner, 2009):

- To engage in a dogfight, the pilots roll initiative. Then, the pilots make a positioning check, contested Dexterity (Vehicles: Air) check or Dexterity (Acrobatics) if the creature has no pilot.
- The winner has gained superior position.
- Each pilot now has several options in the engagement, depending on the results of the initiative roll and positioning contest.

Table 1: Dogfighting Outcomes

Win	*Lose*	*Effect*
Initiative	Positioning	You may initiate another position contest as an action, or take the Dodge action to negate the opponent's advantage from a superior position.
Positioning	Initiative	If the opponent attempts to initiate another positioning contest, you have advantage on your Dexterity (Vehicles: Air) or Dexterity (Acrobatics) check. If you maintain your positioning, you have advantage on your next attack.
Win	Win	
Initiative	Positioning	You have advantage on your attack and the next positioning contest.
Lose	Lose	
Initiative	Positioning	May whatever gods you pray to have mercy on your soul.

Gnomish Big Game Hunter

Medium humanoid (gnome), chaotic neutral

Armor Class 17 (+1 Mithral Breastplate)
Hit Points 60 (11d6 +22)
Speed 25 ft.
STR 12 (+1) ***DEX*** 16 (+3) ***CON*** 14 (+2) ***INT*** 17 (+3) ***WIS*** 14 (+2) ***CHA*** 12 (+1)
Saving Throws Constitution +4 Wisdom +4
Skills Arcana +5 Athletics +3 Nature +5 Religion +5 Perception +4 Survival +4
Senses darkvision 60 ft., passive Perception 14
Languages Gnomish, Common
Challenge 4 (1,100 XP)
Gnome Cunning: You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Great Gnome Hunter. The gnome big game hunter scores a critical hit on 19 and 20 when using a ***Gnomish Hunting Rifle***.

Rifleman. Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

Actions

Multiattack. The gnome big game hunter makes two Gnomish Hunting Rifle Attacks or two Gnomish Hooked Hammer attacks.

Gnomish Hunting Rifle. *Ranged Weapon Attack:* +6 to hit, reach 60/90 ft., one target. *Hit:* 13 (2d8+4) piercing damage. On a successful hit, a creature must make a DC 15 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to massive damage from an enchanted bullet. Each time the gnome hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to staunch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Gnomish Hooked Hammer. *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage, and the target must make a DC 15 Strength saving throw or be knocked prone.

GNOMISH BIG GAME HUNTERS ARE BORED AND WEALTHY GNOMES WHO REVEL IN THE HUNTING, KILLING AND DISPLAYING GARISH ANIMATED TAXIDERMY IN THEIR HOMES AND GUILD HALLS.

Being gentlemen of wealth and leisure, they are able to arm themselves with top of the line gear, wearing magic armor, and wielding powerful ranged weapons that push right up to the limits of what Gond, the God of Wonders and Technology, will allow. Some say they have been granted dispensation by Garl Glittergold himself to wield their deadly **Gnomish Hunting Rifles**.

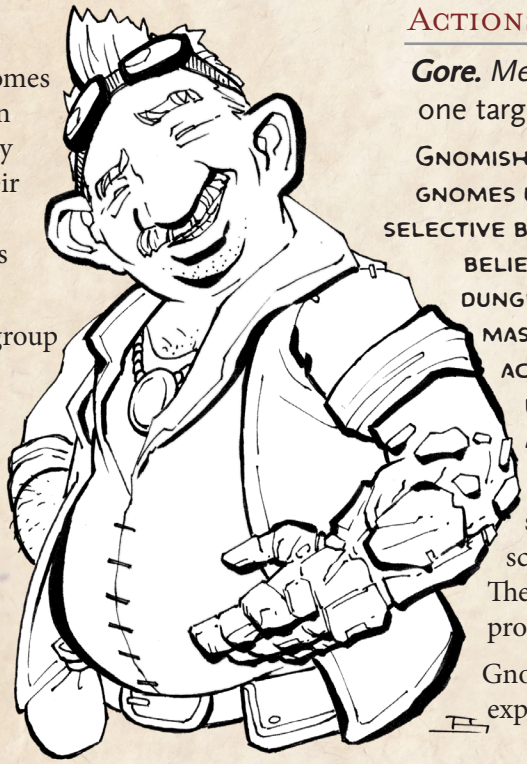
Combat. Gnomish big game hunters ride into battle on **gnomish pygmy war rhinos**, kiting enemies while blasting away with their rifles at range. They prefer to stay at range, but will occasionally spur their intelligent mounts to trample and gore opponents.

They are cunning hunters and are knowledgeable about their intended quarry. While they revel in the chaos of battle, they make sure it is a battle that they can win before fully engaging.

Habitat/Society. Gnome big game hunters, when not stalking and killing prey in deadly environments, are found in the upper echelons of gnome society. Bored merchant lords, princelings, and the well to do have formed an informal guild to trade knowledge, brag over kills and generally harrumph about themselves. They alone are privy to the knowledge of the secret gnome clan who breeds the rhinos and builds the rifles.

Ecology. Gnomish big game hunters are typical wealthy gnomes when not on the hunt. They can be found anywhere that wealthy gnome clans can be found. Their more fearsome personas are encountered where adventurers tread.

Role in Undermountain. A group of **gnomish big game hunters** can be currently found riding **gnomish pygmy war rhinos** in a monster safari through Undermountain, guided by **Fash Falath**, famous Whisper Gnome dungeoneer and Undermountain expert.



Gnomish Pygmy War Rhino

medium magical beast, chaotic neutral

Armor Class 15 (half plate barding)
Hit Points 71 (11d8 +22)
Speed 30 ft.
STR 20 (+5) ***DEX*** 10 (+0) ***CON*** 14 (+2) ***INT*** 8 (+1)
WIS 14 (+2) ***CHA*** 12 (+1)
Skills Athletics +6 Perception +4
Senses darkvision 30 ft., passive Perception 14
Languages Gnomish, Common
Challenge 3 (700 XP)

Adamantine Horn. Gnomish pygmy war rhinos have their horns coated with pure adamantine (value 2700gp), causing it to score an automatic critical hit when striking objects with it.

Reckless. At the start of its turn, the rhino 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.

Siege Monster. The rhino deals double damage to objects and structures.

Trampling Charge. If the rhino moves at least 20 ft. straight toward a target and then hits it with a gore Attack on the same turn, the target takes an extra 5 (1d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the rhino can make another gore Attack with against it as a Bonus Action.

Actions

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) piercing damage.

GNOMISH PYGMY WAR RHINOS WERE BRED BY GNOMES USING ALCHEMY AND MAGIC TO SPEED THE SELECTIVE BREEDING PROCESS TO CREATE WHAT THEY BELIEVED TO BE THE IDEAL MOUNT FOR EFFICIENT DUNGEONEERING. AFTER MORE THAN A FEW MASHED AND GORED GNOMES DUE TO INEVITABLE ACCIDENTS, THEY MANAGED TO CREATE THE PYGMY WAR RHINO, A SWEET, INTELLIGENT, AND UTTERLY DESTRUCTIVE MINIATURE RHINO.

The rhinos are domesticated, and act like sweet loyal dogs to their masters. They enjoy scratches behind the ears, treats, and belly rubs. They are fiercely loyal and will fight to the death to protect their masters.

Gnomish pygmy war rhinos are extremely expensive and rare. They are continually bred and

sold by a small insular gnomish clan, whose origins are unknown to the other gnomish clans, and is a mystery to other interested parties across Faerun.

Combat. Gnomish pygmy war rhinos are trained for mounted combat, working in close concert with their riders during a fight. They will occasionally go berserk, ignoring their riders and going on an angry smash fest when they get too engaged in the battle.

In addition to working as combat mounts, the rhinos are built to tear through dungeon architecture like it was kindling, using their powerful necks and adamantine horns to destroy almost any obstacle encountered.

Habitat/Society. Gnomish pygmy war rhinos are found exclusively in the possession of wealthy and/or eccentric gnomes. Used as mounts in time of war, as mounts to crash through deadly dungeons, or as noble steeds in service to paladins of Garl Glittergold. They don't exist in the wild and are exclusively available from the secretive clan who breeds and sells the rhinos.

They are friendly and talkative, able to speak both Common and Gnomish, but tend to prattle on and repeat themselves. They enjoy their work, especially when they get to smash things to pieces.

Ecology. Gnomish pygmy war rhinos are not found in the wild. They are exclusively bred as domesticated mounts. The clan that breeds them has a secret method of finding them should their riders be killed and the rhinos abandoned and will remotely disintegrate them rather than have the secrets of their creation be discovered by outsiders.

Role in Undermountain. A group of **Gnomish big game hunters** can be currently found riding Gnomish pygmy war rhinos in a safari through Undermountain, guided by **Fash Falath**, famous Whisper Gnome dungeoneer and Undermountain expert.

Gorbels are dumb and unambitious. They make the perfect enforcer for intelligent, malicious races to impress. I have a small pack of them hidden in an antechamber in Undermountain ... now if I could only remember where...

Gorbel

Small monstrosity, neutral

Armor Class 13
Hit Points 22 (3d6 + 12)
Speed 30 ft.
STR 14 (+2) ***DEX*** 12 (+1) ***CON*** 18 (+4) ***INT*** 6 (-2)
WIS 8 (-1) ***CHA*** 3 (-4)
Damage Immunities bludgeoning
Senses passive Perception 9
Languages -
Challenge 1/2 (100 XP)

Actions

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

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

Tentacle *Melee Weapon Attack:* +4t to hit, reach 10 ft., one target, *Hit:* 7 (2d4 + 2) bludgeoning damage.

Reactions

Explosive finale. When the gorbel is reduced to 0 hit points or is subjected to a spell or effect that would kill it instantly without dealing damage, it explodes. Any creature within a 5-foot cube centered on the gorbel when it explodes must make a DC 10 Dexterity saving throw or take 7 (2D6) bludgeoning damage.

The gorbel is a short, stout, ball-shaped creature with six tentacles and a wide mouth filled with pointed teeth. It is surprisingly fast on its short, thick legs. Some of its tentacles are eyestalks, some have pincers or claws; no evident pattern exists for the utility of its tentacles from specimen to specimen.

Combat. In combat, the gorbel will try to grapple its enemies and uses its rake attack with its thick, sharp claws. They also like to pull themselves upon grappled foes and start biting them. Blunt weapons cannot harm the gorbel; as they bounce off its rubbery hide. Gorbels are often captured and used by other creatures as fodder to weaken a more powerful threat.

Habitat/Society. The Gorbel's natural habitat is subterranean. Gorbels eat green foliage, moss, fungi, and small amounts of ore that cause it to explode violently when slain. This releases millions of small spores that gestrate in moist, dark areas. They tend to travel in packs.They eat trace amounts of ore if malnourished.

Ecology. The gorbel has a very low fecundity rate despite its prodigious reproductive strategy. There are no natural

predators for this creature. They grow to full sized adults in 3 to 6 months. Though they are predominantly herbivores; they have been known to eat certain types of slimes, oozes, and jellies.

Role in Undermountain. Gorbels were employed to great effect during the Troll Wars. Their explosive death rattles shredded the rapidly healing troll flesh so badly they couldn't heal resulting in many trolls being killed. When the Troll Wars ended, these creatures were kept by enterprising traders hoping to capitalize in the gorbels uses in future campaigns. Rumor has it that Halaster has a secret den full these things guarding a chest full of loot. This secret chamber is somewhere in Undermountain.

Grisgol

Large construct, unaligned

Armor Class 17 (natural armor)
Hit Points 190 (20d10 + 80)
Speed 30 ft.
STR 20 (+5) ***DEX*** 8 (-1) ***CON*** 18 (+4) ***INT*** 3 (-4) ***WIS*** 11 (+0) ***CHA*** 1 (-5)
Damage Vulnerabilities fire
Damage Immunities poison, psychic
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 15 (13,000 XP)

Choking Dust. If the grisgol is hit by a weapon attack that deals bludgeoning or slashing damage, it releases a cloud of poisonous dust. Each creature within 10 feet of the grisgol must make a DC 18 Constitution saving throw or become poisoned for 1 minute.

Incite Madness. If the grisgol is killed, any creature that examines the tattered scrolls wrapped around the grisgol's body must make a DC 18 Wisdom saving throw. On a failure, the target becomes mad with the belief that the scrolls contain secret knowledge, spending every moment trying to piece the scrolls back together in the correct sequence. If the target attempts a long rest, they must make a DC 18 Wisdom saving throw in order to gain the benefits of the long rest. A *greater restoration* spell or similarly powerful magic can cure the target's madness.

Limited Magic Immunity: The grisgol can't be affected or detected by spells of 5th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Spell Conduit. When it is created, the grisgol is imbued with up to 10 spells of 7th level or lower which it can cast once per day each. These spells can be from the bard, cleric, sorcerer, warlock, or wizard spell list. The grisgol does not have a spellcasting ability (spell save DC 18, +10 to hit with spell attacks) and does not require material components to cast these spells. A typical grisgol can cast the following spells:



1/day each: *chain lightning, circle of death, cloudkill, cone of cold, disintegrate, feeblemind, hold monster, prismatic spray, shield, telekinesis*

Actions

Multiattack. The grisgol makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage and the target must make a DC 18 Constitution saving throw or be paralyzed for 1 hour. The target may repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success.

A grisgol is a horrifying construct made up of broken and depleted magic items forming a vaguely humanoid shape. Their skeleton is a collection of rods, staves, and wands. Their skin is a wrap of depleted spell scrolls accented with bits of chainmail or other magical armors. Two glowing red eyes peer out from behind a dented helm or worn hood. A grisgol's creator sometimes adorns it with magical amulets, rings, or other jewelry. From a distance, a grisgol is often mistaken for a mummy due to its wrapped body and stiff gait.

Combat. Grisgols are relentless in combat, using the destructive spells their creators imbue into the constructs before smashing their opponents with their fists. A grisgol's fist attacks are enchanted with a powerful curse that paralyzes the target. Grisgols use simple tactics in combat, often attacking the largest opponent until it is dead.

These rare constructs are notoriously difficult to kill. They are immune to all but the most powerful spells and carry a poisonous dust under their scroll wraps. Melee attackers are often overcome by the poisonous cloud, creating an easy target for the grisgol.

Habitat/Society. The Zhents are believed to have first discovered how to create grisgols in the Realms. Not only does a grisgol's construction require dozens of magic items and hundreds of consumed spell scrolls, but it is fueled by a lich's phylactery. After the lich's body has been destroyed, the phylactery must be used as part of the grisgol's construction before the lich rejuvenates. Grisgols are incredibly rare and used to guard their creator's most prized treasures or the creator themselves.

Ecology. Constructs have no ecological needs and do not impact their environments beyond the wishes of their masters.

Role in Undermountain. Due to the grisgol's rarity, it is unlikely even a complex as large as Undermountain would house more than one or two grisgols. Halaster's assortment of magic items and constant supply of magic-laden adventurers means he and his apprentices would have ample opportunity to build a grisgol. The Mad Mage has feuded with many other evil wizards throughout the multiverse, including liches. What better insult than to capture their phylactery and turn them into a new guardian?

GX-11 Dire Falcon

Huge construct, neutral good

Armor Class 18 (Natural Armor)
Hit Points 126 (12d12+48)
Speed 30 ft., fly 1200 ft.
STR 20 (+5) ***DEX*** 22 (+6) ***CON*** 18 (+4) ***INT*** 3 (-4) ***WIS*** 16 (+3) ***CHA*** 5 (-3)
Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Saves Dexterity +12, Constitution +10
Skills Acrobatics +12 Perception +8 Stealth +12
Senses darkvision 120 ft., passive Perception 17
Languages understands Common but cannot speak it
Challenge 12 (8400 XP)

Aerial Ace. The GX-11 adds double its proficiency bonus to all Dexterity (Acrobatics) checks while flying.

Predator's Instincts. The GX-11 has the instincts of a predatory bird. It can use the Aid action on the pilot's Vehicle (Air) checks and attack rolls as a Bonus action.

Immutable Form. The GX-11 is immune to any spell or effect that would alter its form.

Magical Weapons. Attacks made by the GX-11 are considered magical.

Magic Resistance. The GX-11 has advantage on saving throws against spells and other magical effects.

Siege Monster. The GX-11 does double damage against objects and structures.

Actions

Multiattack. The GX-11 Dire Falcon makes two Vulcan Cannon attacks.

Vulcan Cannon. *Ranged Weapon Attack:* +12 to hit, reach 250/1000 ft., one target. *Hit:* 38 (5d12+6) piercing damage

Reactions

Evasive Maneuvers. The GX-11 Dire Falcon adds 3 to its AC against ranged attacks from one creature until the start of its next turn.

The GX-11 Dire Falcon is a biplane designed and built by the archon of Gond, Randuriel, to aid in his battles against the aberrant goblin aces in the Sky Realm in Undermountain. They aid him in sorties on their own but are also occasionally piloted by brave heroes from the outside recruited by Raduriel to help in his noble quest.

GX-11 Dire Falcons are occasionally lent to heroes outside of Undermountain to counter technological threats that are heretical to Gond and the order of the Forgotten Realms. Sometimes heresy must be confronted with heresy, and the Dire Falcons exist for that reason. Rumors of aerial battles over Thay have been passed among the Harpers for years, as the Red Wizards attempt to push technomagic beyond the boundaries of what is permitted by the gods.

Combat. The GX-11, when on its own, use its superior speed and firepower to act as wingmen to Randuriel, protecting him from the swarming hordes of goblin aces. They attack from above and behind in swarms, working in concert against the enemies of Gond.

Habitat/Society. The GX-11 only exist in the Sky Realm along with Randuriel. They serve to eliminate the goblin aces and will return to Gond's holy realm once their purpose is served.

Role in Undermountain. GX-11 Dire Falcons serve to battle the goblin ace menace in the Sky Realm of Undermountain, fighting alongside Randuriel and his sentient biplane, **Paladin's Grace.** They often serve as fighter planes for noble fighters recruited by Randuriel.

Heucuva

Medium undead, chaotic evil

Armor Class 14 (cloth and armor scraps)
Hit Points 26 (4d8 + 8)
Speed 30 ft.
STR 16 (+3) ***DEX*** 10 (+0) ***CON*** 14 (+2) ***INT*** 6 (-2) ***WIS*** 8 (-1) ***CHA*** 5(-3)
Damage Vulnerabilities bludgeoning, radiant
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darksight 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 2 (450 XP)

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target, *Hit*: 8 (2d4 + 3) slashing damage damage and the target must make a DC 12 Constitution saving throw taking 7 (2d6) poison damage on a failed save, or half as much on a successful one.

The heucuva looks like a robed skeleton with glowing red eyes within its vacant eye sockets. Often times the robes will be those of a holy man. Perhaps they may still wear the holy symbol of their god. Many metaphysicians believe heucuva were priests, monks, paladins, or clerics who neglected their vows and are cursed to haunt the hallowed ground they knew in life.



Elminster can't pronounce "heucuva". He gets so flustered... it's hilarious!

Combat. In combat, the heucuva will attack clerics and paladins first, especially those of good alignment. Huecuva also hate monks and druids. They are usually found in pairs but there may more lurking nearby. They sometimes accompany other undead. When killed, the heucuva crumbles to dust. They fight to the death.

Habitat/Society. The heucuva lurks in ruins, tombs, or abandoned temples and shrines. The area was once an important consecrated area now fallen to decay. The heucuva have no society, no purpose; they are driven only by malice. They hate good-aligned creatures and will attack them on sight. The huecuva does not sleep, nor does it eat or drink.

Ecology. The heucuva is an unnatural undead creature that has no place in any ecosystem. The vile touch of the heucuva causes flesh to blacken and swell.

Role in Undermountain. Many have lost their faith and their lives in this cursed place. The heucuva is just one type of the roving bands of undead lurking in the shadows. There are many burial chambers in Undermountain and the sentries of these tombs would like nothing more than to flay graverobbers alive.

Living Painting

Medium construct, neutral

Armor Class 14
Hit Points 60 (8d8+24)
Speed 0 ft.
STR 9 (-1) ***DEX*** 12 (+1) ***CON*** 4(-3) ***INT*** 10 (+0) ***WIS*** 11 (+1) ***CHA*** 17 (+3)
Damage Resistances poison; bludgeoning, piercing, and slashing from non-magical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft., (blind beyond this radius) passive Perception 11
Languages -
Challenge 4 (1100 XP)

False Appearance. While the living painting remains motionless, it is indistinguishable from a normal portrait.

Haunting Visage. This creature uses its Charisma modifier to calculate hit points instead of its Constitution modifier.

Trapped Souls. This creature can store up to 2 Small or Medium creatures or 1 Large creature with CR 3 or less. If these creatures are reduced to 0 hit points or are subjected to a spell or effect that would kill it instantly without dealing damage, it returns to the painting. Each day at dawn, if the painting is not destroyed, these creatures are restored to maximum hit points and all conditions affecting the creatures end. If the painting is destroyed, the creatures die instantly.

> I commissioned a portrait of Mordenkainen once. He claims he "lost" it. What a doddering fool. He's always losing things: his razor, his notebook, his staff, his mind...

Actions

Release Creature(s). The living painting releases one or more of the creatures trapped within the painting. The DM selects up to 2 Small or Medium creatures or 1 Large creature. These creatures must be challenge rating 3 or less. These creatures fight to the death to protect the painting.

The living painting looks like a photorealistic portrait of the creature(s) in the painting. The exact details of the depiction are up to the Dungeon Master, but each creature stored in the painting is depicted with eerie, life-like, detail. Many scholars hypothesize that some of these constructs are simply a palimpsest that has become sentient.

Combat. In combat the living painting will release the creatures trapped inside of it to defend itself. This creature can lay dormant for years, even centuries. It will only attack if it feels threatened. Most of the time it goes unnoticed for years, subtle changes may alert the wise observer but most miss the minute changes to the mise-en-scene.

Habitat/Society. This creatures habitat is usually urban, but it may be found anywhere art is collected or displayed.

Ecology. This creature is an unnatural construct and it has no place in any ecosystem.

Role in Waterdeep. During the Guild Wars, guild masters and nobles killed each other in order to stage coups and consolidate power. Slaying a guildmaster meant one assumed the role of guildmaster and all the perks that came with it. One devious way of dispatching a vain rival was to commission a living painting of them and gift it to them. The assassin trapped inside would emerge at night and slay the person in their sleep. The assassin would then return to the painting. It is suspected that more than a few of the portraits in the Waterdeep Museum are relics of this treacherous era.

Maedar

Medium monstrosity, lawful evil

Armor Class 15 (natural armor)
Hit Points 127 (17d8 + 51)
Speed 30 ft.
STR 16 (+3) ***DEX*** 16 (+3) ***CON*** 16 (+3) ***INT*** 12(+1) ***WIS*** 12 (+1) ***CHA*** 13 (+1)
Damage Resistances poison
Condition Immunities petrified
Skills Deception +4, Insight +4, Perception +4, Stealth +6
Senses darksight 60 ft., passive Perception 15
Languages Common
Challenge 6 (2,300 XP)

Stone Touch. With its touch, the maedar is able to petrify creatures. It is also able to reverse the petrification process and restore petrified creatures to life. Once the creature has been touched, it takes one minute for the restoration to be complete.

Actions

Multiattack. The maedar makes three attacks, two slams and one touch.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target, *Hit*: 10 (2d6 + 3) bludgeoning damage.



Touch. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target, *Hit:* 5 (1d4+3) bludgeoning damage and the target must make a DC 14 Constitution check. Failure by 5 or more results in the creature being instantly petrified. Otherwise, a creature that fails the saving throw begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the maedar, a greater restoration spell or other similar magic.

Maedar are commonly referred to as the "male medusa". They look like a tall (6'), nude, muscular man with no body hair. Their skin is smooth and usually looks like polished marble or granite. They have unsettling black eyes with no pupil or iris. Few intrepid explorers have ever seen one, due to their rarity. They like to pose as statues of the medusas previous victims. The only tell-tale sign is the maedar is usually the only nude "statue".

Combat. In combat, the maedar will stalk and hide, avoiding direct confrontation. They will attempt to use stealth to gain advantage on their touch attack and then smash restrained targets with their powerful arms.

Habitat/Society. The maedar can be found where ever one would find a medusa. They live in pairs but do not have communities. The Medusa give birth to very few male children, fewer still are immune to their mother's gaze. Those fortunate few make up the very scarce maedar, or male medusa. Among medusa, finding a maedar mate is more of a status symbol than a viable procreation coupling. Maedar mate for life, but will find another mate if their current partner is slain. Knowing this, medusas have been known to kill each other.

Ecology. The maedar have no natural predators. They, like the medusa, are carnivores. The Maedar smashes petrified victims into rubble and then turns the rubble into flesh to fed to the pair and any offspring. They are very elusive. Maedar will gather the offspring and flee if their mate is killed, leaving little trace.

Role in Undermountain. There is rumored to be a large room in Undermountain with a vaulted ceiling that is full of statues carved with unnerving detail. Some statues are broken. It is said that 'something' seems to constantly stir deep within the shadows beyond the torch light…

Well, where do you THINK their babies come from? Storks dropping them down chimneys?

Mite

Tiny humanoid, lawful evil

Armor Class 12 (leather jerkin)
Hit Points 10 (3d4 + 3)
Speed 35 ft., Climb 15ft.
STR 9 (-1) ***DEX*** 14 (+1) ***CON*** 12 (+1) ***INT*** 6 (-2) ***WIS*** 8 (+1) ***CHA*** 8 (-1)
Skills Perception +3, Stealth +3
Senses darksight 60 ft., passive Perception 13
Languages Undercommon
Challenge 1/8 (25 XP)
Trickster. The mite can take the Disengage, Hide, or Help action a bonus action on each of its turns.

Actions

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

Trip. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target, *Hit:* 2 (1d4) bludgeoning damage and if the target is a humanoid, it must make a DC 10 Dexterity saving throw or be knocked prone.

Mites are a diminutive, subterranean creature who relish trickery and have a predilection for shiny trinkets and baubles. They look like a goblin but have a flat, porcine nose and long pointed ears. They have bulging, glowing yellow eyes, and a sloped forehead. They can walk upright but they are often seen crawling. Mites will sometimes try to rob adventurers during the night. Often, like the Gorbel, they are captured and used by other races as shock troops to weaken and confuse more powerful enemies.

Combat. In combat, mites will focus on one adversary at a time, hoping to overcome them and loot them. Rarely do they manage to kill larger creatures. Often they will entangle themselves in the legs or feet of larger creatures and trip them. Once the creature is down, the mites will quickly strip what they can from the creature and flee. Rarely will they fight to the death, if they do, it is defending their den or because they are compelled to do so by a more powerful creature.

Habitat/Society. Mites live underground in caves, grottoes and the like. A mites den is strewn with moldy scraps, rotten food, excrement, and tarnished baubles. Mites do not take a mate, they breed. The most respected mite in a colony is the one who has the most shinnies.

Ecology. Few creatures will eat a mite; their odious hygiene makes them undesirable prey. Mites kill and eat insects, rodents and small reptiles. Many naturalists consider the mite a nuisance. They actually help to limit local pest populations with predation.

Role in Undermountain. During a raid in the tunnels beneath the city, a band of heroes wiped out a nest of mites. In the treasure they returned where several of the drow's fabled rings of antidote. Another campaign of expeditions is being planned to uncover where the mites got these items and if there are any more drow caches near the surface. Lord Baeron is looking for volunteers for these risky excursions.

Mites are more annoying than hazardous. They knock you down, take some stuff and scamper off. Here's a little secret I picked up from Tenser, they love wine. That's why I always carry a bottle of Falstern's Giggleberry wine within easy reach, they'll go for that first.

Mud Man

Small monstrosity, neutral

Armor Class 13
Hit Points 42 (5d6 +25)
Speed 30 ft., Swim 10 ft.
STR 17 (+3) ***DEX*** 12 (+1) ***CON*** 20 (+5) ***INT*** 6 (-2) ***WIS*** 10 (+0) ***CHA*** 3 (-4)
Damage Resistances bludgeoning, piercing, slashing
Damage Vulnerabilities cold
Condition Immunities exhaustion, grappled, poisoned, restrained
Skills Perception +2
Senses tremorsense, passive Perception 12
Languages -
Challenge 3 (700 XP)

Mercurial Form. Mud men are made of an oily, insubstantial muck that allows them to easily avoid confinement. They can enter a hostile creatures space and stop there; they can also pass through a space as narrow as 1 inch wide without squeezing. Any spell or effect that transforms mud to stone instantly kills the mud man.

Actions

Multiattack. The mud man makes two attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target, *Hit:* 12 (2d8 + 3) bludgeoning damage.

Mud ball. *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target, *Hit:* 9 (2d8) bludgeoning damage.

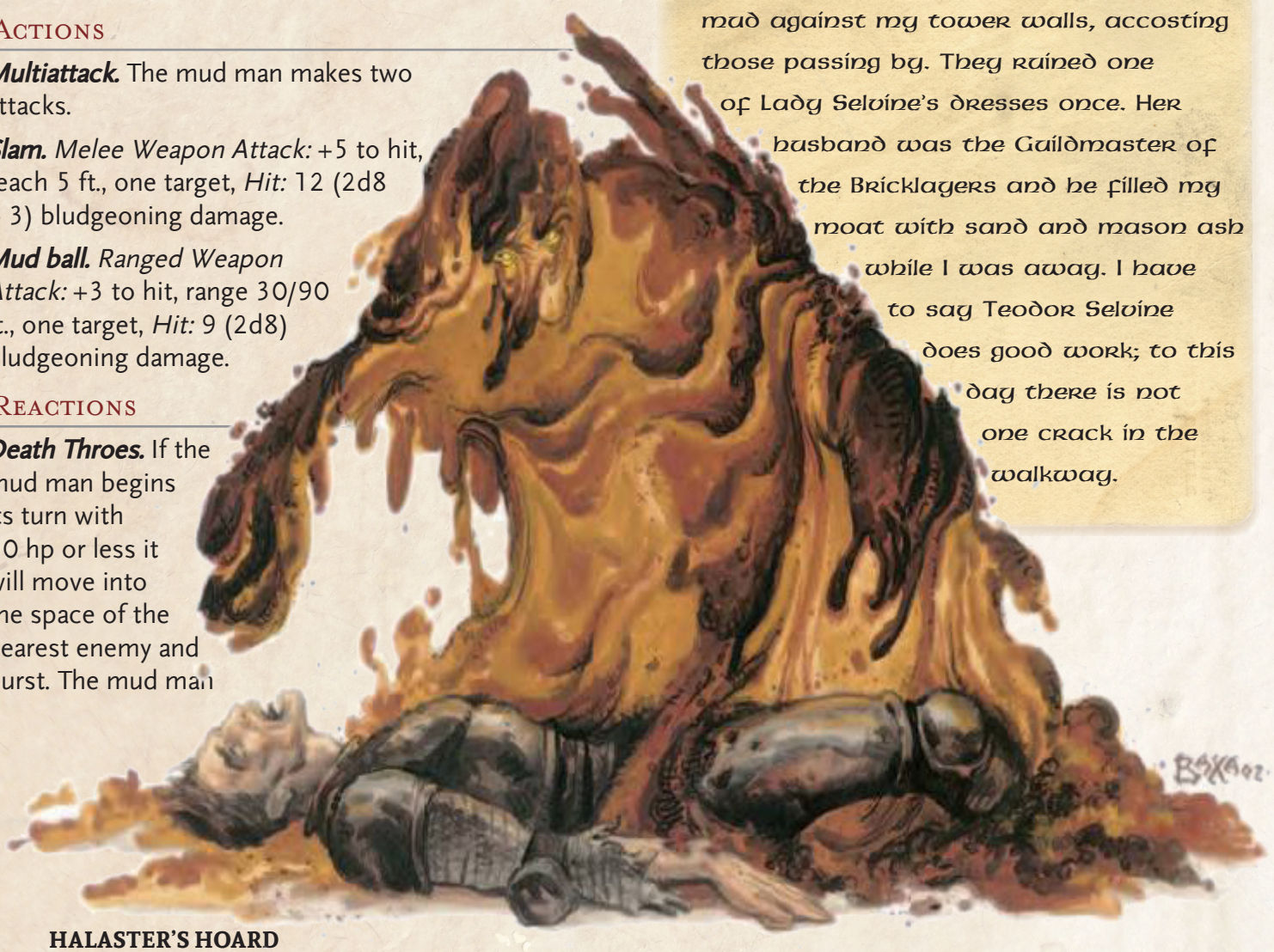
Reactions

Death Throes. If the mud man begins its turn with 10 hp or less it will move into the space of the nearest enemy and burst. The mud man dies but the target of this reaction must succeed on a DC 12 Constitution saving throw. On a failure the target takes 9 (2d8) bludgeoning damage and is restrained, half as much on success and they are not restrained. While restrained as a result of this action, the creature is suffocating (PHB, p183). The restrained creature may repeat this saving throw at the end of each of its turns, failure means the condition continues. A success ends the restrained condition and suffocation.

Mud men are 3 to 4-foot tall creatures made of mud. They look like a mud-covered humanoid. They have no eyes, mouth or any other features. They are a servant race. Sometimes one can spot them while they are moving as they are covered with debris. Mud men are made, they do not procreate.

Combat. In combat Mud men are selfless in their cause to serve their creators and will gladly fight to the death, often

I used to use mud men in the moat around my tower until they got rowdy. They were like bratty children slinging mud against my tower walls, accosting those passing by. They ruined one of Lady Selvine's dresses once. Her husband was the Guildmaster of the Bricklayers and he filled my moat with sand and mason ash while I was away. I have to say Teodor Selvine does good work; to this day there is not one crack in the walkway.



killing themselves to take out one last foe. They attack in groups of 2 to 6 and delight in taking enemies by surprise. They are fond of swimming under the water and tripping foes in an attempt to drown them.

Habitat/Society. Mud men are servants. They are usually found in grottoes, moats, ponds, anywhere one finds dirty water. Many times one can spot them before they ambush as they have debris like coins, clothing, and hair from previous victims. They also smell horrid and have been known to transmit Sewer Plague (DMG, p257) among other diseases. They do not eat, sleep, or reproduce.

Ecology. The mud men do not have any natural predators. They also do not disturb the balance of the ecosystem. Druids and naturalist magic users will create them as enforcers because they are easy and cheap to make and are non-invasive.

Role in Undermountain. Undermountain can be a dark, muddy place. Many errant servants roam free because their master were slain. Wherever the ground is saturated, one must be cautious; mud men may rise from beneath their feet!

I have a needle man. I turned him loose in my topiary garden. I think he's happy. Occasionally I see him chatting up my climbing rose bush. I've talked to the other plants about her and apparently she's bad news; very clingy.

Needle Man

Medium humanoid, neutral

Armor Class 13 (natural armor)
Hit Points 60 (8d8 +24)
Speed 30 ft.
STR 16 (+3) ***DEX*** 12 (+1) ***CON*** 16 (+3) ***INT*** 12 (+1) ***WIS*** 14 (+2) ***CHA*** 8 (-1)
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Skills Perception +4, Stealth +3
Senses passive Perception 14
Languages Common, Sylvan, Druidic
Challenge 3 (700 XP)
Brambled. A needle man is covered with thorns, any creature attempting to grapple or is the target of a successful grapple by a needle man takes 3 (1d6) piercing damage. Any creature that begins its turn in a grapple with a needle man takes 3 (1d6) piercing damage.

Actions

Multiattack. A needle man makes two attacks.

Slap. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target, *Hit:* 13 (3d6 + 3) piercing damage.

Needle Spray. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft, one target, *Hit:* 10 (3d6) piercing damage.

A needle man looks like a ruddy human with bark-like skin. They are covered with thorns and spikes like a hybrid of a bramble bush and cactus. They are intelligent and sentient. They often align themselves with fey, druids, wood elves, and other creatures concerned with the degradation of the natural habitat.

Combat. In combat, they attack in groups of two or three. They hide among thick vegetation or hang from tree limbs. They ambush with their Needle Spray attack and swat adjacent enemies with thorny hands. One of their favorite tricks is to grapple a foe to gain advantage with their Needle Spray attack, firing the needles point blank into the foes flesh. They are hard to injure with most blows bouncing harmlessly off of their rough hide.

Habitat/Society. A needle man is another common hazard for the loggers in The High Forest near Waterdeep. They live in remote, dense, forests. They do not mate and they are usually the magical offspring of a treant and another sentient plant. They help other wild races slow the timbering operations of Waterdeep's bustling shipbuilding industry.

Ecology. Anything that eats plants may have a taste for a needle man but they quickly reconsider. A needle man remains dormant during the winter, storing up nutrients for the active summer season.

Role in Undermountain. Halaster is rumored to have lost a ring while tending one of his various gardens, though none dare search for it. A needle man has found it and gave it to the climbing rose bush as an engagement ring. Retrieving it would be folly but well worth the risk if successful.



Nightshade

Medium fey, neutral evil

Armor Class 15 (wooden breastplate)
Hit Points 45 (6d8 + 18)
Speed 30 ft.
STR 15 (+2) ***DEX*** 12 (+1) ***CON*** 16 (+3) ***INT*** 11 (+0)
WIS 16 (+3) ***CHA*** 12 (+1)
Saves Con +5, Wis +5
Skills Nature +4, Survival +5
Damage Vulnerabilities fire
Damage Immunities poison; bludgeoning, piercing, and slashing damage from wooden weapons
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Sylvan
Challenge 3 (700 XP)

Innate Spellcasting. The nightshade's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *pass without trace*, *speak with plants*

1/day each: *entangle*, *tree stride*

Summon Shambling Mound. If seven or more nightshades spend 10 minutes performing a ritual under moonlight, they summon and control a ***shambling mound***. The nightshades cannot perform this ritual again for 1 month.

Woodland Stride. Moving through nonmagical difficult terrain does not cost the nightshade extra movement. The nightshade can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Actions

Multiattack. The nightshade makes two spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack, and the target must make a DC 12 Constitution saving throw, taking 7 (2d6) poison damage on a failed save and becoming poisoned for 1 hour. On a successful saving throw, the target takes half as much poison damage and is not poisoned.

NIGHTSHADES ARE THE EVIL FEY SPIRITS OF POISONOUS PLANTS, SUCH AS BELLADONNA, HEMLOCK, AND MISTLETOE. THEY RESEMBLE SYLVAN DWARVES, WITH SQUAT BUT THICKLY MUSCLED BODIES, SKIN RANGING FROM SHADES OF DARK GREEN TO NEARLY BLACK, BULBOUS NOSES, AND THICK BEARDS. THEIR CLOTHING, ARMOR, AND HAIR ARE TYPICALLY ADORNED WITH POISONOUS PLANTS.

Combat. Nightshades craft crude spears from knapped stone or beaten copper and breastplates from hardwood. The evil fey spirits slowly produce a poisonous excretion from their pores, which they collect and use to coat their weapons. They rely on this poison to debilitate their targets, allowing a band of nightshades to take down a powerful foe. Nightshades are innate spellcasters, able to speak with and control plants. Established nightshade colonies are led by one or more Keepers, who are gifted with druidic spellcasting.

These creatures possess a unique immunity to weapons made entirely from wood, such as clubs, staves, or swords made from sharpened hardwood. Nightshades do, however, burn easily and are easily scared off by a fiery display.

Nightshades possess ancestral knowledge on how to create and control shambling mounds. A band of the fey can gather refuse from the forest and perform the ritual at night to animate the mound into a hungry plant creature. If a group of nightshades is able to create a shambling mound, they use the opportunity to attack nearby humanoid settlements.

Habitat/Society. Nightshades are found in dark, untouched forest groves and shallow subterranean cavern systems. The fey grow poisonous plants and twisted shrubs and trees throughout their lairs. They are nocturnal hunters who prowl their domains looking for small animals or weak humanoids to kill and eat. Nightshades are cunning opportunists and will only attack foes they are sure they can bring down. During the day, they retreat into hollow logs, abandoned dens, or other natural shelters. Nightshades mate for life and remain committed to their partners, but rarely produce more than two offspring. During the winter, nightshades retreat into their shelters and hibernate until spring.

Gems and other treasures have little value in nightshade society. Magical poisons, potions, or weapons with venomous qualities are highly prized, however. Nightshades are deeply spiritual and seem to worship an unnamed, formless spirit they believe to inhabit all poisonous, deadly plants. The nightshades are led by their high queen, Ainecotte, who resides in the Feywild.

Ecology. Nightshades eat the blood and bones of their victims, having no need for meat. They are naturally vile creatures and enjoy poisoning remote humanoid settlements, watching from afar as the villagers slowly die. Treants, dryads, and good-aligned druids and rangers will sometimes hunt down nightshade colonies, viewing them as an unnatural nuisance. Nightshades attempt to ally with other evil fey in their domain, such as quicklings and hags. Green hags find the creatures particularly useful as a constant supply of poison and will bribe them to serve as scouts or guardians.

Role in Undermountain. The Wyllowwood, Undermountain's forested level, may house several bands of nightshades. Evil druids or wizards interested in the studying natural poisons would also find the creatures fascinating and may have captured several nightshades, hoping to study them. Undermountain's relative safety could serve as a winter den for a large colony of nightshades and their Keeper elders.

Variant: Nightshade Keeper

Nightshade elders, called Keepers, learn druidic magic. Add the following trait and increase the CR to 4 (1,100 XP):

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

Cantrips (at will): *druidcraft, guidance, poison spray*

1st-level (4 slots): *detect magic, fog cloud, healing word*

2nd-level (3 slots): *heat metal, hold person, spike growth*

3rd-level (3 slots): *call lightning, dispel magic, plant growth*

4th-level (2 slots): *blight*

Noctral

Medium celestial, lawful good

Armor Class 12
Hit Points 40 (9d8)
Speed 30 ft., fly 60 ft.
STR 13 (+1) ***DEX*** 16 (+2) ***CON*** 10 (+0) ***INT*** 23 (+6) ***WIS*** 18 (+4) ***CHA*** 15 (+2)
Saves Int +8, Wis +6, Cha +4
Skills Arcana +8, History +8, Insight +8, Investigation +8, Nature +8, Perception +6, Religion +8, Stealth +6
Senses darkvision 120 ft., passive Perception 16
Languages Celestial, telepathy 1 mile
Challenge 2 (450 XP)

Dive Attack. If the noctral is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

Flyby. The noctral doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Innate Spellcasting. The noctral's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attack). It can innately cast the following spells, requiring no material components:

At will: *invisibility* (self only), *speak with animals, tongues*
3/day: *legend lore*

Keen Hearing and Sight. The noctral has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Telepathic Insight. The noctral has advantage on Wisdom (Insight) checks against creatures speaking with it telepathically.

Actions

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Noctrals are a race of large owls native to Mount Celestia, where they serve greater celestials and deities as advisors and loremasters. Noctrals have longer legs than a typical owl, allowing them to walk as easily as a humanoid. Their plumage varies greatly in color, from snowy white to deep black. All noctrals have piercing golden eyes and a reputation for talking down to non-celestial creatures. They mean well, however, and serve the Seven Heavens faithfully.

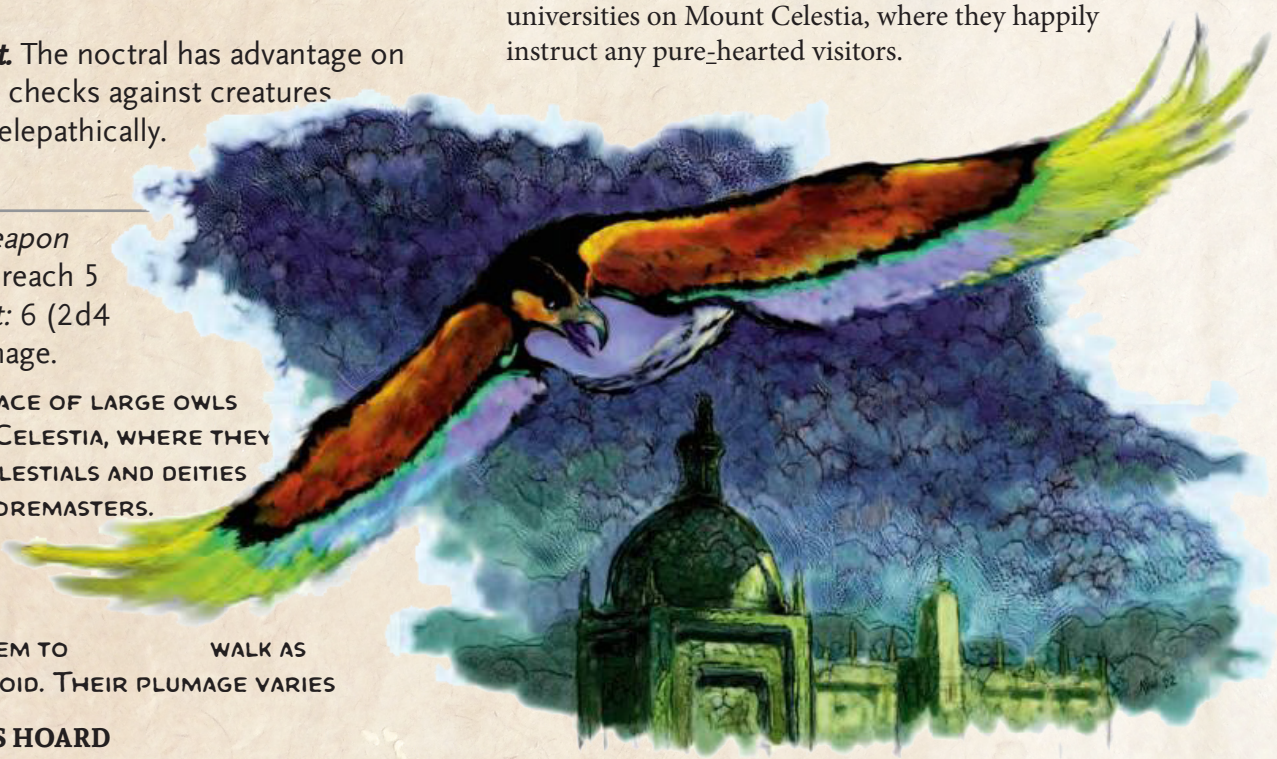
The noctrals are renowned for their wealth of knowledge across a vast array of subjects, which they obtain through both natural ability and the *legend lore* spell. A wise angel prizes a noctral sage's ability to gather information more than any holy artifact. Noctrals are also used for their honed insights, long-range telepathy, and mastery of languages, which facilitate diplomatic causes.

Combat. Noctrals are peaceful creatures and avoid combat whenever possible. They are not the most physically imposing celestial and are quite frail due to their hollow bones. Noctrals use their ability to turn themselves invisible, their stealthy nature, and flight to avoid enemies.

Although they are not stout warriors, noctrals will still defend Mount Celestia against fiends and other evil creatures with their lives. If forced into combat, they fly high into the sky and deliver a quick dive attack, escaping back into the air before their opponent can react.

Habitat/Society. Noctrals are natives of Mount Celestia and rarely leave the heavenly plane. When encountered on the Prime Material Plane, they have likely been summoned by a *planar binding* spell or are accompanying their angelic patron. Although they appear as owls, noctrals live in humanoid abodes and dress in humanoid clothing.

Nearly all noctrals serve a greater celestial, typically a deva or planetar. After pledging themselves to an angel, the noctral serves for life, which can span up to a century by Prime Material reckoning. Those who do not serve the heavenly courts operate magnificent libraries and universities on Mount Celestia, where they happily instruct any pure-hearted visitors.



Noctrals are prized members of the celestial host; abusing one is likely to incur the wrath of a much more fearsome foe.

Ecology. Noctrals mate and lay eggs similarly to typical owls. Although they are highly intelligent and stately, noctrals sometimes feel the need to satisfy a predatory streak. They occasionally hunt small game, such as rabbits and birds, within the Seven Heavens.

Due to their overwhelming intelligence, noctrals sometimes find other creatures boorish and uninteresting. They have acquired a reputation for being haughty and difficult to approach, but not mean-spirited. An easy way to befriend a noctral is to offer it a piece of history or other lore it does not already know, which is often an impossible task.

Role in Undermountain. Noctrals would not willingly stay long in a place like Undermountain. If they are encountered in Halaster's dungeon, they may be tracking down their angelic patron or researching a piece of lost lore. A noctral may have also been forcibly summoned by an evil spellcasting, hoping to squeeze knowledge from the peaceful loremasters.

Ooze, Carnivorous Wall

Large (see below) ooze, unaligned

Armor Class 6
Hit Points 105 (10d10 + 50)
Speed 10 ft.

STR 16 (+3) ***DEX*** 3 (-4) ***CON*** 20 (+5) ***INT*** 1 (-5) ***WIS*** 6 (-2) ***CHA*** 1 (-5)

Damage Immunities fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages –
Challenge 3 (700 XP)

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

False Appearance. While the carnivorous wall remains motionless, it is indistinguishable from a worked stone wall.

Interlock. Using a bonus action, two or more carnivorous walls can join together to mimic a larger wall. When interlocked, the walls are considered one creature for the purposes of creatures attempting to pass between them or share their space. However, for targeted spell effects and attacks, they are considered individual creatures. Interlocked walls have advantage on saving throws or ability checks against being moved. When one interlocked wall is reduced to 0 hit points, it retracts from other carnivorous walls and spills onto the ground. A wall can use a bonus action to detach itself.

Pyrophoric Liquid. The carnivorous wall's internal fluids ignite when they make contact with air. Any creature who hits the wall with a melee attack that deals piercing or slashing damage must make a DC 13 Dexterity saving throw or take 7 (2d6) fire damage.



Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 14 (4d6) acid damage and the target must make a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the Constitution saving throw at the end of each of their turns, ending the effect on itself on a success.

Engulf. The wall moves up to its speed. While doing so, it can enter a Large or smaller creature or object's space. Whenever the wall enters a creature's space, the creature must make a DC 13 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the wall. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed

save, the wall enters the creature's space, and the creature takes 14 (4d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the wall's turns. When the wall moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 13 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the wall.

These strange oozes are able to take on the appearance of a typical dungeon wall, creating a deadly trap for unwary adventurers. A typical carnivorous wall is 15 feet long, 5 feet wide, and 8 feet tall. They can, however, reconfigure themselves to fit any dimension totaling 400 cubic feet. Particularly young or old specimens may be smaller or larger.

Combat. Carnivorous walls are patient predators, using their ability to assume the shape, texture, coloration, and other characteristics of common stone walls to set impossible-to-detect traps. When organic matter passes within reach, the carnivorous wall lashes out with a pseudopod and then moves to engulf its paralyzed victim as quickly as possible. Multiple carnivorous walls can interlock with one another, creating a deadly span of terrain.

The acidic liquid inside a carnivorous wall ignites upon contact with oxygen, making them particularly hazardous creatures for adventurers who prefer piercing or slashing weapons.

Habitat/Society. Carnivorous walls are found in subterranean dungeons, ruins, and other areas where one may find worked stone walls. They only move rarely, preferring to wait in ambush for months a time for their next meal. Carnivorous walls can subsist for up to two months without a significant meal.

If left undisturbed, carnivorous walls will slowly engulf and erode existing walls. The process can take many months or even years, creating a deadly challenge for dungeon delvers. The carnivorous wall bears the weight the eroded wall once supported. If the wall is destroyed, however, it could cause a catastrophic structural collapse.

Carnivorous walls reproduce through asexual division. Once a specimen is large enough, it divides itself and creates a second creature. If the area is able to feed and house two carnivorous walls, such as the halls of a busy dungeon, the oozes interlock and continue to hunt together. If the area is too scarce, the newly created carnivorous wall will leave its parent's domain.

Ecology. Some researchers believe the carnivorous wall is a subtype or evolution of the infamous gelatinous cube. It is not fully understood how these oozes were created or if they are naturally occurring.

Carnivorous walls attack and consume any living matter within reach. They require approximately 150 pounds of organic matter every 2 months to sustain their mass. If a wall is able to feed more regularly, it will grow and eventually divide into a second ooze.

Role in Undermountain. The obvious location for carnivorous walls in Undermountain is the Caverns of Ooze. They might be tended by Ghaunadaur's cultists or a demonologist looking to commune with Jubilex. With such competition for prey in the Caverns, some carnivorous walls have likely moved to other levels of Undermountain, seeking out well-traveled hallways. For a particularly deadly encounter, consider having the hall or chamber begin to collapse as the adventurers slay their slimy attacker.

Osquip

Small beast, neutral

Armor Class 12 (natural armor)
Hit Points 22 (3d6 +12)
Speed 40 ft., Burrow 30 ft.
STR 14 (+2) ***DEX*** 18 (+4) ***CON*** 18 (+4) ***INT*** 8 (-1) ***WIS*** 10 (+0) ***CHA*** 6 (-2)
Skills Perception + 2, Survival +2
Senses darksight 60 ft., blindsight 30 ft, tremorsense 30 ft, passive Perception 12.
Languages -
Challenge 1/2 (100 XP)

Actions

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

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

The osquip is a large, burrowing rodent. It is about the size of a small dog and has thick claws and huge incisors. It is a very fast burrower and the bane of farmers and cattle keepers. Waterdavians train them to dig up roots and stumps. They are also sold as house pets. They are carnivorous and love to eat achaiera.

Combat. In combat, the osquip attack in groups of 5 to 10. They prefer to bite but will use their claws if biting seems ineffective. They will burrow under foes to avoid attacks of opportunity while moving. Sometimes they will try to trip foes by burrowing under them, causing the ground beneath them to collapse. They will flee rather than fight to the death, burrowing away underground.

Habitat/Society. The osquip live and breed in colonies. Despite being inbred they are able to maintain a healthy

population. They have a kind of hive mind when it comes to matters of protecting the nest. They work in groups, at times, these members are mated pairs.

Ecology. The osquip is considered to be a pest. While they do damage buildings, fences, and roads with their digging, they are trainable. Cattle farmers kill them on sight but other farmers who grow crops use them to turn and aerate the soil. They eat grubs, ants, weeds, and other nuisances. They are omnivorous scavengers and love to eat achaiera, earning them another black mark with livestock farmers.

Role in Undermountain. The osquip have dug many sprawling tunnels and small nests in Undermountain. Osquip keep all the gems and precious ores they find in their nests. Swarms of osquip will come to protect the nest and the shiny rocks. They will fight savagely to protect it.

The osquip market in Waterdeep is booming. Sure they can be a pest, but if you train them. They can be a loyal servant and great companion. Take Rolan, for example, he used to be a big pest until I started training him as an apprentice.

Palimpsest

Tiny monstrosity, neutral

Armor Class 12
Hit Points 44 (8d8 + 8)
Speed 0 ft., fly 10 ft.
STR 2 (-4) ***DEX*** 14 (+2) ***CON*** 10 (+0) ***INT*** 3 (-4) ***WIS*** 13 (+1) ***CHA*** 8 -1)
Damage Immunities fire; piercing and slashing from nonmagical attacks
Senses blindsense 60 ft. (blind beyond this radius), passive Perception 11
Languages –
Challenge 2 (450 XP)

False Appearance. While the palimpsest remains motionless, it is indistinguishable from a sheet of parchment.

Thin as Paper. The palimpsest can fit through a space as narrow as 1-quarter-inch wide without squeezing.

Actions

Absorption. The palimpsest targets one creature it can see within 5 feet of it. The target must succeed on a DC 14 Dexterity saving throw or become restrained as the palimpsest begins to consume the target. The palimpsest is also restrained while consuming a target. At the beginning of each of the palimpsest's turns, the restrained target must make a DC 14 Wisdom saving throw against this magic effect. If the target fails two Wisdom saving throws, they are absorbed and become a living illustration on the palimpsest. The palimpsest can absorb up to 4 Small or Medium creatures or 2 Large creatures. Absorbed creatures can be freed if a *remove curse* spell is cast on the palimpsest. The palimpsest can make a Wisdom saving throw against the spellcaster's spell save DC to resist this effect. On a failure, the palimpsest releases its most recently absorbed creature. Additionally, if the palimpsest takes lightning damage, there is a 50% chance it releases its most recently absorbed creature. After 48 hours of being absorbed in this way, the target is obliterated and can only be returned to life with a *wish* spell. If the palimpsest is killed, any absorbed targets are irretrievable without a *wish* spell.

A palimpsest is a sheet of magical, semi-sentient parchment with a ravenous appetite for souls. Arcanists believe that overtime scrolls spontaneously become sentient, creating a palimpsest. Master transmuters have also claimed to have created palimpsests, but none have divulged their secrets if they are truthful.

Combat. While palimpsests are able to create small gusts of wind to propel themselves through the air, they prefer to lie in wait for their victims. They are able to squeeze between the covers of a tome or fold themselves into a scroll case. When a creature opens the book or container, the palimpsest attacks, latching itself onto its victim, absorbing them. After a few terrifying moments, the target is absorbed into the parchment, creating a lifelike illustration on the



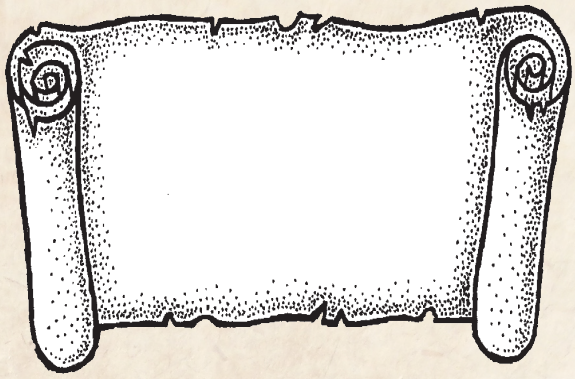
page. Over the next 48 hours, the palimpsest feeds on the trapped creature's soul, after which it is obliterated. The palimpsest's absorption is identified as a curse by most mages and can be reversed with a *remove curse* spell, but only while the palimpsest still lives. Palimpsests have claimed many lives due to an overzealous adventurer believing that simply slaying the palimpsest will free their comrade.

Palimpsests have an odd array of magical defenses, including immunity to fire and nonmagical edged weapons. It is believed the palimpsest evolved these wards to protect itself from parchment's most vile enemies. They do, however, react to electricity and will sometimes release their victims when subjected to a shock. Even Candlekeep's scholars cannot explain this and write it off as "…it's just magic…".

Habitat/Society. Palimpsests are typically found in the same locations they were created: libraries, scriptoriums, and laboratories. They have no society to speak of and are normally encountered alone, although particularly old libraries may have spontaneously created several palimpsests over the ages.

Ecology. Recent research has uncovered that palimpsests are tied to the Ethereal Plane, although they cannot pass into that realm. The nascent theory is that when a palimpsest devours a soul, its essence is dispersed out into the Ethereal. What happens to that energy afterward is still subject to much debate, however. Some believe that an enigmatic race of planar merchants, called **The Arcane**, collect the energy and use it to imbue magic items.

Role in Undermountain. There are ample opportunities to use palimpsests in the dungeon of the Mad Mage. Halaster and his apprentices may have discovered how to create the creatures and filled entire false libraries with palimpsests. What could be more enticing to an adventuring party than kicking down a door to a seemingly unguarded trove of Halaster's forgotten spell tomes? Furthermore, if it is indeed true that souls devoured by palimpsests are sent to the Ethereal Plane, perhaps there is a planar traveler lurking just beyond the veil who gathers the essence for treacherous purposes.



Understanding the Palimpsest

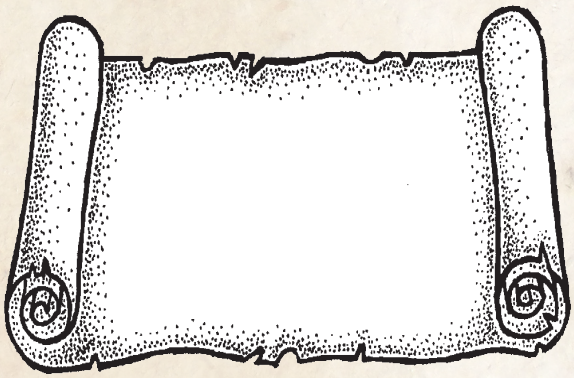
Palimpsests can be incredibly deadly if the party makes a wrong move after someone is absorbed. Consider allowing characters proficient in Arcana or with a scholarly background, such as Sage, to make an ***Intelligence (Arcana) check*** to recall palimpsest lore. They learn the following information, depending on the ability check's result. Each level is cumulative:

5-9. The monster is called a palimpsest and an absorb creatures onto its pages. After 2 days, it consumes their soul. They are thought to be spell scrolls made magically sentient due to the magic runes written on them.

10-15. The palimpsest is immune to fire and nonmagical edged weapons. After a creature has been absorbed, they can be freed with a *remove curse* spell. If their souls are consumed, only a powerful *wish* spell can restore them to life. All resurrection magic has no effect.

16-19. Killing the palimpsest will not free creatures it has consumed. The palimpsest is susceptible to lightning damage and might release creatures it has captured if shocked, but be careful not to kill it too quickly!

20+. The souls a palimpsest consumes are ejected into the Ethereal Plane. There is no known way to retrieve them short of a *wish* spell.



Particularly Cross House Cat

Tiny magical beast, chaotic neutral

Armor Class 17
Hit Points 121 (18d4+72)
Speed 40 ft., climb 30 ft.
STR 3 (-4) ***DEX*** 24 (+7) ***CON*** 18 (+4) ***INT*** 16 (+3) ***WIS*** 12 (+1) ***CHA*** 18 (+4)
Saving Throws Dexterity +13, Constitution +10, Wisdom +8
Skills Arcana +9, Acrobatics +12, Perception +8, Stealth +12
Damage Resistances bludgeoning, piercing, and slashing
Damage Immunities cold, fire, poison, lightning
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 18
Languages Common, Draconic
Challenge 17 (18,000 XP)

Legendary Resistance (2/day). If the particularly cross house cat (PCHC) fails a saving throw, it can choose to succeed instead.

Detect Tasty Wizard. The PCHC automatically knows the position of anyone capable of manipulating the Weave within 120 feet.

Evasion. When the PCHC is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Innate Spellcasting: The PCHC's Innate Spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *counterspell, dispel magic, greater invisibility*

Magical Immunity. The PCHC is immune to all spells and spell effects of 3rd level or lower, unless it allows them to have an agreeable effect.

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

Mighty Wallop. The PCHC hits far harder than its Small size should allow. Its claws are exceptionally sharp, considered finesse weapons, and deal magical damage.

Spellcasting. The PCHC is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It requires no somatic or material components to cast its spells. The PCHC has the following sorcerer spells prepared:

Cantrip (at will): *minor illusion, prestidigitation, true strike*
1st level (3 slots): *grease*, *shield*
2nd level (2 slots): *blur*, *misty step*
3rd level (1 slot): *haste*

9 Lives. The PCHC can only return from the dead 9 times (hence the 9 lives). Once reduced to negative hit points, the PCHC is not dead but instead must fail 3 Death ***Saves***. Should it succeed on its Death ***Saves***, it becomes conscious on 1 hit point; failure results in the PCHC being killed. When killed, on its initiative on the following round, the remains instantly disappear for 12 hrs. After 12hrs, it reappears at a chosen location (it's favorite place, likely a very small box) with 1HD less and on full hit points. After being killed for the 9th time, the PCHC



disappears, now utterly destroyed. If it is killed and returns, it will find you and be very, very angry.

Actions

Multiattack. The PCHC makes 2 Claw attacks and a Bite attack or 2 Claw attacks and a Rake attack.

Claw. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit*: 12 (1d12+6) slashing damage. If both claw attacks hit, the PCHS may also make a Bite attack.

Bite. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit*: 10 (1d8+6) piercing damage, and the PCHC can attach to the target. While attached, the PCHC doesn't attack. Instead, at the start of each of the PCHC's turns, the target suffers 10 (1d8+6) piercing damage and 19 (2d12+6) slashing damage from a Rake attack.

The PCHC can detach itself from the target by spending 5 feet of its movement. A creature, including the target, can use its action to detach the PCHC

Rake. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit*: 19 (2d12+6) piercing damage. The target must be hit with 2 Claw attacks on the same round for the target to be subject to a Rake attack.

Legendary Actions

The PCHC can take 2 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. Spent legendary actions are regained at the start of each turn.

Claw. The PCHC can make a claw attack.

Vanish. The PCHC can cast *greater invisibility* and take the Hide action

Countermagic. The PCHC can cast *dispel magic* or *counterspell.*

Apocryphal tales of house cats killing apprentice wizards in a fair fight circulate through wizard's academies across the Sword Coast. Apprentices walking home from the tavern who failed to heed the warnings of the older students and neglected their physical fitness were often found torn to bits by cute and fuzzy cats. As the Weave changed and the world moved on, house cats no longer had the killing potential they once had. Halaster, seeing this as a loss to the world, brought lost and scared kittens from towns around the multiverse to Undermountain, pumped them full of magic and warm buttermilk, and gave them the run of the place, with the phrase "Do as thou wilt, my fuzzy-wuzzums. This shall be the whole of the law…Be free in my wonderful playground!"

Combat. PCHC's live life on their own terms. They like to play with their prey, killing indiscriminately. They go out of their way to hunt spellcasters and use their powerful antimagic abilities to cut them down with ease.

Habitat/Society. PCHC's are loners, wandering Undermountain more or less at will, as many of the deadly fauna of Undermountain have learned the hard way that they are not worth angering. They can be found anywhere in Undermountain, and go where they please, when they please. Some have managed to find their way out of Undermountain and have begun to breed in the wide world.

Ecology. Other than their remarkable intelligence, incredible combat abilities, and powerful magic, they are still cats. They like belly rubs, catnip, and indescribable slaughter. Normal cats lacked the ability to be nature's perfect killers. Halaster simply corrected nature and made that fact true. PCHC rarely mate, as they each believe themselves to be the superior specimen of their kind. For one month every seven years, their baser natures take over, and all PCHC go into heat. The streets of the cities above and Undermountain below are filled with unholy howls and screeches as the PCHC do the proverbial deed. They quickly abandon one another, and after the mothers give birth, the kittens are left to their own devices. Though much cuter and cuddlier than the adults, PCHC are born as physically and magically potent as full grown adults.

Role in Undermountain. Halaster remembers the time before the Weave shifted and this was true more often than not. He has taken it upon himself to grant a small pride of feral cats from Waterdeep the greater power they deserve.

PCHC's do what they please … at Halaster's pleasure. They can be found toying with monsters, eating adventurers, or taking long naps in small containers. They can be befriended, but do so at your own risk, as their mercurial nature changes with the slightest whim.

Pech

Small elemental, neutral good (50%) or neutral (50%)

Armor Class 13 (natural armor)
Hit Points 44 (8d6 + 16)
Speed 25 ft.
STR 18 (+4) ***DEX*** 12 (+1) ***CON*** 15 (+2) ***INT*** 13 (+1) ***WIS*** 12 (+1) ***CHA*** 14 (+2)
Condition Immunities petrified
Senses darkvision 120 ft., passive Perception 11
Languages Common, Terran
Challenge 3 (700 XP)

Innate Spellcasting. The pech's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *mold earth**
3/day each: *meld into stone, stone shape*

Group Spellcasting (Recharges After a Long Rest). Groups of pech can work together to cast more powerful spells. Each pech in the group uses an action to focus on the intended spell. Once the appropriate number of pech have focused on the spell, it takes effect immediately. The spell uses the highest innate spellcasting spell save DC in the group. If the spell requires concentration, all pech involved in the group spellcasting must maintain concentration or the spell ends. After participating in a group spell, the pech cannot use this ability again until it finishes a long rest. Pech can cast the following spells using group spellcasting, requiring no material components:

2 or more pech: *transmute rock*
4 or more pech: *wall of stone*
8 or more pech: *flesh to stone*

Master Stoneworker. The pech is proficient with mason's tool and has advantage on any ability check made using mason's tools.

Stone Destroyer. The pech's weapon attacks bypass all damage immunities and resistances when attacking creatures made of stone, such as galeb duhr, gargoyles, or stone golems.

Actions

Multiattack. The pech makes two attacks with its pickaxe or rock.

Pickaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Rock. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

*Appears in *Xanathar's Guide to Everything*

Pech are short, thin and humanoid in shape, with two arms, legs, and an elongated, flat face. Their



rock-hard skin ranges from grey to pale yellow with dark hair colors. They have long, flat hands used to grip tools much larger than their size should allow. Pech have large white or yellow eyes without pupils. They dress in simple rough spun clothing or often no clothing at all.

Combat. Pech are generally good creatures and attempt to avoid combat whenever possible. However, they are unusually strong for their size and will work together to bring down foes if forced into a confrontation. All pech are proficient in the use of pickaxes, hammers, and other mining implements, which they also use as weapons if needed. Pech have a long history of battling evil elementals on the Elemental Plane of Earth and have developed techniques to pierce their often impenetrable hides.

The pech's greatest asset in combat, however, is one another. A single pech is able to mold unworked earth, meld

into stone walls, and shape stone magically, but with the assistance of their allies, pech are able to work much more powerful magic.

Habitat/Society. Pech are native to the Elemental Plane of Earth but many have made their way to the Material Plane, fleeing persecution by Ogrémoch, the Prince of Evil Earth and his allies. They are found in deep subterranean lairs where they enjoy making finely-carved mines and working stone. A pech artisan rivals even the most accomplished of dwarves in their ability to carve beauty from the earth's rough environments. Pech lairs have many choke points, which the inhabitants will close off with a *wall of stone* spell should they be invaded.

Pech live in clans of 10-30 individuals, containing equal numbers of both males and females. Most clans support an egalitarian society where every voice is considered before the clan acts. They are normally led by a small group of elders, but many also hold regular elections to introduce new leadership.

Pech mate for life and live alongside their families in the same clan. Some pech clans that have regular contact with humanoid cultures have developed systems for marriage and more complex familiar relationships.

Ecology. Clans of pech carve out intricate cavern systems and sometimes come into conflict with other subterranean creatures. Most clans attempt diplomacy first, but if forced to fight, each adult pech will take up arms to defend their domain. Pech understand the value of precious metals and gemstones and will purposefully mine these to trade with other creatures. The pech themselves do not cherish gold, diamonds, or other valuables, preferring to trade for items that increase the clan's safety and prosperity.

Role in Undermountain. Undermountain's subterranean halls, especially those reaching deep under Mount Waterdeep, could support clans of pech. Depending on the clan's nature, they may either be eager to meet an adventuring party or wary of them. In either case, they are not likely to attack first. If the party is facing off against a difficult stony foe, such as a powerful diamond golem, allying with pech could be invaluable.

Raduriel, Sky Ranger of Gond (Greater Hound Archon)

Medium celestial, lawful good

Armor Class 20 (+3 leather armor)
Hit Points 127 (17d8+51)
Speed 40 ft.
STR 14 (+2) ***DEX*** 23 (+6) ***CON*** 16 (+3) ***INT*** 10 (+0) ***WIS*** 16 (+3) ***CHA*** 20 (+5)
Saving Throws Dexterity +11 Constitution +8 Wisdom +8
Skills Insight +8 Perception +13 Persuasion +8 Stealth +11, Survival +8
Damage Resistances poison, necrotic, radiant, bludgeoning, piercing, and slashing from nonmagical weapons.
Damage Immunities lightning
Condition Immunities charmed, exhaustion, frightened, petrified, possessed
Senses truesight 120 ft, passive Perception 23
Languages all, Telepathy 120 ft.
Challenge 16 (15,000 XP)
Legendary Resistance (2/Day) If Randuriel fails a saving throw, it can choose to succeed instead.

Angelic Weapons. Randuriel's weapon attacks are magical. When it hits with any weapon, the weapon deals an extra 18 (4d8) radiant damage (included in the attack)

Blessing of the Flying Ace. Randuriel can grant worthy allies the knowledge and skills to fly in one of Gond's biplanes, the handcrafted ***GX-11 Dire Falcons***. There is no limit on the number of blessings he can bestow, and any given blessing will last until he dismissed. The blessing grants expertise in Vehicles (Air).

Flying Ace. Randuriel adds double its proficiency bonus to all Vehicle (Air) checks.

Keen ***Senses***. Randuriel has advantage on all Wisdom (Perception) checks and adds double its proficiency modifier to the Perception skill.

Lightning Reflexes. Randuriel has advantage on initiative checks.

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

Innate Spellcasting. Randuriel's spellcasting ability is Charisma (spell save DC 18). Randuriel can innately cast the following spells, requiring only verbal components:

At will: *aid, detect evil and good, feather fall, magic circle, protection from evil and good, teleport* (self only, no mishap possible)
3/day: *cure wounds (6th level), greater invisibility*
1/day: *control weather, raise dead*

Psychic Link. Randuriel is linked psychically to his mighty biplane, *Paladin's Grace.* When flying, they can operate in perfect harmony as one mind, switching places in the initiative order at will.

Actions

Multiattack. Randuriel makes two rapier attacks or one blunderbuss attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+2) piercing damage + 18 (4d8) radiant damage.

Rapier. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) piercing damage +18 (4d8) radiant damage.

Blunderbuss. *Ranged Weapon Attack:* +11 to hit, reach 30/60, one target. *Hit*: 14 (2d8+6) piercing damage and 18 (4d8) radiant damage.

Legendary Actions

Randuriel can take 2 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. Spent legendary actions are regained at the start of each turn.

Relentless Antagonist. Randuriel can make one attack with either his rapier, his blunderbuss, or *Paladin's Grace* machine guns if piloting the vehicle

Maneuver. Randuriel can make a Vehicle (Air) check to reposition *Paladin's Grace.*

Serpentine. Randuriel can take the Dodge action.

Spellcasting. Randuriel can cast a spell.

Unlike the Hound Archon presented in *Monsters of the Guild* (pg. 73), Randurial is a Greater Hound Archon sent by the Gond himself to keep the deadly goblin aces and their undead warplanes contained within Undermountain. His divine mission is to eventually destroy the abominations to the Wonderbringer permanently. He hunts them from his secret floating island relentlessly, attacking flights of goblin aces and destroying the planes and pilots with incredible skill and divine power.



Randuriel is cordial, friendly, and charismatic. He is persistent and methodical in his goal to wipe out the goblins but has to work against Halaster's mad scheme to keep the goblins in perpetual war. Halaster has thoroughly thought through what needs to be done to maintain the goblins perpetual war, and the evil warmongering creatures breed faster than Raduriel can kill them.

Combat. Randuriel takes the fight to the goblin aces in his sentient biplane, Paladin's Grace, with skill and ferocity that defines hound archons. He attacks from above, blasting enemy planes with holy firepower granted to him by Gond in his divine mandate. He prefers hit and run tactics because even though he is more powerful than the goblins, he is greatly outnumbered.

Habitat/Society. Randuriel lives alone in a small concealed air node hidden within one of the perpetual storms that float about in the Sky Realm of Undermountain. The small floating island holds a quaint and comfortable house and a hanger bay where Paladin's Grace remains, meditating until the holy call of battle.

Ecology. Randuriel is a celestial being, an angel of good. While he doesn't require food or drink, he maintains a simple and spartan daily routine on his air node when not in direct combat with the goblin aces. His piety to Gond

is reflected in his daily routine. Randuriel can be found tinkering with the **GX-11 Dire Falcon** biplanes, created with the blessings of Gond and put into service on the chance that he can recruit suitable heroes to his cause.

Role in Undermountain. Randuriel is on a mission from Gond to wipe out the goblin aces and destroy their heretical necrotechnology and abuse of smokepowder. He will stop at nothing to destroy all the goblins. If a group of noble heroes find their way to the Sky Realm, he will seek them out to recruit them in his noble quest, being rewarded by Gond if they help Randuriel succeed in his mission.

Rasclinn

Small beast, neutral

Armor Class 13
Hit Points 55 (7d6 + 21)
Speed 40 ft.
STR 14 (+2) ***DEX*** 18 (+4) ***CON*** 16 (+3) ***INT*** 11 (+1) ***WIS*** 12 (+1) ***CHA*** 14 (+2)
Damage Resistances poison
Condition Immunities poisoned
Senses passive Perception 11
Languages Common, Druidic
Challenge 2 (450 XP)

Keen Sight and Smell. The rasclinn has advantage on Wisdom (Perception) checks that rely on sight or smell.

Plant Bane. The rasclinn's teeth and claws are considered magical for purposes of overcoming damage immunity and damage resistance for creatures of the plant subtype.

Actions

Multiattack. The rasclinn makes two attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target, *Hit:* 11 (2d8 + 2) piercing damage.

Rend. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target, *Hit:* 16 (4d6 + 2) slashing damage.

Reactions

Rage: If the rasclinn begins its turn with less than half of it maximum hit points, it gains advantage on all attack rolls and saving throws.

A rasclinn looks like a silver metallic fox with a reptilian tail and deep set orange eyes. Their teeth and claws also have a metallic sheen. These creatures were once hunted to near extinction for their claws, teeth, and pelts. Waterdavians outlawed hunting rasclinn when they discovered the reason for their luminous coat. They attack, kill and eat carnivorous plants rich in metals and nutrients. Rasclinn hate plants and eat them exclusively. They are also kept as pets.

Combat. In combat, the rasclinn will attack only if cornered. They will attack only plants unless starving. It can eat meat to survive but prefers plants. They like to use their rend attack to rip up the plant roots. Rasclinn are hard to kill; they fly into a rage when injured and often will fight to the death as a result.

Habitat/Society. The wild rasclinn live in forests where they kill and eat plants. Domesticated rasclinn are used for weeding and pest control. Rasclinn like to eat carnivorous plants which are rich in metals and nutrients crucial to the rasclinns diet. Carnivorous plants hinder logging operations around Waterdeep and the recovering rasclinn population are trained to eat all manner of hostile or invasive plant life. The rasclinn mate once a year and a litter yields 2 to 4 pups.

Ecology. Larger predators will eat rasclinn though the fight will be dire. The rasclinn's teeth and claws are fortified by their high metal intake. The rasclinn are herbivores but may eat nutrient-rich organs if starving.

Role in Undermountain. Many exotic and dangerous plants grow in Undermountain. When food is scarce or their habitat threatened, rasclinn will retreat underground and feast on the vile flora of the darkness. The rasclinn who adapt to the maddening depths are feral and rabid. They attack anything they see.

I think Lord Shilom first took one as a pet, after that it became unfashionable to wear rasclinn pelts. He recognized the utility of the creature. Some of the tribes to the north still hunt them but they no longer bring their hides to our markets ... now Skullport? That's another story altogether!

Shadow Asp

Tiny monstrosity, neutral evil

Armor Class 15
Hit Points 17 (7d4)
Speed 30 ft.
STR 4 (-3) ***DEX*** 20 (+5) ***CON*** 11 (+0) ***INT*** 3 (-4) ***WIS*** 12 (+1) ***CHA*** 7 (-2)
Skills Perception +3, Stealth +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Senses blindsight 10 ft., darkvision 120 ft., passive Perception 13
Languages –
Challenge 1 (200 XP)

Ambush. On the first round of each combat, the shadow asp has advantage on attack rolls against a creature that hasn't taken a turn yet.

Shadow Stealth. While in dim light or darkness, the shadow asp can take the Hide action as a bonus action. Its Stealth bonus is also improved to +9.

Sunlight Weakness. While in sunlight, the shadow asp has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and the target must make a DC 13 Charisma saving throw against poison. On a failure, the target's shadow animates, becoming a ***shadow*** (MM, p269). During this time, the target does not cast a shadow. If the shadow is slain, it returns to the target with no further effect. If a *remove curse* spell is cast on the shadowless creature, the effect ends. On a success, the target is immune to shadow asp poison for 24 hours.

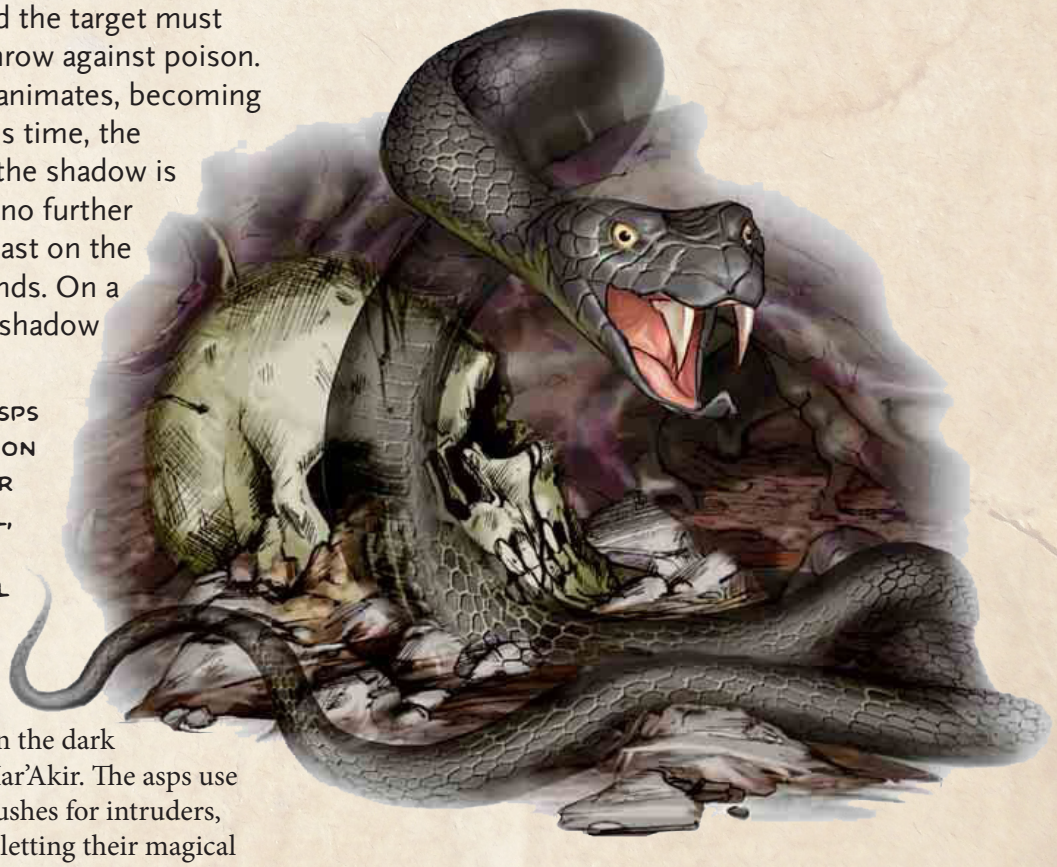
Shadow asps appear as natural asps with black, unadorned scales. Upon closer inspection it is clear their bodies are partially insubstantial, shifting and moving with the shadows themselves. The magical snakes make practically no noise as they stalk their prey.

Combat. Shadow asps rely on their superior stealth to hunt their targets in the dark tombs and forgotten desert ruins of Har'Akir. The asps use their dark domains to set deadly ambushes for intruders, striking quickly before retreating and letting their magical venom do its work. While the shadow asp's bite is not dangerous to a hardy adventurer, their venom causes the victim's shadow to magically animate. The shadow is not under the asp's control but has an innate desire to kill the from which it came.

Habitat/Society. Shadow asps are commonly found throughout Har'Akir, Ravenloft's desert realm ruled by the mummy lord, Anhktepot, as tomb and vault guardians. They are thought to be created by clerics and wizards of that dark realm, but the exact process is still unknown outside Har'Akir. Some believe they are bound to the area in which they were summoned, whereas others claim an entire brood of shadow asps can be made to serve a royal bloodline. It is important to note that while the shadow asp can create undead shadows, they are themselves not undead.

These creatures are fiercely territorial and attack any living creature that enters their domain. Due to the nature of their venom, it is likely several shadows share the asps' domain. Strangely there is not always enough corpses in the lair to account for the number of shadows, leading to more than one legend of a Har'Akir tomb robber still searching for their stolen shadow.

Ecology. Shadow asps are not a part of the natural order, nor are they concerned with creating a niche. Researchers are unable to say how the creatures subsist, but the leading theory assumes their lifespan is determined when they are created and do not require further nourishment.



Role in Undermountain. The Mists have come to the Realms many times, and to the Sword Coast in particular in recent history. It is possible that a planar traveler with knowledge of Ravenloft has returned from Har'Akir with a brood of shadow asps and taken up residence in Undermountain. These unique creatures may be of particular interest to yuan-ti or other serpentine monsters, such as nagas.

Shock Vine

Large plant, neutral

Armor Class 15 (natural armor)
Hit Points 114 (12d10 +48)
Speed 5 ft.
STR 20 (+5) ***DEX*** 8 (-1) ***CON*** 18 (+4) ***INT*** 6 (-2) ***WIS*** 8 (-1) ***CHA*** 3 (-4)
Damage Resistances bludgeoning
Condition Immunities blinded, deafened, paralyzed, petrified, prone, stunned
Senses blindsight 30 ft. passive Perception 9
Languages understands Common and Druidic but cannot speak.
Challenge 7 (2,900 XP)
False Appearance. While the stone vine remains motionless, it is indistinguishable from ivy vine.

Actions

Multiattack. The shock vine makes three attacks.

Tendril. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target, *Hit:* 18 (3d8 + 5) slashing damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target, *Hit:* 15 (3d6 + 5) bludgeoning damage.

Ensnare. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target, *Hit*: 12 (2d6 + 5) piercing damage and the target must make a DC 14 Constitution saving throw, taking 7 (2d6) poison damage and is restrained. A success halves the damage and the target is not restrained. The restrained creature must repeat this saving throw at the end of its next turn. Failure results in the condition continuing. Failure by 5 or more results in the creature becoming incapacitated. One success ends these conditions.

These invasive vines are voracious eaters. The shock vine has thick twisted vines and dark green, four-pointed leaves. Most times wary travelers will spot the remains of previous victims and the debris they left behind. Many of the vines also have thorns that deliver coma-inducing poison. They look innocuous enough but are aggressive and relentless when hungry. They are always hungry.

Combat. In combat, the shock vine will attack the legs and feet first, going for a trip. It will use its poison on one victim at a time. Once a victim is incapacitated, the shock vine will bind the target, pull it to the ground, and slowly drain the fluid from the target until nothing but a desiccated husk remains.

Habitat/Society. Shock vines are sometimes planted near buildings as part of a security measure. Normally they grow in a dense woods far from a water source, as they do not need such sustenance. They are sometimes found to act independently in groups of 2 or more.

Ecology. These invasive vines are voracious eaters. The shock vine is a carnivorous plant that eats nearly anything that is unfortunate enough to encounter it. Rasclinn are its most notorious predator.

Role in Undermountain. Shock vines are planted in subterranean choke points as a security measure. They are low maintenance, aggressive, and invasive; a perfect primary perimeter defense measure for sentient beings wishing to protect settlement or lair.

> I had planted a few shock vines around my tower but I never got them to grow. They were not as chatty as my other plants. Perhaps that's why they moved on.

Slig

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chainmail, shield)
Hit Points 16 (3d8 + 3)
Speed 30 ft.
STR 18 (+4) ***DEX*** 10 (+0) ***CON*** 12 (+1) ***INT*** 8 (-1) ***WIS*** 10 (+0) ***CHA*** 6 (-2)
Skills Athletics +4, Perception +2
Senses darksight 60 ft., passive Perception 12
Languages Common, Goblin, Slig
Challenge 1/2 (100 XP)
Taunt: Once per turn as a bonus action, the slig may taunt a target that is able to hear or see the slig. The target must make a DC 10 Charisma saving throw. On a failure, the target is angered and suffers a -2 to AC but gains +2 to hit until the end of its next turn. On a success, nothing happens.

Actions

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

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target, *Hit:* 7 (1d6+ 4) piercing damage, or 8 (1d8+4) piercing damage if used with two hands.

Spear. *Ranged Weapon Attack:* +2 to hit, range 20/60 ft., one target, *Hit*: 7 (1d6+ 4) piercing damage.

Spit. *Ranged Weapon Attack:* +2 to hit, range 10/40 ft., one target, *Hit*: 3 (1d6) poison damage, and the target must make a DC 10 Constitution saving throw, taking an additional 7 (2d6) poison damage on a failed save, half as much on a successful one.

THE SLIG ARE A BIGGER, MORE ROBUST COUSIN OF GOBLINOID RACES. THEY HAVE AN ALMOST CANINE HEAD AND EARS, A THICK HIDE, A VESTIGIAL TAIL, AND A MOUTH FULL OF CROOKED, POINTED TEETH.

Combat. In combat they are ruthless marauders. They seek and kill quickly and leave no survivors. They hate humans and especially elves. They will attack these races first. They like to use their Taunt ability and then use the Spit attack while their foes guard is down. They will also use the Spit attack if they have already thrown their spear.

The Slig language is one I know but I can't speak it without being ill. It requires one to have a lot of phlegm in their throat. I'm sure the lingering sour taste of vomit helps too; it is a vile tongue. The synonyms for "food" and "poop" are often interchangeable.

They will bite if unarmed and cornered. They will not flee.

Habitat/Society. Slig live underground in caves and hunt forests, swamps, and fields. The slig are crude, brutal, and filthy. They hate weakness and are very athletic. Despite being lower than average intelligence, they play many types of sports that condition them for combat. They are also skilled linguists. They have their own language and many speak Goblin and Common as well. Slig hierarchy is based on skill in battle and athletic prowess. Slig bury their dead.

Ecology. Slig are omnivorous scavengers. They do sometimes cook their food. Slig are killed by large predators. They kill and eat many invasive pests. They dislike and are untrusting of non-goblinoid races.

Role in Undermountain. The Slig of Undermountain have a temple in a large chamber far beneath the city. The walls of the temple are adorned with gemstones and a glittering treasure. This is the trophy room. This is a cache of everything they have won or stolen. The room is guarded by slig champions.

The Slig champion is a single minded creature. It enjoys only the sound of battle and the thrill of victory.



Slig Champion

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chainmail, shield)
Hit Points 32 (5d8 + 10)
Speed 30 ft.
STR 20 (+5) ***DEX*** 12 (+1) ***CON*** 14 (+2) ***INT*** 8 (-1) ***WIS*** 10 (+0) ***CHA*** 6 (-2)
Skills Athletics +4, Perception +2
Senses darksight 60 ft., passive Perception 12
Languages Common, Goblin, Slig
Challenge 1 (200 XP)
Taunt: Once per turn as a bonus action, the slig champion may taunt a target that is able to hear or see the slig. The target must make a DC 12 Charisma saving throw. On a failure, the target is angered and suffers a -2 to AC but gains +2 to hit until the end of its next turn. On a success, nothing happens.

Actions

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

Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target, *Hit:* 8 (1d6+ 5) piercing damage, or 9 (1d8+5) piercing damage if used with two hands.

Spear. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target, *Hit*: 8 (1d6+ 5) piercing damage.

Spit. *Ranged Weapon Attack:* +3 to hit, range 10/40 ft., one target, *Hit*: 4 (1d8) poison damage, and the target must make a DC 10 Constitution saving throw, taking an additional 9 (2d8) poison damage on a failed save, half as much on a successful one.

Slig champions are huge, thickly muscled sligs. Their leathery skin is crisscrossed with many scars. They command great respect in the tribe. They are tasked with protecting the tribe's trophy room(s) and breeding warrens from raiders.

Combat. In combat, the slig champion will fight cooperatively with their comrades to quickly defeat and destroy enemies. They often mutilate the bodies of enemies and fashion grizzly trophies from the remains.

Habitat/Society. Slig champions live underground in caves and hunt forests, swamps, and fields. Slig champions are crude, brutal, and filthy. They hate weakness and are very athletic. Despite being lower than average intelligence, they play many types of sports that condition them for combat. They are also skilled linguists. They have their own language and many speak Goblin and Common as well. Slig hierarchy is based on skill in battle and athletic prowess. Slig bury their dead.

Ecology. Slig are omnivorous scavengers. They do sometimes cook their food. Slig are killed by large predators. They kill and eat many invasive pests. They dislike and are untrusting of non-goblinoid races. Slig champions kill for sport, they seek to hone their combat skills and become more efficient at killing.

Role in Undermountain. The slig champion command those sligs delegated to guarding the slig temples within Undermountain. A slig champion commander cares little for the sligs beneath him and will willingly sacrifice those sligs before closing in to battle.

Slime Worm

Huge beast, unaligned

Armor Class 16 (treasure coating)
Hit Points 133 (14d10 + 56)
Speed 20 ft., burrow 20 ft.
STR 18 (+4) ***DEX*** 8 (-1) ***CON*** 17 (+4) ***INT*** 1 (-5) ***WIS*** 8 (-1) ***CHA*** 4 (-3)
Saves Con +7, Wis +2
Skills Stealth +5
Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9
Languages –
Challenge 6 (2,300 XP)
Camouflage. While the slime worm remains motionless in a pile of coins or other treasure, creatures have disadvantage on Wisdom (Perception) ability checks to spot it.

Actions

Bite: *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 15 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 17 (5d6) acid damage at the start of each of the worm's turns. If the worm takes 20 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 18 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 worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Slime worms are predatory annelids who have adapted to life in treasure-filled dungeons. Their thick, segmented bodies excrete a sticky mucus, which they use to adhere coins and other treasure to their bodies. The average slime worm is 5 feet in diameter and 30-feet-long, weighing 15,000 pounds.

Combat. Slime worms burrow into large treasure hoards and wait for unsuspecting looters. Their hides are covered in coins and other treasures, which they use as both camouflage and armor. Once they sense prey using their tremorsense, the slime worm attacks the largest creature, quickly devouring it.

Habitat/Society. Slime worms lair in areas rich in treasure, such as hidden dungeons and crypts. Some are kept as guardians for large vaults, providing an economical alternative to golems and other magically-crafted sentries.

Like many annelids, slime worms are hermaphrodites. Two or more mature slime worms couple once a year, impregnating each individual. They return to their lairs and spin a large cocoon, burying it in a pile of treasure. After 3 months, the cocoon breaks open, producing 2 to 3 hatchling slime worms. They immediately cover themselves in treasure and begin seeking out their own domains. A hatchling slime worm is 10-feet-long and grows to mature size within a year.

Ecology. Slime worms seek out treasure hoards large enough to support their massive size, often relocating several times in their life. Researchers are unsure how the worms are able to sense treasure or whether it is an inherited ancestral trait. The beasts will devour any living matter, but most often prey upon greedy humanoids who wander too close to their lairs.

Role in Undermountain. Every dungeon has its treasure hoards, and there is a lot of dungeon in Undermountain. Dozens of slime worms may have taken up residence in the Mad Mage's chambers, coating themselves in ancient treasures. If there are areas without stone flooring, a slime worm could use its burrowing capabilities to easily traverse the area, seeking out a new lair.

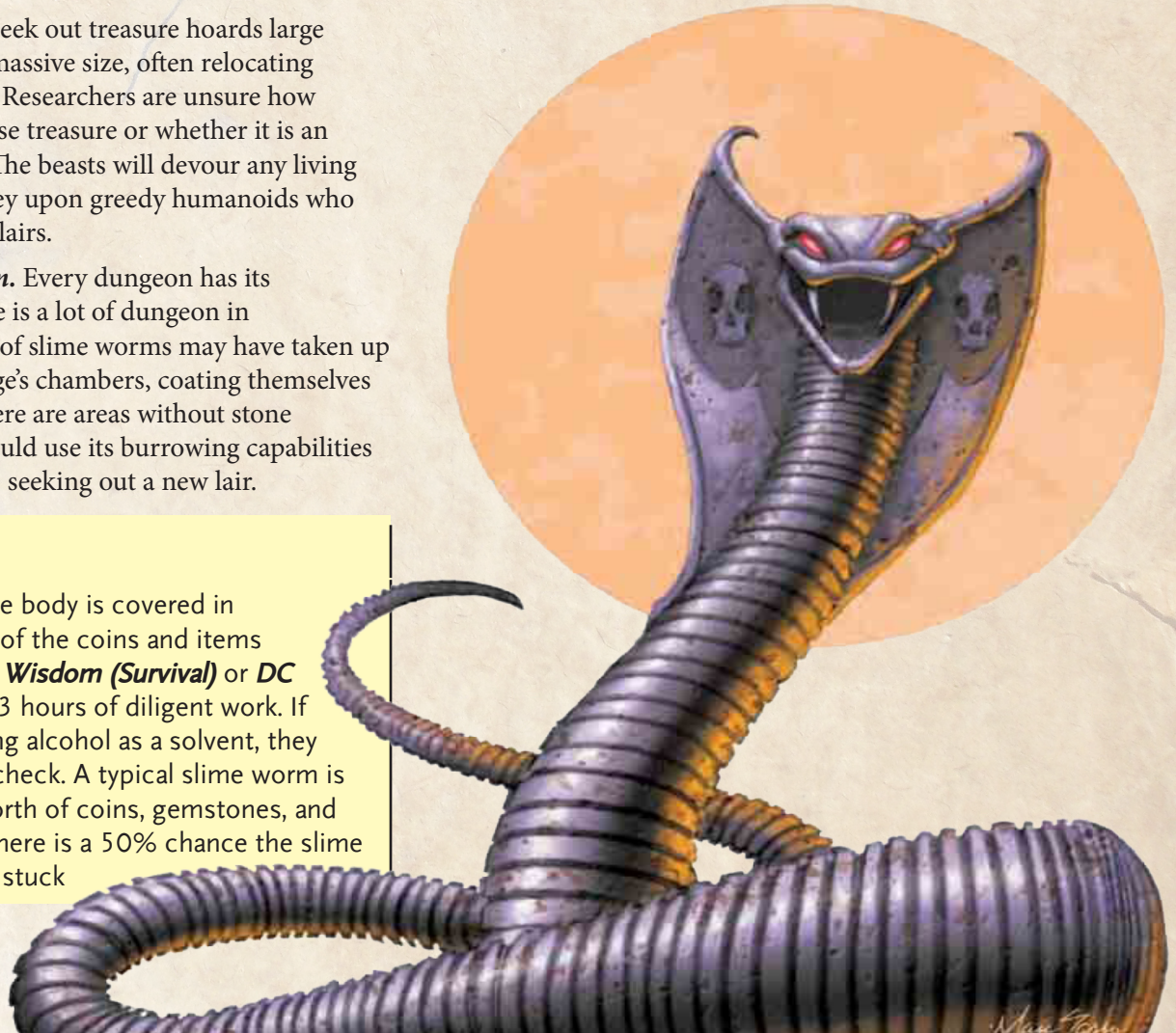
Sticky Treasures

A slime worm's adhesive body is covered in treasures. Removing all of the coins and items requires either a ***DC 16 Wisdom (Survival)*** or ***DC 15 Strength check*** and 3 hours of diligent work. If the characters use strong alcohol as a solvent, they have advantage on the check. A typical slime worm is covered in 2,500 gp worth of coins, gemstones, and other small treasures. There is a 50% chance the slime worm has a magic item stuck to it. If it does, roll once on ***Magic Item Table F*** (*DMG*, chapter 7). If the slime worm is encountered as part of a treasure hoard, reduce the hoard's value by this amount.

Stone Snake

Huge monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 82 (11d12 + 11)
Speed 30 ft.
STR 19 (+4) ***DEX*** 12 (+1) ***CON*** 13 (+1) ***INT*** 1 (-5) ***WIS*** 10 (+0) ***CHA*** 3 (-4)
Skills Perception +3, Stealth +4
Damage Immunities fire, poison
Damage Resistances piercing and slashing from nonmagical weapons that aren't adamantine
Condition Immunities petrified, poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages –
Challenge 5 (1,800 XP)
Stone Camouflage. The stone snake has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.



Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage and the target must make a DC 14 Constitution saving throw against poison. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is a creature, it must make on a DC 14 Strength saving throw or be knocked prone.

Stone snakes look much like their giant constrictor snake cousins, but their scales are interlocking sections of stone-like material, similar to granite. The snake's coloration resembles granite, ranging from white to rosy pink with veins of dark greys and blacks. These colors resemble granite native to the stone snake's environment, providing natural camouflage.

Combat. The stone snake has two primary forms of attack: a quick jab with their heavy, broad head and a venomous bite that delivers a magical venom capable of petrifying the target. The snakes rely on their nearly impervious bodies to withstand attacks from predators native to their domains.

After their petrifying venom takes effect, the victim slowly turns to granite, resembling the snake's own hide. The snake then drags the target back to its lair, where it is devoured by it and any hatchlings it may be guarding.

Habitat/Society. Stone snakes are habitually found in mated pairs protecting a clutch of eggs. Their eggs, which resemble irregularly-shaped chunks of granite, take nearly two years to hatch, forcing the pair to devote many of their resources to protecting the unhatched young. When the young hatch, they are only a foot long and bright white. Over the first six months of their lives, they grow rapidly, tripling in size as they develop camouflaging hues along their stony hide. Once they are able to hide in their environment, they are pushed from the nest by their parents.

Deep cavern systems with naturally occurring mineral resources are the most likely environment to house stone snakes. Some surface dwelling species have been encountered in mountain ranges or along prominent canyons.

Ecology. Stone snake's consume mineral matter for subsistence, preferring granite and other dense stone. They cannot, however, digest certain gemstones, which can often be found discarded in their lairs. These gemstones include diamonds, emeralds, sapphires, and zircon. They prefer to eat naturally occurring minerals in their subterranean domains but will hunt living creatures, using their poison to create a food source, if food is scarce.

Scholars still debate the stone snake's origin. Similar species have been found on the Elemental Plane of Earth, which lend credence to the belief they are extraplanar creatures. Others believe they were created by a powerful medusa, who imparted the terrible power of her curse onto the first stone snake.

Role in Undermountain. Stone snakes are regularly found in the Underdark and might have come to Undermountain in search of food. Moreover, they are prized pets for alchemical and arcane researchers, who have found their venom, when safely extracted, can be used as a reagent in powerful potions and magic items that duplicate the *stoneskin* spell. Artificers looking to create gemstone golems may hire adventurers to scour a stone snake den in search of diamonds and emeralds.

Sword Spider

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 78 (12d10 + 12)
Speed 30 ft., climb 30 ft.
STR 14 (+2) ***DEX*** 18 (+4) ***CON*** 13 (+1) ***INT*** 2 (-4)
WIS 11 (+0) ***CHA*** 4 (-3)
Skills Stealth +7
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages –
Challenge 5 (1,800 XP)

Spider Climb. The sword 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 sword spider knows the exact location of any other creature in contact with the same web.

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

Actions

Multiattack. The spider makes three attacks: one with its bite and two with its sword legs.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and the target must make a DC 12 Constitution saving throw, taking 9 (2d8) poison damage on a failed

save, or half as much on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour and is paralyzed while poisoned in this way, even after regaining hit points.

Sword Leg. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage and the target must make a DC 12 Constitution saving throw or become wounded. A wounded target takes 2 (1d4) damage for each wound due to blood loss at the start of their turn. The wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check to end the effect of all such wounds on it on a success. Additionally, one hit point of magical healing will end the effect of all such wounds on the creature.

Web (Recharge 5-6). Ranged Weapon Attack: +7 to hit, range 30/60 ft., one creature. *Hit*: The target is restrained by the 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).

Sword spiders are a subspecies of giant spiders known for their bladed legs. The spiders have evolved a special razor-sharp chitinous coat on each of their eight legs, which they use to hunt prey. They resemble a giant spider in every other way.

Combat. Sword spiders use their bladed legs as primary weapons. After ambushing their prey, the sword spider rears up on its rear six legs and slashes with its forelegs. The chitinous blades make long, deep cuts that continue to bleed until healed or the victim dies. Like all giant spiders, they also have a venomous bite capable of paralyzing their prey, which they carry back to their dens and encase in webbing.

Habitat/Society. Sword spiders can survive in most temperate climates but prefer dark forests or subterranean locations. They are found throughout the Sword Coast and Underdark with a particularly large population in the Cloakwood, just south of Baldur's Gate. They are normally encountered alone but are sometimes tamed by ettercaps.

The Spider Queen's children, the drow, keep sword spiders as elite house guardians. Drow surface raiding parties are sometimes accompanied by half a dozen sword spiders, controlled by an Arachnomancer or Priestess of Lolth.

Ecology. Sword spiders are descended from a similar breed native to the Mhair Jungles of Halruaa. They were introduced to the drow and have since spread throughout Toril. They resemble typical spiders in regard to reproduction and diet.

Role in Undermountain. Sword spiders are a common threat throughout the Sword Coast. They could have been introduced to Undermountain years ago and have since made a colony there. Sword spiders are likely to be found serving drow, who have been spotted in Undermountain over the years.



Tentamort

Small monstrosity, neutral

Armor Class 13 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 20 ft., climb 20 ft.
STR 18 (+4) ***DEX*** 13 (+1) ***CON*** 15 (+2) ***INT*** 3 (-4) ***WIS*** 14 (+2) ***CHA*** 6 (-2)
Saves Con +4
Skills Perception +4, Stealth +5
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14
Languages –
Challenge 4 (1,100 XP)
Keen Smell. The tentamort has advantage on Wisdom (Perception) checks that rely on smell.

Sticky Tentacles. The tentamort can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Tentacles. The tentamort has two tentacles it uses as weapons. Each tentacle can be attacked (AC 16; 20 hit points). Destroying a tentacle deals no damage to the tentamort. The tentamort regrows destroyed tentacles after finishing a long rest.

Actions

Multiattack. The tentamort makes two attacks: one with its constricting tentacle and one with its stinging tentacle.

Constricting Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 +4) bludgeoning damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained and the tentamort can't use this attack on another target.

Stinging Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 +4) piercing damage. The target must make a DC 15 Constitution saving throw. On a failed save, the target takes 14 (4d6) poison damage and is poisoned for 1 minute. At the end of this time, the target must repeat the saving throw. On a failure, the creature takes 31 (7d8) poison damage and is poisoned until it finishes a long rest. The target dies if reduced to 0 hit points by this poison.

Tentamorts are strange dungeon predators thought to be distantly related to squids. Their body consists of a small central sphere covered in a thin chitinous shell. This sphere contains all of the creature's organs and controls the rest of its body, which consists of a total of 8 tentacles. Tentamorts do not have eyes, relying on a specialized organ that allows them to detect body heat. The six small tentacles sprouting from the underside of the tentamort's body end in suction cups, which it uses to climb vertical surfaces. Two larger tentacles, measuring 10 feet in length and 2 feet in diameter, extend from the top of the spherical body. The tentamort uses these as its weapons. One of the tentacles grasps and constricts prey while the other extrudes a long, thin, bone-like needle that injects a deadly poison.

Combat. Tentamorts drag themselves through dungeon corridors, using their keen sense of smell to find a well-traveled doorway or intersection. They use their suction-cup tentacles to climb onto the ceiling or above a doorway, pulling up their large tentacles until they are ready to attack. When a creature crosses into the tentamort's reach, it attacks with its constricting tentacle, creating an easy target for its deadly sting. The poison injected through the needle softens the target's muscle tissue, liquifying internal organs over the course of a minute. If the poison is effective and the target dies, the tentamort sucks out the liquefied organs through its stinger.

Habitat/Society. Tentamorts lair predominantly in dungeon settings, but some are found in swamps and wetlands. In dungeon complexes, they group together in nests ranging from 4 to 8 individuals, claiming a well-traveled portion of the area as their domain. In swamps, they spread out, with an individual tentamort controlling a 1-mile-radius hunting ground. In either location, explorers are likely to find the dried, brittle corpses a tentamort so often leaves behind.

Like earthworms, tentamorts are hermaphroditic. They give birth to clusters of young, typically totaling a dozen individuals, of which half survive to adulthood. Although they are not social creatures, tentamorts instinctively understand that they can bring down larger prey if they work together. A nest of tentamorts works together to the best of their ability, sharing food sources as equally as possible.

Ecology. Tentamorts are hunted by humanoids who share their domain, such as goblins and orcs. The humanoids use ranged weapons to quickly kill the tentamort, staying out of the monster's reach; a tribe that learns how to harvest tentamort poison is a deadly force indeed.

Role in Undermountain. Hunting tentamorts and returning their poison glands to certain factions within the dungeon may provide the characters with much-needed allies. Tentamorts also make a fantastic random encounter, surprising the party as they cross into a new chamber.

Tren

Medium humanoid, neutral evil

Armor Class 13 (shield)
Hit Points 30 (4d8 + 12)
Speed 30 ft., Swim 40 ft.
STR 16 (+3) ***DEX*** 10 (+0) ***CON*** 16 (+3) ***INT*** 6 (-2)
WIS 10 (+0) ***CHA*** 6 (-2)
Skills Perception +2, Stealth +2
Senses darksight 60 ft. passive Perception 10
Languages Troglodyte
Challenge 1 (200 XP)

Chameleon Skin. The tren has advantage on Dexterity (Stealth) checks made to hide.

Stench. Any creature other than a tren or troglodyte that starts its turn within 5 feet of the tren 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 tren for 1 hour.

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

Actions

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

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target, *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 +3) slashing damage if used with two hands.

THE TREN ARE A RACE OF PRIMITIVE TROGLODYTES WHO LIVE UNDERGROUND. THEY LOOK LIKE LARGE, THICKLY MUSCLED LIZARD MEN. THEY, LIKE MANY OF LIZARDMEN STOCK, THEY PREFER STEEL WEAPONS. THEY CARRY SHIELDS BUT THEIR PEAR-SHAPED BODY AND CHAMELEON ABILITY MAKE ARMOR USE A CLUMSY PROPOSITION.

Combat. In combat, tren use their Chameleon ability to lay in wait. They ambush those who venture past. Wary adventurers may be tipped off from the awful smell they emit as a defense mechanism. They will usually try to overwhelm foes by knocking them down or by pushing them into pits, traps, or hazards. In water, they will try to pull enemies under and drown them. They will flee if they think they cannot win, but while fighting, they will press every advantage.



THE TREN ARE A SAVAGE AND WARLIKE RACE. THANKFULLY THEY DON'T COME TO THE SURFACE AS THEY ARE VERY SENSITIVE TO LIGHT. IF THE LORDS AND LADIES OF WATERDEEP KNEW OF HALF OF THE THINGS THAT WALK OR CRAWL BENEATH THEIR FEET, THEY WOULD LEAVE AND NEVER RETURN.

Habitat/Society. Tren lairs and warrens are often near a water source. They are hearty and ponderous on land but deadly in water. The tren are a superstitious lot, often only committing to an action if the omens are good.

Ecology. Tren are omnivorous scavengers, though they prefer meat. They eat mammals, reptiles and amphibians. Though they attack humanoids, they don't usually eat them. Tren do not mate, they breed. Females are bigger and dominant. They select the mates from within and without the tribe. The males guard the warrens while the females hunt and bring food back to the nest.

Role in Undermountain. The tren have various tribes that squabble for territory in Undermountain. The tribe with the most metal weapons and fertile females tends to assert its claims most pugnaciously. Humans may discover that raiding a tren warren may be a more convenient way to acquire gear and provisions than returning to the surface.

Viper Tree

Huge fiend, neutral evil

Armor Class 15 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 0 ft. (immobile)
STR 21 (+5) ***DEX*** 8 (-1) ***CON*** 18 (+4) ***INT*** 5 (-3) ***WIS*** 12 (+1) ***CHA*** 8 (-1)
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Damage Immunities acid, cold, poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11
Languages Abyssal

Challenge 9 (5,000 XP)

Living Branches. The viper tree's branches are multicolored snakes. While the tree has many branches, the viper tree can only control up to 5 at a time. Each branch can be attacked (AC 20; 12 hit points; same immunities, resistances, and vulnerabilities as the viper tree). Destroying a branch deals no damage to the viper tree. If a branch is destroyed, another one takes its place on the viper tree's next turn.

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

Multiple Heads. Due to the viper tree's multiple heads, it has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack. The viper tree makes as many bite attacks as it has active branches.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 15 Constitution saving throw or their Dexterity score is reduced by 1d4. The target dies if this reduces its Dexterity to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Viper trees are strange fiends native to the Abyss. Some mythologies believe they are the forgotten offspring of a vicious serpent who gnaws at the roots of the world. From a distance, viper trees appear to be large white beech trees with unusual banded or mottled markings. Upon closer inspection, however, one realizes that the tree's branches are a mass of writhing snakes and the bark is smooth and scaled.

Combat. When a potential meal wanders too close, the viper tree lashes out with its serpentine branches, striking a single opponent several times. The branches inject an insidious venom that attacks the target's central nervous system, causing them to lose mobility in their extremities. If subjected to large doses of the venom, the target's organs cease functioning.

While a single viper tree might have hundreds of branches, it can only control 5 of them at a time as independent weapons. If a branch is killed, the creature's brain, which is located deep in the heartwood of the tree, wakes up another branch, animating it as a weapon. The viper tree regrows branches slowly as if it were a natural tree. Some viper trees have evolved to be able to detach their branches, sending them forth as weapons against ranged attackers.

Habitat/Society. Viper trees are a hybrid of fiend, serpent, and plant. Once a month, the viper tree lays a clutch of 10 to 20 eggs, which lay at the base of the tree for a month until they hatch. The newly hatched viper trees, which resemble typical serpents, spread away from their parent in search of prey. Once they find something small enough to kill, typically manes or quasit, they plant themselves in their victim's body, slowly feeding on it. As the viper tree grows, its body grows to encapsulate the head, which serves as the adult tree's heartwood. Over time, additional serpent heads sprout from the top of the creature, creating a tree-like appearance. Viper trees feed on blood and other organic material that seeps into the ground through a system of scaly roots.

Viper trees are found throughout the Abyss but are common on the 45th through 47th layers, a realm known as Azzagrat, ruled by the demon lord Graz'zt. There are legends of entire forests of viper trees in The Dark Prince's realm. Powerful demons, such as mariliths and balors, are known to cultivate copses of viper trees, using them to defend their armies in the Blood War.

Viper trees speak a primitive form of Abyssal, which they use to warn one another of approaching enemies or prey. Many true demons find conversing with viper trees demeaning and fruitless.

Ecology. The viper tree is found throughout the Abyss and can seemingly grow anywhere it finds its first meal. They are a natural force of the Abyss and do not ally with a particular demon lord or seem interested in the larger Blood War. They are intelligent enough to follow simple orders, such as not attacking demons who bring it food.

Role in Undermountain. A viper tree would make a prized treasure for a demon-worshiping cult or might be the subject of intense study for a researcher interested in the Lower Planes. Reptilian humanoids might worship a viper tree as an avatar of their god, sacrificing adventurers to its roots.

Variant: Crawling Branches

Some viper trees have the following trait.

Crawling Branches. As a bonus action, the viper tree detaches one of its active branches. The branch is a Medium sized creature with AC 20, 12 hit points, and a 30 ft. speed. It has all of the same traits as the viper tree but may only make a single bite attack. Detached branches count toward the viper tree's limit of 5 active branches. Destroying a branch deals no damage to the viper tree.

Watchspider

Medium beast, unaligned

Armor Class 14 (natural armor)
Hit Points 40 (9d8)
Speed 50 ft., climb 50 ft.
STR 13 (+1) ***DEX*** 17 (+3) ***CON*** 12 (+1) ***INT*** 3 (-4) ***WIS*** 12 (+1) ***CHA*** 4 (-3)
Skills Perception +3, Stealth +7
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages –
Challenge 2 (450 XP)



Alert. The watchspider cannot be surprised while it is conscious. Additionally, it has advantage on advantage on Dexterity checks made to determine initiative.

Ambush. On the first round of each combat, the watchspider has advantage on attack rolls against a creature that hasn't taken a turn yet.

Evasive Strike. If the watchspider makes a melee weapon attack against a creature, it doesn't provoke opportunity attacks from that creature for the rest of the turn, whether it hits or not.

Spider Climb. The watchspider 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 watchspider knows the exact location of any other creature in contact with the same web.

Actions

Multiattack. The watchspider makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 13 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target is also paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Watchspiders are a selectively bred subspecies of giant spider. They are smaller than their more monstrous cousins, ranging from 5 to 6 feet in diameter, but are much quicker and slightly more intelligent. They are trained as guardians and sentries, similar to canines. They are intelligent enough to learn basic commands and hand signals and rarely turn on their masters. Unlike most species of giant spider, the watchspider cannot produce webbing but is naturally adept at crawling through extant webs.

Combat. Watchspiders are trained to attack from stealth and dart between multiple enemies, poisoning each with their bite. Once a group of intruders has been subdued, they continue to bite their opponents, reapplying their venom until help arrives or the intruders are slain. Watchspiders use their incredible speed and mobility to retreat from dangerous foes, climbing up walls and ceilings to find cover.

Habitat/Society. Watchspiders are selectively bred and rarely found in the wild unless they have escaped confinement. They are popular in Waterdeep, where rich

Waterdhavian noble houses and trade guilds have replaced more traditional canines with these fearsome spiders. Some watchspider owners drape their vaults in permanent *web* spells, creating a deadly trap for intruders.

Similar to canines, watchspiders can learn simple hand and vocal commands. Unlike a canine, however, they have difficulty discerning individuals from one another. If a watchspider is meant to not attack an individual, there is a long process of introducing the individual slowly to the watchspider. Generally, only the spider's trainer is seen with the beasts and will remove them from the areas they guard when others require entry.

Ecology. Watchspiders are thought to have originated on Tharsult, an island in the Shining Sea, south of Calimshan. The spiders were bred for Calimport's pashas but have spread throughout Faerûn. They resemble typical giant spiders in regard to reproduction and diet.

Role in Undermountain. There are a great number of watchspiders in Waterdeep, so it is reasonable they would be found in Undermountain as well. A noble on the run may have retreated into Undermountain and taken her watchspiders with her. It is also likely that watchspiders have escaped from noble houses over the years and may have made a home for themselves in the underground complex, where food is plentiful.

Wemic

Large monstrosity, neutral good

Armor Class 14
Hit Points 125 (10d10 + 70)
Speed 40 ft.
STR 18 (+4) ***DEX*** 14 (+2) ***CON*** 24 (+2) ***INT*** 9 (-1)
WIS 13 (+1) ***CHA*** 11(+0)
Skills Perception +3, Stealth + 4
Senses darksight 60 ft., passive Perception 13
Languages Common, Wemic
Challenge 6 (2300 XP)
Keen Hearing, Sight, and Smell. The wemic has advantage on Wisdom (Perception) checks that rely on hearing sight or smell.

Charge. If the wemic moves at least 30 feet straight toward a target and then hits it with a Spear attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Actions

Multiattack. The wemic makes two attacks; one with its claws and one with its spear or two with its longbow. If unarmed, it will bite and claw.

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

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target, *Hit*: 13 (2d8 + 4) slashing damage.

Spear. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target, *Hit*: 7 (1d6+ 4) piercing damage, or 8 (1d8+ 4) piercing damage if used with two hands.

Spear. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target, *Hit*: 7 (1d6+ 4) piercing damage.

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

A wemic is part human, part lion. It has the torso of a human and the body of a lion. They have golden fur and are very muscular. The have split-pupil, feline eyes. Males have a long black mane. Wemics use weapons, more than a few tribes have iron. The wemic are known for their skills with a longspear.

> The wemic pride never fully trusted most humans. We have an alliance with them but they know of our treachery with the bariaur. They will help us if it helps them more. They have been exploited in the past but have overcome, not many indigenous races can claim that. Still though, when dealing with wemics, it is wise to remember that they could easily eat you.

Combat. In combat, the wemic will usually aid each other in attacking the largest threat first. Obvious magic users and the like are preferred targets even to intimidating melee threats. They will always try to charge opponents before locking into melee with them. They will coordinate with allies and move to flank whenever possible. They also like to grapple enemies so allies can charge the foe, devastating them.

Habitat/Society. Wemics live anywhere and must adapt to the milieu. They use tools and weapons and have a language. It is a type of sign language, using gestures and onomatopoeia. There are as many dialects as there are tribes but most prides are able to communicate basic ideas without too much trouble. They believe everything has a spirit, some divine essence.

Ecology. Wemics are omnivorous predators. They hunt and gather food. They plant crops and return for the harvest but hunting is preferred to raising animals for the slaughter. They view it as unsporting. Wemic mate for life but partnerships are dictated by the females. The sleeker, craftier females do most of the hunting while the males raise the cubs and protect the pride.

Role in Waterdeep. In their unending war on the unnatural creatures that emerge from the abyss that is Undermountain, some tribes of Wemics have ventured into the catacombs to slay the evil where it spawns. The wiser of the packs do not linger long. They know what becomes of the natural creature if exposed to the discordant darkness for too long. Wemics lost in Undermountain will be mangely, rabid, and completely insane. They will attack anything and fight to the death.

Wraith Spider

Large undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 82 (11d10 + 22)
Speed 30 ft., climb 30 ft.
STR 14 (+2) ***DEX*** 18 (+4) ***CON*** 14 (+2) ***INT*** 2 (-4) ***WIS*** 11 (+0) ***CHA*** 4 (-3)
Skills Stealth +8
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages –
Challenge 4 (1,100 XP)

Spider Climb. The wraith 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 wraith spider knows the exact location of any other creature in contact with the same web.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) necrotic damage. The target must make 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.

Wraith spiders appear much like a living giant spider with a few prominent differences. Each of the spider's eight eyes are hollow and emit a subtle darkness. Likewise, their fangs do not drip with



venom like their living counterparts but are shrouded in black necrotic energies. Despite their name, they are not incorporeal creatures. These undead spiders are created by the drow Lady of the Dead, Kiaransalee's, worshipers.

Combat. Wraith spiders attack using their powerful fangs, which transmit life-draining necrotic energy into their victim. When encountered alone, they use tactics similar to living giant spiders but are unable to produce webbing. They cling to walls and ceilings, waiting to drop on unsuspecting prey. Drow matrons, especially those loyal to Kiaransalee, often incorporate wraith spiders into their house guard.

Habitat/Society. Wraith spiders are typically found alongside their drow mistresses. The process for creating wraith spiders is a closely held secret amongst Kiransalee's faithful. After a giant spider has died, they carefully remove its venom glands and enchant them with necromantic magic, turning the venom into a life-sapping magic concoction. After replacing the venom glands, the spider's corpse is buried for a tenday as the Lady of the Dead's followers make sacrifices over the grave. When the spider is exhumed, it lives again as a wraith spider.

The wraith spider is not magically bound to its master and retains a semblance of free will. Kiransalee's priestesses sometimes use their divine gifts to exert dominance over the newly created wraith spider, forcing it to serve them. Others are sold as house guards or used in darker rituals.

Ecology. If a wraith spider is left on their own, they act much like a living giant spider. They will seek out food, even though their undead natures do not require them to eat. They have no goals other than to slay the living, at which they excel.

Role in Undermountain. Wherever the drow have been, so too have wraith spiders. There have been and may still continue to be drow outposts within Undermountain. Wraith spiders make for perfect guardians as they do not require a steady food source and do not succumb to old age or disease. Consider placing these alongside any drow or with drow allies.

Wraithworm

Medium monstrosity, neutral

Armor Class 15 (natural armor)
Hit Points 110 (17d8 + 34)
Speed 20 ft.
STR 18 (+4) ***DEX*** 13 (+1) ***CON*** 14 (+2) ***INT*** 2 (-4)
WIS 10 (+0) ***CHA*** 4 (-3)
Skills Perception +3, Stealth +7
Damage Resistances cold, necrotic
Senses blindsight 10 ft., passive Perception 13
Languages –
Challenge 6 (2,300 XP)

Paralyzing Gaze (Corporeal Form Only). When a creature starts its turn within 15 feet of the wraithworm and is able to see the wraithworm's eyes, the wraithworm can magically force it to make a DC 14 Wisdom saving throw, unless the wraithworm is incapacitated. On a failed saving throw, the creature is paralyzed for 1d4 rounds.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the wraithworm until the start of its next turn, when it can avert its eyes again. If the creature looks at the wraithworm in the meantime, it must immediately make the save.

Wraithform (2/Day). The wraithworm uses a bonus action to become incorporeal for 1 minute or until it ends the effect early as a bonus action. While incorporeal, the wraithworm has the following traits:

Damage Resistances. Bludgeoning, piercing, and slashing from nonmagical weapons

- ***Incorporeal Movement.*** The wraithworm 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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 18 (4d8) poison damage. If the target takes poison damage from this attack, they must succeed on a DC 14 Constitution saving throw or gain one level of exhaustion. This is considered a magical effect.

The wraithworm is a magical giant snake with dark brown or black scales, glowing green eyes, a broad head, and thin bony protrusions extending from their serpentine bodies just past the head. These bone spurs are meant to ward off predators and are not typically used when the wraithworm is engaged in combat.

Combat. Wraithworms are slow and lethargic, relying on their strength and stealth to overcome prey. A wraithworm's powerful bite injects a magical venom that causes frigidly cold temperatures to grip the target's organs. The effect is similar to prolonged exposure in cold environments. The magical snakes are also able to paralyze targets with a magical gaze attack, which saps the creature's strength to control their bodies.

The wraithworm is able to shift into a ghostly form, existing partially on the Border Ethereal. This unique ability gives the creature its name and is essential to its hunting and combat tactics. Wraithworms use this ability to

approach prey from unpredictable angles and make an easy retreat if an encounter turns dangerous. Even outside of this form, the wraithworm is resistant to cold and necrotic damage, which led many scholars to erroneously label the creature as undead.

Habitat/Society. Although regularly found on the Material Plane, the wraithworm most likely originated on Minethys, a sandstorm-swept layer of Carceri. This theory lends support to the otherwise natural snake's magical abilities. On the Material Plane, they seek out dry, arid landscapes but are capable of living in most climates.

Wraithworms are solitary creatures and only seek out other wraithworms to mate once every five years. They do not create dens or burrows as they are constantly on the move, searching for prey. Unlike their undead namesake, however, they do require rest and will find an easily-defensible area to sleep when required.

Ecology. The best explanation for the wraithworm's unique set of abilities is that they were a naturally occurring species that somehow became trapped in the Outer Planes. Over time, the mundane creatures were permanently altered by planar magic and given supernatural abilities. They have been reintroduced to the Material Plane by planar travelers and unsecured planar gateways.

Although more than capable of killing powerful humanoids, the wraithworm is content hunting small animals. They rarely attack humanoids and other large prey unless provoked. Although they possess a strange set of magical abilities, they do not significantly disrupt ecosystems.

Role in Undermountain. Like mundane snakes, it is possible for the wraithworm to be domesticated and trained. Their supernatural abilities make them prime targets as subjects of worship for primitive humanoids such as grimlocks or troglodytes. They might also be kept as prized pets or guardians by a snake cult or nest of yuan-ti.

Xill

Medium fiend, lawful evil

Armor Class 16 (natural armor)
Hit Points 117 (18d8 + 36)
Speed 30 ft.
STR 18 (+4) ***DEX*** 15 (+2) ***CON*** 14 (+2) ***INT*** 10 (+0) ***WIS*** 12 (+1) ***CHA*** 14 (+2)
Saves Dex +5, Wis +4, Cha +5
Skills Perception +4, Stealth +8
Senses blindsight 30 ft., passive Perception 14
Languages telepathy 120 ft.
Challenge 7 (2,900 XP)

Ethereal Sight. The xill can see 120 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Implant Eggs. The xill can take 10 minutes to magically implant eggs in an incapacitated, paralyzed, or unconscious living creature. If *greater restoration* or similar magic is cast on the target, the eggs die and pass harmlessly from the target. The eggs take 2 days to hatch, after which they begin eating the target. The target takes 16 (3d10) damage each day and their hit point maximum is reduced by an amount equal to the damage taken. The target dies if their hit point maximum reaches 0 and 1d4 young xill burst forth from the target's body, killing the target. After the eggs have hatched, only a *wish* spell can stop the process.

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

Actions

Multiattack. The xill makes four attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage and the target must succeed a DC 15 Constitution saving throw or be poisoned for 1 hour. While poisoned in this way, the target is also paralyzed.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage and the target is grappled (escape DC 14).

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage or 9 (1d10 + 4) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Planestep. The xill begins passing into the Ethereal Plane from the Material Plane, or vice versa. Until the beginning of the xill's next turn, attacks made against it have disadvantage as the xill slowly fades from the plane. At the beginning of the xill's next turn, it fully crosses over. The xill can bring one willing creature or one incapacitated, paralyzed, or unconscious creature with it.

Xill are vaguely insectoid fiends found on the Ethereal Plane. They have four clawed arms, rows of ridges and horns on their elongated heads, and a small maw of venomous fangs. They have bright red leathery skin which some xill clans decorate

with dark-colored tattoos. Some clans wear elaborate clothing and jewelry and craft high-quality arms and armor, whereas others appear more savage, barely clothing themselves and relying on their natural armaments.

Combat. Xill are planar ambush predators, using their ability to peer into the Material Plane from the Ethereal to set deadly traps. They stalk areas that slow or impede their prey, ambushing them from across the veil as the victims deal with whatever natural hazard is in the area. Less sophisticated xill forego weapons and tear at their opponents with natural weapons. Cultured xill attack with swords and javelins and utilize unit-based tactics against more experienced enemies.

All xill seek to keep their prey alive, either knocking them out or paralyzing them with a venomous bite. After the target has been neutralized, they are brought to the xill's lair on the Ethereal Plane and used as incubators for xill eggs.



Habitat/Society. Xill are found exclusively on the Ethereal Plane or on the Prime Material and Inner Planes when conducting raids. On the Ethereal Plane, the savage Lower Clans roam the transitive plane as nomads, whereas the elevated High Clans have established settlements. Some planar scholars, however, theorize that the xill may actually be outcast devils that originated in the Nine Hells. The more sophisticated xill of the High Clans show some mastery of Infernal, lending credit to this belief.

Xill society can be broadly categorized into two large clan structures: the High Clans and the Lower Clans. Dozens are individual clans comprised of 30-100 xill per clan make up these larger societal structures, often carrying out disputes and wars amongst each other.

The High Clans xill lead sophisticated lives and pursue craftsmanship, artistry, and philosophical and religious beliefs. They rarely leave the Ethereal Plane, which has brought into question how they acquire the creatures necessary for them to reproduce. Rumors spread through the planes that the High Clans keep large settlements of humanoid slaves, which they breed and care for to use as incubators for their eggs. No planar traveler has seen these slave colonies, however, or at least have not returned to the tell the tale. The High Clans seek out trade opportunities and forge alliances with other fiends and evil-aligned planar beings, especially devils. Each individual clan has its own system of government, but most are based on physical might or reproductive success.

The Lower Clans xill are savage, nomadic hunters. They raid the Material Plane often, leading many to believe that all xill are from the Lower Clans. They tend to travel in smaller bands, as their clans are fractious, often settling internal disputes violently. Xill from the Lower Clans have little concern for material goods and seek only to eat, reproduce, and gain personal power within their society. Some scholars believe the Lower Clans accurately portray the xill as they were before being influenced by other planar creatures, especially devils.

Ecology. Xill live for 50-75 years and reproduce 2-4 times during their lifespan. To do this, they magically implant eggs inside of a living victim, which hatch and then consume the victim from the inside out. The xill's need for living creatures to satisfy their reproductive cycle underlines the entirety of the fiends' existence.

Role in Undermountain. A hunting band of Lower Clans xill could be waiting near a trap or other devious hazard in Undermountain, hoping to quickly capture a few adventurers. An envoy from the High Clans may be meeting with a powerful wizard to discuss the details of a slave trade. Halaster is sure to have warded many of Undermountain's chambers against ethereal intrusions. A group of xill may be interested in what lies beyond these barriers and

are seeking to dispel them, bringing them into conflict with Halaster and his allies.

Yugoloth, Baernaloth

Large fiend (yugoloth), neutral evil

Armor Class 19 (natural armor)
Hit Points 231 (22d10 + 110)
Speed 40 ft.
STR 23 (+6) ***DEX*** 16 (+3) ***CON*** 21 (+5) ***INT*** 24 (+7) ***WIS*** 19 (+4) ***CHA*** 23 (+6)
Saves Con +11, Int +13, Wis +10. Cha +12
Skills Arcana +13, Deception +12, Insight +10, Intimidation +12, Perception +10
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, fire, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft. passive Perception 20
Languages Abyssal, Infernal, telepathy 120 ft.
Challenge 19 (22,000 XP)

Innate Spellcasting. The baernaloth's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attack). It can innately cast the following spells, requiring no material components:

At will: *alter self, charm person, darkness, detect magic, detect thoughts, dispel magic, fear, fire bolt, locate creature, suggestion, teleport* (always on target)
3/day: *cloudkill, scrying, true seeing*
1/day: *mass suggestion, plane shift, symbol*

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

Magic Weapons. The baernaloth's weapon attacks are magical.

Actions

Multiattack. The baernaloth makes two claw attacks, one bite attack, and can use its Open/Close Wounds.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Open/Close Wounds. The baernaloth targets one creature within 120 feet of it that it can see and has damaged with its bite or claw attacks within the last 24 hours. The baernaloth causes the wounds to tear open painfully, causing the same amount of damage to the target as the baernaloth dealt in a single previous turn. For example, if the baernaloth hit a creature with its bite and two claws, dealing a total of 53 points of damage in one turn, the target takes 53 damage. This damage cannot be avoided or reduced in any way. Conversely, the baernaloth may choose to heal damage in the same way.



Teleport. The baernaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Legendary Actions

The baernaloth 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 baernaloth regains spent legendary actions at the start of its turn.

Bite (Costs 2 Actions). The baernaloth makes a bite attack.

Open/Close Wounds (Costs 3 Actions). The baernaloth uses its Open/Close Wounds action.

Teleport. The baernaloth uses its Teleport action.

Long, gangly humanoid limbs hang from a sickly-thin torso. A large, emaciated horned head resembling a hybrid of a horse and reptile are covered in oozing grey skin. Tiny yellow eyes crusted with dried black fluid. These all describe the yugoloths called baernaloths, but their most defining characteristics are their sadistic obsessions. Like no other evil in the multiverse, the baernaloths seek to inflict pain, misery, and suffering on everything they see. Most unsettling of all, the baernaloth does not take joy from the ceaseless agony it causes; it mechanically and methodically seeks to torture and torment all other creatures.

Baernaloths are outcasts among the yugoloths, residing primarily on the Gray Wastes of Hades, rather than Gehenna. Some planar scholars have theorized that the creatures are, in fact, not yugoloths but may have worked with Asmodeus' night hags to create the first yugoloths in their image. If this is true, then they are a much more ancient, primal force.

Combat. When forced to engage in combat, baernaloths prefer to use their natural weapons and rarely result to other equipment. They ferociously attack with their claws and bite, causing deep, festering wounds. Baernaloths are also potent spellcasters, able to break their opponents' minds and summon forth poisonous clouds.

The fiends most notable trait is its ability to rip open, or heal, wounds it has caused. In pitched combat, they use this unique ability to quickly end a foe after landing a series of attacks. It is just as useful, however, when tormenting captured victims, tearing open wounds when they displease the baernaloth, but healing them to ensure their plaything doesn't expire too quickly.

Some baernaloths are known to be able to summon lesser yugoloths to their side, lending credit to the theory that baernaloths are themselves yugoloths. This could merely mean that the baernaloths have access to yugoloth's true names, bending them into service as needed.

Habitat/Society. Baernaloths are usually encountered alone, believing most other creatures in the multiverse are below them, even deities. They will sometimes make temporary alliances with other yugoloths and night hags, but any such allegiance quickly dissolves after the group has dealt with their common enemies.

Baernaloths are supernaturally obsessed with bringing about ruin and suffering. They find creative ways to inflict misery, often preferring to use means other than simple physical torture, although even the most base baernaloth is among the multiverse's most talented torturers. Baernaloths also work to foil complicated plans throughout the planes, ruining an angel's righteous campaign as quickly as it unravels a devil's insidious plot. Few other creatures trust the baernaloth, not that they want to be trusted.

Ecology. The best-known source of information on the baernaloth is ***Iggwilv's Demonomicon***, a tome detailing many of the Lower Plane's evil denizens. Iggwilv poses that the baernaloth may indeed be older than even demons and devils, postulating that the creatures may be the source of the suffering and pain that oozes forth from the Lower Planes to infect other worlds.

Role in Undermountain. Baernaloth create plots that take eons to come to fruition. They serve no one and never divulge their plans. A baernaloth might travel to Undermountain in order to track down an enemy on the run or upset a greater machination, perhaps even those of Halaster himself. A baernaloth with a particular hatred for the yugoloths may be searching for the Books of Keeping, hoping to bend an entire yugoloth army to its will.

Variant: Summon Yugoloth

Some baernaloths have the following action.

Summon Yugoloth (1/Day). The baernaloth has a 50 percent chance of summoning 1d6 mezzoloths, 1d4 nycaloths, 1d2 oinoloths* or one ultroloth.

*Appears in *Mordenkainen's Tome of Foes*

TRAPS

Ask any adventurer: Traps are part of dungeon exploration. You go into a dungeon, you expect traps. If there's anything in the dungeon worth finding, it's going to be protected by traps. The more important or valuable the treasure, the more nasty and deadly the traps.

The traps herein are deadly. They are clever. They are devious. Oh, and there's more in the expansion dungeon, *Halaster's Vault*, included in this book, so check that out.

Feel free to modify them to make them more thematically appropriate, more vicious, or less deadly. For example, a trap that sprays deadly fire can spray dissolving acid. If you're kind, it might spray confusing bubbles, or immobilizing expanding foam. You might swap spikes at the bottom of a pit for a confined gelatinous cube. As Halaster himself would say about non-deadly traps, "Do it for the lolz."

Traps & Hazards

Ankle Biter

Simple mechanical trap - Moderate (Tier 1)

These traps are simple 1 ft x 1 ft x 1 ft pit traps. They are installed on floors and the pits are covered with panels painted to look like part of the floor. When a creature steps on the panel, their foot becomes trapped in a pit by a spring-loaded panel.



Trigger. Any creature that steps on the panel may be caught in the trap.

Effect. The triggering creature must make DC 10 Dexterity saving throw. On a success, they are able to step away and prevent their foot from being held. A failure results in the creature's leg falling into the pit and the spring loaded panel snapping shut, pinning the creatures leg. The creature takes 3 (1d6) bludgeoning damage and is restrained. At the end of each of its turns, the creature may attempt a DC 10 Strength check. A success indicates that they were able to push the panel down far enough to free their leg, ending the restrained condition. Failure indicates that the condition continues. If aided be another creature, the restrained creature has advantage on this check.

Countermeasures. A successful DC 10 Wisdom (Perception) check reveals that the panel looks slightly unlike the rest of the floor. Sometimes there are many of these traps in a room. The panel folds open almost 90 degrees on its spring-loaded hinge but that hinge is impossible to reach. The trap is easily avoided by not stepping on the panel. Alternately, the panel can be carefully triggered and a piece of debris used to hold the panel open so the trap is obvious to other creatures.

Burrow Beets

Simple hazard - Dangerous (Tier 1) Moderate (Tier 2)

This parasitic vegetable is known for growing into the flesh of a creature who sleeps too close to its patch. In the halls of Undermountain, viable soil is rare so these insidious plants make do with what they can find. Though dangerous, they are quite delicious to eat. Inert, they sell for as much a 3 gp each at any market.

Trigger. A creature takes a long rest within 60 feet of this hazardous plant.

Effect. The triggering creature(s) must make a DC 12 Constitution saving throw. Success indicates nothing has happened. Failure results in 3 (1D6) burrow beets embedding themselves into the torso of the creature's body. A successful DC 12 Wisdom (Medicine) check will correctly identify this hazard and the best means of removal. The cheapest and easiest method is starvation. The creature does not eat until the end of its next long rest, during this time the creature gains 1 level of exhaustion. At the end of its next long rest, the creature must make a DC 10 Constitution saving throw; if the creature has not eaten it gains advantage on this roll. On a success, the beets fall out during the rest and are inert. Failure indicates the beets remain. They can be painfully ripped from the victim by pulling on them. A successful DC 10 Strength check is needed for each beet removal; failure results in the beet remaining attached. On a success, each beet deals 3 (1d6) slashing damage as its roots

tear apart tissue during extraction, however once removed, the beet is inert. A successful DC 15 Wisdom (Medicine) check allows for the removal of all the beets without harming the creature and renders the beets inert.

Countermeasures. A successful DC 13 Wisdom (Survival) check reveals the presence of this beets patch and that it would be wise to avoid sleeping within 60 ft. of this hazard.

Chitine Pit Trap

Simple trap - Moderate (Tier 1)

This is a variant of the classic pit trap. There is a ledge surrounding the trap that can be used to bypass the trap. Chitine set these traps to ensnare intruders for feeding. They check these traps every 1d6 hours, listening for the dinging bell as they approach. Chitine are able to secrete and they fill these pit traps with sticky webs to restrain their victims. Some variants have a tiny bell mounted on one of the strands of web, letting the chitine know they have caught something and it is still alive.

Trigger. Any creature that steps on the canvas covering may fall in the pit.

Effect. The triggering creature must make a DC 10 Dexterity saving throw. On a successful saving throw, the creature catches itself and instinctively steps back; failure results in the creature falling into the pit. Creatures do not take damage from the fall, landing in a net of sticky webbing, landing prone and unable to move. Creatures must succeed a DC 10 Strength check to break free before they can move. Every square in the pit is considered difficult terrain. The pit is 10' deep and a successful DC 12 Strength check is needed to climb up through the tangle of webs and escape. Creatures aided by another gain advantage on this check.

Countermeasures. A successful DC 10 Wisdom (Perception) check reveals the presence of the canvas and the 1 ft. ledge around the trap where it is safe to travel. Alternately, 10 points of fire damage burn away the canvas and all the webbing, revealing a 10-foot pit.

Cildabrin Ruse

Simple trap - Dangerous (Tier 1), Moderate (Tier 2)

This trap is a bloated corpse of a previous victim placed by a monster to distract unwary prey. The corpse bursts open spilling out thousands of writhing larvae. The body is usually in a room no larger than 40 x 40 ft with a ceiling at least 20 ft high.

Trigger. The body is touched by another creature.

Effect. When the trap is triggered, place a swarm token in the same space as the body. Treat this swarm as an insect swarm (MM, p338). The cildabrin drops from the ceiling above and attacks 1D3 rounds after the trap is triggered.

Countermeasures A successful DC 10 Wisdom (Perception) check reveals that the corpse might be a trap. A successful DC 13 Nature check determines the nature of the trap and that fire or acid can be used to destroy the larvae inside. Dealing 1 point of fire or acid damage to the body disables the trap and kills the insects inside. The body has an AC of 10 and automatically fails all saving throws.

Fake Pressure Plate

Simple hazard

This trap is not deadly. It is designed to make the explorers of Undermountain irrevocably paranoid, which is exactly how Halaster wants it. Place this hazard anywhere you want the characters to slow down, or if they get cocky.

In a corridor paved with tiles or flagstones, one of the tiles appears unstable, because Halaster or one of his servants placed a few pieces of gravel underneath it. The Wisdom (Perception) DC to spot the loose tile is 15. When a character steps onto the tile, announce that the character feels the floor moving beneath her, and have her make a DC 15 Dexterity saving throw. On a success, nothing happens, but the party will probably waste a ton of time searching for the trap, which of course doesn't exist. Their search is the perfect time to have a monster attack. On a failure, in her haste the character falls over and twists her ankle, leaving her prone and reducing her movement by half until she receives healing magic or finishes a long or short rest. If the triggering character is wearing metal armor, falling over also makes a lot of noise (see "monster attack," above). If you wish to be truly evil, put a real Hidden Pit Trap a few steps beyond the fake tile, as players who just encountered a trap often stop worrying about traps for a few minutes thereafter.

Guillotine Door

Simple mechanical trap - Dangerous (Tier 3), Deadly (Tier 2)

This trap releases a heavy blade when a door is opened. If the door is only opened slightly, the blade has insufficient room to fully release; it only falls when the door is opened fully. Thus, a creature merely cracking the door slightly to peer beyond will suffer no danger, but the first to open the door fully gets sliced.

The slot through which the blade falls can be spotted in the wall above the door (DC 15 to spot). A successful DC 18 Dexterity (Thieves' Tools) check disables the trap harmlessly. A character without thieves' tools can attempt

this check with disadvantage by wedging a piton or torch or some other solid item into the slot. On a failed check, the trap triggers.

When the trap is triggered, the blade slices down. The creature opening the door must succeed on a DC 18 Dexterity saving throw, taking 55 (10d10) slashing damage on a failed save, or half as much damage on a successful one. Once the trap is triggered, the doorway is partially blocked by the blade and becomes difficult terrain.

The Hobbler

Simple mechanical trap - Dangerous (Tier 1), Moderate (Tier 2)

This vicious trap is designed to injure and maim intruders. It has a complex system of gears that cause a sharp blade to slice the victims heel, causing great pain and limiting mobility. It is a simple 1 ft x 1 ft x 1 ft pit covered with a panel painted to look like part of the floor. A broad blade is mounted on a series of gears that propel it into the foot of the victim.

Trigger. Any creature that steps on the panel may be injured by the trap.



Effect. The triggering creature must make a DC 12 Dexterity saving throw. A success indicates the creature catches itself and instinctively steps back; failure results in the creature stepping on the panel with its full weight, driving the piston beneath the panel down, impelling the blade perpendicularly into the creatures lower leg. The creature takes 7 (2D6) slashing damage and their speed is reduced by 10ft until the end of its next long rest. A successful DC 15 Wisdom (Medicine) check removes the speed restriction but does not heal the damage. As the creatures weight drives the blade, the trap resets when the weight is removed from the panel.

Countermeasures. A successful DC 10 Wisdom (Perception) check reveals discoloration to the panel in the floor and the appearance of dried blood. Many of these traps have been known to be set in a room at the same time. The trap is easily avoided by not stepping on the panel. Alternatively, the trap can be carefully triggered by an object. As long as the weight remains on the panel, the trap cannot reset. A successful DC 15 Dexterity check disables the mechanism while the trap is sprung and the blade is exposed. Success indicates that the mechanism that and blade are disabled and removed. The panel can still drop but nothing happens. Failure results in the trap not being disabled but it remains inert as long as weight remains on the panel. Failure by 5 or more indicates that the creature cut themselves on the blade, taking 3 (1d6) slashing damage and the trap remains active.

My Cup Runneth Over

Magic trap - Dangerous (Tier 2), Deadly (Tier 1)

The party enters a small, 10-foot by 10-foot room. On one wall is a bronze statue of a female elf holding a cup, as though offering it to the characters. The cup is filled with water, and at its bottom is a handful of precious gems.

If anyone takes a gem from the cup, four *walls of force* instantly spring into being and seal off all the exits. Water begins to flood from the cup, at such a pace as to fill the room in three rounds.

Putting the gem back causes plates in the floor to slide back through which the water drains. It takes 1 minute for all the water to drain. After all the water is gone the *walls of force* disappear.

Placing a new item in the cup, whether a small gem or a coin, causes a beneficial effect. Roll on the following table. The statue functions once only for any creature.

Offering	*Benefit*
1 cp	Heal 1d4 hit points
1 sp	Heal 1d6 hit points
1 gp	The statue casts *bless* on offerant which lasts 1 hour
1 pp	The statue casts the *augury* spell for the offerant
1 gem 50 gp or less value	Offerant regains 1 1st-level spell slot or 1 spent Hit Die
1 gem more than 50 gp value	Offerant instantly gains the benefit of a long rest

Slippery Stairs of Burny Death

Simple mechanical trap - Dangerous (Tier 2), Deadly (Tier 1)

This trap uses a pressure plate to release a flood of slippery oil at the top of a 60-foot flight of stairs. The DC to spot the pressure plate is 10. A successful DC 15 Dexterity (Thieves' Tools) check disables the pressure plate harmlessly. A character without thieves' tools can attempt this check with disadvantage by wedging something under the plate. On a failed check, the trap triggers. The trap can also be neutralized by stuffing rags into the many small holes, but there are 2d10 dozen of these, which will take some time. The DC to spot the holes is 15.

When the trap is triggered, oil sprays out of tiny holes at the base of the walls at the head of the stairs and all the way down them. Any creature in the area of the stairs or the top of the flight must succeed on a DC 15 Dexterity saving throw or tumble down them, taking 20 (6d6) bludgeoning damage. Once the trap is triggered, the floor of the area is covered with the oil and any movement other than flight and teleportation requires another Dexterity saving throw per movement action; failure results in taking 1d6 bludgeoning damage per 10ft fallen. Moving within the oil affected area at ½ speed allows for the saving throw to be taken with advantage.

In addition, take careful note of lamps and torches! If a character falling down the oil-soaked stairs is carrying a lit torch or lamp, she must make a successful DC 15 Dexterity saving throw or drop the flaming implement into the oil. If this happens, any creature in the oil must make a DC 15 Constitution saving throw, taking 12 (2d10) fire damage on a failed save and half as much damage on a successful one. Such creatures continue to burn, thanks to being covered in oil; they take another 7 (2d6) points of fire damage at the start of each turn they spend in the area affected by the oil. Finally, everyone not in the oil must now contend with a staircase filled with treacherous oil, flames, and choking smoke. The oil will totally burn off in 1d4 turns.

Sticky Bucket

Simple hazard

This trap is not deadly. It gives an unfortunate delver a setback which might *become* deadly in combat or exploration.

In a hallway, a section of floor is disguised with a permanent illusion. The illusion is spotted with a successful DC 18 Wisdom (Perception) check or passive Perception. The illusion covers a small pit in which is concealed a metal bucket. The bucket contains a solution of alchemical compounds which has many properties of *sovereign glue*. A creature which fails to spot the trap steps into the bucket. The alchemical compound instantly sets around the creature's foot, forcing the creature to clank through Undermountain with her foot stuck in a bucket.

Until the bucket is removed, the creature has disadvantage on Dexterity saving throws, Dexterity (Stealth) checks, initiative rolls, and cannot use abilities which rely on quick reflexes, such as Uncanny Dodge.

The compound can be rendered inert by making a successful DC 18 Intelligence check by a character proficient in and using alchemist's supplies. Otherwise, the compound loses its adhesive properties when the victim finishes a long rest.

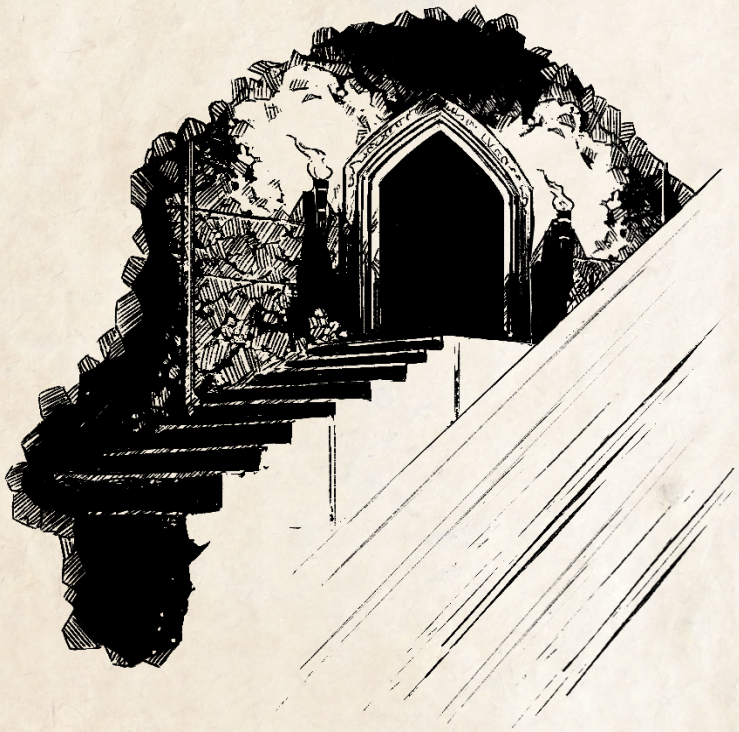
Stop Hitting Yourself!

Magic trap - variable

The party enter a hallway, preferably a 4-way intersection. To their left is a blank wall, and to their right is a nasty troll which apparently has no idea the heroes exist, having taken no notice of them. The temptation to ambush the baddie with a ranged attack will be overwhelming.

The trap consists of a permanent *major image* spell—the troll—masking a teleportation array. Any ranged attacks the adventurers make travels right through the troll, into the teleportation array, and is magically transported to the other end of the array in the blank wall. The attack flies out of the blank wall and hits the adventurers in the back. The array teleports both weapon and spell attacks.

A successful DC 20 Intelligence (Investigation) check reveals the illusion, going down by 5 for each attack directed at the troll which supposedly "hits."



If they'd have just kept going forward, they wouldn't have had this problem…

What Happened to the Rogue?

Simple mechanical trap - Dangerous (Tier 2), Deadly (Tier 1)

Jaded, cynical rogues think they've seen it all. At first, this trap appears to confirm this bias. But when they get caught up in it, they'll change their tune. This trap has an overt Poison Needle Trap, but has a surprise in store for the rogue who disarms the needle - in order to get at the needle, she has to stand on a trap door, which opens the instant she disarms the needle trap.

A successful DC 10 Wisdom (Perception) check reveals the poison needle trap (otherwise, see Poison Needle Trap in the link and the DMG).

A successful DC 20 Wisdom (Perception) check reveals the trap door. When the trap is triggered, a creature on the trap door is unceremoniously dumped 30 feet onto a bed of spikes, taking 10 (3d6) falling damage and 11 (2d10) piercing damage from the spikes. After a creature falls into the pit, the cover snaps shut to trap its victim inside. A successful DC 20 Strength check pries the cover open. The stone slab cover can also be smashed open; the stone slab is AC 20 and has 25 hit points. A character in the pit can also attempt to disable the mechanism from the inside with a DC 15 Dexterity (Thieves' Tools) check, provided that the mechanism can be reached and the character can see.

A successful DC 15 Dexterity (Thieves' Tools) check disables the trap door. An iron spike or similar object can be wedged between the pit's cover and the surrounding floor in such a way as to prevent the cover from opening, thereby making it safe to cross. The cover can also be magically held shut using the *arcane lock* spell or similar magic.

Your Eyes Are Like Sapphires...

Magic trap - Dangerous (Tier 3), Deadly (Tier 2)

This trap is an entire 40-foot by 60-foot room, in which are 6 beautiful statues running in two lines down the long axis. Each life-size statue of a human or elf maiden has precious gems for eyes, and holds some tempting golden or platinum implement.

A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of evocation magic around each statue. The statues radiate magic because they are protected by cylindrical *walls of force* running from floor to ceiling. A successful *dispel magic* removes a *wall of force*, permitting access to the treasures.

Not only do these cylinders protect the statues and their precious decorations, they also hold the roof up. As soon as a cylinder is dispelled, the roof collapses around that statue, raining tons of stone which buries the statue and anyone foolish enough to be standing near it. Any creature within 10 feet of the statue must make a DC 20 Dexterity saving throw, taking 55 (10d10) bludgeoning damage on a failed save or half as much damage on a successful one. In addition, a creature failing the saving throw is buried under the rubble and will suffocate in 1 minute if they cannot be freed.




DEAN SPENCER

HALASTER'S VAULT

Halaster's Vault is designed for 4 Tier 3 characters. The Vault is technically the Mad Mage's since he set it up and stored the contents therein, but it's been hundreds of years since he's visited. He may decide to pay the characters a visit, however, since he's been watching them from his lair on Level 23. This location is best placed off one of the optional expanded dungeon areas on Level 18 or 19.

Shrine to a Dead God

Halaster found the shrine on a faraway planet and transported it entire to Undermountain, thinking it an excellent place to keep some of his trinkets.

What Dwells Here?

This area is liberally sprinkled with nasty, ingenious traps. A dreadful guardian (a **grisgol**) has come into being in the Treasure Room (Area 8), supported by a clutch of **eyewings**. Some undead guardians (**huecuva**) dwell in Area 3, and **stone golems** guard the passage to Area 8. (For all but the stone golems, see the Monsters section of this book.)

Exploring This Area

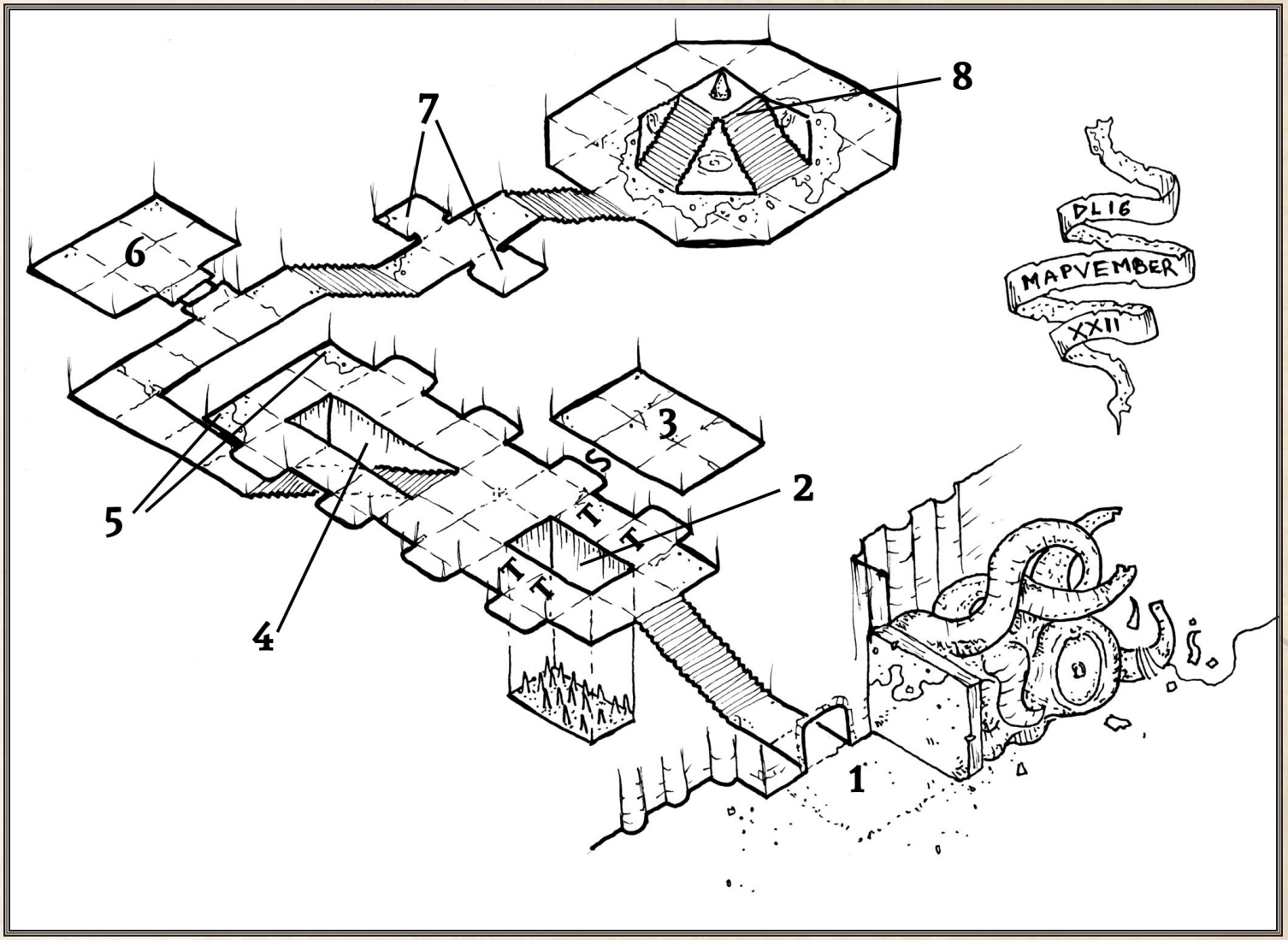
All location descriptions for this area are keyed to the map below. One square = 10 feet.

For physical features of the Vault, see the "Dungeon Features" section of "Undermountain Overview" in ***Waterdeep: Dungeon of the Mad Mage*** (hereafter "DotMM").

Area 1: Entrance

The Cavern. Light sources flicker feebly in the large cavern which contains the entrance. The only sounds are distant drips of water and the sound of pebbles falling; the air is damp and musty.

The Idol of Iaz'idhr'itra. The light reveals a gargantuan toppled statue, carved from an otherworldly green stone which resembles no stone thus far seen in Undermountain. Even stranger is what the statue depicts—a mass of tentacles



supporting a bloated sac in which is a lidless eye with a square pupil. Perhaps it is an idol of a long-forgotten god. In any case it is a ghastly thing to behold. Once easily 40 feet tall or more, now it lies on its side surrounded by broken stone from when it fell—or was pulled—over. Carved into the base of the statue are runes or glyphs unlike those known to Faerûnian scholars. A character can decipher the symbols with a successful **DC 20 Intelligence (History or Religion) check**. They spell out the name 'Iaz'idhr'itra'. Succeeding **by 5 or more** reveals that Iaz'idhr'itra is a powerful creature from the Far Realm sometimes sought as a patron by warlocks.

Next to the statue is an opening which must have been revealed when the statue fell. The opening is 10 feet by 10 feet, and a short way inside, stairs ascend 30 feet to Area 2.

Area 2: The Gallery of Doom

Eye See You. When the heroes peer into the room, an **eyewing** immediately flees down the stairs (Area 4), using its tentacle to close the portcullis behind it.

The Chamber. At the head of the stairs an archway leads to a long, wide chamber. The floor is covered by the dust of decades. The walls and ceiling are carved in strange ways which seem to defy conventional geometry and known dimensions. In niches regularly spaced on the long walls are statues which vaguely resemble the toppled one outside.

The Pit. 10 feet into the room is a 30-foot-deep pit. The bottom of the pit is completely covered with rusty metal spikes. There is a badly-decomposed body impaled on the spikes.

A character with a passive Perception of 15 or higher notices a faint path through the dust which abruptly ends in the square marked "T" to the left of the pit.

Teleporting Pit of Spiky Death

Stepping around the pit onto a square marked "T" causes the creature which steps on that square to be teleported into the center of the ceiling above the spiked pit, 30 feet in the air. The creature then falls a total of 60 feet onto the spikes, taking 21 (6d6) bludgeoning damage from the fall and 22 (4d10) piercing damage from the spikes. The teleportation magic on a square can be suppressed for 1 minute with a successful casting of *dispel magic* (**DC 20**). The pit can also be bypassed by such measures as a *wall of force* being cast over it and used as a bridge; throwing a grappling hook and catching a carving in the ceiling (treat the carving as AC 15; on a hit the hook catches), and swinging across; or simply jumping the 20 feet across. The eyewings simply fly across when they patrol.

The body belongs to a hapless adventurer whose companions abandoned his mortal remains when they fled the Vault. A search of the body reveals a pair of *Trumwin's bracers* and a *shadowrift blade* (see the Magic Items section of this book).

Secret Door

Just beyond the pit is a secret door leading to Area 3. A successful **DC 18 Wisdom (Perception) check** or a **passive (Wisdom) Perception of 18 or higher** reveals the faint outline of a door in the carvings in the niche. A successful **DC 18 Intelligence (Investigation) check** reveals that certain appendages on the statue in this niche can be manipulated until the stone wall grinds into the floor. A creature making this check must also succeed on a **DC 12 Wisdom saving throw** or be affected by a Short-Term Madness from studying the strange carvings so intently.

Area 3: Crypt of the Priest~Things

Stone Coffins. Arranged in two neat rows of 5 each are human-sized stone sarcophagi, each carved with more of the geometry-defying images as the larger chamber without. The lids of each are inlaid with gold and platinum forming symbols like those seen on the massive statue in the cavern outside.

A successful **DC 20 Intelligence (History or Religion) check** reveals the following names in no particular order: Xejhash, Hitlo, Shyz'dre, Mhujhe, Cthalo, Yikthivh'dra, Ugouxhoh, Ycthotl'russ, Yangaorvir, and Yicxegr'zhe. Succeeding **by 5 or more** reveals that this is likely a burial chamber for priestly attendants of this weird shrine.

When a living creature touches one of the sarcophagi, the lids of each explode upwards into thousands of tiny shards. Each creature adjacent to a sarcophagus must make a **DC 20 Dexterity saving throw**, taking 10 (3d6) slashing damage from stone and metal shrapnel on a failed save, and half as much damage on a successful one.

From each sarcophagus climbs a weird humanoid skeleton. Though humanoid, they have but two thick fingers and one thumb per hand, and their feet more resemble a bird's, with two thick toes pointing forward and one "thumb" pointing to the rear. Their skulls have only one eye socket, and their jaws lack teeth, having instead rough, bony plates. Treat these undead as **heucuva** (see the Monsters section of this book).

One of the undead priests wears a necklace which has bears a short cylinder carved in an intricate pattern of grooves. This is the key to the portcullis lever in Area 4.

Area 4: Slippery Stairs

Staircase. Farther into the gallery, another pit yawns in the floor, this time providing access to a wide, 30-foot long staircase which descends steeply into the gloom before it levels out into a long hallway. Halfway down the staircase is a metal portcullis. In the wall next to the portcullis is a

lever, and there is a small, round hole in the wall above the lever.

The staircase is a trap. Pulling the lever without first inserting the key from Area 3 does not raise the portcullis. Instead, it releases a flood of flammable oil from the ceiling which drenches the staircase and any creature on it. Each creature in the oil must succeed on a **DC 15 Dexterity saving throw** or tumble down them, taking 20 (6d6) bludgeoning damage in the process. Once the trap is triggered, the floor of the area is covered with the oil and any movement other than flight and teleportation requires another **Dexterity saving throw**.

In addition, a creature drenched with oil who is carrying a lit torch or lamp, or any other source of flame must make a **successful DC 15 Dexterity saving throw** or burst into flames while setting the rest of the oil alight. Any creature in the burning oil must make a **DC 15 Constitution saving throw**, taking 12 (2d10) fire damage on a failed save and half as much damage on a successful one. Such creatures continue to burn, taking another 7 (2d6) points of fire damage at the start of each turn they spend in the area affected by the oil. The oil burns off in 1d4 turns.

The portcullis can be raised with a successful **DC 20 Strength check**, by combining the lever with the key from Area 3, with a *knock* spell, or unlocked with thieves' tools and a successful DC 20 Dexterity check.

Scrying Eye. As the characters deal with the staircase, a large floating eye surrounded by glowing motes of light appears above them. This is one of Halaster's scrying eyes (see "**Halaster's Lair**" in DotMM). It studies the characters for a moment before disappearing without a sound.

Area 5: Slimy Corners

Slimefall. These corners of the gallery appear normal, but are each inhabited by a **carnivorous wall ooze** (see the Monsters section of this book). Whenever a living creature approaches a corner, that creature is attacked. When one attacks, the other rushes to join in.

Area 6: Altar of Restoration

Locked Door. This room's door is cast from an unrecognizable, dull-gray metal. Cast into the metal are more eye-watering sculptures of dimension-defying creatures, their tentacles seeming to twitch toward a figure matching that of the toppled idol. In the center of the door is a small, round hole. The door can be unlocked by the key from Area 3, with a *knock* spell, or with a successful **DC 20 Dexterity (Thieves' Tools) check** to pick the lock.

Otherworldly Altar. Inside the room, against the wall opposite the door, is a plain rectangular block made from the same metal as the door. The stone wall above the block is carved to resemble the toppled idol, its tentacles reaching toward the metal block.

A *detect magic* spell reveals an aura of evocation magic around the metal block, while an *identify* spell or similar magic reveals its magical properties: If two or more creatures touch the block at the same time, a willing creature can transfer its vitality into the others. The donor rolls 1 or more of its Hit Dice and takes that much necrotic damage, and the recipients receive that many hit points in healing.

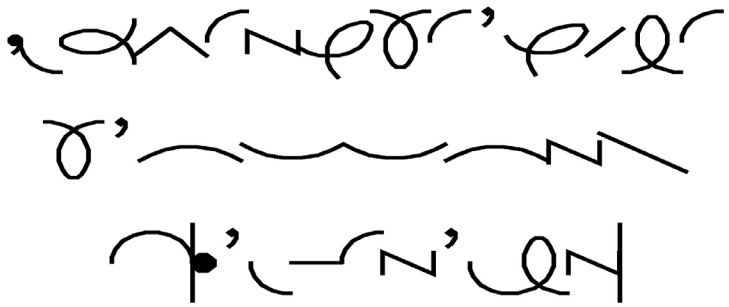
Area 7 - Guardians in Stone

Archway. At the bottom of the stairs is an archway. Carved into the notch are more symbols like those on the toppled statue. A character can decipher the symbols with a **successful DC 20 Intelligence (History or Religion) check**. They spell out the phrase "Aiueghryvh'xeth v'ollorc Iaz'idhr'itra." Succeeding **by 5 or more** reveals that many shrines guard portals with magic phrases which must be recited carefully lest terrible guardians manifest to attack intruders.

Statues. In niches to either side of the corridor just beyond the archway are two statues, smaller versions of the toppled statue.

If the phrase carved into the archway is not repeated exactly, when a living creature steps through the archway the statues animate and attack. Treat the statues as **stone golems**. If the heroes retreat past the warded archway, the golems do not pursue.





AIUEGHRYVH'XETH V'OLLORC IAZ'IDHR'ITRA

Area 8: Lair of the Eyewings

No Relief from Bas-Relief. Every inch of the walls and ceiling of this room are carved in mind-warping shapes and forms.

Pyramid of Madness. Dominating this room is a massive, flat-topped pyramid. Steps are carved into the pyramid's sides, leaving spaces from which stare great lidless eyes like that of the toppled idol. At the top of the pyramid, stuck into a block of dull gray metal, is a large greataxe.

Aura of Madness: A creature starting its turn on the pyramid, moving through a space occupied by it, or ending its turn there must make a **DC 18 Wisdom saving throw**. On a failure, the creature's mind is affected by the weird geometry of the room, and it suffers disadvantage on attack rolls and saving throws until the start of their next turn.

Flesh Grinder. The greataxe is the powerful artifact, *Flesh Grinder* (see the Magic Items section of this book).

The Guardian. Sitting next to the greataxe, atop the pyramid, is a **grisgol**—a large creature seemingly constructed of wands, swords, staves, boots, and bits of armor, all wrapped up with parchment scrolls. As it lurches to its feet, sparks of arcane energy flit over its surface. The grisgol formed from magic items Halaster stashed in this room, fed by the unfathomable power of the pyramid.

While Halaster wasn't pleased to lose his valuables, he reasoned that what he lost in magic items he gained in a powerful guardian for the real prize: *Flesh Grinder*.

Tactics: The grisgol makes ranged spell attacks, using *chain lightning* or *disintegrate* before the heroes close to melee range. It relies on the pyramid's aura to assist it.

Eyewings (optional). If the heroes are making short work of the grisgol, you can add support creatures to the fight. Starting at the beginning of initiative on a round of combat, an **eyewing** materializes above the pyramid. Roll initiative for it. At the beginning of each round thereafter, another eyewing appears and joins in the fray, until 4 appear in all. All eyewings act on the same initiative.

Aftermath

Defeating the grisgol means a character can claim *Flesh Grinder*. If the heroes do not destroy the remnants of the grisgol by scattering its remains through Undermountain, it reforms in 24 hours, thanks to the power of the pyramid. While the grisgol reforms, the pyramid produces eyewings at a rate of 1 an hour. These eyewings track the heroes, lurking in the rest of the Undermountain level where you place the Vault, waiting to attack the heroes and retrieve *Flesh Grinder*. The eyewings don't risk a frontal attack; they wait until the characters rest or are badly hurt after a fight (they won't join in another fight).

Halaster knows if the characters win *Flesh Grinder*. He is not pleased with its loss, but is impressed with their ingenuity and resourcefulness.

APPENDIX: LOW LEVEL LOOT

Item	*Cost*	*Weight*
Activated Charcoal	5 gp	1 lb.
Animal Care and Grooming Kit	5 gp	30 lb.
Blarney's Unchewable Taffy	5 gp	-
Blinding Stone	25 gp	1 lb.
Coin Collection	*	3 lb.
Compass	100 gp	lb.
Cooling Balm	20 gp	1 lb.
Deafening Crystal	20 gp	1 lb.
Falstern's Giggle-Berry Wine	10 gp	-
Footprint Book	10 gp	3 lb.
Halaster's Earwax	5 gp	1 lb.
Halaster's Tar	5 gp	2 lb.
Helmet Clamp	5 gp	1 lb.
Ice Skates	3 sp	lb.
Insect Repellant	5 gp	1 lb.
Light Geode	15 gp	1 lb.
Liquid Metal	30 gp	1 lb.
Loaded Dice	5 sp	-
Magnet	1 gp	1 lb.
Mending Powder	30 gp	1 lb.
Nerve Tonic	10 gp	-
Portable Windlass	25 gp	15 lb.
Repulsion Device	*	-
Shield Sling	1 gp	lb.
Smokestick	10 gp	1 lb.
Snow Shoes	5 sp	1 lb.
Stone pellet	10 gp	1 lb.
Sunrod	5 gp	1 lb.
Warming Stone	5 sp	1 lb.
Wheel Lock Pistol	*	3 lb.

*This item cannot be purchased

Activated Charcoal. These small, black capsules are used to filter out toxins. Each vial contains up to three capsules. Each capsule can be used to purify up to ten gallons of water, making it safe to drink. The capsules can also be taken orally. If taken orally, they allow a poisoned creature to immediately make a Constitution saving throw to end the poisoned condition. The creature has advantage on this saving throw and if it succeeds, the poisoned condition ends. Failure indicates the condition continues.

Animal Care and Grooming Kit. This kit contains everything one needs to properly groom and care for an animal companion or mount. It also contains spare straps and buckles for repairing broken tack and harnesses. Products for saddle care and repair are included as well. Using this item for a half-an-hour prior to presenting your mount or animal companion to an NPC makes your mount or animal companion look better than the average creature of its type. You are granted a +1 nonmagical Charisma-based bonus to all Charisma checks whilst the mount or animal companion is in your presence for the next 3 hrs. This item lasts the user one month before being depleted.

Blarney's Unchewable Taffy. This item comes in a small paper wrapper. The user places the candy in their mouth to activate the item. The item lasts for 5 minutes and during that time, the user is able to speak one of the following languages: Common, Dwarvish, Elvish. Giant, Gnomish, Goblin, Halfling, or Orcish. The user cannot read the language and must have a high enough Intelligence score to speak at least one language. These candies have a pleasant fruit flavor common to the racial type, indicating which language it bestows. This item can be used only once.

Blinding Stone. This black, opaque crystal explodes on impact. It can be thrown (range 20/60) or shot from a sling (range 30/120). All creatures within a 10 ft. cube of the crystal when it explodes must make a DC 10 Constitution saving throw. Failure results in the creature taking 3 (1d6) thunder damage and being blinded. On a success, the creature takes 3 (1d6) thunder damage but is not blinded. This condition lasts for 10 minutes or until it is ended with a successful saving throw. At the end of each of its turns, the creature may attempt to make a DC 10 Constitution saving throw; failure results in the condition continuing. A success ends the condition. This item can only be used once.

Coin Collection. This item is not usually bought but found. It is a glass jar containing various coins from foreign nations, fallen empires, and other rare minting's. It is worth anywhere from 5 sp to 20 gp.

Compass. This item is used to help determine the cardinal directions. If used, this item grants the user advantage on Wisdom (Survival) checks to avoid becoming lost.

Cooling Balm. This creamy lotion activates when applied to the skin. This balm lasts for up to 2 hours. Each vial contains enough balm for one use. The creature gains resistance to fire damage and will not become sunburned while the lotion is active. This item can only be used once.

Deafening Crystal. This small, clear crystal explodes on impact. It can be thrown (range 20/60) or shot from a sling (range 30/120). All creatures within a 10 ft. cube of the crystal when it explodes must make a DC 10 Constitution saving throw. Failure results in the creature taking 3 (1d6) thunder damage and being deafened. On a success, the

creature takes 3 (1d6) thunder damage but is not deafened. This condition lasts for 10 minutes or until it is ended with a successful saving throw. At the end of each of its turns the creature may attempt a DC 10 Constitution saving throw, failure means the condition continues. A success ends the condition. This item can only be used once.



Falstern's Giggle-Berry Wine. No one is really sure what this famous wine is made from. Each bottle contains 24 ounces. It is an excellent wine; a favorite amongst many lushes and rakes. If consumed, the imbiber becomes inebriated but has advantage on Charisma-based skill checks for up to 3 hours. Each bottle contains enough wine for up to 3 uses.

Footprint Book. This book is really more of an investment and less of a guidebook. It comes with 30 thick, parchment pages, ink, a pen, charcoal pencils, and glue. All the pages are blank if bought new; if found, it contains 1D20 sample footprints, printed one per page. Each entry is labeled with the name of the creature (if known) and where it was found. The book can be used to make a copy of a creature's footprint. The user must have the actual foot of the creature and that creature must be capable of leaving a footprint to record. In addition, the bearer of this book gains advantage for the purpose of identifying a footprint, providing the print of the footprint being viewed is contained within the book. Many adventurers fill this book with images of the footprints of slain monsters. Once filled with 30 entries, this item can be returned to libraries in Waterdeep for 2 gp per entry.



Halaster's Earwax. This amber-colored paste waterproofs any material it is applied to. Each jar contains enough earwax for one use. Each use covers 10-square ft. of material. This waterproofing lasts for one week. This item can only be used once.

Halaster's Tar. This sticky, black paste is found in special non-stick glass jars (brush included). The paste is extremely difficult to remove from any surface once applied. When applied to floors, the space it is applied to becomes difficult terrain. If applied to a door or a chest, a successful DC 12 Strength check is required to open it. Each jar contains enough tar for one use and each use can cover up to 10-square ft. It also waterproofs the surface it is applied to. The tar lasts for 24 hrs. after application. This item can only be used once.

Helmet Clamp. This device is made of straps and an adjustable clamp to fit most helmets. When attached to a helmet, it allows the user to affix a lantern (hooded or bullseye) to their helmet. These are highly sought after by adventurers going into Undermountain.

Ice Skates. These items fit over most footwear and are strapped to the soles of the boot or shoe. They have thick blades that glide across the ice. While wearing ice skates, the user ignores difficult terrain as a result of ice and their movement speed on icy surfaces is 30 ft. Unfortunately, while wearing the ice skates, the user has disadvantage on Dexterity saving throws to avoid being knocked prone and non-icy surfaces are considered difficult terrain. This item lasts for about 3 months of heavy use before needing maintenance to recondition the blades.

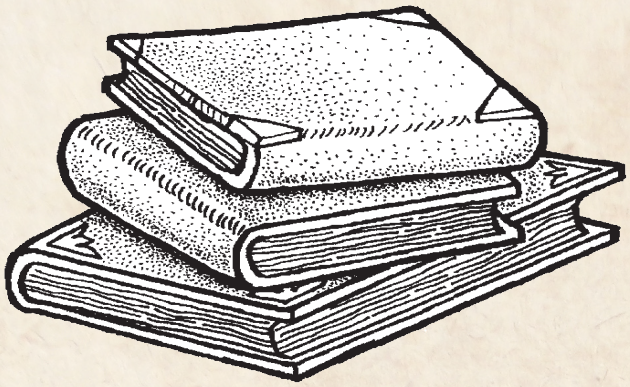
Insect Repellant. This small jar of yellow cream is smeared on the skin to help prevent insect bites. Once applied, it remains active for 2 hours. During this time, the wearer gains Damage Resistance to damage caused by insect swarms. Any insect that is not part of a swarm making an attack against the creature wearing active insect repellent must make a DC 12 Wisdom saving throw. If the insect fails this saving throw, it must select another target. If the insect succeeds, it may continue the attack as normal and it immune to the effect of insect repellent for 1 hour. This item can only be used once.

Light Geode. This orange, luminescent crystal flickers and begins to glow on impact. It can be thrown (range 20/60) or shot from a sling (range 30/120). It provides bright light in a 20 ft. radius and dim light for an additional 10 ft. This geode lasts for 1 hour before it flickers and fades out. This item can only be used once.

Liquid Metal. This heavy, thick, silver liquid hardens in 1 hour after being exposed to air. It can be sculpted as it hardens or poured into a mold and left to cure. Each jar contains enough for liquid metal for one use. Each use can make up to 5 pounds worth of material. The item(s) made are permanent until destroyed. This item can only be used once.

Loaded Dice. These six-sided dice are rigged with a small drop of lead hidden in the pips that cause them to roll favorably for the user. Most gambling houses will insist that patrons roll the house dice. Some unscrupulous gambling houses use loaded dice to cheat patrons. These dice can be switched with the house dice on a successful DC 15 Dexterity (Sleight of Hand) check. Failure indicates the character has been caught cheating. These dice reduce the DC of skill checks made while gambling by 5.

Magnet. This item is a primary component of the compass but its utility is far-reaching. This magnet fits in the palm of one's hand. Ferrous metals and other



magnets are attached to the magnet. This can be used to retrieve dropped tools, locate a lost pin, or detect hidden mechanisms.

Mending Powder. This black powder will repair any nonmagical object weighing less than 5 lbs. It is found in crystal vials and each vial contains enough powder for one use. This item cannot repair magic items. The repair is permanent until broken. This item can only be used once.

Nerve Tonic. This amber liquid is thin and oily with an aftertaste like that of alcohol. It calms the nerves, soothes the stomach and increases focus. Once imbibed, the user may add their proficiency bonus to all Intelligence and Wisdom-based skill checks for 1 hour. Each vial contains enough nerve tonic for one use. This item can only be used once.

Portable Windlass. This device consists of a crank and a small spool with a locking mechanism. The spool holds 30 feet of rope or chain. It uses a fulcrum to lift and suspend heavy objects. It can also be used to open stuck doors and remove debris. If the user succeeds on a DC 12 Intelligence check, they may use this item to gain advantage on Strength checks to raise or lower objects, open a door, or remove debris. This item lasts for about 1 year of heavy use before needing maintenance to recondition the device.

Repulsion Device. This device is a small metal ball with a button on it. As a bonus action, the user may press the button activating the item. When activated, each hostile creature within 5 ft. of the user must make a DC 12 Strength saving throw. Failure indicates that the creature is pushed back 10 ft.; failure by 5 or more indicates that the creature is also knocked prone. On a successful saving throw, the creature is unaffected but may move back 10 ft. and doing so does not provoke an attack of opportunity. This item can only be used once.

Shield Sling. This contraption is made of adjustable straps and buckles. When affixed to a shield, it allows the user to attach a torch or sunrod to the front of their shield. The shield sling is adjustable to most shields. Those venturing into Undermountain seek these items as they allow one to carry a weapon, a shield, and a light source.

Smokestick. This specially treated wooden baton emits a thick smoke when ignited. The smoke occupies a 20 ft. radius sphere that spreads around corners. The area of effect is heavily obscured for 10 minutes. This item can only be used once.

Snow Shoes. These large, flat shoes fit over most footwear and make traveling across snow-covered areas easier. While wearing these shoes, the user ignores difficult terrain as a result of snow, sleet, or sand. This item lasts for about 1 month of heavy use before needing maintenance to recondition the straps and soles.

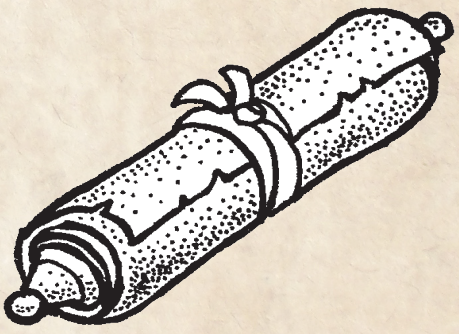
Stone Pellet. This heavy, rough stone activates when placed in water. It can turn up to 30 gallons of water into stone. This effect lasts for 1 hour, then the stone reverts back to water. This item can only be used once.

Sunrod. A sunrod is a 1-foot-long iron rod tipped with gold. When the tip is struck upon a hard object, it sparks and blazes to life with nonmagical fire. This fire provides bright light in a 30 ft. radius and dim light for an additional 30 ft. This flame burns for 1 hour before it burns out. This item can only be used once.

Warming Stone. This smooth, grey stone fits neatly in the palm of the hand. When rubbed vigorously between both hands, this stone activates and provides warmth for up to 2 hours. A creature using this item gains resistance to cold damage while the item is active. This item can only be used once.

Wheel Lock Pistol. This curved stick made of iron and wood makes a loud bang when used and is capable of doing massive damage (DMG, p268). The user may make a ranged weapon attack (they are not proficient). After the attack is resolved, the user takes 1 point of fire damage as the weapon explodes in their hand, rendering the item unrepairable and useless. This item can only be used once.

Wheel Lock Pistol. *Ranged Weapon Attack*: range 30/90 ft., one target, *Hit*: 16 (3d10) piercing damage.



AUTHOR BIOS

Luke Monroe

Luke Monroe began his gaming career in the mid 90's with Shadowrun 2nd Edition. He earned his first professional RPG credit as a playtester for The Cannon Companion for Shadowrun, 3rd edition. He has run four sold-out LARPs at the GenCon game convention for both the Mind's Eye Theater system and for Call of Cthulhu under the company name Scorched Earth Studios. Next year (2019), he plans on running Dresden File Live Action games at several conventions across the country. Luke was a part of the D&D Next playtest, helping shape the direction of 5th edition Dungeons and Dragons. He has been playing 5th edition D&D weekly since its release, but mostly as a DM. Luke has been publishing for the Dungeon Master's Guild since January of 2018, earning several 5-star rated titles. He was a part of the massively successful collaboration, Monsters of the Guild. He has also published a novel, Steam Titans of Mars, and several novellas, part of the Adventures of Crimson Overcoat series. Luke is addicted to higher education, holding a BA in Fine Arts specializing in Illustration, an MBA in Applied Management, and is currently pursuing a BS in Cybersecurity. He lives in the American Midwest with his wife of 17 years and two children, whom he has introduced to D&D to ensure gaming moves into the next generation.

Christopher Walz

Christopher Walz the bestselling creator of *The Midnight Revelry* and *An Ogre and His Cake*, a children's charity project, for the Dungeon Masters Guild. He plundered the halls of education for a graduate degree in Library and Information Sciences and learned how RPGs can be used as a community building device for libraries. When he isn't writing or killing his players, he is desperately trying to turn his son into a future dungeon master and exploring the beauty of Central Kentucky. Follow him on Twitter @DMChristopherW.

Elise Cretel

Elise Cretel works as a technical writer and editor in nuclear engineering by day and Dungeon Master by night. One of the writers for Undermountain:The Lost Chambers, Elise has played on a D&D podcast, D&D live streams, and enjoys interviewing the RPG community. Her favorite classes are Wizard and Psion. Also published through HitRecord productions. Find Elise on Twitter @DNDElise.

Jeromy Schulz~Arnold

Jeromy Schulz-Arnold has been a writer for a little over ten years. He has been playing tabletop games for over twenty years. Jeromy writes poetry, short stories, and periodicals. He also writes content for Dungeons & Dragons and Call of Cthulhu. He has worked with R.P. Davis, Chris Walz, and Ken Carcas on Mordenkainen's Lost Notebook. In his spare time, he enjoys reading and painting miniatures. He lives near Allentown PA with his wife and three corgis. He has been publishing on the Guild since 2016. Follow him on Twitter: @JeromySchulz and Instagram: @jeromyschulzarnold To see all of his work visit: https://www.dmsguild.com/browse.php?author=Jeromy%20Schulz-Arnold

Ken Carcas

Ken joined the guild from almost the day it started, believing it to be the best thing for D&D since the 3.5 edition OGL. Downloading little bits and pieces as he saw fit, Ken began to notice the somewhat poor quality in spelling, grammar, and punctuation. Ken started messaging writers with their mistakes, with several telling him 'where to go' in a not so kind way. Jeff C Stevens, followed closely by, yes, M.T. Black, were the first writers to take his comments with any form of respect. This started Ken editing and proofreading on the guild for many of the major contributors you may already know. You could say Ken was probably the guilds first original editor and proofreader.

R P Davis

R P Davis is a wordsmith and voice artist living in the highlands of central Pennsylvania, USA. He has been a tabletop gamer the entire time he's been sentient, and a role-playing addict for more than 30 years. In that time he's written countless things, from simple spell effects to D&D campaign worlds to complete role-playing games. He has presented and participated in panels at sci-fi and fantasy conventions alongside such luminaries as Kenneth Hite and George R R Martin. With his wife, he owns and operates Reconstructing History. He's also a musician and composer, having studied music at Mansfield University of PA. He started writing for the Guild in August 2016. Visit his website **www.r-p-davis.com** or follow him on Twitter @WP2XX.

Travis Legge

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