

AMARUNE'S ALMANAC

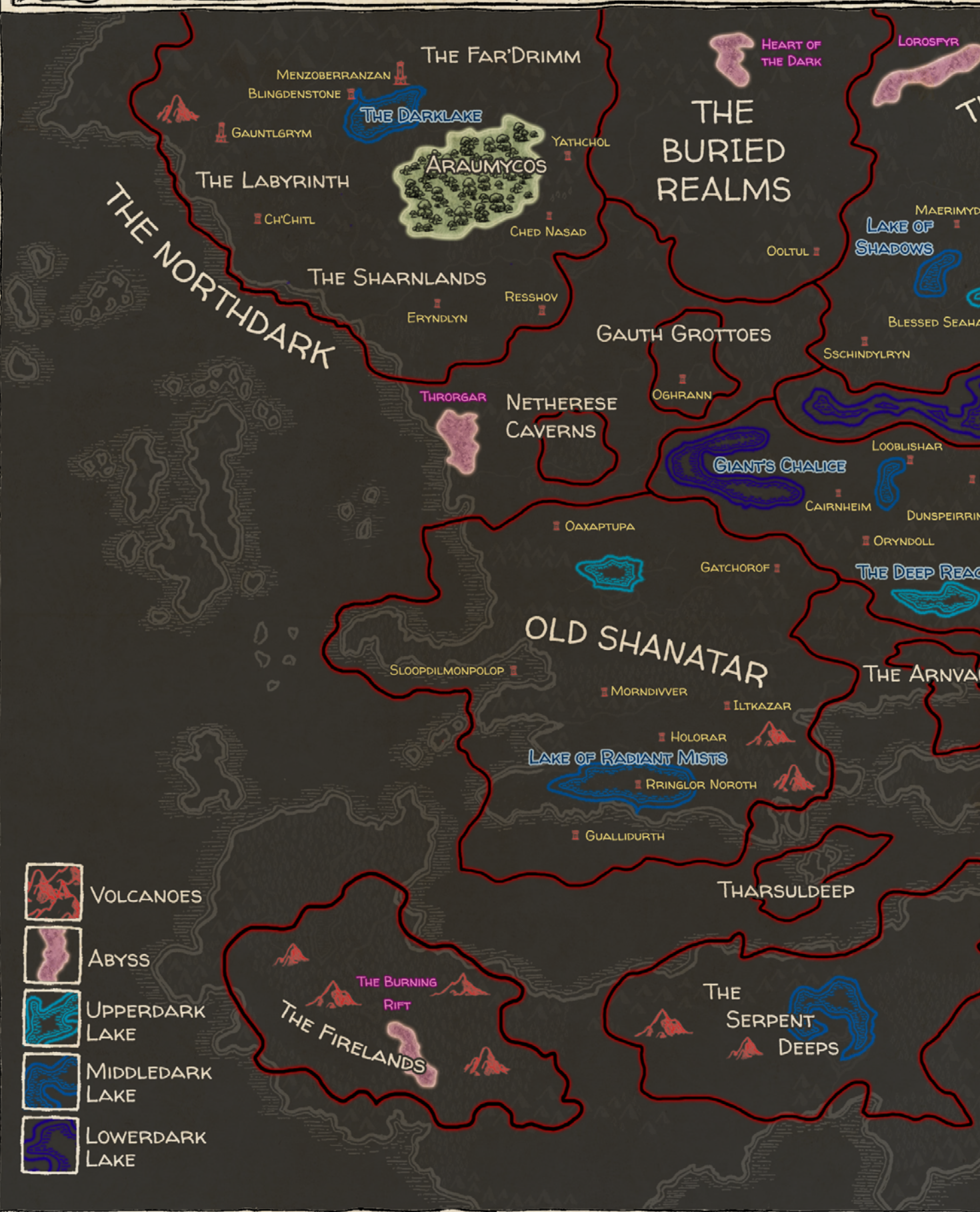


the
Underdark





Underdark





THE DEEP WASTES

SEA OF BURIED ICE

MOONDEEP SEA

KURAGOLOMSH

THE COLD SEA

DEEP IMASKAR

BRIKKLEXT

FRAASZUMMDIN

UNDREK'THOZ

THE BONEYARD

THE RAMPARTS
OF NIGHT

THE GLIMMERSEA

HOLY MOTHER CAULDRON

THE EARTHROOT

THE BURGEONING RIFT

SPHUR UPRA

DRIK HARGUNEN

CLOAKERHAVEN

THE DARKLANDS

TRAASKL THOROG

THE
SPAWNING
DEEP

DEEP RAURIN

DUPAPN

THE PIT
OF JHAAM

GREAT BHAERYNDEN

LLURTH DREIR

GREAT RIFT

FLUVENILSTRA

DEEPCURROW

LIGHTDRINKER

THE LIGHTLESS SEA

EARTH'S END

T'LINDHET

THE DARKGULF



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Definitions

When referencing spells from this book, the

superscript "AA2" is used (for example, *druidic*

practice^{AA2}). Each volume of Amarune's Almanac

uses this notation, with the end numeral changed

to match the volume of the book. "XGE" is used to

denote spells from *Xanathar's Guide to Everything*

If other definitions are used, they will appear here in

future volumes.

Your master publisher, Volothamp Geddarm, at your service once again to introduce my good friend's distant relative's second volume in the Amarune's Almanac series.

Much like the first volume, I contribute none of my vast knowledge to this journal. It is entirely the writing of Amarune and her lofty tagalong Archie (or is it Arclath? It's not on the cover, so I never remember...) unaltered and in its original form. I simply publish these words as a favor to my editor Elminster, and as an acknowledgement to Amarune's wonderful narratives and comprehensive work.

It very much reminds me of my own adventures from long ago...


While the journeys I've taken far across the realms of Toril as the true Master of Travel have included the occasional spelunk into the depths, I do not relish the idea of taking even a moment's respite to jot down every horror I stumbled upon. Not that I am afraid, or anything of that sort, but when I say "Here there be monsters", it is never more true than when talking about the Underdark.

These are not just ghost stories (those come later, in the aptly named Volo's Guide to Spirits and Spectres), but when speaking of a place where maps are about as useful as a sundial, and light and the shadows it casts are more frightening than the absolute darkness, who could be blamed for mistaking the two?

When my companion Passepout and I traveled the grand tour of Toril, we made sure to keep the Underdark beneath our feet. What good would come of a bet where one (most likely Passepout) or both (strike the thought from your mind!) of those engaged in the wager might not return alive? Yet, when I humbly accepted the title of Master of Travel, I knew that one day I would need to brave the depths of the Underdark. Penning Volo's Guide to Monsters, I had such an opportunity. Let no one alive call Volothamp Geddarm scared!

But upon perusing the pages of Amarune's journal, I can't help but feel as though it is unfamiliar. Perhaps that is the allure of the Underdark? No matter how closely you examine it, it will never quite be the same again.

I digress. Amarune has produced a journal full of magnificent facts, examinations, and ruminations. Perhaps she will allow me to interject a few of my anecdotes into the next volume? We'll have to wait and see! Until such a time, please remember not to hold your most humble of scribes, Volo, accountable for any misinformation within this tome. Particularly any that leaves you lost in the dark.

 Volothamp Geddarm

The following D&D books provided material and inspiration:

Chris Perry. "Fungi of the Underdark". In Kim Mohan ed. *Dragon* #211 1994

Christopher M. Schwartz. "The New Illithid Arsenal". In Bill Slavicsek ed. *Dragon* #255 1999

Ed Greenwood. "Wyrms of the North: Zundaerazylym". In Dave Gross ed. *Dragon* #259 1999

James Wyatt and Rob Heinsoo. *Monster Compendium: Monsters of Faerûn*. 2001

Sean K. Reynolds. *Drow Pets and Animal Companions*. 2003

Elaine Cunningham. *Daughter of the Drow*. 2003

Bruce R. Cordell, Gwendolyn F.M. Kestrel, Jeff Quick. *Underdark*. 2003

Bruce R. Cordell, Ari Marmell and Robert J. Schwalb. *Draconomicon: Chromatic Dragons*. 2008

Christopher Perkins, Adam Lee, Richard Whitters. *Out of the Abyss*. 2015

Foreword

The Underdark.

One of the creepiest, most foreboding settings of the D&D game. In the Realms, it's "the Realms Below" (just as, to sentient denizens of the Underdark, the surface world is "the Realms Above"). An entire *world* "down there;" an endless honeycomb of dark fissures, passages, and caverns beneath the feet of those who daily stride around Toril trusting in the mistaken belief that the ground is solid under their feet.

If those surface dwellers think of the Underdark at all, most of them envisage a deadly network of caves inhabited by murderous drow, who lurk spying on surface dwellers and so are always ready to raid villages by night or pounce on miners at any time—and would do so nigh-constantly if dwarves weren't in the way. Dwarves who, like the drow, have entire cities down in the lightless depths, and who mine to glean wondrous metals and gems as large as human heads, which is why they're all stinking rich.

Like most stereotypes, such beliefs are based in truth, but usually far from the truth when applied to this or that individual, or locale, or clan or community.

Though it is true that illithids and gnomes have cities in the Underdark, and many monsters, from nameless things with tentacles to sentient creeping fungi, share the lightless world with them—a world of great rifts, and underground lakes, and strange glows, and of course "rocks, rocks, and more rocks."

Yet be not overwhelmed, for what you hold in your hands is the best guide to the Underdark yet.

Yes, this is another of the entertaining and informative almanacs penned by Amarune Whitewave. Like all such, it is but one person's experiences, and therefore a small sampling of the complexities of the vast subterranean world that is the Underdark, but this tome is accurate and insightful, so I recommend it highly.

And feel moved to add some passing notes here of Underdark lore that may prove useful to the wayfarer.

First: thumb-worms. Slate-gray, fat, segmented little crawling worms the size of an adult human thumb, or smaller. They cling to walls and floors, wiggling slowly as they quest for insects and lichens to eat. They are edible, tasting rather like

roasted almonds, and have sustained many a lost adventurer.

Secondly: rock bats. Hardly larger than thumb-worms, these bats fly as little as possible, preferring to cling and crawl, usually keeping to crevices and stalactites ("tites" hang down, remember; "stalagmites" are the ones that jut upwards). They squeak, faintly and at a very high pitch, if disturbed, and they, too, are edible but almost all crunchy and sharp edges and bitter. But they can be squeezed by an experienced traveler to yield very pure water from their innards, that they have absorbed from their surroundings, and filtered. An antidote to thirst, an aid in cooking and the mixing of pastes and inks, and an ingredient in the casting of certain spells.

Thirdly: crawl-fungus. This silent, ambulatory fungus looks like mottled gray-white lichen, and crawls slowly along stone surfaces (usually passage and cavern walls and ceilings). Flat and irregular, but rarely much bigger than the silhouette of an adult human hand, this fungus is also edible, though "about as appetizing as stale bark," Elminster tells me (which makes me wonder how often stale bark has been part of his cuisine), and gives off a faint pearly-white to greenish-white glow, from time to time, the intensity of the radiance shifting apparently at random but clearly stimulated by nearby heat, light, flames, and spellcasting.

Those are "the Useful Three." I should pass you on to Amarune, but first, just passing mention of some lost treasures of the Underdark, legendary not-yet-found riches that lie somewhere down there. There's The Vaunthor, an enchanted dwarf king's crown that combines ironguard protections with the ability to turn the wearer's hand temporarily into a pickaxe or Warhammer; and the treasury of an entire fallen drow city; and flying armor adorned with glossy black gems that store spells that the wearer can command forth; and... but no. Some things should be discovered by those who dare.

For the Underdark awaits. It *always* awaits.

So turn the page, and plunge in...

Ed Greenwood

{Creator of The Forgotten Realms}

Introduction

My name is Amarune Lyone Armala Whitewave, and I am the great-great-granddaughter of the famed wizard Elminster, the Sage of Shadowdale. When I embarked on my journey to explore and record the many natural wonders of the world, my experiences as an adventurer, paired with the memories I've inherited from being briefly possessed by Elminster (it's a long story), would prepare me for just about anything. I don't know if it's possible to be completely prepared to journey into the Underdark.

The Underdark is not a singular cavern or one woven network of caves and tunnels under Faerûn. In fact, I'd venture to say the Underdark is grander in scale than the whole of Faerûn itself; its depths plumb deeper than the highest mountains in the world. Traveling in the Underdark is also a great deal more difficult than on the surface. Any fantasies about traveling from one side of the world to the other in a cool, quiet cave, are quickly dashed when you realize that these networks are not all interconnected. When crossing Faerûn, you might not always travel in a perfectly straight line, as it would be more efficient to travel between mountains instead of over them, or cross rivers at their thinnest, shallowest point. The Underdark gives you no such options; unless you have the full force of a dwarven or gnomish mining company at your back, you're probably not going to cut a new path.

A WORD FROM THE EDITOR, ARCLATH DELCASTLE

I feel that now is an excellent time to introduce myself, Arclath Delcastle, as Amarune's lover, adventuring companion, and editor, and also to say that I knew exactly what Amarune was signing us both up for. You see, as I've learned from our recent involvement in the literary world, there are a lot of hungry writers out there just dying to write about something new and interesting. Furthermore, there is no such thing as an entirely new and original idea. Therefore, if something well-known and easily accessible hasn't been written about, it's likely that it isn't worthwhile to do so.

Given the number of adventurers in the world, I doubt that no one would see the value in publishing a book to inform them of the dangers of the Underdark. Therefore, I could only guess that the Underdark was just too dangerous a locale for any writer to bother exploring and researching. After having ventured into the most hellish depths of Faerûn, I continue to feel confident in this assessment.

One might wonder, then, why you would ever choose to venture into the Underdark. It is a solemn duty taken up by many who seek to hold back the tide of evil that brews beneath our feet. The Underdark is home to the drow, the evil elves who split off from their surface-dwelling cousins countless ages ago. Though it would be untrue for me to claim that all drow are evil, it is safe to say that any drow you meet in the Underdark is likely not going to make for a fast friend. Their evil comes not from their nature, but instead from their worship of their evil goddess Lolth, and therefore there are some good drow living among them, often practicing their own faiths in secret. Still, they are in the minority.

Drow are not the only miscreants in the dark, and they often squabble for control over their territory with the gray dwarves, also called duergar, or the mind-enslaving illithids. Between the drow, duergar, illithids, quaggoths, kuo-toa, aboleths, and a thousand other threats, one could still ask, why would you ever go into the Underdark? Arclath and I answered that question by saying, "Because it is there."

You see, I hadn't found much literature written about the Underdark to this point. Most of what I'd read focused on places like Menzoberranzan, the drow capital, or spoke of mysterious lost locales that they assumed had sunk into the underground. I could not believe that a land on such an enormous scale could simply be devoid of anything interesting, so it had to be a matter of no one else having bothered to write about it yet. As long as I was writing about all of the other biomes of the world, I should include the Underdark. I had no idea at the time what exactly we were signing ourselves up for.



Magical Radiation

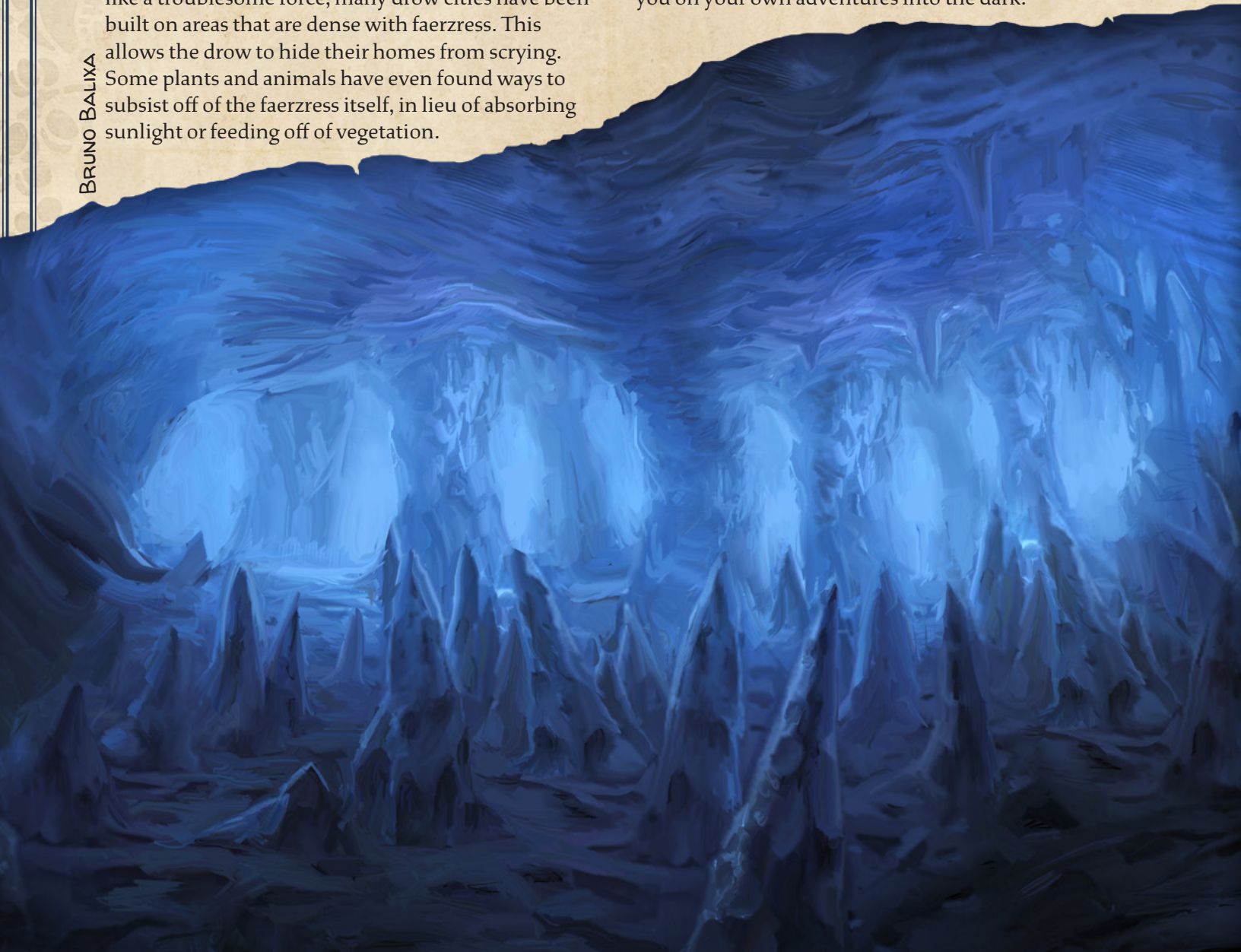
One of the foremost issues with writing about the Underdark is that many parts of it do consist of cool, damp, repetitive caves. Some areas are dark, but many are gently lit by phosphorescent fungi that cast everything in a soft green glow. Though magic could have made our journey far more comfortable, we couldn't always be certain of how the local flora would react to it. Fungi that remained still and inanimate in the presence of an ordinary torch would sometimes crawl and stretch toward a magical light source, or sometimes release a puff of spores in reaction to a magical presence. It wasn't in our best interests to experiment with these kinds of things. I can only assume that these magical reactions are an extension of the faerzress, a sort of magical radiation found in the Underdark.

The faerzress comes from the drow words *faer*, meaning "magic", and *Z'ress*, meaning "to hold dominance". Faerzress interferes with teleportation and divination magic, and while that might sound like a troublesome force, many drow cities have been built on areas that are dense with faerzress. This allows the drow to hide their homes from scrying. Some plants and animals have even found ways to subsist off of the faerzress itself, in lieu of absorbing sunlight or feeding off of vegetation.

Biomes of the Underdark

That being said, the Underdark is far from boring. There are countless underground rivers, lakes, and even oceans fed from surface waters, carrying fish and coral down into the depths. Sometimes, a tunnel might even terminate in a chasm so deep and so wide that no light can reach the other sides. While the Underdark lacks "seasons" as the surface does, deep volcanic activity can affect the temperature to a startling degree, and the stale air can sometimes become filled with steam or noxious vapors.

Dotted beyond cool, dank caves and tunnels are worlds unlike anything ever seen on the surface. Myconid colonies thriving in cities of living fungi, hot springs with walls and pillars of glittering volcanic glass, abandoned dwarven ruins, and whorls of living magic that crawl through tunnels like sentient beasts. The Underdark can be as terrifying as it is beautiful, and while I feel I've only skimmed the surface of the mysteries that lie beneath us, I hope I can shed enough light to guide you on your own adventures into the dark.



Player Options

Presented here are two subclasses, one for the Druid class and one for the Ranger class. These are true denizens of the Underdark, shaped by its chaotic nature and molded by necessity. The Circle of the Dark, a druidic order of attendants to the Underdark who cultivate the life-giving faerzress; and the Sharnbound, a ranger archetype for those whom have ritually bonded to the sharn to help defend the sharnwall, contain the phaerimm, and seek out those who would abuse magic or recreate the shadow weave.

Circle of the Dark

To be born of true darkness, not the sparkling twilight of the surface or the cozy warmth of some mountain cave, but the nightmarish dark that lurks miles below your feet. That's what it means to be a denizen of the Underdark. The lands of the Underdark are harsh and unforgiving, but they are not without their beauty and bounty. Those who call themselves underdark druids work tirelessly to survive in its wilds against the horrors, both natural and unnatural, that dwell within its depths. Flora struggles within the Underdark with no light to feed it. These attendants of nature cultivate the raw magic of the land, faerzress, to give sustenance to all manner of living things and in return are granted a limited control over its wild and chaotic nature.

CIRCLE SPELLS

Druid Level	Spells
3rd	<i>darkness</i> , <i>resonating earth</i> ^{AA2}
5th	<i>deep dragon's vitriol</i> ^{AA2} , <i>life transference</i> ^{XGE}
7th	<i>morass</i> ^{AA2} , <i>stone shape</i>
9th	<i>cloudkill</i> , <i>delirium</i> ^{AA2}

Underdark Beast Forms

To know the denizens of the underdark is something entirely different than the creatures that roam the surface. At 2nd level, you can use your Wild Shape to transform into a beast that calls the underdark home with a challenge rating as high as ½ (you ignore the Max CR column of the Beast Shapes table, but must abide by the other limitations there).

The maximum CR of your underdark forms increases when you reach certain levels in this class. The max CR becomes 1 at 6th level, 2 at 10th level, and 3 at 14th level.

Land Transmutation: Underdark

The underdark is known for its eternal darkness and utter hostility. There is always danger at the edge of your vision radius. Starting at 2nd level, you can expend a use of your Wild Shape feature as an action to magically transmute the area within 60 feet of you into a vestige of the Underdark. Walls become rocky, floors and ceilings become dotted with stalactites and stalagmites, and various fungi and lichen cover the surfaces. The area becomes shrouded in darkness. A creature with darkvision can see through this darkness, as well as a number of creatures you choose when you create the area, up to your Wisdom modifier (a minimum of one), but nonmagical light can't illuminate it.

This effect lasts a number of hours equal to half your druid level (rounded down). The area then reverts to its normal form unless you expend another use of this feature. You can revert the area to its normal form earlier by using a bonus action on your turn.

Faerzress Surge

Also at 2nd level, the raw magic of the Underdark coalesces around you. Each time you expend a use of Wild Shape while in the Underdark (or to create an area of Underdark), roll on the Faerzress Surge table to determine the magical effect produced.

If the faerzress surge requires a saving throw, the DC equals your druid spell save DC



BOB GREVENSTEIN

FAERZRESS SURGE TABLE

d8 Effect

- 1 A number of darts of magical force emerge from your body equal to 1 + half your druid level. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously and you can direct them to hit one creature or several.
- 2 You teleport up to 30 feet to a location you can see. Immediately after, a single allied creature within 30 feet of you can use their reaction to teleport to where your original position.
- 3 You gain a brief vision of the future. When you make an attack, saving throw, or ability check within the next 10 minutes, you can grant yourself advantage on the roll, then this effect ends.
- 4 A large and flat mushroom appears in a space occupied by a medium or smaller creature you can see within 30 feet. That creature must make a Dexterity saving throw. On a failed save, the mushroom clamps shut, dealing 2d4 piercing and 2d4 acid damage and restraining the target until the mushroom takes fire damage or the target uses its action to succeed on a Strength saving throw. In either case, when ending the restrain or succeeding on the initial save, the mushroom withers and dies.
- 5 Stalagmites erupt in a 10-foot radius centered on a point you can see on the ground within 30 feet. This creates an area of difficult terrain that lasts 1 hour.
- 6 Choose one of the following damage types: acid, cold, fire, lightning, or thunder. All creatures of your choice within 120 feet that you can see become vulnerable to the chosen damage type until the start of your next turn.
- 7 Your form takes on a savage and alien appearance, with large bone shards poking from the various joints around your body. For the next minute, your unarmed strikes and natural weapon attacks deal additional piercing damage equal to your proficiency bonus.
- 8 An intangible **flumph** appears in your space for the next minute. If a creature hits you or a creature you can see within 30 feet with an attack, you can use your reaction to have the flumph fly itself into the attack. The attack's damage is reduced to 0 and the flumph disappears.

Denizen of the Dark

At 6th level, your experience in the endless network of Underdark tunnels has provided you a sixth sense for darkness. When you are in darkness, you know the location of any other creature within 60 feet of you that is within the area of darkness. This sense is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Fungal Infestation

Starting at 10th level, you can choose to take on a form that is infested with fungal growths when you use your Wild Shape feature to become a beast. Various mushrooms and lichens cover your new form. Your creature type becomes plant, instead of beast, and while wild shaped this way you are under the effect of the *speak with plants* spell.

When a creature deals damage to you, you can use your reaction to shed spores. Other creatures treat you as if you are heavily obscured, as the spores form a cloud around you. This lasts until the end of the current turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

Coalescing Magic

At 14th level, the raw and endless power of the faerzress bends more readily to your will. When rolling on the faerzress surge table, you roll twice instead (rerolling one die if the result is the same).



Sharnbound

Sharnbound rangers are tasked with patrolling the outside of the Sharn Wall to keep the phaerimm at bay, and with going out into the world to quell abuses of magic under the eyes of Mystra. These mere mortals are allowed this task only because they have undergone a partial form of the Sharn transformation, wherein the life force of a withering Sharn was bound to theirs to create a new kind of being. The sharn often remains dormant in the aspiring ranger until they are strong enough to handle the physical alterations.

Sharn Magic Spells

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Sharnbound Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

SHARNBOUND SPELLS

Ranger Level Spells

3rd	<i>arms of hadar</i>
5th	<i>alter self</i>
9th	<i>haste</i>
13th	<i>guardian of faith</i>
17th	<i>far step</i> ^{XGE}

SHARN PERSONALITIES

Sharn are made from many different beings, all merged into one chaotic body. As a result, each sharn is composed of many different personalities, each being vaguely reminiscent of their component creatures'. Most sharn have lived for hundreds or even thousands of years, allowing these personalities to stew and potentially grow more extreme.

SHARN PERSONALITY TABLE

d10 Personalities

- 1 **Vengeful.** Everything I had built was shattered by invading forces, and I could do nothing to stop it. The world deserves brutal discipline. This personality hates Noble personalities.
- 2 **Hopeless.** I have lived for countless centuries, and the goodly races keep falling to evil time and time again. I question whether or not our quest is worth it anymore. This personality hates Optimistic personalities.
- 3 **Zealous.** We have been given a sacred duty and a sacred form. It is an honor to serve in the protection of magic as we know it, and sentiments to the contrary are frankly blasphemous. This personality hates Rebellious personalities.
- 4 **Secretive.** We are watchers from the dark, that only rise to the occasion when necessary. Secrecy is paramount for the function of our duty, and for the function of our relationship long-term. This personality hates Gregarious personalities.
- 5 **Loathing.** I hate this form, this existence. I willingly became a sharn to protect the knowledge of my civilization, and to protect magic as we know it. But now I'm tired, and I want my service to end. This personality dislikes all others equally.

As you progress as a sharnbound ranger, you will inevitably hear each of your bound sharn's personalities speak, either within your mind or through oily, mouthed appendages that sprout from your body. To determine the personalities of the creatures that compose your bound sharn, you can roll on the Sharn Personality Table three times, as most sharn are composed of three creatures.

d10 Personalities

- 6 **Benevolent.** This form is a gift, and its boons and bounties should be shared with the world. I serve my duty willingly, and use my blessings to help any and all whom I can. This personality dislikes no others.
- 7 **Gregarious.** Our forms are extreme, but our minds are wonderfully keen. We should share our knowledge whenever our duty allows, so that people can better learn from their past. Being open is paramount for the function of our duty, and for the function of our relationship long-term. This personality hates Secretive personalities.
- 8 **Rebellious.** Our way is not the only way. Sharn are powerful, why be beholden to some ancient duty when we could actively change the world for the better? This personality hates Zealous personalities.
- 9 **Optimistic.** Though it may be slow, I am certain that the world is developing for the better. In the future, we will have peace, and our vigil can end. This personality hates Hopeless personalities.
- 10 **Noble.** We were given power to those that need help, and to prevent the destruction of more civilizations and lives. This personality dislikes Vengeful personalities.



GEUNBRUSH

Deep Lore

When you choose this archetype at 3rd level, the voices of your bound sharn companion whisper cryptic clues to forgotten histories. You have advantage on Intelligence (History) and Intelligence (Religion) checks made to recall, decipher, or learn information about ancient civilizations.

Awakened Sharn

Starting at 3rd level, the bound sharn awakens. When you take the Attack action, you can forgo one of your attacks to instead sprout and oily black arm from your back, which immediately extends to an object that isn't being worn or carried, or a surface within 30 feet of you. If you could carry the object, you can immediately pull the object into your grasp. Otherwise, or if you aimed at a surface, you can immediately pull yourself to the nearest unoccupied space on object or surface. You can remain stuck to this surface for as long as you wish, or you can let go at any point on your turn (no action required).

Alternatively, you can choose to extend this arm to a creature. That creature must make a Dexterity saving throw against your spell save DC. On a failure, the creature is grappled by the arm and you can choose to deal force damage to it. This damage is equal to 1d4 + your ranger level. Additionally, you immediately are pulled to the nearest unoccupied space within 5 feet of the creature.

The creature can use its action on a subsequent turn to make a Strength saving throw against the same DC, breaking the grapple on a success.

Using this feature while an arm is already extended causes the arm to let go of whatever it may be currently attached to.

Chaotic Body

At 7th level, you can turn your body into a viscous black liquid. You can move through a space as narrow as one inch wide without squeezing. If you end your turn in such a space, you take 1d10 bludgeoning damage.

Additionally, you can move through the spaces of hostile creatures as if it were normal terrain, though you can't end your turn there. If you move through a creature's space on your turn, the next attack it makes against you before the start of your next turn has disadvantage.

Accelerated Physiology

At 11th level, your body acclimates to your bound sharn's alien alacrity. While you are concentrating on a *haste* spell that only targets yourself, your concentration can't be broken as a result of taking damage. You are immune to the wave of lethargy caused by haste.

Additionally, you can use your reaction immediately after you roll initiative to cast one of the spells granted by your Sharn Magic feature.

Alien Mind

Starting at 15th level, you learn to sift through the conflicting voices of your bound sharn, and use them to your advantage. Whenever a creature forces you to make an Intelligence, Wisdom, or Charisma saving throw, they must succeed on an Intelligence saving throw against your spell save DC to sift through the mass of voices in your mind. On a failure, you succeed on the saving throw and the creature takes 2d8 psychic damage.

Alien Body

Also at 15th level, the strength of the sharn is yours. When you grapple a creature using your Awakened Sharn feature, you can pull them to you instead of pulling yourself to them.

Additional Rules

AMARUNE'S ALMANAC: THE UNDERDARK SPELLS

Spell Level	Spell	School	Ritual	Druid	Ranger
1st	<i>druidic practice</i>	abjuration	✓	✓	
1st	<i>shadow strife</i>	illusion		✓	✓
2nd	<i>amorphous form</i>	transmutation	✓	✓	✓
2nd	<i>resonating earth</i>	transmutation		✓	✓
3rd	<i>deep dragon's vitriol</i>	enchantment		✓	
3rd	<i>underdark's blessing</i>	enchantment		✓	✓
4th	<i>morass</i>	conjuration		✓	
5th	<i>delirium</i>	conjuration		✓	✓
5th	<i>nightshade</i>	evocation		✓	✓
7th	<i>apothic armor</i>	necromancy		✓	
8th	<i>alluvial pool</i>	conjuration		✓	

Druid: Spellcasting

As a druid, your affinity for the world you are in allows you to quickly tap into its latent magic and call upon its power and knowledge. You can swap a druid spell you have prepared for a druid spell with an Environment component that matches the biome you are currently in by spending 1 minute per spell level in deep meditation. This spell must be a spell you would otherwise normally be able to prepare. This can be performed during a short rest.

Ranger: Natural Explorer

Upon picking a favored terrain with your Natural Explorer feature, Rangers gain a subset of spells associated to that terrain. These represent skills you've mastered as a Ranger, boons granted from the land itself, or simply tricks you've picked up out of necessity. Each spell listed can be cast once. You must complete a long rest before you can cast one of these spells again.

When you gain new favored terrains at 6th and 10th level, you do not learn the spells associated to those lists immediately. Instead, during a long rest you can choose to swap the spells you gained from one favored terrain to instead learn the spells from another.

FAVORED TERRAIN: UNDERDARK SPELLS

Ranger Level	Spell
2nd	<i>shadow strife</i> ^{AA2}
5th	<i>resonate earth</i> ^{AA2}
9th	<i>underdark's blessing</i> ^{AA2}
13th	<i>morass</i> ^{AA2}

Spellcasting

Component: Environment (E)

Some spells require the caster to be in a specific biome or surrounded by specific terrain, specified in parentheses in the environment entry, before they can be cast. Some features may allow substitutes or replacements for this component and in this case the effect is created from whatever natural materials are available around it. The damage type of the spell does not change unless decided otherwise by the DM.

Spells

Druidic Practice

1st-level abjuration (ritual)

Classes: Druid, Ranger

Casting Time: 1 hour

Range: Touch

Components: V, S, M (25 gp worth of herbs, leaves, and roots, which the spell consumes), E (any natural environment)

Duration: Instantaneous

You perform an ancient druidic ceremony that calls upon the land itself. When you cast this spell, choose one of the following practices, the target of which must be within 10 feet of you throughout the casting.

Forosnai. You touch a willing creature and send them on a spiritual pilgrimage. The target falls unconscious, waking up after 1 hour, if they take

damage, or someone uses an action to shake or slap them awake. The exact nature of this pilgrimage is unique to the individual and can result in learning new knowledge about an ancestor or past life or receiving guidance from a deity. The exact information learned is up to the DM. A creature can benefit from this practice once each year, during the season of their birth.

Geasa. You touch a willing creature, and choose a creature type: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can choose one race of humanoid (such as elves or tiefling). A ward is placed on the target, preventing it from being slain by a creature of the chosen type. If an attack by a creature of that type would reduce the target to 0 hit points, the target is instead reduced to 1 hit point and the ward ends. The ward ends early if the target is reduced to 0 hit points by a creature of any other type. A creature can benefit from this rite only once.

Imbue. You touch a mundane plant or piece of wood. Magical energy suffuses the object throughout the ritual, preserving its form and allowing it to be used as a druidic focus.

Purify (Creature). You touch a willing creature, who becomes occluded by a mystical smoke that smells of sage. As the smoke clears, you make a DC 20 Wisdom (Insight) check. On a successful check, the target is restored to its original alignment.

Purify (Object). You touch an object that has been diseased or blighted by a nonmagical source. The blight is removed, restoring it to its original state.

Shadow Strife

1st-level illusion

Classes: Druid, Ranger

Casting Time: 1 action

Range: 60 feet

Components: V, S, E (underdark)

Duration: Concentration, up to 1 minute

You cause shadows that lurk in the underdark to animate and cause distraction. A creature within range must make a Wisdom saving throw. On a failure, the first attack against the target each round is made with advantage. Additionally, the target cannot take reactions for the duration.

Amorphous Form

2nd-level transmutation (ritual)

Classes: Druid, Ranger

Casting Time: 1 minute

Range: Touch

Components: V, S, E (underdark)

Duration: 1 hour

You touch a creature with at least 1 hit point, giving it the ability to morph its form similar to an ooze. For the duration, the target can move through a space as narrow as 1 inch wide without squeezing.

Resonating Earth

2nd-level transmutation

Classes: Druid, Ranger

Casting Time: 1 action

Range: Touch

Components: V, S, E (underdark)

Duration: Instantaneous

You touch the ground beneath you and cause it to vibrate. Each creature that is burrowing below the ground's surface in a 40-foot cube centered on the point you touch must make a Dexterity saving throw. On a failure, a creature takes 4d6 bludgeoning damage and has its movement speed halved until the end of its next turn. On a successful save, a creature takes half as much damage and its movement speed is unaffected. You briefly learn the location of a creature that takes damage from this spell, but not its identity.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Deep Dragon's Vitriol

3rd-level enchantment

Classes: Druid

Casting Time: 1 bonus action

Range: Touch

Components: V, S, E (underdark)

Duration: 1 minute

You touch a creature and bestow it with the ability to harness a purple dragon's mastery of psychic energy. For the duration, the creature is resistant to psychic damage and can use an action on its turns to assault the mind of a creature within 30 feet of it that it can see.

A target whose mind is assaulted must make a Wisdom saving throw. On a failed save, it takes 4d4 psychic damage and is incapacitated until the end of its next turn. The target takes half as much damage and isn't incapacitated on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d4 for every slot level above 3rd.

Underdark's Blessing

3rd-level enchantment

Classes: Druid, Ranger

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a pinch of darkstone dust), E (underdark)

Duration: Concentration, up to 1 hour

The secrets typically cloaked by darkness are revealed to you and your companions. Choose any number of creatures within range. For the duration, a creature has darkvision out to a range of 120 feet and has advantage on stealth ability checks.

Morass

4th-level conjuration

Classes: Druid

Casting Time: 1 action

Range: 60 feet

Components: V, S, E (underdark)

Duration: Concentration, up to 1 minute

White lichen sprouts from the ceiling, walls, and ground in a 30-foot cube centered on a point within range. The lichen spreads around corners, covering all surfaces within the area. For the duration, the surfaces are difficult terrain.

A creature touching a surface in the area when you cast the spell, or that touches a surface for the first time on its turn, must succeed on a Strength saving throw or be restrained by the lichen until the spell ends. A creature restrained by the lichen can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

A creature that starts its turn restrained by the lichen must make a Constitution saving throw or be paralyzed for the duration.



SHIAH "CINDER" IRGANGLADEN

Delirium

5th-level conjuration

Classes: Druid, Ranger

Casting Time: 1 action

Range: Self (15-foot-cone)

Components: V, S, E (underdark)

Duration: Instantaneous

You exhale hallucinogenic spores, causing those who breathe them to lose their senses. Each creature in a 15-foot cone must make a Constitution saving throw. On a failed save, a creature becomes poisoned and must roll on the long-term madness table in Chapter 8 of the *Dungeon Master's Guide* (or gains a level of madness if using the rules for madness outlined in *Out of the Abyss*), remaining under both effects for 1d10 minutes.

Nightshade

5th-level evocation

Classes: Druid, Ranger

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (bat fur and a piece of coal), E (underdark)

Duration: Up to 1 hour

Magical darkness spreads from a point you choose within range to fill a 60-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 5th level or lower, the spell that created the light is dispelled.

Aphotic Armor

7th-level necromancy

Classes: Druid

Casting Time: 1 action

Range: Self

Components: V, S, E (underdark)

Duration: Up to 1 hour

You pull forth shadows that reside in the deepest corners of the underdark, forming a shroud of darkness around yourself. Upon casting this spell, you gain 4d12 + 12 temporary hit points.

Additionally, while you have these hit points, you become heavily obscured to others. If you take damage from any source, your attacker must succeed on a Wisdom saving throw or become frightened of you until the end of its next turn.

Alluvial Pool

8th-level conjuration

Classes: Druid

Casting Time: 1 action

Range: 90 feet

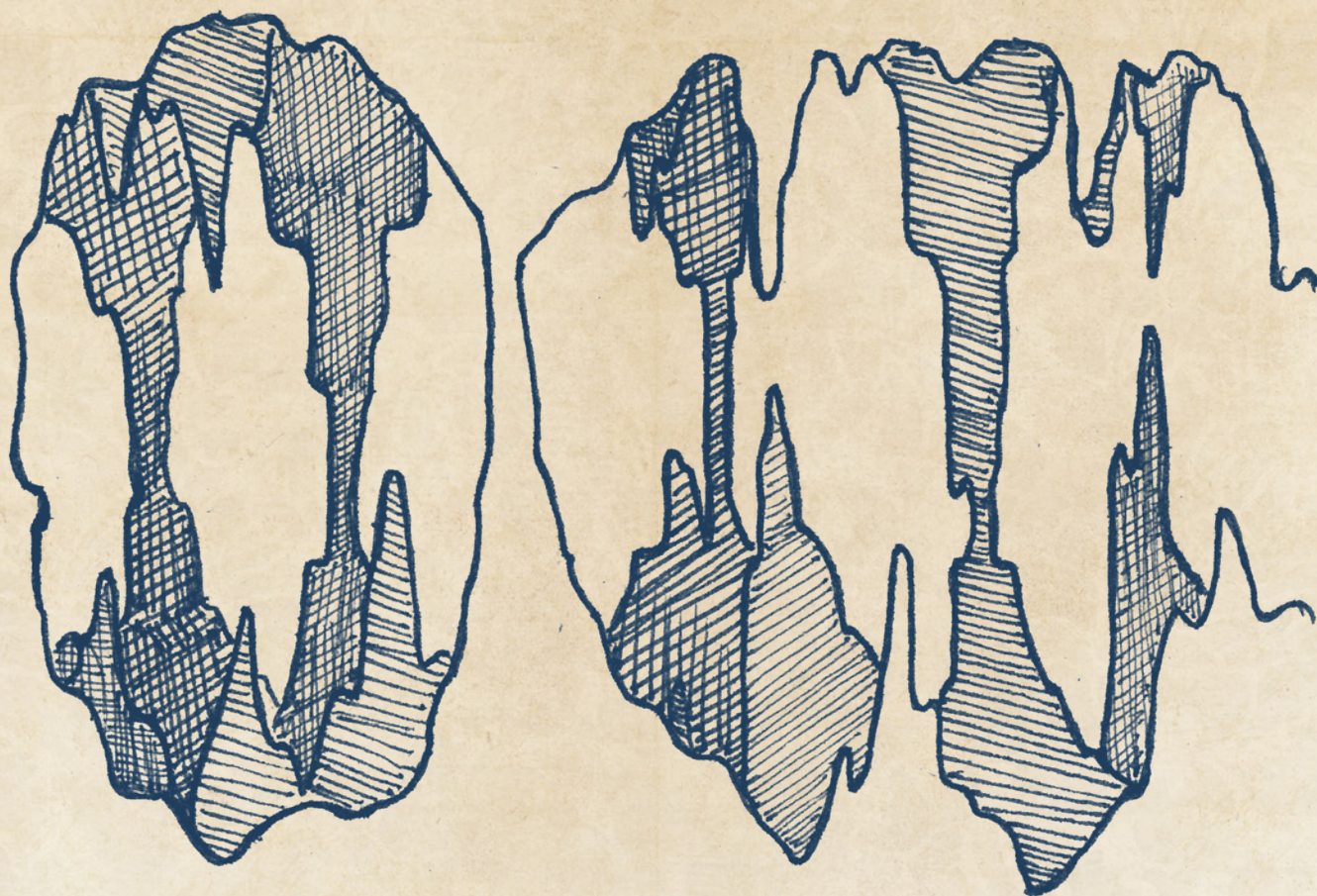
Components: V, S, M (a vial of ooze), E (underdark)

Duration: Concentration, up to 1 hour

Thick ooze fills an area of the ground you choose within range. The area by default is a 50-foot square, but its dimensions may be whatever you wish, provided it is one continuous pool and the total surface area does not exceed 2,500 square feet. The resulting pool has a depth of 10 feet and is difficult terrain. The area looks like a shallow pool of water at first glance, and any creature that was not aware of the spell being cast must make an Intelligence (Investigation) or Wisdom (Perception) check against your spell DC to believe otherwise before contact is made with the pool.

A creature entering the pool for the first time on a turn or starting its turn there must make a Dexterity saving throw. On a failure, the creature takes 4d6 acid damage and is restrained. On a successful save, the creature takes half as much acid damage and is not restrained. A grappled creature can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check (its choice) against your spell save DC. On a success, it frees itself. A creature of size Huge or larger automatically succeeds on the save.

A restrained creature can't breathe, and any nonmagical metal objects it carries begin to corrode. When the restrained creature takes acid damage from the pool, nonmagical metal weapons and armor take a permanent, cumulative -1 penalty to their damage rolls and AC, respectively. If this penalty on a weapon reaches -5, the weapon is destroyed; similarly, armor is destroyed if its AC is reduced to 10. Other metal objects take cumulative damage as well, as the pool eats through a 1-inch-thickness of non-magical metal each round it is immersed.



NOTE ABOUT MAPS

Maps of the Underdark are about as useful as a compass in the Feywild. It is deep, complex, and ever shifting. What doesn't change (often) are its landmarks and major features. This map, which uses the outline of Faerûn, gives a reference point to the location of notable places within the Underdark. There may be no way to travel from one section to another without first coming to the surface and some of these locations may be many miles deeper than the one noted adjacent to it. By laying this map over the map of Faerûn, you can use known passages to the Underdark to find potential routes to the locations you're looking to explore.

SHIAH "CINDER" IRGANGLADEN

Locations

Araumycos



When I first endeavoured to become a writer, I never imagined all of the strange technical obstacles I'd face. While having Arclath as my editor and Volothamp as my publisher has taken a lot of the weight off of my shoulders, there are still times when I have to take a step back and trouble myself with less creative tasks. I didn't assume when I first started this journey that I would have to ask myself whether I was categorizing a certain subject as a plant, a creature, or a place.

The Araumycos is, from its most technical standpoint, a fungus. Depending on how mobile or sentient it is, I'd already be struggling with whether or not to consider it a creature. The real issue with Araumycos is the fact that it is as broad as the entirety of the High Forest and several miles deep. Our attempts to explore Araumycos (meaning "great fungus" in Dwarvish) were more complicated than almost any other region we visited. Most Underdark exploration consisted of finding a hole in the ground and following the tunnel until we reached something terrible and had to turn back. This time, we entered from a cave in the High Forest and found ourselves stopped by a wall of moist, spongy gray fungus, like some mixture of a wrinkled mushroom cap and brain matter.

Each time we emerged from the cave, we found another entrance and descended once more, only to be stopped by another wall of sick looking fungus. If this had been our only purpose for visiting, we'd have become frustrated quickly, but luckily there were plenty of sites in the High Forest for us to explore. Still, when we stopped in a small elven settlement, we couldn't help but ask about the strange mass that had been blocking our underground exploration.

Some of the elves we spoke with claimed the Araumycos was birthed by the fell sorceries of the

Vyshaantar Empire, meaning it would be at least 11,000 years old at the youngest, or as old as 25,000 years. Others claimed Araumycos was even older, its existence predating the gods themselves. Though a part of me chalks this up to the vaguity of folk tales, Araumycos is not as bleary and ephemeral as most oral legends. We have recorded history of the dwarves abandoning their mines at Ammarindar because of the immortal fungus encroaching on their domain.

For some reason, however, the Araumycos doesn't extend past the borders of the High Forest in any direction. Furthermore, as we were told by the elves we spoke to, on occasion entire sections of the Araumycos will die off, seemingly at random. One elven druid we spoke to compared this to the natural effects of a forest fire, killing off overgrowth so that new life can spring forth. However, given the fact that it's all a single enormous organism, this doesn't make a lot of sense to me.

I'd like to tell you that after learning more about Araumycos's mysterious history (or at least getting a better idea of the mysteriousness of it), we went and found a viable entrance to the core of the beast. This was not so. Our first real headway came when we busted through a tunnel wall into an area on the outskirts of Ammarindar, a dwarven city long abandoned and left to the clutches of the tanarukk. What we found was an area we'd later learn was called Blacktooth Rock, and if I were saddled with the duty of naming it, I could think of no title better than that. Blacktooth Rock is pitch-black stalactite hanging from the ceiling of the cavern, like the fang of an enormous beast. The tip of the "fang" is sunk into the gray, spongy fungus of Araumycos. As to whether or not this was the site of an ancient feud between gargantuan beasts, or simply a coincidence of nature being interpreted by mortals, I could not venture a guess. Not wanting to draw the attention of demon-tainted orcs, we withdrew.

It would be a tenday before we made more headway. This time, we weren't especially looking for Araumycos; in fact, we'd given up on discovering anything but unpleasantly squishy gray walls, and were now curious to see if we could find a path that led under the plant-place-creature. It would seem all we had to do was stop looking for it.

At first we didn't even realize we'd found Araumycos, or at least, a place once inhabited by Araumycos. What we found was the withered, decayed remains of what appeared to be a myconid colony. At the center of the cavern was a giant mushroom tower, with windows and growths spiraling around it like stairs. However, the fibres of

A NOTE FROM THE EDITOR, ARCLATH DELCASTLE
While I am loathe to remove any of Amarune's words, I feel some things require additional explanation. The "Fragrant Flower of House Delcastle" nickname comes from the floral motifs that my mother chose to decorate our mansion with, *ad nauseum*. It is not, I affirm, any commentary on my status as a delicate or perfumed person.

the tower were dessicated, and the stairs crumbled when Arclath laid even a toe on them. We could see the withered husks of what appeared to be long dead myconids. Something about the corpses seemed strange and deformed, as though other fungi had grown on or through them after, or even before their deaths.

We continued traveling past the extinct myconid colony, and I noticed that the air was growing more humid, though we'd not seen or heard signs of water for some time. The ground was faintly sticky under our boots, and our torch began to glint off of pale gray motes that floated lazily in the stagnant air. Further on, we found the source of the motes: large gray puffballs dangling from the ceiling and laying on the floor, like the heads of dandelions, each a foot across. The walls were smeared with that same spongy grey fungus, occasionally perforated and leaking a thick, viscous white liquid. It made me uneasy to look at it for long, and it didn't help to hear Arclath quietly retching behind his cloak. There are times I must remind myself that he was once called "The Fragrant Flower of House Delcastle" back in Suzail.

Obviously we weren't going to be spending the night within eyesight of the fungus. Arclath and I retreated back to the eerie but thankfully quiet and lifeless remains of the myconid colony to make our camp for the night. We set up our tent, ate our meal, and baffled down our campfire before crawling into our bedrolls for the night.

That night, the whispers came to me, but not the shards of my great-great-grandfather's memories I've grown so accustomed to. I could feel a cloudiness in my mind, like a rain of spores covering my being, and whispers of "King Araumycos" calling me into the comfort of his collective, beckoning me away from the aimless chaos of individuality. I woke in a cold sweat, and stirred Arclath awake in a panic. We abandoned our tent, bedrolls, and cookware in favor of a quick escape. As we fled from the dilapidated myconid graveyard, we could see motes floating in the air, and I looked back to see that the grey fungus was already beginning to reclaim half of the colony.

For months after, I had no explanation for the things we'd seen or experienced in our time under the High Forest. As we discovered more about the Underdark, I learned that I had endured something the Drow call *golhyrrl' fhaazht*, or "the Dream Trap". Even as far away as Menzoberranzan lays from the creature, some Drow may hear the tempting whispers of the fungal creature, asking them to come and join the comfort of his mass.

Though I doubt Araumycos could hold much sway over me, I would still be comfortable to not travel within a few hundred miles of that place for a while.

Burgeoning Rift



In order to tell you about the Burgeoning Rift, I must first tell you about rifts. You see, when the Spellplague occurred, the terrain of the Realms was forever changed. A century later we're still feeling the effects, even as Faerûn returns to normalcy. The most cataclysmic rift to open was what would become known as the Underchasm, and it and other rifts drained the water levels of the Sea of Fallen Stars enough to turn fishing villages into plainslands and reveal ancient structures and islands. However, the Underchasm was not the only enormous tear in the Underdark.

If you're wondering why I haven't talked about this much before, it's because most rifts are not worth exploring. Quite frankly, they're gigantic holes in the ground, and when you find a tunnel that terminates into one, there's a good chance you won't be able to see the floor, the ceiling, or the other side from where you're standing. Rifts are a part of the Underdark, but they're not a very interesting part. At least, not until you find the rifts in the deepest parts of the Underdark that open into seemingly bottomless pits... Those can be interesting.

Nevertheless, Arclath and I weren't looking for a rift when we found this one. In fact, we were trying to find an abandoned Drow settlement that we'd been told was a treasure trove of artifacts and

architecture. But after four days of downward travel, Arclath and I were beginning to think we'd taken a wrong turn somewhere. By the instructions we'd been given, we were sure we should've seen some sign of the settlement at least a day ago. Though we were getting ready to turn back, we decided to spend at least one more night in the Underdark; we'd turn in early and prepare for the uphill climb the next day. However, we noticed a light at the end of a tunnel.

At first, we weren't entirely sure what we were seeing as we approached. We saw rich green grass and lights shimmering across the ground like sunlight streaming through tree branches. We doubted our sanity, but also our sense of depth; we'd been traveling downhill for so long, there's no way we could've angled back up toward the surface without noticing, was there? Our curiosity led us by the nose, and soon, Arclath and I stepped onto the grass.

The place where we had arrived was incredible. We were at the bottom of a rift, like an enormous round mine shaft. Soft grass grew up to our ankles, sprinkled with patches of sweetly scented wildflowers here and there. Rays of light fell from the ceiling, and as we looked up and up, we could see a network of tree branches, or perhaps roots, growing out of the walls of and tangling over our heads. Curtains of moss hung from the branches like lace dressing the windows of a noble's bedroom. Beyond the weave of wood and leaves were brightly glowing and pulsating fungi that hung from the ceiling, giving the illusion that the sun shone on this deeply buried place. We could hear a soft trickle cascading down a nearby wall, filling a small pond with crystal-clear water.

I'm sure Arclath asked me what we were looking at, but I was too distracted to even pay attention. As I walked slowly into the verdant space, I noticed a small patch of mushroom caps stirring near the base of a rock. At first, I assumed them to be infant myconids and I knelt down low to take a look at the minuscule, rooted creatures. To my surprise, I watched a mushroom cap lift up, and from under its brim, a tiny face yawned and a small pair of arms stretched out. A pair of ruffled wings, like the texture of chanterelle mushrooms, stretched out from the tiny creature's back. Soon, a small pair of dark eyes were looking up at mine, followed by a bright smile.

This time I heard Arclath ask, "What are they?"

Like a flock of birds taking off, all of the little mushroom-headed creatures took to flight, flitting around the area and examining Arclath and myself with every bit as much curiosity as we had displayed in coming here. I watched as they surrounded

Arclath, tugging at his cloak and stirring up his laughter. Though he was overjoyed to play with the tiny things, I felt a cold chill run up my spine. Something in the back of my mind told me, 'Be careful, you're dealing with fey.'

Once upon a time, there were many fey crossroads that linked Faerûn to the Feywild, plentiful but still hidden from sight without magical aid. Even if you were to find a fey crossroads, you'd still need the blessing of the crossroads' guardian to pass through. The Spellplague caused many of these crossroads to malfunction, or killed many of the guardians and rendered those crossroads inaccessible. All I can imagine is that one of the rifts that afflicted the Underdark somehow tore open a crossroads, allowing the magic of the Feywild to spill forth into our realm, but I couldn't venture a guess as to how much, or how widespread.

At this moment, my mind was racing. I had to start reminding myself of all of my great-great-grandfather's rules for dealing with the fey.

Don't accept a gift from the fey.

Don't consume food or drink from the Feywild.

Never dance with a fey.

Never give a fey your full name.

Be on your best behavior, but never say "thank you", or else you'll owe them.

At that moment, I realized that one of the tiny mushroom-headed fey was holding out a scrumptious looking morel to Arclath. He smiled, and extended his palm to gratefully accept the offering. I only barely grabbed his wrist to yank it aside and said, "You are very kind, but we're actually quite full from lunch."

Arclath was upset with me, but I quietly pulled him aside to try to explain our dilemma without the fungal fey overhearing us. This was more challenging than I expected with the fey flitting around us, inspecting our clothes and belongings. At first, Arclath didn't believe me, or perhaps he didn't want to believe that we were dealing with fey. After all, we were in the Underdark and no fey had any business being here! I convinced him that it was better to be safe than sorry, but I must admit, as much as I worried for the trickery of the fey, I was far too curious about this place to want to leave too quickly.

I spent the next few hours climbing tree limbs, examining strange fungi, and talking to the silly little mushroom-capped creatures about their lives here. Though they seemed mute, I would occasionally hear them giggle when I did something that amused them. They especially liked to see me wobble while trying to walk across a mossy tree



limb, a few dozen feet above the ground. All the while, Arclath sat with the fey that feasted on berries and mushrooms, nibbling on his dry trail rations and glaring at me.

Though the glowing light above us had not changed, I'd grown accustomed to telling the time of day without the aid of the sun. My body could feel the hours that had passed, and I knew that the evening had arrived. Not wanting to sleep in this underground paradise and risk imposing on the fey as a guest in their home, I gathered my notes, collected Arclath, and bid the fey farewell before we departed down the same tunnel we had arrived from. It would be six more days of uphill trudging before we would finally make it back to the surface, and all the while, Arclath bitterly complained that we'd left such a blissful heaven so quickly in favor of cold, dry rock again. I assured him, he should be grateful we didn't find ourselves trapped for decades in the company of the fey.

By the time we returned to the hunters' lodge where we'd first heard about the abandoned Drow settlement, I was more excited to tell them about the Burgeoning Rift (a name of my own choosing) than to complain about the bad directions we were given. The instant we came in the door of the tavern, the barmaid looked at us and said, "Goodness gracious! Where have you two been? We were afraid you got lost and died in the cave three months ago!"

Arclath and I were stunned silent. As far as we knew, we'd been gone for a tenday, but the tavern's patrons were quite insistent that we'd been gone for several moons. Arclath paled as he turned to look at me, saying not another word about our decision to leave that place as quickly as we did. As for myself, I question to this day, where did I make a mistake?

Firelands



By the time we reached the Peaks of Flame, Arclath and I had already well learned to respect the jungles of Chult. As you've no doubt read in the first volume of this series, our Chultan expedition was marred with dinosaurs, cannibals, giant mosquitos, and murderous plants.

Had we only wanted to explore the Peaks of Flame, we'd have been far better off approaching from the southern coast and crossing the Land of Ash and Smoke, rather than taking the long route from Port Nyanzaru. However, our journey wasn't so precise. In fact, it wasn't our intent to even venture into the Firelands. That all changed when we ran across a small tribe that made their home alongside River Olung.

This particular tribe carried weapons and tools made of a beautiful, shining black stone called obsidian. Though the material seemed brittle, it held a very sharp edge, like chunks of thick glass. When we inquired about where they found such a unique material, the tribe's elder told us they collected it from the edges of the Firelands. Assuming that "Firelands" was just their term for the Peaks of Flame, Arclath began to muse about the idea of a mountain made of black glass. It was then that the elder corrected us; the Firelands were beneath the mountain.

As their oral legend dictates, in the time when their elder was a child, their people had ventured into the land beneath the mountain. There, they saw the most glorious sparkling stones, and streaks of shining metal that ran through the walls like a river snaking through the jungle. They took only the black stone, lest they incur the wrath of the beasts that slept beneath their feet. The nature of these beasts was left vague in their tale, a trend I'm finding increasingly common among every small village, tribe, or hamlet; if you can't explain a thing, don't try. Rather than risking confusion or being proven wrong at a later date, just leave your story as ambiguous and terrifying as possible. For someone



attempting to record actual facts about the Realm, this grows more annoying every time I encounter it.

Arclath and I expressed our intent to see these Firelands, and the people of the tribe were most generous in helping us prepare. They provided us with additional waterskins and they taught us to soak strips of cloth with water before wrapping them over our noses and mouths. They instructed us to cover as much of our skin as possible, even using sheer gauzy fabric like veils over our eyes, and had us tie our sleeves snug at our wrists before tucking them into our gloves. If the Peaks of Flame were any hotter than the rest of Chult, we couldn't imagine actually putting any of this advice into practice, but we still respectfully listened to everything they had to say.

Because this is a book about the Underdark and not mountains, I'll spare you most of the details of the Peaks of Flame. When we arrived at our entrance to the Underdark, the only one not already claimed by giant owls or thousands of bats, we found a surprisingly smooth, round tunnel angling down under the mountain, like tube. A thick layer of sediment had settled on the floor, giving us a relatively stable walking surface. Before we ventured in, Arclath and I stopped to prepare ourselves, as the Chultan tribe had instructed us. Though we'd

both been skeptical before and we hadn't discussed it since leaving their tiny village, now that we were looking into the cave, we both had the impression that we should give them some credit.

Only ten minutes down the tunnel, and we were grateful. Our footsteps stirred up the light and airy sediment around our feet, and even with torch light, we could barely see fifteen feet ahead of ourselves through our dust-covered veils. The air felt as though it thinned, and the smell of smoke and noxious vapors began to waft up from below. After half an hour of walking, I turned to Arclath and saw that the cloth wrapped around his nose and mouth was smeared with a thick, black muddy substance. The cloth had been filtering the air he breathed, and I could only imagine what would be inside his lungs had we not taken these precautions. We held our breaths, took off our scarves, then washed and soaked them again before we continued further.

Resting in the Firelands was a trial. Arclath and I hardly "made camp" at all over the several days of our descent, instead propping ourselves up against a wall beside one another and covering our heads with a damp cloth. This was how we slept, and how we ate. Bathing was out of the question. At one point, I had gotten some of the muddy collection of sediment on my neck when I was changing my scarf.

It felt like a sharp grit, scraping into my skin like a thousand knives too small to see. I can only imagine the dust was made of the same sharp obsidian glass that we'd praised only days before.

In spite of these inhospitable conditions, life still flourished here. More than once I woke up with a mass of walking moss crawling up my leg or into my bag to investigate. As the caves widened, we were occasionally passed by glowing firebats, their four-foot wingspan raining embers and wisps of flame over our heads. Luckily, water was surprisingly plentiful in these caves, ranging from cool streams to boiling waterfalls. Were it not for these generous wellsprings, we'd have been forced to turn back after only a day's travel. Arclath and I drained our waterskins over and over, attempting to stave off the stifling heat, and our clothes stayed soaked with sweat.

By the time we began to hear an odd, echoing clanking sound, we were beginning to wonder if the claustrophobic atmosphere and strange vapors were driving us mad. As we followed the sound, we heard a dull roar grow into a louder one, the sharp clinking echoing from the other side of a waterfall. Our tunnel terminated at a wall of warm water, and through the waterfall we could see a bright, warm light shining. We considered our options, before dropping our bags and pressing our bodies against the wall, carefully edging along it to disturb as little of the falling water as possible.

Nothing could have prepared us for what we saw on the other side. Strange looking purple kobolds, at least a hundred if there were any at all, were running a full-scale mining operation in an enormous cavern here. The walls were flush with shining gems and ore, and streams of lava fell from the ceiling, flowing along channels in the floor to light the room. The diminutive reptiles were scurrying to and fro, throwing uncut jewels and chunks of unrefined metal into the appropriate minecarts, before pushing them along their worn and near-failing tracks. A full cart would vanish under a waterfall as it travelled down a tunnel and an empty cart would emerge from another tunnel, flanked by soaked purple kobolds. They worked at a near panicked rate, and when a kobold would slip and fall into the lava, the others barely noticed except to call for a replacement to step up into his role.

It didn't take much guessing to figure out why they were working so feverishly. There was one much larger tunnel than all of the rest leading down into a fiery glow, and the entrance of this tunnel was

marked with deep gouges, like claws had raked at the walls as something enormous pulled itself up from the lava-filled depths. Beyond the roar of the falling water, the clanking of pickaxes, and the squealing of kobolds, we could occasionally hear a deep, rumbling growl rise up from below, almost like an earthquake. Each growl of their unseen master stirred the purple kobolds to race through their work at a more frenzied pace.

Then came a sound, like scraping on rock--a deep, heavy slither. A sleek, arrow-like head at the end of a long neck snaked up from the grand tunnel, and at first, I thought it was indeed a snake. Then, two clawed hands emerged, ripping into the rock as the creature pulled the rest of its slender body out of the hole. Its wings nearly filled the cavern and the buffet of them threw kobolds to the grounds. What stood in the center of this enormous room was a dragon like none I had ever seen before. Its body long and slender, as though perfectly crafted to slip down the tunnels of the Underdark. Its scales appeared almost black at first, before I saw the way they glinted a rich purple in the light of the falling lava streams. The sniveling kobolds raced to throw piles of unworked metal and gems at the dragon's feet, crying praises and worship at the great wyrm's feet. The deep dragon seemed not to care for their groveling, as his eyes began to scan the walls, looking for anything out of place.

BOB GREYVENSTEIN



purchased an ormu-infused cloak... Be sure to read about how that little splurge turned out later.

By that night, with delicious Underdark delicacies in hand and our faces painted with faintly glowing designs, we walked with the procession of deep gnomes en route to the Glimmersea. A local woman we'd met was happy to share with us the details of the ceremony we'd gotten ourselves involved in, and on the walk, she explained that this was the one night a year that a very special phosphorescent fungi bloomed on the ceilings of underwater caverns, giving the appearance of an ocean reflected on the water's surface. I can understand how this would be a marvelous sight to deep gnomes, but seeing as Arclath and I have seen many real night skies reflected on real oceans, we were markedly less enthusiastic than the gnomes.

We were not truly prepared for the sight, when we arrived at the shore of the Glimmersea. Gentle waves lapped at the pale sand under our feet, and the water was almost as still as glass were it not for the ribbons of water cascading from the ceiling, spilling in thin spouts onto the surface. The sparkling rocks reflected from the cavern's ceiling really did create the appearance of a sea of stars, unlike anything we'd ever seen.

"It's beautiful," Arclath whispered.

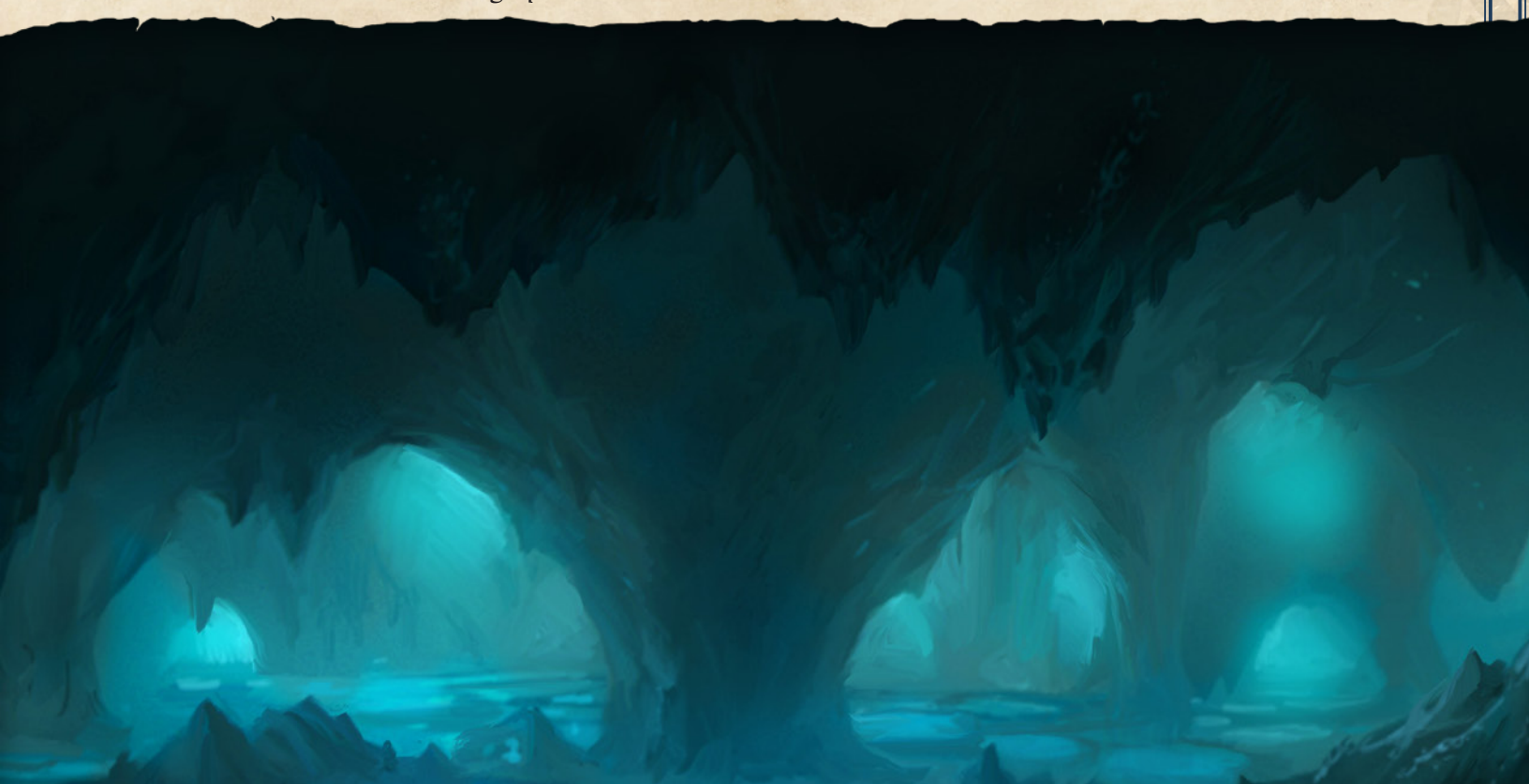
A deep gnome child with a mouthful of candy floss said "Nothing's happened yet!"

The clerics of the Deep Brother recited prayers, giving thanks to Callarduran for blessing his people with the jeweled bounty of the caves, during which we were respectfully silent. We only lifted our heads when we heard soft gasps arise from the

crowd around us. Before our eyes, the roof of the cavern began to shimmer, as swirling patterns of phosphorescent spores began to bloom, first in broad swathes of brilliant blue, before splashes of green, orange, and red began to appear. The lights were reflected not only on the surface of the water, but on the thin waterfalls that poured from the cracks above. The Glimmersea appeared as though the cosmos themselves had opened up on the surface, a swirling galaxy of stellar clouds, punctuated with the darkest interstellar voids where the fungi could not cling to certain rocks.

The children laughed and ran along the waters' edge, while adults stood in awe, taking in the incredible sight. Clerics offered prayers and blessings, and took droplets of shimmering water from the shallows to anoint the babes who were held under the "stars" for the first time in their new lives. There didn't seem to be a right or wrong way to take in the sight, gazing at either the ceiling or the water's surface, so long as you were truly taking in the splendor of the moment.

Arclath draped his gaudy glowing cloak around my shoulders and whispered in my ear, "Ever skinny-dipped in the stars?" I couldn't help but giggle, elbowing him into respectful silence, but both of us kept a smile plastered on our faces for the rest of the night. Though we'd look for a more secluded corner of the Glimmersea to go swimming another time, on that night, we bore silent witness to one of the most beautiful sights the Realms had to offer. I don't know if a language or a pen exist that could ever communicate to you the beauty of the Festival of the Star on the surface of the Glimmersea.





Arclath and I had heard rumor and legend of a magical barrier deep under the Anauroch Desert, called the Sharn Wall. I wouldn't have thought much of it, but the mention of the sharns struck a chord with me, and a sliver of my great-great-grandfather's memory boiled to the surface of my mind. Over a hundred years ago, Elminster performed a High Magic Ritual with the sharns, and countless other participants of great fame and power. In my mind's eye, I see Elminster among the other Chosen of Mystra, metallic dragons, high-ranking clerics of Oghma, as well as the massive bodies of the sharns themselves.

When I told Arclath what I remembered, digging for scraps of detail in the hazy recesses of my mind, he asked me what the sharns looked like. I described them as massive beasts, fifteen feet tall, with heads outstretched like eels, baring no eyes but instead maws of long, sharp teeth. Their skin was slick black like oil, but they exude an aura of magic that flared and sparked in the air around them. The more I talked, the more unsettled Arclath became, merely from hearing the descriptions. He asked me, "Why in the world would we go looking for these creatures?"

"We're not," I said, not realizing that my words would bring no comfort; "We're looking for the wall they put around the things that terrified them."

Needless to say, getting Arclath to travel with me to the Anauroch Desert was like pulling teeth. There was nothing I could find about the history of this region that could bring him any comfort, but every tidbit of information I came across was like fuel on the deeply burning fire of my curiosity.

We stopped at a place called the Halfway Inn, as a waypoint on our journey to the Anauroch Desert. You see, it's not merely the 'halfway' point to Anauroch, but the locals claim that it's "halfway to everywhere." It was only supposed to be a brief stop for supplies and information gathering, but I was

unexpectedly recognized by an old elf who worked as a tracker and guide out of the inn. Thamian Xiloscient was a refugee from the second fall of Myth Drannor, and while I wouldn't consider the battle to be my finest hour, he was grateful for the work we had done to try to protect the doomed city. He'd come to the city of Evereska that lays hidden somewhere in the Greycloak Hills nearby, and he worked out of the Halfway Inn to serve the travelers who came through. When he learned that I had hopes of seeking out the Sharn Wall, he insisted on being our guide.

Arclath and I were lucky to have him. I don't know how long we'd have wandered the desert without his guidance to find a proper entrance to the Underdark. And what a terrible desert it was... I could still feel the aura of magic that had turned a lush paradise into a veritable dust bowl. That, of course, will be a story for another book.

The region of the Underdark that lies beneath the Anauroch Desert is known as the Buried Realms. My time in the Underdark before had prepared me for the chill of stone and the staleness of the air, but I was not prepared for how barren everything felt. This was a land that had truly been sucked dry by magic, or the beings that feasted on magic itself. The walls and ceiling bore cracks that seemed a combination of stress and dryness, and as we walked, falls of sand occasionally slipped through the crevices to pool on the floor around our feet.

I was confused when Thamian said "We've arrived." I wasn't entirely sure where we had arrived. We stood before a wall of what looked like an ornate filigree of rock, layers upon layers carved over one another. This was a far cry from the shimmering silver barrier of magic that had been described to me when I first heard of the Sharn Wall. To my surprise, Arclath was the first to approach, and he called back to me, "It looks like a petrified fungus!" He was entirely correct; it looked as though this wall had literally grown into place, with an organic elegance that the finest elven artisans could only dream of matching.

As we began to walk along the perimeter of the wall, I asked Thamian why the wall looked so different from the description that I had heard. As it turns out, the "impervious" wall had been torn open once before, by "some fools" clashing with magic from the Weave and the Shadow Weave. From beyond the wall, the phaerimms escaped. The aberrations set upon the land and nearly destroyed Evereska, roughly a hundred years before Thamian relocated to live there. When Arclath asked what a phaerimm was, Thamian's mood grew dark.

Though he had never seen one himself, he'd heard horror stories of phaerimms, detailing sadistic worms with four arms that sprouted from around a head that might've resembled a withered, rotting sunflower were its center disc not replaced with concentric rows of teeth. They were magical creatures that actively desired to enslave and torment others, and it was their vile magic that had sucked the life from the land known as Netheril and turned it into the Anauroch Desert.

The way Thamian described them was making my blood run cold. I had expected Arclath to be practically dragging me toward the path back to the surface, but even hearing these strange tales, he had wandered closer and closer to the wall. In between the jagged crevices of "stone" fungus, he could see an enchanted gem, wrapped in petrified filigree. He would later tell me that the closer he drew to it, he could see what looked like black flames flickering and licking out from behind the cracks and crevices. Unfortunately, his curiosity drew him face to face with the creatures that had decided this wall made for excellent nesting grounds.

By the shriek Arclath let out, you'd have thought a phaerimm had lept on his face, and to be honest, he may have thought exactly that in the heat of the moment. Instead, a tiny, winged creature was clinging to his face, as dozens, maybe hundreds more like it swarmed from the outer wall, filling the cavern with flapping wings and needle-like biting teeth. We were forced to retreat, and we put up no resistance beyond prying the angry creature from

Arclath's face before running down the nearest tunnel we could find.

That night, when we made camp in a sandy cave, the three of us all sat in utter silence but for the crackle of the campfire and the scratching of my quill on a page. I imagine that Arclath was embarrassed for having run screaming from what amounted to little more than deep-cave bats. Though I didn't ask Thamian what was on his mind, I could imagine that the ephemerality of our world was weighing heavily on him; he had lost his former home in Myth Drannor, and his current home in Evereska had nearly fallen to the creatures that were, quite possibly, living only feet away from where we had walked. Though it would take an unbelievable magic power to break the wall, our world is full of unbelievable things and I would never call such a feat or disaster "impossible".

As for myself, I could only record the details of which I had seen. I wish I were a better artist, that I could repeat the patterns I'd seen 'grown' in the outer barrier of the Sharn Wall. If only I'd at least had the forethought to make a charcoal-rubbing of the texture. I wish I could have seen with my own eyes the black flames that Arclath had glimpsed, or the arcane etchings in the enchanted stone he found embedded in the wall. I wish for so many things, but none of them fill me with a desire to return to that place. For all of the bottomless abysses we've passed by in the Underdark, none made me feel so strongly that I'd stood on the edge of oblivion.



Between Adventures

The Underdark is not only a place to find adventure, danger, and get hopelessly lost - it also represents an environment lush with resources and value; for those who know how to find them. The following section details a downtime activity which you can participate in to gather the flora of specific regions. Of course, these roots and herbs are not only found in the wild; they can be used to populate marketplaces, act as quest hooks, or simply add another element of depth to an environment. Some even function as spellcasting components to improve spells or can be used in the crafting of weapons and equipment.

Downtime Activity: Gathering Plants Expedition

The world is a wealth of natural resources, and it only takes a keen mind and a bit of regional knowledge to collect its bounty.

Resources. An expedition to gather resources and materials takes a workweek from planning to completion. Part of this time is spent gathering information about what types of plants can be found in the region, and how difficult they are to find. Each of the plants on the Regional Flora table designates the regions of Faerûn in which they are most commonly found, and their DC.

Resolution. The character must make a series of checks, with the DC for all checks determined by the plant the character is searching for: the character's choice of Intelligence (Nature) or Wisdom (Survival), Intelligence (Investigation) or Wisdom (Perception), and a Wisdom check using an herbalism kit, or an Intelligence check using alchemist's supplies. If the plant is poisonous, they can use an Intelligence or Wisdom check using a poisoner's kit instead.

If none of the checks are successful, the character becomes lost and is on the expedition for an additional tenday.

If only one check is successful, the character never finds their bounty but returns as expected.

If two checks are successful, the expedition is a partial success, netting the character 1d4 units of the plant they sought after.

If all three checks are successful, the expedition returns 1d4 + 3 units of the plant they sought after. Whether the expedition is a success or a failure, all is not lost. Roll an additional d6 and consult the Mundane Flora table, to determine if anything else was found.



SHIAH "CINDER" IRGANGLADEN

MUNDANE FLORA

d6 Reward

- | | |
|---|--|
| 1 | Nothing of value was found, and roll on the Expedition Complication Table. |
| 2 | Nothing of value was found. |
| 3 | 5 gp worth of herbs and materials were found. |
| 4 | 10 gp worth of herbs and materials were found. |
| 5 | 25 gp worth of herbs and materials were found. |
| 6 | 25 gp worth of herbs and materials were found, and one unit of one of a unique flora that can be found in the region (determined by the DM). |

EXPEDITION COMPLICATION TABLE

d6 Complication

- | | |
|---|---|
| 1 | The tunnels you were following must have shifted, adding two days to your expedition. |
| 2 | The air becomes dense with phosphorescent spores, so much so that you can see them filling your lungs as you breathe them. |
| 3 | A crack forms in the ceiling high above you, and a sudden rush of seawater cascades down on you, waterlogging many of your belongings. |
| 4 | You enter an area of darkness that can't be illuminated even by magical light. |
| 5 | A roaming band of myconids meets you in a passage, beseeching you to help them find their way home. |
| 6 | Ignoring the warnings, you enter an area that is a rumored drowbane hunting grounds. It doesn't take you long to find evidence that the rumor is true. |

REGIONAL FLORA TABLE

	Abyssal Creep	Askume	Barrelstalk	Fire Lichen	Lady of the Caves	Lurden Tree	Nimergan	Ripplebark	Susur Tree	Tarcap	Tessadyle	Tongue of Madness	Tunnelsong Shroom	Torchstalk	Waterorb	Zurkhwood
Deep Raurin				✓		✓	✓		✓		✓	✓	✓	✓	✓	✓
<i>Raurin Rift</i>	✓	✓			✓	✓	✓					✓				
Gauth Grottoes			✓	✓			✓		✓		✓	✓	✓	✓	✓	✓
Great Bhaerynden			✓	✓		✓		✓	✓		✓	✓	✓	✓	✓	✓
The Darkgulf									✓		✓			✓		✓
<i>Lightdrinker</i>	✓	✓			✓	✓					✓		✓			
The Lightless Sea									✓		✓			✓		✓
Great Rift			✓	✓			✓		✓			✓	✓	✓	✓	✓
Netherese Caverns			✓	✓			✓		✓			✓	✓	✓	✓	✓
Old Shanatar			✓	✓			✓	✓	✓			✓	✓	✓	✓	✓
Lake of Radiant Mists									✓					✓		✓
Sea of Buried Ice							✓							✓		✓
Tharsuldeep			✓	✓			✓		✓		✓	✓	✓	✓	✓	✓
The Arnvault			✓	✓			✓		✓		✓	✓	✓	✓	✓	✓
The Buried Realms				✓		✓	✓		✓	✓	✓	✓	✓	✓	✓	✓
<i>Heart of the Dark</i>	✓	✓			✓	✓			✓		✓		✓			
The Darklands			✓	✓		✓		✓	✓	✓	✓	✓	✓	✓	✓	✓
Giant's Chalice									✓					✓		✓
The Deep Reach								✓	✓		✓			✓		✓
<i>The Pit of Jhaam</i>	✓	✓			✓	✓						✓				
The Deep Wastes			✓	✓		✓	✓		✓		✓	✓	✓	✓	✓	✓
Lake of Shadows							✓		✓					✓		✓
<i>Lorosfyr</i>	✓	✓			✓	✓						✓				
Moondeep Sea							✓		✓		✓			✓		✓
The Reachmere							✓		✓					✓		✓
The Earthroot			✓	✓		✓		✓	✓			✓	✓	✓	✓	✓
<i>The Burgeoning Rift</i>						✓			✓					✓	✓	✓
<i>The Ramparts of Night</i>	✓	✓			✓	✓		✓				✓				
The Cold Sea														✓		✓
The Firelands			✓		✓	✓		✓	✓	✓		✓		✓	✓	✓
The Burning Rift	✓	✓			✓	✓			✓			✓				
The Glimmersea			✓	✓		✓		✓	✓	✓		✓		✓	✓	✓
The Northdark			✓	✓			✓	✓	✓		✓	✓		✓	✓	✓
Araumycos			✓	✓		✓	✓		✓	✓		✓	✓	✓	✓	✓
The Darklake							✓		✓		✓			✓		✓
The Far'Drimm			✓	✓		✓	✓		✓	✓		✓		✓	✓	✓
The Labyrinth			✓	✓			✓	✓	✓	✓		✓		✓	✓	✓
The Sharnlands			✓	✓			✓	✓		✓		✓		✓	✓	✓
The Serpent Deeps			✓	✓		✓		✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>The Spawning Deep</i>	✓	✓			✓	✓		✓		✓		✓			✓	
<i>Throrgar</i>	✓	✓			✓	✓			✓			✓			✓	

Italics= Abyss, **Bold**= Lake, **Bold Italics**= Araumycos

Flora

Presented in this section are details of some of the exotic flora you can find within Faerûn's Underdark. The regional flora table in the previous section will detail where they can be found in the wild, and the following section and table provides the details about the flora and their measures and values.

Flora: Underdark

Below is a table which lists each plant included in this book, sorted alphabetically. Each plant has a quantity of material and a gold cost associated with that quantity. The costs listed are for high quality and adventurer-grade examples of each material.

Flora	Unit	Value
Abyssal Creep	10 lbs jar of newly fed creep	75 gp
Askume	5 lbs of whole Askume	50 gp
	one dose of Ashen Lung (professionally powdered Askume)	150 gp
Barrelstalk	one whole fungus, for use in agriculture	10 gp
Bluecap	15 lbs of the fruiting body	15 sp
Fire Lichen	10 lbs of fire lichen	1 gp
	1 bottle of Duergar Firewine	15 gp
	1 cask of Duergar Firewine	50 gp
	1 stonefire bomb	Not Sold, but is made for 250gp
Ironvine	200 cubic feet of ironvine	5 gp, but can range to 200 gp for adamant infused vines
Lady of the Cave	1 grown, potted 5-foot radius mushroom	75 gp
Lurden Tree	20 lurden berries	50 gp
	Lurden Bloodwine	100 gp to 500 gp, depending on time of year
Nimergan	a cask of Nimergan	20 gp unfermented, 50 gp professionally fermented
Ormu	5 lbs of fungus	3 gp
Ripplebark	20 lbs of fungus	40 sp
Sussur Tree	10 lbs of heartwood	5,000 gp

Tarcap	2 mushrooms	10 gp
Tessadyle	5 lbs of living tessadyle	500 gp
Timmask	1 mushroom	8,000 gp
	1 Jar of Timmask Powder (5 uses)	150 gp
Tongue of Madness	5 lbs of fungus	3 gp
	Tongue of Madness Serum	4,000 gp
Torchstalk	10 torchstalk	10 sp
Tunnelsong Shroom	1 living tunnelsong shroom, or one air spore	500 gp
Waterorb	10 full waterorb	10 sp
	1 drow/duergar-cultivated waterorb	125 gp
Zurkhwood	50 lbs of fungal wood	3 gp

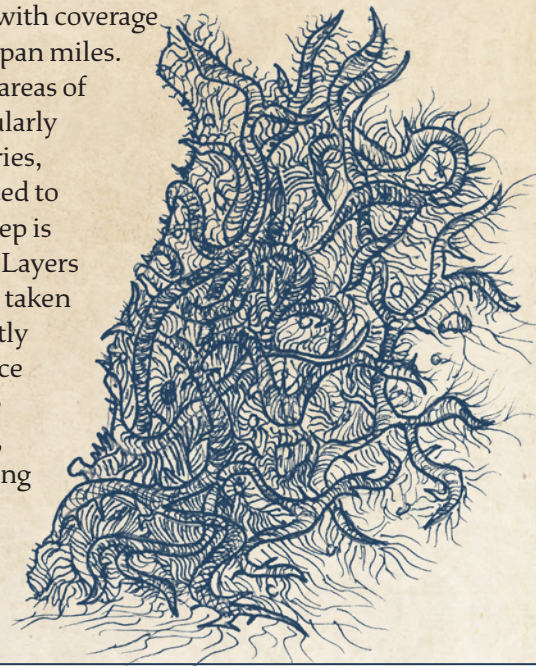
MATERIALS: UNITS

When gathering flora, the useful part of the plant varies. In the case of a flower, it might be each individual seed; or in the case of a tree, it could be cords of burl or specific cuts of lumber. The units and values shown here represent what is usefully gathered by a small adventuring band, which is likely far less than the amount of units a major lumbering organization can procur within a tenday.

Abyssal Creep

This demonic fungus appears as a sheet of black and rotting green flora that hugs the cavern rock tightly. Upon close inspection, travelers can see jagged clovers and pus-filled, pimple-like mushrooms in the midst of the writhing filaments that makes up the bulk of the sheet. The creep carried the smell of sun-kissed carrion and the acrid stench of acid-charred flesh. Abyssal creep coats entire caverns and cavern systems, with coverage that can potentially span miles. The creep grows out areas of faerzress with particularly weak planar boundaries, but is in no way limited to faerzress. Abyssal creep is native to the Infinite Layers of the Abyss, and has taken root more prominently in the Underdark since the weakening of the faerzress in 1486 DR, during the summoning of the Prince of Demons itself.

Abyssal Creep



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Every hour a creature without fiendish heritage spends in a cavern filled with the stuff, it must make a DC 12 Charisma saving throw. On a failure, the creature must roll on the long-term madness table in Chapter 8 of the *Dungeon Master's Guide* (or gains a level of madness if using the rules for madness outlined in *Out of the Abyss*).

Like most things of the abyss however, the creep's true evil is revealed in the presence of opportunity. Any dying creature in contact with abyssal creep automatically fails a death saving throw at the start of each of their turns. Each time a creature dies touching the creep, the creep grows a number of feet in every direction equal to that creature's hit points.

Askume

This reddish-orange lichen can be found in the rare warm areas of the Underdark. It clings to the stones that are warmed by volcanic activity or dry heat of the desert on the surface in small patches, dotting the cavern walls.

A patch of this lichen can be used to create a poisonous dust by crushing it into a fine particulate. A creature that inhales this dust must make a DC 13 Constitution saving throw. On a failed save, the target begins to choke and is unable to breathe. At the start of each of the target's turns, they must repeat this saving throw, ending the effect early on a successful save. If the target fails any of these saves by 5 or more, or fails three times, they begin suffocating until they make a successful save.

This dust is known as ashen lung by the assassins that deal in it. A single dose sells for 150 gold pieces.

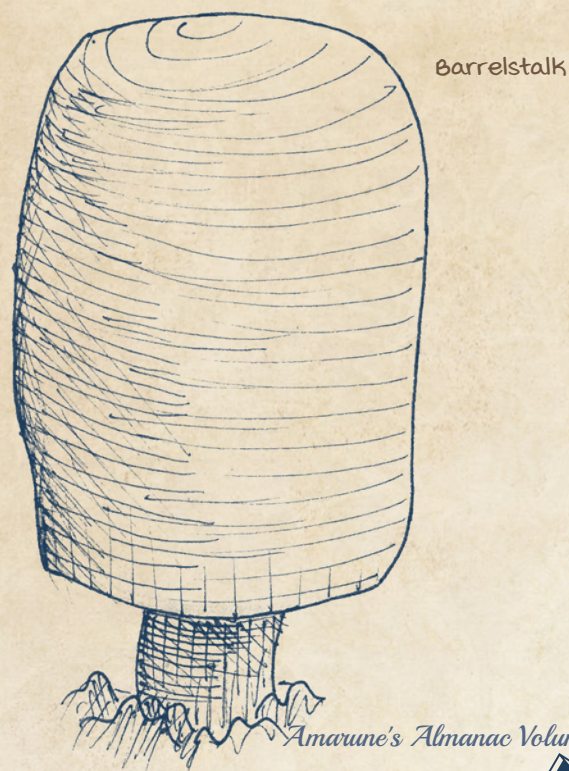
Barrelstalk

It's said that barrelstalk is a dwarf's favorite fungus. This stout fungus can grow up to 5 feet wide and 8 feet tall, though the average specimen is half that height. The exterior flesh of barrelstalk is hard and woody, but its inner flesh is soft and edible and said to taste like a cross between a potato and a carrot. The most notable part of barrelstalk is the reservoir of clean water in its center that can be tapped for easy access. This reservoir can contain up to 80 gallons of water. Farmers water this fungus with dirty water in order use it as a filter. Some dwarves have taken to watering it with various diluted alcohols in order to create reservoirs with unique tastes.

Creatures need to be very careful when tapping or eating from barrelstalks, however. After about 10 years of growth, the fungus's inner flesh becomes black and poisonous, signaling that the specimen is producing spores. Creatures eating or drinking from a poisoned barrelstalk must succeed on a DC 15 Constitution saving throw or become poisoned for 24 hours. If they fail this saving throw by 5 or more, they become incapacitated for the duration as they begin to vomit and become delirious. The spores themselves are harmless and are ejected by the barrelstalk into the air sporadically for the rest of its 20-year lifespan.

Bluecap

The primary component of sporebread, bluecap is a common fungus within the Underdark. It grows in almost any area, notably without the aid of faerzress like many other Underdark flora. These tall, slender mushrooms are named after their pale blue cap.



In addition to the Underdark, bluecap can be found in the High Moor and surrounding region known as the Western Highlands on the surface of Faerûn. The bread it creates is supremely nutritious and would certainly be found within the pack of any humanoid adventurer traveling within the Underdark.

The only other known use of bluecap is to be prepared into a poison-neutralizing broth. When creating a vial of antitoxin, a creature who succeeds on a DC 13 Wisdom check using an herbalism kit can grant the antitoxin the additional benefit of ending the poisoned condition on a creature who consumes it. This antitoxin's contents are distinctly blue, and easily identified compared to a standard vial.

Fire Lichen

Also called ember moss, this flora resembles a still painting of smoldering fire in its natural state. While fruiting, it extends pale-orange stalks to drop its spores onto creatures that brush against it. It grows in areas of geothermal heat, and can even withstand being near lava with little to no damage. Duergar are known to gather, mill, and ferment fire lichen to create firewine, a liquor so spicy it's said only dwarves can stomach it.

It is less known that fire lichen reacts very strongly to the presence of elementals of fire or portals to the elemental plane of fire. When within one mile of either, the fire lichen begins to glow with increasing intensity based on distance. At about 200 feet away from a source, the lichen's light reaches its peak, radiating 60 feet of bright light and 60 feet of dim light beyond that.

A skilled alchemist can perform a daring distillation of one pound of fire lichen while within 200 feet of such a source. It requires eight hours of work, at the end of which they must make a DC 20 Intelligence check using their alchemists' supplies. If they succeed, they obtain a vial of powdered fire, a compound said to be able to burn through nearly any substance once combusted. Its fire spreads quickly, but will always burn for exactly 12 minutes. On a failure, the sample is ruined. If the process is interrupted in any way, such as if the lichen is taken further than 200 feet away from the elemental source, the concoction immediately explodes with the force of a fireball.

STONEFIRE BOMBS

Infamous weapons of the Duergar, stonefire bombs are thrown explosives normally used during duergar sieges. They consist of a two-chambered ceramic casing. One chamber contains powdered fire, harvested from elemental infused fire lichen, and the other contains lantern oil. When the bomb is thrown, the casing shatters, allowing the powdered fire to ignite the oil into a flame that can burn through stone as if it were wood.

As an action, you can throw the stonefire bomb up to 20 feet, shattering it on impact. If you use a sling to hurl the bomb, you can use its normal range instead. Every creature and object or structure that isn't being worn or carried within 5 feet of the impact must make a DC 13 Dexterity saving throw or catch fire. At the start of each of their turns, a target on fire takes 2d6 fire damage, ignoring any non-metal object's toughness. A creature can end this damage by using its action to make a DC 13 Dexterity check to extinguish the flames.

Ironvine

These thin, wire-like vines grow in the wilds of the Underdark in complex interwoven masses. These dark grey-blue plants are a nuisance to most Underdark travelers, as they often completely block off passages. This would not be an issue, if not for the fact that when interwoven, these vines are as durable and immovable as a wall of iron. Their hardness comes from their ability to incorporate traces of minerals into their frame. This ability allows their small, drill-shaped seeds to grow right out of the stone. This means that there are actually some specimens of ironvine that are more durable than iron, should their roots encounter them, however they are most often found near iron deposits.

Some creatures find great use for the ironvines, however. Assassin vines and oozes tend to find safe haven beyond or within the lattice of ironvine. The slyth, a race of ooze-like humanoids, have used it as a fence around their entire city that only their kind can pass through. Creatures that can cast *speak with plants* can ask the vine to unwind itself and allow passage for up to a minute at a time. Svirfneblin are aware of the ironvine's mineral-absorbing properties and often use its presence as a guide for where to start new mineshafts.

Lady of the Caves

Often called ladies for short, these mushrooms grows low to the ground but can reach up to 30 feet in radius. It's a carnivorous fungus, often cultivated by drow and duergar alike for use in torture or execution. Its flat, stone-like cap is covered in rows of concentric stalagmite-like spikes. This camouflage is convincing, and requires a DC 15 Wisdom (Perception) check to realize the mushroom's surface is not natural stone. When it senses a weight at its center (at least 25 pounds), its piston-like stalks spring up, trapping every creature on its cap in a natural iron maiden where they are painfully digested.

Creatures on the cap when it springs must succeed on a DC 13 Dexterity saving throw if its radius is less than 20 feet, or DC 15 otherwise. On a success, the creature jumps to an unoccupied space not on the cap. On a failure, the creature is pushed to the center of the cap, takes 2d4 piercing damage, and is restrained. At the start of each of the creature's turns, it takes 4d4 acid damage. The cap unfurls if a trapped creature uses its action to succeed on a Strength saving throw against the initial DC, or if the cap takes fire damage. After it springs, the mushroom can't attempt to trap a creature again for the next hour.

When it comes time to reproduce, ladies spring on a victim and inject them with spores. They then let go. Eventually, the spores burrow back out of the skin and drop to the stone floor, where they begin to grow anew.

Luurden Tree

The luurden tree is a tree that only grows in the faerzress. Its bark is pale, rough and flaky, and its branches are gnarled to the point where they appear to spiral. The tree appears dead, which is believed to keep sap-seeking fauna at bay.

The tree would be entirely unremarkable as far as underdark trees go, if not for the fact that once every three to four years it produces a small amount of crimson fruit, called bloodfruit. This teardrop shaped fruit can be peeled like a banana to reveal bitter, citrusy flesh that is prized in the creation of expensive underdark wines and elixirs.

Methods to cultivate the Luurden is a well-kept secret, kept by a few drow houses (including the famed House Hunzrin of Menzoberranzan). The luurden's bloodwine could be sold for 10 to 50 times the price of normal exclusive wines. Some of these houses claim that bloodfruit are potent reagents in defensive and healing potions, but the voracity of these claims is disputed because the houses do not sell many of these potions.

Nimergan

Coveted by the duergar, nimergan is a fungus that serves a unique purpose within the Underdark. The small, beige mushroom only grows to be an inch or two tall, three inches at its maximum. Its stem is dotted with many dark brown bumps, a parasitic organism that feed on the stem of the nimergan.

Once the nimergan reaches maturity, it is harvested and sealed in a cask not unlike a wine or spirits cask. The parasitic organism feeds on the nimergan, and creates a fermented liquid that serves as a potent alcohol. The potency of this alcohol varies depending on the time spent casked. Nimergan that has been casked for too long can become so potent that it can be lethal.

When brewing nimergan to drink, you must make a DC 15 Wisdom check using brewer's supplies. A failed check represents a batch that is allowed to become too potent, turning it poisonous. When brewing it as a poison, you must make a DC 15

Nimergan



Lady of the Caves



Intelligence check using a poisoner's kit. A failed check represents a batch that is finalized too early, leaving it as a normal alcoholic beverage.

When the substance is poisonous, a creature who imbibes it becomes poisoned for 1d4 – 1 hours and must make a DC 12 Constitution saving throw or fall unconscious for 1d4 – 1 hours. If the result of this d4 is 0, the creature must begin making death saving throws as if they are at 0 hit points. Curing the poison, or receiving magical healing of any kind, automatically stabilizes the target.

Ormu

This phosphorescent fungus can be found in the warmer areas of the Underdark, close to water sources and steam vents. The most likely place to find it is near the volcanic regions of the Lowerdark. Patches of ormu moss are easily spotted as they illuminate the area within 5 feet of them with an eerie green glow.

The surface of the moss has a fine dust-like powder that coats the skin of creatures that move through it, leaving a trail of glowing prints as they move away. Drow and duergar use this powder for a variety of ritual skin paints, makeup, and tattooing.

The moss itself, when dried and crushed, produces enough of the powder to create glowing pigments for clothing and paints. These paints are commonly used to mark warnings or threats to surface-dwellers who encroach on the Underdark. A phosphorescent ink can also be created with this powder, which is occasionally used by wizards and alchemists to encode ciphers into their notes by writing only certain characters in the special ink. When this ink is used as a material component for conjuration spells, the object or creature created by that spell emits a soft green glow, creating dim light within 5 feet.

AMARUNE'S NOTE: A LIGHT IN THE DARK

Arcloth loves finery. Especially during these travels, he has grasped desperately onto that life whenever he can. So when we arrived in Delufir and he saw ormu-infused linens for sale, with their golden-green glow, he just had to have a cloak made of it. His fervor for this purchase was commendable, but the impracticality of a glowing cloak within the depths of the Underdark can't be overstated. It only took an hour or so of travel before we were so harried by the moth-like creatures that swarm any lightsource down here that we had to leave the unfortunate thing behind. Arcloth was so crushed. I did procure some of the ink and dye for my tome, perhaps I'll surprise him with something once we return to the surface.

Ripplebark

Well known to the orcs and goblinoids of the Underdark as a staple food, this mushroom gets its name both from the fact that it grows in shelves between the rippling lines of cavern walls, and for the wave-like rippling texture on the top of its cap. The underside is a dark crimson with dripping red ribbons that cause the ripplebark to look like drying, rotting meat. Despite its appearance, toasted ripplebark is said to have a nutty flavor with a texture like a hard cookie. An average collection of ripplebark can be harvested for 1d6 + 4 pounds of food.

Ripplebark is unusually versatile for an Underdark fungus: it grows faster when exposed to sunlight or volcanic heat. The plant can lay dormant for years during periods of drought or extreme temperature with no damage, and dead or scorched ripplebark is even said to turn nonmagical diseases harmless. Its spores are cast into the air of its tunnels, and pass through the creature's body harmlessly like other wastes when eaten or inhaled. The spores themselves can use decaying flora, fauna, waste, or even nutrients from the air to grow.

Less known is that ripplebark can be made into a substance known as longbite, a special food-substitute for dragons. Made by the great steel dragon Zundaerazylym before the Spellplague, just 350 pounds of longbite can sustain a dragon for between three months and half a year, depending on its level of activity. A variant of this concoction, known as soft-scale soak, is said to slow the aging of dragons as well as completely regenerate any wounds they have suffered.



Ripplebark

AMARUNE'S NOTE: WHISPERS OF ZUNDAERAZLYLM

When Arclath and I were passing through Neverwinter, we stayed in luxurious rooms of the moonstone mask tavern. In my dreams, I heard distant whispers that grew nearer and nearer. I assumed they were more fleeting memories of Elminster until the whispers introduced themselves. Zundaerazylym, the ancient Steel Dragon, or at least someone claiming to be her, was lonely and looking for someone to chat with. The Spellplague had robbed her of much of her power and her mind was sealed within a magic item in order to live on. However, life without practicing her beloved alchemy was barely life at all. Not wanting her recipes to fade into the forgotten with her, she practically talked my ear off that night.

Because I don't want to anger a dragon, even a disembodied one, I will share with you her personal recipe for "longbite". A magic syrup is concocted from a potion of vitality, four dissolved air spores (harvested from the tunnelsong shroom), the sap of an ash or oak tree, 10 dissolved pearls worth at least 100 gp each, and 25 pounds of powdered bloodroot. Place in a large vessel with up to one ton of ripplebark and fill with fresh water to cover the ripplebark. Let marinate for a month. Furthermore, a soft-scale soak could conceivably be made of the same recipe, but instead replacing the bloodroot with the powdered shell of three dragon eggs. Unfortunately, Zundaerazylym never completed her soft-scale soak recipe. Hopefully, some more intrepid alchemist than I will accept that challenge.

Sussur Tree

The sussur tree is one of the few trees that manage to thrive in the wilds of the Underdark. Also called the deeproot tree, the sussur grows only large caverns suffused with the faerzress. It can grow up to 60 feet tall, with incredibly gnarled branches. Its roots are aerial, stemming from the body of the trunk and piercing the stone around it.

Instead of feeding on light—the tree itself has very few leaves—the sussur feeds on magic. They feed so rapidly and completely that the area around a given tree behaves as if under the effects of the antimagic field spell. The exact radius depends on the tree, but usually the radius is equal to a number of feet equal to ten times the tree's height.

The flesh of the sussur tree is therefore one of the substances most dense with magic in multiverse. Drow archwizards have supposedly used foci wrought of sussur flesh as the centerpiece for powerful, permanent enchantments. Gathering the substance is very dangerous however, as a damaged

sussur is known to radiate wild magic in the radius beyond its natural antimagic field for months.

The foremost sages are currently divided as to how the sussur reproduces. Some believe the tree uses wild magic to magically transport seeds or conjure saplings in other areas of the Underdark, while others believe the trees are placed there by chosen of Mystra or other magical gods through a secret seeding ritual.

Tarcaps

This unusual mushroom is black as pitch, and is covered in a tar-like black mucus known as elgn'dro by the drow, which can be translated as "that which lies between life and death." The mushroom is rare, glowing only in the darkest caverns. Exposure to light of any kind hardens the mucus into a useless, crumbly gray mass. Exposure to daylight causes the mushroom to wither and die immediately.

To most species, tarcaps are utterly mundane. It is neither edible nor poisonous. Its mucus is resistant to dilution in most reagents, rendering it not even good for ink. To the drow however, this mushroom is a secret weapon. The spores of the tarcaps emerge into the tar-like liquid roughly once a month. During this time, drow alchemists work feverishly over 4 days in their intricate laboratories, distilling the elgn'dro with refined spider venom under the blackest darkness. At the end of this process, they have 1d6 doses of the drow's infamous knockout poison.

Tessadyle

This stringy, fibrous fungus is cultivated within the Underdark by mind flayers. It is psionically reactive and is used by the mind flayers to craft cloth with which to make clothing that responds to psionic abilities.

The tessadyle itself grows more like a vine than many other fungi. A single specimen can cover a section of loose earth and stone up to ten feet in diameter. Creatures accustomed to traveling within the Underdark know that to find tessadyle means to have found trouble as it thrives in the presence of psionic beings.

The tessadyle is known to be fashioned into the tessadyle robe (a piece of apparel favored by the Creative Creed). A non-illithid creature in possession of a tessadyle robe would draw concern as to how they acquired it, but similar, yet less potent creations, exist outside the mind flayer collectives (such as the tessadyle vest).

Timmask

Also known as "the devil's mushroom", this rare toadstool can be found within the Underdark close to portals to the lower planes. It's large, stout cap can reach up to 2 feet in width and height, and can be identified by its orange and red stripes. The smell of this mushroom is acrid, not unlike sulphur and ash.

Harvesting the mushroom can be dangerous, as disrupting it will cause it to shake off a cloud of spores within a 15-foot radius. Any creature within the radius that breathes must make a DC 14 Constitution saving throw or become poisoned for 1 minute. While poisoned this way, the creature is under the effect of the *confusion* spell. This preservation technique doesn't stop the demons from the lower planes who covet its flavour from entering the Underdark to feast on the mushroom caps.

The danger, however, is not without its reward if you are able to fend it off. Timmask can be used to enhance the successfulness of spells that conjure demons, such as *summon lesser demons*. When used as a material component, the demon is less likely to have a predisposition towards attacking its summoner and their allies. In addition, when used as a material component for necromancy spells that create undead, such as *animate dead*, the duration of the animation is doubled.

A full grown and completely intact mushroom sells for up to 8,000 gold pieces, but it is more commonly found in a sealed jar of powder, enough to provide material components for up to five spells. These jars are sold for 150 gold pieces.

Tongue of Madness

This fungus grows on shelves along cavern walls, and its fruiting body bears a strong resemblance to a human tongue. Though its appearance in a natural cave may unsettle the weary traveler, it is quite edible. However, upon eating the tongue, the creature must succeed on a DC 12 Constitution saving throw or compulsively speak aloud its every thought for the next hour. At the end of the hour, to avoid the embarrassment, many creatures have claimed a madness or stupor had overtaken them.

It is a very well kept secret, requiring a DC 25 Intelligence (Nature) check to discern or recall, that one pound of this tongue can be distilled with the brain of a creature that had at least 17 intelligence to create a serum that, once imbibed, causes the drinker to immediately enter a one-hour stupor that causes it to truthfully answer

any question asked to it. The distilling process takes three tendays of dedicated eight-hour workdays, culminating in a DC 20 Intelligence check using alchemist's supplies. On a success, one vial of the truth serum is produced. On a failure, the materials are wasted.

Torchstalk

Torchstalks are black mushrooms that can grow up to two feet tall. Their bowl-shaped caps are combustible, and once lit, burn very cleanly for the next 24 hours. Actively carrying a light is seen as foolish by most underdark races, but these mushrooms do find use when starting cooking fires or scaring away unintelligent beasts.

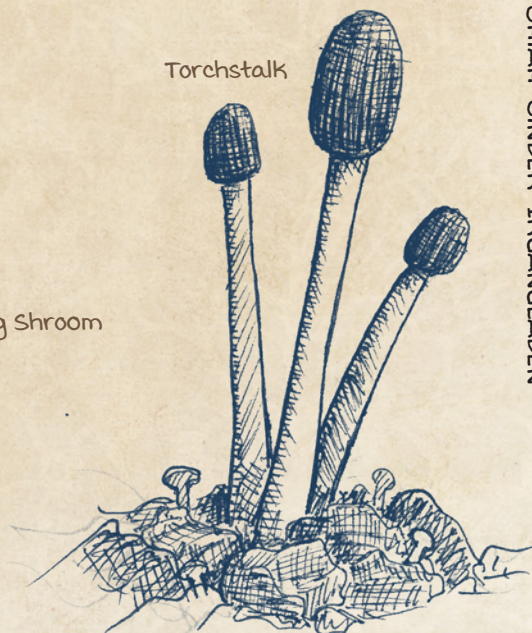
These useful mushrooms come with a drawback, however. Whenever one is burned, there is a 1-in-6 chance it explodes in a burst of ready spores, causing creatures within 10 feet of the stalk to take 1d6 fire damage. Some have alleged that the shield dwarves of the Silver Marches have been working on a war machine that makes use of this explosive property by stringing many torchstalks together, although there is no evidence of the claim.

Tunnelsong Shroom

The air through most of the Underdark is known for being still and stagnant, but some tunnels breathe. Tunnels connected to the Elemental Plane of Air, or even Pandemonium, release gales into select tunnels of the Underdark. Wherever these gales ring, the haunting flute-like melody of the tunnelsong shroom is likely to follow. It is immediately recognizable, as its stone-purple pyramidal cap is pocketed with large, tapering holes that create its eerie fungal song when winds rush



Tunnelsong Shroom



Torchstalk

through it. Some bards of the Underdark swear that a pilgrimage to the grounds of these mushrooms can improve your ear for song.

Every decade or so, a tunnelsong begins to weave the wind that passes through it into a single spore, a pearl, of elemental air. When it reaches the size of an orange, it bleeds through the flesh of the mushroom and floats its way through the caves, until it reaches a perch to start its own, unique tunnelsong. If this air spore is eaten by a creature, the creature cannot suffocate for the next 2d4 days.

Waterorb

This spherical dark-blue fungus grows in shallow waters, along the banks of where larger bodies tend to deposit their detritus. Water orbs are well known among travelers of the Underdark, as the average, mature orb can be squeezed like a sponge to produce 1 gallon of water and the remaining husk can be harvested for a pound of rubbery, tasteless food.

These fungi are perfectly mundane, but selective breeding by drow and duergar, as well as some contributions from the illithids, have created a domesticated species of waterorb that grows extremely large (up to 8 feet in diameter, a record held by Hunzrin drow). This species has see-through skin and holds all of its water in a reservoir, rather than inside the skin. They are most often used as aquarium pieces and as containers to grow other plants and fungi that otherwise only grow

underwater. They can perpetually replicate the environment of larger Underdark bodies of water, as long as they are bathed in water from that body while still immature.

Zurkhwood

One can't speak of the Underdark fauna without talking about the near-ubiquitous zurkhwood mushroom. These mushrooms are capable of growing up to 40 feet tall in the classic mushroom shape. Their caps tend to be a light gray, but can range to unsaturated crimson to a pale blue-grey. Zurkhwoods have two major defining properties: their hard, wood-like stems, and their large, grain-like spores.

The zurkhwood provides the Underdark races with its "lumber". The thick hyphae that make up the stem contort through each other in intricate, ornate ways. This is the source of its hardness, and allows the flesh to be processed and stained to bring out its organic pattern, much like surface lumber. Zurkhwoods eat up almost any substance in the soil it feeds from, so some specimens can even produce patterns of gold and silver.

The zurkhwood's pea-sized spores fall from the massive fins on the underside of the mushrooms once a fortnight, producing up to eight pounds of food in a single haul. The spores are bland and dry, but they are a filling foodstuff in the expanse of barren tunnels.



Zurkhwood

REGIONAL BEASTS TABLE

	Angler Worm	Blasting Jelly	Bloodbites	Deep Dragon	Drowbane	Fire Bat	Ghaunadan	Knell Beetles	Phaerimm	Rockmite	Sharn	Spore Weaver
Deep Raurin	✓	✓		✓	✓			✓	✓		✓	
Raurin Rift					✓	✓	✓	✓				
Gauth Grottoes		✓	✓	✓	✓				✓	✓	✓	✓
Great Bhaerynden	✓	✓	✓	✓	✓				✓	✓	✓	✓
The Darkgulf	✓	✓		✓								
Lightdrinker	✓					✓		✓				
The Lightless Sea	✓	✓										
Great Rift	✓	✓	✓	✓	✓				✓	✓	✓	✓
Netherese Caverns		✓		✓	✓				✓	✓	✓	
Old Shanatar		✓	✓	✓	✓				✓	✓	✓	
Lake of Radiant Mists		✓		✓								
Sea of Buried Ice		✓										
Tharsuldeep	✓	✓	✓	✓	✓				✓	✓	✓	✓
The Arnvault	✓	✓		✓	✓				✓	✓	✓	✓
The Buried Realms		✓		✓	✓	✓			✓	✓	✓	✓
Heart of the Dark						✓		✓			✓	
The Darklands	✓	✓	✓	✓	✓				✓	✓	✓	✓
Giant's Chalice		✓	✓									
The Deep Reach		✓										
The Pit of Jhaam	✓				✓	✓		✓				
The Deep Wastes		✓	✓	✓	✓	✓			✓	✓	✓	✓
Lake of Shadows		✓		✓								
Lorosfyr					✓	✓		✓				
Moondeep Sea		✓		✓								
The Reachmere		✓		✓	✓							
The Earthroot		✓	✓	✓	✓	✓			✓	✓	✓	✓
The Burgeoning Rift		✓		✓	✓	✓		✓	✓	✓	✓	✓
The Ramparts of Night					✓	✓		✓			✓	
The Cold Sea		✓		✓								
The Firelands	✓	✓	✓	✓	✓		✓		✓	✓	✓	
The Burning Rift					✓	✓	✓					
The Glimmersea		✓		✓	✓	✓			✓	✓	✓	
The Northdark		✓	✓	✓	✓	✓			✓	✓	✓	✓
Araumycos			✓									✓
The Darklake		✓		✓	✓							
The Far'Drimm		✓	✓	✓	✓				✓	✓	✓	✓
The Labyrinth		✓	✓	✓	✓	✓			✓	✓	✓	✓
The Sharnlands		✓	✓	✓					✓	✓	✓	✓
The Serpent Deeps	✓	✓		✓	✓	✓			✓	✓	✓	
The Spawning Deep					✓	✓		✓				
Throargar						✓		✓				

Italics= Abyss, **Bold**= Lake, **Bold Italics**= Araumycos

Beasts and Monsters

The Underdark is teeming with all manner of creepy crawlies. Every corner hosts some new horrific monstrosity and magic-infused evil. In this journal, I've written about the twisted variations of beast and monster that I've encountered in my travels, but this list is by no means exhaustive. I don't even believe Elminster or Volo could catalogue every creature spawned from the depths.

Angler Worm

If you come across a glowing stalactite in the darkness of the underdark, do not mistake it for a shelter of light, for it might be the lure of an angler worm. Ensconced motionless in the rock, the worm waits for prey to be attracted to its dangling light, before surging forth and swallowing them whole. Smaller than their purple cousins, the angler worms rely more on stealth and ambush. Their outer hides are often grey and rugged to better blend in with their rocky surroundings.

Angler Worm

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 50 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	7 (-2)	20 (+5)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Con +9, Wis +3

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9

Languages —

Challenge 10 (5,900 XP)

Ambusher. The worm has advantage on attack rolls against surprised creatures. If the worm surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 13 (3d8) damage from the attack.

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Glowing Lure. The worm has a protruding lure that dangles in front of its maw, which sheds bright light in a 20-foot radius and dim light for an additional 20 feet. While burrowed, the worm can dangle this lure in an open space within 10 feet of it, while the rest of the worm remains burrowed.

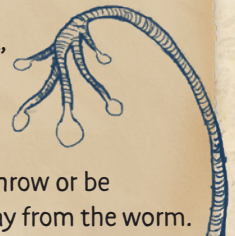
Actions

Multiattack. The worm makes two attacks: one slam attack and one bite attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 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 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 20 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 20 feet of movement, exiting prone.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Strength saving throw or be knocked prone and pushed 5 feet away from the worm.



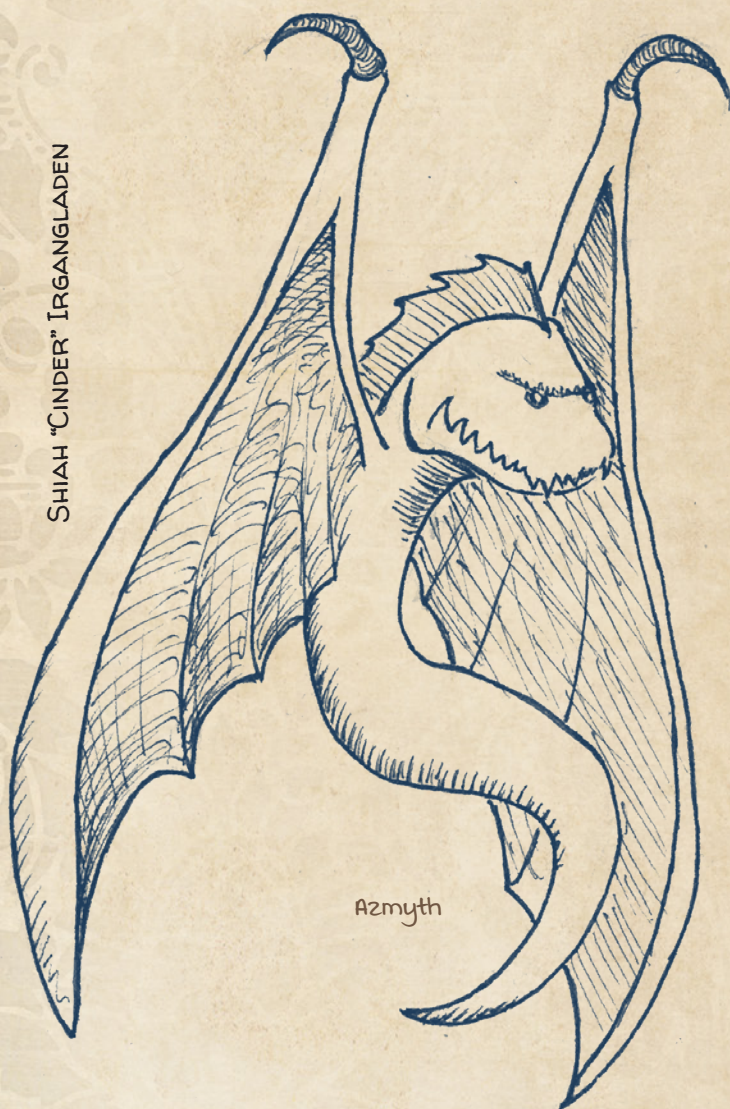
Angler Worm

SHIAH "CINDER" IRGANGLADEN

Azmyth

Part of the collective species known as deep bat, these creatures are unlike almost any surface bat. It's appearance leaves some scholars wondering if deep bats are more closely related to coatl than the airborne vermin who share their name. Their body is snake-like, and equal to or (rarely) longer than its wing span. It's skin ranges from dull, stoney greys to more vibrant hues such as green and lavender.

In addition to this distinguished appearance, the azmyth are also unique in their intelligence. Above average for a beast, they use this cunning and an innate ability for telepathy to create mutually beneficial bonds with other creatures, and more often with those who wander the Underdark than those who settle within its cities.



Azmyth

Small beast, chaotic neutral

Armor Class 13

Hit Points 33 (6d6 + 12)

Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	13 (+1)	14 (+2)	6 (-2)

Skills Perception +4, Stealth +5

Senses blindsight 120 ft., passive Perception 14

Languages understands Common but can't speak it, telepathy 60 ft.

Challenge 1 (200 XP)

Echolocation. The azmyth can't use its blindsight while deafened.

Keen Hearing. The azmyth has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Multiattack. The azmyth uses Discharge Lightning if it can, or makes a talons attack. It then makes a bite attack.

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

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

Discharge Lightning (Short or Long Rest). The azmyth makes a talon attack. If the attack hits, the target must make a DC 12 Constitution saving throw, taking 9 (2d8) lightning damage on a failed save, or half as much damage on a successful one. A creature that fails its save also can't take reactions till the end of its next turn.

Meld (1/Day). The azmyth magically turns invisible until it attacks, moves, or until its concentration ends, up to 1 hour (as if concentrating on a spell). It also dampens sounds in an aura extending 10 feet from it. Any creature outside the aura has disadvantage on Wisdom (Perception) checks made to hear any sound coming from within the aura.

Blasting Jelly

Medium ooze, unaligned

Armor Class 9

Hit Points 37 (5d8 + 15)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	16 (+3)	1 (-5)	4 (-3)	2 (-4)

Damage Resistances acid, cold

Damage Immunities poison

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 1 (200 XP)

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

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

Explosive. When the jelly takes 5 or more fire damage at once, the entire ooze combusts in a large explosion, killing it instantly. Each creature within 20 feet of the ooze must make a DC 13 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much on a success. Each creature within 40 feet of the ooze must succeed on a DC 13 Strength saving throw or take 10 (3d6) thunder damage and be knocked prone. Objects and structures within the area also take this damage.

Actions

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage plus 4 (1d8) acid damage, and the target must succeed on a DC 13 Strength saving throw or be grappled by the ooze. While grappled, the creature has disadvantage on Dexterity saving throws. The ooze can have up to 3 targets grappled at once with its pseudopods.

Blasting Jelly

A duergar artificer created a new way of excavating tunnels through the thick stone of the underdark, an explosive ooze that could crawl into crevices and then be detonated from a distance: the blasting jelly. Many such specimens have wandered off into the depths of the underdark, acting on their primal ooze instincts. The duergar are either uncaring or unaware of their tool's escape, and sometimes even deploy them as weapons of indiscriminate destruction. The jellies are amorphous creatures of a translucent red gelatin. Close inspection reveals fine white particles suspended in the jelly throughout its body.

If subdued without detonation, the inert jelly can be repurposed into a smaller scale explosive.

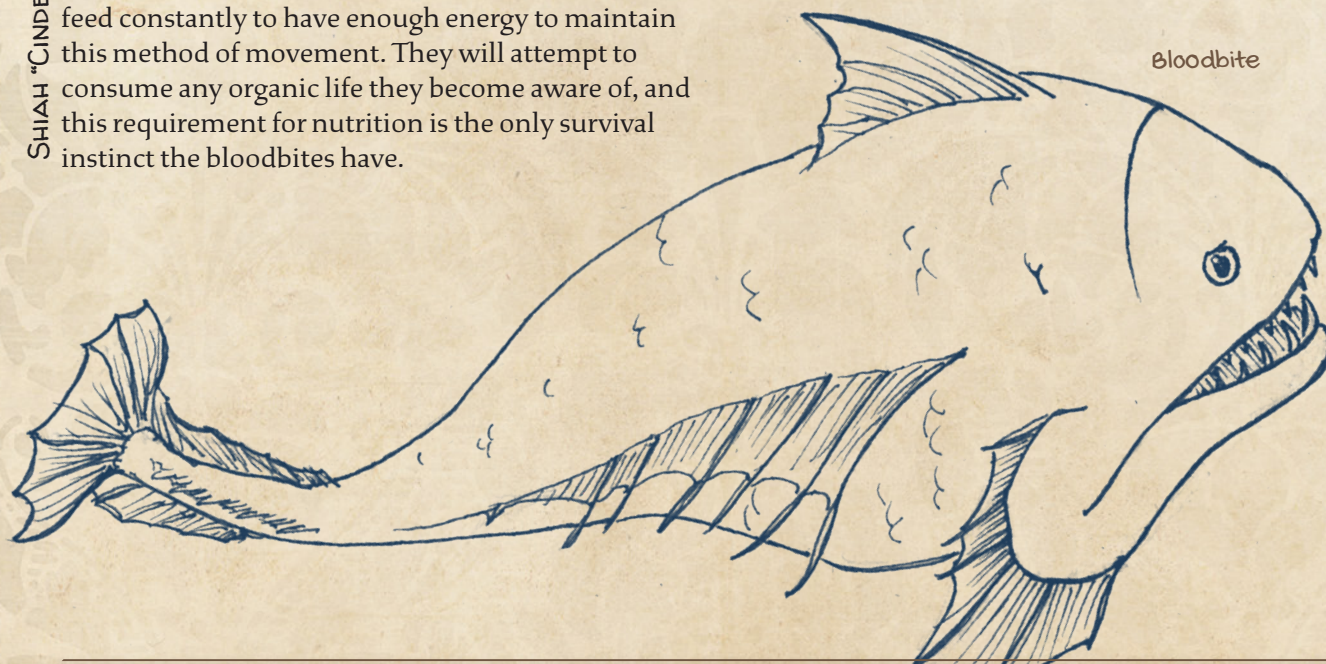


Blasting Jelly

SHIAH "CINDER" IRGANGLADEN

Bloodbites

These ferocious little beasts are a noted nuisance within the Underdark. They resemble the common quipper, a fish from the world above, but are able to move through the air with the power of their jaw muscles and bite alone. As a result, they must feed constantly to have enough energy to maintain this method of movement. They will attempt to consume any organic life they become aware of, and this requirement for nutrition is the only survival instinct the bloodbites have.



Swarm of Bloodbites

Large swarm of Tiny beasts, neutral evil

Armor Class 14 (natural armor)

Hit Points 78 (12d10 + 12)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	12 (+1)	2 (-4)	8 (-1)	2 (-4)

Skills Stealth +7

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 5 (1,800 XP)

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

King's Command. The swarm has a king at its core (AC 19; 10 hit points) that the swarm protects at all costs. The king can only be damaged by an attack that targets only one creature. While the king is alive,

the swarm has advantage on Dexterity saving throws and resistance to all damage. If the swarm dies, the king dies too.

Overwhelm. If the swarm makes an attack against a creature, that creature has disadvantage on opportunity attacks against the swarm for the rest of the turn.

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

Actions

Multiattack. The swarm makes two bite attacks. It can't make both attacks against the same target.

Bites. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one target. *Hit:* 28 (8d6) piercing damage or 14 (4d6) piercing damage if the swarm has half of its hit points or fewer.

Reactions

Protect the King. When a creature targets the king with an attack, the swarm can block it, becoming the target instead.

Cavvekan

These odd looking dogs are denizens of the Underdark and well suited for its unique terrain and properties. They resemble bats and similarly rely on hearing over sight to hunt prey. In truth, their sight is so poor that its a widely held belief that they are actually blind. Instead of fur, they have a slick black skin that allows them to slip through small crevices and chase small animals and insects.

The cavvekan are kept and domesticated by the races of the Underdark, such as drow, duergar, and svirfneblin for use as hunting animals and rarely as pets. They can be found on the surface, although often as a result of being abandoned there by drow raiding parties.

Cavvekan



NATHANAËL ROUX

Cavvekan

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 27 (5d6 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +5

Senses blindsight 120 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

Echolocation. The cavvekan can't use its blindsight while deafened.

Keen Hearing and Smell. The cavvekan has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Light Blindness. The cavvekan has disadvantage on Wisdom (Perception) checks that rely on sight, and is blinded while in sunlight.

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

Pounce. If the cavvekan moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the cavvekan can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

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

Deep Dragons

Also known as purple dragons, these rare and relatively unknown chromatic dragons live exclusively within the Underdark and Shadowfell, where the light of day can't reach. Commonly mistaken for black dragons, the deep dragons have a more serpentine appearance and iridescent purple scales that shimmer in the scant light of torchstalks and phosphorescent fungi.

When presented with the reality that these dragons covet exploration and discovery over power and wealth, some would scoff – considering the Underdark a place with no diversity compared to the surface. However, the sheer depths of the world's interior and its rifts to other worlds provide these explorers with ample discovery to do.

Creature of Darkness. Much like how the magic of faerzress burns away in the light of the sun, so do deep dragons themselves. Only out of absolute necessity will a deep dragon come to the surface, and such necessities are nearly mythical as the dragon keeps contingency routes to the Shadowfell and other areas of the Underdark available at all times.

Stalk and Swoop. When hunting, deep dragons prefer large and open caves, particularly those with bodies of water such as the Darklake, where they can fly in amongst the cavern's ceiling and swoop into the water to catch sea life like kuo-toa and aboleths to consume.

Unexpected Allegiances. The presence of a deep dragon near a settlement in the Underdark would be a threat, if not for their willingness to broker mutually beneficial arrangements, typically with the drow exchanging protection for sacrifices. Zz'Pzora, a mutated two-headed deep dragon who resided near Menzoberranzan had such an arrangement with a drow wizard named Liriel Baenre, and died from injuries sustained killing another of her kind in an effort to help her reclaim an amulet that could carry the magic of faerzress to the surface of Toril.

A Deep Dragon's Lair

Deep dragons are denizens of the Underdark. While other dragons make lairs within these depths, the Underdark itself can be considered a deep dragon's lair. Most known deep dragons, however, keep a lair close to drow settlements. In exchange for protection and knowledge, the dragon receives sacrifices and other bounties from the drow. These lairs consist of twisting tunnels, are often suffused with faerzress, and antechambers are packed with loose silt and dirt that the dragon burrows into, to lay eggs and stay out of sight.

The hoard of a deep dragon contains coins and gemstones like any other dragon, but their most prized possessions are cartography related. Rare maps, enchanted tools, and similar. The dragon's sensitivity to sunlit areas relegates them to the Underdark and Shadowfell, so maps provide a glimpse of knowledge into the world above for them to cherish.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The cave shakes and stalactites fall from the ceiling within 120 feet of the dragon. 2d6 stalactites fall onto 5-foot squares on the ground of the dragons choice. Any creature directly underneath a falling stalactite must make a DC 15 Dexterity saving throw, taking 10 (3d6) piercing and 10 (3d6) bludgeoning damage on a failed save, or half as much on a successful one. The rubble remaining in each of these spaces becomes difficult terrain. A creature in the area of more than one falling stalactite is affected only once.
- A tremor shakes the lair, collapsing a tunnel and also creating a new opening within 120 feet of the dragon. The dragon can fill an unoccupied space it can see with rock, up to a 10 foot cube, and also excavate a space of rock that it can see with the same dimensions.
- A miasma of faerzress begins to emanate from the rocky surfaces within 120 feet of the dragon. It lasts until initiative count 20 on the next round. Each creature that starts its turn within 10 feet of a solid rock surface must make a DC 13 Intelligence saving throw, or become incapacitated until the end of its turn.

Regional Effects

The region containing a legendary deep dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Collapsing tunnels are common within 6 miles of the dragon's lair.
- Faerzress infused monsters are common within 1 mile of the lair, as well as fungi that rely on faerzress for sustenance.
- Within 1 mile of the dragon's lair, some tunnels lead to the Shadowfell. These tunnels are unassuming and might have been mundane when traversed previously.

If the dragon dies, these effects fade over the course of 1d10 days.

Deep Dragon Wyrmling

Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft., burrow 20 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	15 (+2)	12 (+1)	13 (+1)	14 (+2)

Saving Throws Dex +2, Con +4, Wis +3, Cha +4

Skills Perception +5, Stealth +2

Damage Resistances cold, fire

Damage Immunities psychic

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Draconic, Undercommon

Challenge 4 (1,100 XP)

Shapechanger. The dragon can use its action to polymorph into a Small draconic snake, or back into its true form. It reverts to its true form if it dies.

While in snake form, its flying speed is 10 feet, and it has a burrow and swim speed of 40 feet. Also, its AC becomes 15. Its statistics, other than its AC and speed, are unchanged. In this form, it can squeeze through spaces as small as 1 foot at its normal speed.

Amphibious (Snake Form Only). The dragon can breathe air and water.

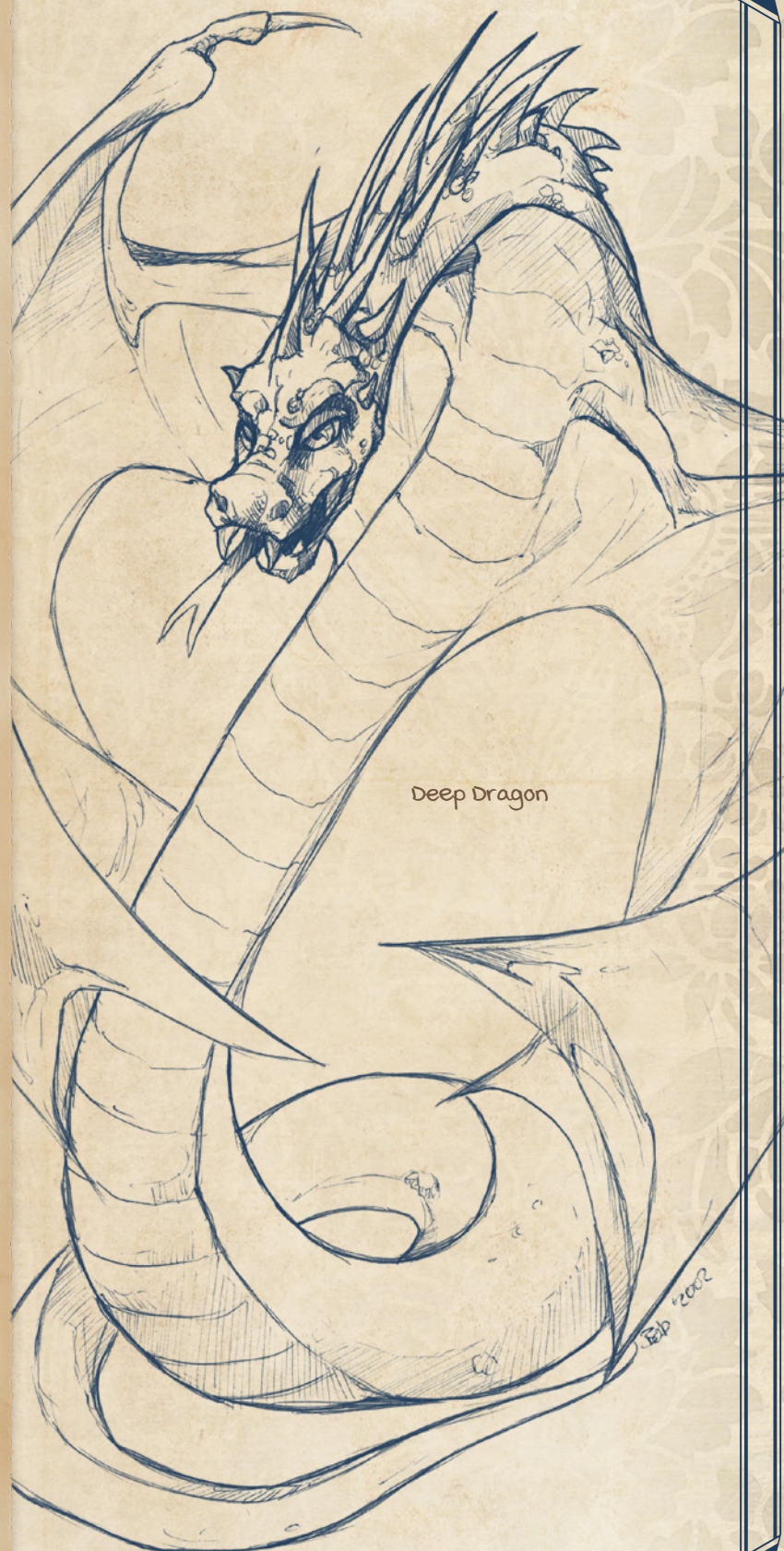
Sunlight Hypersensitivity. The dragon takes 10 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) psychic damage.

Constrict (Snake Form Only). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16) if it is Medium or smaller. Until the grapple ends, the creature is restrained, and the dragon can't constrict another target.

Dazing Breath (Recharge 5–6). The dragon exhales gas in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw. On a failed save, the target takes 17 (5d6) psychic damage and is incapacitated until the end of their next turn. On a successful save, the target takes half as much damage and isn't incapacitated.



Deep Dragon

Deep Dragon



Young Deep Dragon

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 161 (17d10 + 68)

Speed 40 ft., burrow 20 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	19 (+4)	14 (+2)	15 (+2)	19 (+4)

Saving Throws Dex +4, Con +8, Wis +6, Cha +8

Skills Perception +10, Stealth +4

Damage Resistances cold, fire

Damage Immunities psychic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, Elvish, Undercommon

Challenge 10 (5,900 XP)

Shapechanger. The dragon can use its action to polymorph into a Medium draconic snake, or back into its true form. It reverts to its true form if it dies.

While in snake form, its flying speed is 20 feet, and it has a burrow and swim speed of 40 feet. Also, its AC becomes 16. Its statistics, other than its AC and speed, are unchanged. In this form, it can squeeze through spaces as small as 5 feet at its normal speed.

Amphibious (Snake Form Only). The dragon can breathe air and water.

Sunlight Hypersensitivity. The dragon takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Dragon Form Only). The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) psychic damage.

Claw (Dragon Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Constrict (Snake Form Only). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the target is grappled (escape DC 20) if it is Large or smaller. Until the grapple ends, the creature is restrained, and the dragon can't constrict another target.

Dazing Breath (Recharge 5–6). The dragon exhales gas in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw. On a failed save, the target takes 42 (12d6) psychic damage and is incapacitated until the end of their next turn. On a successful save, the target takes half as much damage and isn't incapacitated.

Adult Deep Dragon

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 237 (19d12 + 114)

Speed 40 ft., burrow 20 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	23 (+6)	14 (+2)	16 (+3)	21 (+5)

Saving Throws Dex +6, Con +12, Wis +9, Cha +11

Skills Perception +15, Stealth +6

Damage Resistances cold, fire

Damage Immunities psychic

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25

Languages Common, Draconic, Elvish, Undercommon

Challenge 17 (18,000 XP)

Shapechanger. The dragon can use its action to polymorph into a Large draconic snake or Medium humanoid, or back into its true form. It reverts to its true form if it dies.

While in snake form, its flying speed is 30 feet, and it has a burrow and swim speed of 40 feet. Also, its AC becomes 17. Its statistics, other than its AC and speed, are unchanged. In this form, it can squeeze through spaces as small as 10 feet at its normal speed.

When polymorphing into a humanoid form, its challenge rating must be no higher than its own. The dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

Amphibious (Snake Form Only). The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Sunlight Hypersensitivity. The dragon takes 30 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Dragon Form Only). The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 7 (2d6) psychic damage.

Claw (Dragon Form Only). Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Constrict (Snake Form Only). Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage, and the target is grappled (escape DC 24) if it is Huge or smaller. Until the grapple ends, the creature is restrained, and the dragon can't constrict another target or attack with its tail.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Dazing Breath (Recharge 5–6). The dragon exhales gas in a 60-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw. On a failed save, the target takes 49 (14d6) psychic damage and is incapacitated until the end of their next turn. On a successful save, the target takes half as much damage and isn't incapacitated.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Dragon Form Only, costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Tighten Grip (Snake Form Only, costs 2 Actions). The dragon makes a constrict attack, dealing double its normal damage on hit.

Ancient Deep Dragon

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., burrow 20 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	27 (+8)	15 (+2)	21 (+5)	23 (+6)

Saving Throws Dex +7, Con +15, Wis +12, Cha +13

Skills Perception +19, Stealth +7

Damage Resistances cold, fire

Damage Immunities psychic

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 31

Languages Common, Draconic, Elvish, Undercommon

Challenge 24 (62,000 XP)

Shapechanger. The dragon can use its action to polymorph into a Huge draconic snake or Medium humanoid, or back into its true form. It reverts to its true form if it dies.

While in snake form, its flying speed is 30 feet, and it has a burrow and swim speed of 40 feet. Also, its AC becomes 20. Its statistics, other than its AC and speed, are unchanged. In this form, it can squeeze through spaces as small as 15 feet at its normal speed.

When polymorphing into a humanoid form, its challenge rating must be no higher than its own. The dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

Amphibious (Snake Form Only). The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Sunlight Hypersensitivity. The dragon takes 40 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Dragon Form Only). The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) psychic damage.

Claw (Dragon Form Only). Melee Weapon Attack: +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Constrict (Snake Form Only). Melee Weapon Attack: +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage, and the target is grappled (escape DC 27). Until the grapple ends, the creature is restrained, and the dragon can't constrict another target or attack with its tail.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Dazing Breath (Recharge 5–6). The dragon exhales gas in a 90-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw. On a failed save, the target takes 77 (22d6) psychic damage and is incapacitated until the end of their next turn. On a successful save, the target takes half as much damage and isn't incapacitated.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Dragon Form Only, costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Tighten Grip (Snake Form Only, costs 2 Actions). The dragon makes a constrict attack, dealing double its normal damage on hit.

Drowbane

It's name is spoken in hushed whispers throughout the tunnels of the underdark. A terrible monster said to be the cause of missing drow raiding parties, and capable of ripping a drider limb from limb with ease. Few have ever caught sight of it, and fewer still have lived to report. It is a phantom, a boogeyman, a killer; it is the Drowbane.

The Drowbane is a hideous, alien mass of sinew and flesh arranged in a great mass of tentacles around a central core, which boasts a powerful, gnashing maw. It stalks the caverns of the underdark, attacking in quick, brutal ambushes. It

prefers to yank unsuspecting targets away from their allies, often smashing them against rocks or flinging them down ravines. In an open fight, it uses its unearthly speed to flail against multiple enemies at once, never standing still for even an instant.

Nobody knows where this terror comes from or when it was unleashed into the underdark. Some speculate that it is a creature from the Far Realm trapped in the material. Others point out that it seems to be the perfect apex predator of the underdark, a well-tuned drow killing machine, almost as if it were specifically designed for such a purpose...

SHIAH "CINDER" IRGANGLADEN



Drowbane

Huge aberration, chaotic evil

Armor Class 18

Hit Points 230 (17d12 + 120)

Speed 45 ft., climb 45 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	26 (+8)	22 (+6)	5 (−3)	17 (+3)	3 (−4)

Saving Throws Str +10, Dex +13

Skills Survival +8

Damage Resistances poison; bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities blinded, frightened

Senses truesight 120 ft., darkvision 300 ft., passive Perception 13

Languages —

Challenge 16 (15,000 XP)

Amorphous. The drowbane can move through a space as narrow as 2 feet wide without squeezing.

Gloomstalker. While in darkness, the drowbane is treated as invisible to any creature that relies on darkvision to see it in that darkness.

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

Standing Leap. The drowbane's long jump is up to 45 feet and its high jump is up to 45 feet, with or without a running start.

Devourer. The drowbane can make a Bite attack as a bonus action on each of its turns.

Actions

Multiattack. The drowbane makes four tentacle attacks, or uses its Sunlight Flare and makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) bludgeoning damage, and the target must succeed on a DC 21 Strength saving throw or be grappled (escape DC 21) and pulled up to 15 feet towards it. The drowbane can have up to 3 targets grappled at once with its tentacles.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one grappled creature. *Hit:* 27 (3d12 + 8) piercing damage, and the drowbane regains hit points equal to half the damage dealt.

Sunlight Flare (Recharge 5–6). The drowbane projects a flash of sunlight in a 60-foot cone. Each creature in the cone must make a DC 21 Constitution saving throw or be blinded until the end of the drowbane's next turn. A creature with sunlight sensitivity has disadvantage on the saving throw and takes an additional 13 (3d8) radiant damage on a failure.

Sonar. The drowbane releases an inaudible pulse of sound that reverberates throughout caverns and tunnels, revealing the terrain and all within it to the drowbane. If used underground, the drowbane learns the terrain within 1,000 feet of it, as well as the locations of any creatures within that radius.

Legendary Actions

The drowbane 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 drowbane regains spent legendary actions at the start of its turn.

Leap. The drowbane moves up to its speed without provoking attacks of opportunity.

Rip and Tear. Each creature grappled by the drowbane takes 11 (2d10) bludgeoning damage.

Whirl (Costs 2 Actions). The drowbane makes a tentacle attack against each creature within 15 feet of it.

Fire Bat

While the fire bat is not native to the Underdark, an abyss within the Firelands known as the Burning Rift provides entry from the Elemental Plane of Fire and a hospitable environment for its fiery denizens. Normally, a flitting glowing ball would draw the attention of the Underdark's many predatory creatures, but the tunnels of the Firelands are illuminated by burning moss, magma flows from the surface volcanoes, and glittering gems embedded in the rocky walls. These elements of the terrain provide the fire bats with camouflage and a fruitful hunting ground.

Fire Bat

Medium elemental, unaligned

Armor Class 14

Hit Points 19 (3d10 + 3)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	12 (+1)	8 (-1)	12 (+1)	6 (-2)

Damage Immunities fire

Senses blindsight 60 ft., passive Perception 11

Languages understands Ignan but cannot speak

Challenge 1 (200 XP)

Echolocation. The bat can't use its blindsight while deafened.

Elemental Poof. If the bat dies, its body disintegrates in a flash of fire and a puff of smoke, leaving behind a 5-foot radius cloud that spreads around corners and heavily obscures an area. It lasts for 1 hour, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Flame Body. A creature that touches the bat or hits it with a melee attack while within 5 feet of it takes 5 (2d4) fire damage.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 2 (1d4) fire damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the bat can't use its bite attack again.

Devour. The bat deals 5 (1d6 + 2) piercing damage to a creature it is grappling with its bite.

Notably, when slain, the fire bat violently bursts into a cloud of ash. Each death produces enough usable ash that can be collected and consumed as a material component for spells that deal fire damage. When you do so, you can treat any 1 on a damage die as a 2. A pouch of this ash weighs 1 lb. and is worth 25 gold pieces.

Fire Bat



Ghaunadan

Servants of Ghaunadaur, god of abominations, these intelligent oozes are blessed with the ability to shapeshift into the form of a drow. This form was not without its flaws, as the more traditional eye coloring of a drow was replaced with a bright green, the color of its ooze form. These eyes, however, are enchanting and can often go unnoticed even in plain sight. While in its ooze form, the ghaunadan's body can debilitate foes and even disarm them.

When Ghaunadaur becomes involved in the affairs of gods and mortals, this generally takes the form of flooding the Underdark with countless ghaunadan, each with a purpose instilled within them. Ghaunadaur would call back any ghaunadan that could not complete this task, or after it was finished. This perpetuates the belief that ghaunadan are fragments of Ghaunadaur's immense and immeasurable mind.

Ghaunadan

Medium ooze (shapechanger), chaotic evil

Armor Class 8

Hit Points 120 (16d8 + 48)

Speed 30 ft., climb 30 ft.

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

Saving Throws Wis +4, Cha +6

Skills Deception +9, Intimidation +6, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, prone

Senses blindsight 60 ft., passive Perception 11

Languages Abyssal, Common, Undercommon

Challenge 8 (3,900 XP)

Shapechanger. The ghaunadan can use its action to polymorph into a specific Small or Medium humanoid or back into its true form. Other than its size, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it fall unconscious or dies.

Amorphous (True Form Only). The ghaunadan can move through a space as narrow as 1 inch wide without squeezing.

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

Unpredictable Hunter. The ghaunadan can take two turns during the first round of any combat. The ghaunadan takes its first turn at its normal initiative and its second turn at its initiative minus 10. The ghaunadan can't use this feature when it's surprised.

Actions

Multiattack. The ghaunadan makes two slam attacks. It can substitute Ghaunadaur Magic for one of these attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage.

Ghaunadaur Magic (Recharge 6). The ghaunadan uses one of the following abilities.

Charm (Humanoid Form Only). One humanoid the ghaunadan can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 hour. The charmed target obeys the ghaunadan's spoken commands. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the ghaunadan's Charm for the next 24 hours.

Debilitating Touch (True Form Only). *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* The target must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Envelop Weapon (True Form Only). In response to a creature hitting the ghaunadan with a weapon attack with a melee weapon, the ghaunadan forces that creature to succeed on a DC 15 Strength saving throw or have that weapon enveloped in its form, making it unusable until removed. A creature within 5 feet of the ghaunadan can take an action to pull a weapon out of the cube. Doing so requires a successful DC 15 Strength (Athletics) check.

Knell Beetles

Exceptionally large for an insect, the knell beetle is an insect all the same. Growing upwards of 9 feet long and weighing up to 1500 lbs, they act as dubiously tame beasts of burden for some denizens of the Underdark, such as hobgoblins and orcs. Their body is composed of ten legs and two clawed arms lining a black and red carapace. When it captures prey, it holds them with its claws and draws their flesh into its mouth with four jagged mandibles.

They act purely on instinct, burrowing tunnels in the loose earth and silt of the Underdark caverns they call home and using their sonic energy to shake the ground around them to flush out prey and close caverns behind them. The beetles themselves are not only immune to this thunderous effect, but are healed by it. Multiple knell beetles acting in unison can prove hard to overcome through attrition alone.

Knell Beetle

Large beast, unaligned

Armor Class 18 (natural armor)

Hit Points 80 (8d10 + 24)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	3 (-4)	12 (+1)	4 (-3)

Saving Throws Str +5, Wis +3

Skills Athletics +5, Perception +3, Survival +3

Damage Immunities thunder

Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Earth Rumble. The beetle can use all of its movement to pummel the earth below it to send sonic waves outwards, forcing any creature within 5 feet of it that

isn't a knell beetle to succeed on a DC 13 Dexterity saving throw or fall prone.

Thunder Absorption. Whenever the beetle is subjected to thunder damage, it takes no damage and instead regains a number of hit points equal to half the thunder damage dealt.

Actions

Multiattack. The beetle makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Sonic Trumpet (1/Day). The beetle emanates a sonic blast in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw, taking 22 (5d8) thunder damage on a failed save, or half as much damage on a successful one. Another knell beetle can fail the saving throw voluntarily.

Knell Beetle



Knell Beetle Drone

Medium beast, unaligned

Armor Class 17 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	4 (-3)

Saving Throws Str +4 Wis +3

Skills Athletics +4, Perception +3, Survival +3

Damage Immunities thunder

Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Thunder Absorption. Whenever the beetle is subjected to thunder damage, it takes no damage and instead regains a number of hit points equal to the thunder damage dealt.

Actions

Multiattack. The beetle makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

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

Sonic Trumpet (1/Day). The beetle emanates a sonic blast in a 15-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw, taking 13 (3d8) thunder damage on a failed save, or half as much damage on a successful one. Another knell beetle can fail the saving throw voluntarily.

Lith

The hideous visage of a lith could ward any encroaching visitor from raiding a lost tomb, should they be awakened and tasked to guard it. These creatures, given life from stone by psionic awakening, resemble a grotesque and misshapen humanoid with fiendish horns and arms with deadly claws for hands. Other than its form, it's nearly indistinguishable from the unworked stone it was born from and thus it serves as an excellent and discreet guardian for vaults and tightly controlled trade routes. When the time calls for them to act, they delight in entombing their foes with their psionic power.

When slain, they become inanimate on the spot. On occasion, powerful races have created many lith only to immediately slay all but one of them, creating a standing army of fear.



SHIAH "CINDER" IRGANGLADEN

Lith

Medium elemental, chaotic evil

Armor Class 18 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	7 (-2)	13 (+1)	16 (+3)

Saving Throws Con +7

Skills Perception +4, Stealth +5

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks that aren't adamantite

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Common, Terran

Challenge 6 (2,300 XP)

False Appearance. While the lith remains motionless, it is indistinguishable from an inanimate statue.

Innate Spellcasting. The lith's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no components:

At will: *meld into stone*

3/day each: *passwall*, *transmute rock*^{XGE}, *wall of stone*

1/day each: *bones of the earth*^{XGE}, *flesh to stone*

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

Stone Camouflage. The lith has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The lith makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (4d4 + 4) slashing damage.

Phaerimm

The phaerimm, also called thornbacks and magic-grubs, are a race of evil, sorcerous creatures that look like perforated windsocks. They have several holes along their bodies, that they selectively allow air to blow through in order to communicate with their fellows. Though you are more likely to notice its tentacled, circular worm-like maw and the four arms sticking out from its perimeter. From their mouth, their body tapers into a barbed stinger. A newborn phaerimm can be a foot long, but over centuries of growth can reach over 30 feet in length as an elder.

It is often said that the only thing stopping phaerimm from being utterly incomprehensible is how evil they are, and that only their natural inclination towards inflicting pain, misery, and death makes them predictable. Their entire culture revolves around magic (most often illusion and enchantment magic) and slavery. It is said they pick fights often just to watch allies hack each other apart. Many phaerimm pride themselves on the menagerie of creatures they have bound to their service.

What makes the phaerimm truly terrifying though, is their ability to consume magic. The presence of a phaerimm is enough to dessicate the land and weaken life around it as it absorbs the weave energy that persists throughout the world. It is this power that made them such a threat against the ancient human empire of Netheril, and this power that forced the sharn to act and seal them beneath what became the Anauroch desert. Without the extreme and boundless magic of the ancient world, who knows what devastation the phaerimm could wreak should they ever fully escape their prison, an end they inevitably are working towards. In fact, it is said that the phaerimm have enslaved a city of beholders deep in the buried realms for just this end.

A Phaerimm's Lair

Almost all Phaerimm are locked behind the Sharn Wall, hidden in the bowels of the Underdark. However, evidence of their destructive power exists plainly on the surface, as the barren expanse of the Anauroch Desert is a result of their consumption of the weave energy that sustained life there. Phaerimm lairs have an almost anthill-like structure, with specialized rooms interconnected by tunnels. They rarely keep all their valuables in one room, preferring to instead keep their treasures spread across the outermost reaches of their maze-like lair. The most peculiar aspect of their architecture is the phaerimm affinity with the number four: they try to

make sure each room has 4 entrances, four columns, four chests, four traps, and so on. Its believed that this affinity is rooted in ego, a mirror for their four hands that they use to enact their magic.

One can expect to find slaves and magical treasures in the lair of a phaerimm. Though they eat magic, they are not foolish enough to throw away items of power (outside of special, gluttonous occasions, that is). As phaerimm view martial combat as a sign of weakness, the items most likely to be found in their hordes are staves, wands, scrolls, and similar magic-user oriented items. A bounty in gold however, is unlikely, as phaerimm do not deal with money as the other races do.

Lair Actions

On initiative count 20 (losing initiative ties), the phaerimm takes a lair action to cause one of the following effects. The phaerimm can't use the same effect two rounds in a row:

- One creature, determined at random (not including the phaerimm), within 120 feet of the phaerimm that is currently under the effects of a spell must make a DC 15 saving throw. On a failed saving throw, the target loses hit points equal to twice the spell's level, and the spell ends. On a successful saving throw, the target loses half as many hit points and the spell remains. If the spell ends, the phaerimm benefits from its Magic Eater feature.

- The phaerimm creates a wall of magic at a point it can see within 120 feet. It extends 10 feet in all directions either horizontally or vertically, creating a visible but translucent shimmering silver disc that lasts until the phaerimm takes it's next lair action. Any spell that is cast that must pass through this barrier is negated and consumed by the phaerimm's Magic Eater feature.
- The phaerimm begins to siphon the life around it. Each of the four closest creatures to the phaerimm must make a DC 17 Charisma saving throw, taking 4d8 necrotic damage on a failed save. The phaerimm can then choose to swap the position of any creature that fails this saving throw.

Regional Effects

The region containing a legendary deep dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- The landscape within 6 miles of the lair slowly turns barren and desert-like.
- Creatures not indigenous to the area are spotted within 1 mile of the lair and are seen carrying out tasks as if in a daze.
- Magic users that venture within 6 miles of the area report an unnatural fatigue.

If the phaerimm dies, the last two effects fade over the course of 1d10 days. The land remains barren until magic is used to replenish it.

SHIAH "CINDER" IRGANGLADEN

Phaerimm



Juvenile Phaerimm

Small aberration, neutral evil

Armor Class 14 (natural armor)

Hit Points 28 (8d6)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	10 (+0)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Wis +4

Skills Arcana +3, Perception +4

Condition Immunities petrified

Senses darkvision 120 ft., passive Perception 14

Languages Phaerimm, telepathy 100 ft.

Challenge 4 (1,100 XP)

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

Magic Eater. The phaerimm feeds on magic. Whenever it succeeds on a saving throw against a spell, or whenever it successfully ends a spell with *dispel magic* or *counterspell*, it regains hit points equal to twice the spell's level.

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

Spellcasting. The phaerimm is a 4th-level spellcaster. It's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The phaerimm can cast *detect magic* and *feather fall* at-will and has the following sorcerer spells prepared, requiring no components:

Cantrips (at will): *fire bolt*, *friends*, *minor illusion*, *prestidigitation*, *shocking grasp*

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

2nd level (3 slots): *crown of madness*, *mirror image*

Supernatural Perception. The phaerimm can see any creature within 120 feet of it that is invisible or on the Ethereal Plane.

Actions

Multiattack. The phaerimm makes two attacks: one with its bite, and one with one of its claws.

Claw. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 – 1) slashing damage.

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

Young Phaerimm

Medium aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 99 (18d8 + 18)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	15 (+2)	16 (+3)	17 (+3)

Saving Throws Wis +7, Cha, +7

Skills Arcana +10, Deception +7, Insight +7, Perception +7

Damage Immunities bludgeoning damage due to falling

Condition Immunities petrified

Senses darkvision 120 ft., passive Perception 17

Languages Phaerimm, telepathy 100 ft.

Challenge 9 (5,000 XP)

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

Magic Eater. The phaerimm feeds on magic. Whenever it succeeds on a saving throw against a spell, or whenever it successfully ends a spell with *dispel magic* or *counterspell*, it regains hit points equal to twice the spell's level.

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

Spellcasting. The phaerimm is a 9th-level spellcaster. It's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The phaerimm can cast *detect*

magic and *feather fall* at-will, has the following sorcerer spells prepared, requiring no components:

Cantrips (at will): *fire bolt*, *friends*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *charm person*, *silent image*

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

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

4th level (3 slots): *phantasmal killer*

5th level (1 slots): *dominate person*

Supernatural Perception. The phaerimm can see the presence of any creature within 120 feet of it that is invisible or on the Ethereal Plane.

Actions

Multiattack. The phaerimm makes two attacks, one attack with each of its four claws, or one attack with its bite, and one with its stinger.

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

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

Stinger. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 hour. While poisoned this way, the target is paralyzed and levitates about a foot off the ground in a helpless state. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Adult Phaerimm

Large aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 112 (15d10 + 30)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	17 (+3)	18 (+4)	19 (+4)

Saving Throws Con +7, Wis +9, Cha, +9

Skills Arcana +13, Deception +9, Insight +9, Perception +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities petrified

Senses darkvision 120 ft., passive Perception 19

Languages Phaerimm, telepathy 100 ft.

Challenge 13 (10,000 XP)

Arcane Perception. The phaerimm can see the presence of any creature within 120 feet of it that is invisible or on the Ethereal Plane. Additionally, the phaerimm is permanently under the effects of a *detect magic* spell, out to a range of 120 feet.

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

Legendary Resistance (3/Day). If the phaerimm fails a saving throw, it can choose to succeed instead.

Magic Eater. The phaerimm feeds on magic. Whenever it succeeds on a saving throw against a spell, or whenever it successfully ends a spell with *dispel magic* or *counterspell*, it regains hit points equal to twice the spell's level.

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

Spellcasting. The phaerimm is a 13th-level spellcaster. It's spellcasting ability is Charisma (spell save DC 17, +7 to hit with spell attacks). The phaerimm can cast *dispel magic* and *feather fall* at-will and has the following sorcerer spells prepared, requiring no components:

Cantrips (at will): *chill touch*, *fire bolt*, *friends*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *charm person*, *silent image*

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

3rd level (3 slots): *counterspell*, *fireball*, *hypnotic pattern*, *major image*

4th level (3 slots): *charm monster*, *dimension door*

5th level (2 slots): *dominate person*, *geas*, *cone of cold*

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

7th level (1 slots): *power word pain*^{XGE}

Actions

Multiattack. The phaerimm makes two attacks, one attack with each of its four claws, or one attack with its bite, and one with its stinger.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (4d4 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

Stinger. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or take 22 (4d10) poison damage and become poisoned for 1 hour. While poisoned this way, the target is paralyzed and levitates about a foot off the ground. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If the phaerimm hits a creature with their stinger while the creature is paralyzed, and it fails the saving throw, the phaerimm can choose to lay eggs inside the paralyzed creature. The pain causes the creature's speed to be reduced by 5 feet while the eggs remain inside. After 90 days, the young emerge and begin eating the creature from the inside out, killing it. The eggs can be removed with a *lesser restoration* spell, or by a DC 20 Wisdom (Medicine) check.

Legendary Actions

The phaerimm 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 phaerimm regains spent legendary actions at the start of its turn.

Bite. The phaerimm makes a bite attack.

Slaving Enchantment. The phaerimm casts *command* without expending a spell slot, as if the spell were a sorcerer spell for it.

Cast Spell (Costs 1–2 Actions). The phaerimm casts a 1st or 2nd-level spell that it has prepared or *dispel magic*, expending a spell slot if appropriate. Doing so costs 1 legendary action per level of the spell.

Elder Phaerimm

Large aberration, neutral evil

Armor Class 19 (natural armor)

Hit Points 170 (20d10 + 60)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	19 (+4)	20 (+5)	23 (+6)

Saving Throws Con +9, Int, +10 Wis +11, Cha, +12

Skills Arcana +16, Deception +12, Insight +11, Perception +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities petrified

Senses truesight 120 ft., passive Perception 21

Languages Phaerimm, telepathy 100 ft.

Challenge 19 (22,000 XP)

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

Legendary Resistance (3/Day). If the phaerimm fails a saving throw, it can choose to succeed instead.

Magic Eater. The phaerimm feeds on magic. Whenever it succeeds on a saving throw against a spell, or whenever it successfully ends a spell with *dispel magic* or *counterspell*, it regains hit points equal to twice the spell's level.

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

Perfect Perception. In addition to its truesight, the phaerimm is permanently under the effects of a *detect magic* spell out to a range of 120 feet.

Spellcasting. The phaerimm is a 19th-level spellcaster. It's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The phaerimm can cast *dispel magic* and *feather fall* at-will and has the following sorcerer spells prepared, requiring no components:

Cantrips (at will): *chill touch*, *fire bolt*, *friends*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *charm person*, *silent image*

2nd level (3 slots): *mind spike*^{XGE}, *mirror image*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *hypnotic pattern*, *major image*

4th level (3 slots): *charm monster*, *dimension door*

5th level (2 slots): *cone of cold*, *dominate person*, *geas*,

6th level (2 slots): *globe of invulnerability*, *mental prison*^{XGE}

7th level (1 slots): *finger of death*, *power word pain*^{XGE}

8th level (1 slots): *Abi-Dalzim's horrid wilting*, *dominate monster*

9th level (1 slots): *power word kill*

Actions

Multiattack. The phaerimm makes two attacks, one attack with each of its four claws, or one attack with its bite, and one with its stinger.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (6d4 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage

Stinger. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or take 22 (4d10) poison damage and become poisoned for 1 hour. While poisoned this way, the target is paralyzed and levitates about a foot off the ground. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If the phaerimm hits a creature with their stinger while the creature is paralyzed and it fails the saving throw, the phaerimm can choose to lay eggs inside the paralyzed creature. The pain causes the creature's speed to be reduced by 5 feet while the eggs remain inside. After 90 days, the young emerge and begin eating the creature from the inside out, killing it. The eggs can be removed with a *lesser restoration* spell, or by a DC 20 Wisdom (Medicine) check.

Legendary Actions

The phaerimm 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 phaerimm regains spent legendary actions at the start of its turn.

Bite. The phaerimm makes a bite attack.

Slaving Enchantment. The phaerimm casts *command* without expending a spell slot, as if the spell were a sorcerer spell for it. When cast this way, the phaerimm can issue commands made from two words, rather than only one.

Spell Drain. (Costs 2 Actions). The phaerimm forces a creature it can sense within 120 feet of it to make a DC 17 Charisma saving throw. A creature that has no spell slots automatically succeeds on this saving throw. On a failure, roll 1d6. The creature loses a spell slot equal to half the result (minimum 1), and the phaerimm regains an expended spell slot of that level. If the creature does not have a spell slot of that level, the phaerimm consumes the next highest spell slot.

Cast Spell (Costs 1–3 Actions). The phaerimm casts a 1st, 2nd, or 3rd-level spell that it has prepared, expending a spell slot if appropriate. Doing so costs 1 legendary action per level of the spell.

Rockmites

Rockmites are grey insectoid creatures that lay their eggs in the rock formations of the underdark. They are able to hibernate for long periods of time while burrowed into stone, waiting to be awakened by the presence of sustenance or danger. When threatened, a rockmite can send a vibration through the earth to alert others nearby, causing them to emerge in defense of their kin. Even a single rockmite can quickly become a swarm if it is allowed to call its brethren.

Rockmite

Small monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 13 (2d6 + 6)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	3 (-4)	8 (-1)	3 (-4)

Condition Immunities blinded

Senses blindsight 60 ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Burrow into Stone. The rockmite can burrow through solid rock at half its burrow speed, and is indistinguishable from stone while burrowed.

Actions

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

Reactions

Another One. When the rockmite takes damage, it can send a tremor of danger through stone within 300 feet of it, alerting any other rockmites in range to the threat. Roll 1d4. On a 4, a stone surface within 60 feet is revealed to contain a rockmite, which immediately emerges and joins the fight.

Swarm of Rockmites

Large swarm of small monstrosities, unaligned

Armor Class 15 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 20 ft., burrow 20 ft.

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

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities blinded

Senses blindsight 60 ft. (blind beyond this radius), tremorsense 60 ft., passive Perception 9

Languages —

Challenge 2 (400 XP)

Burrow into Stone. The swarm can burrow through solid rock at half its burrow speed, and is indistinguishable from stone while burrowed.

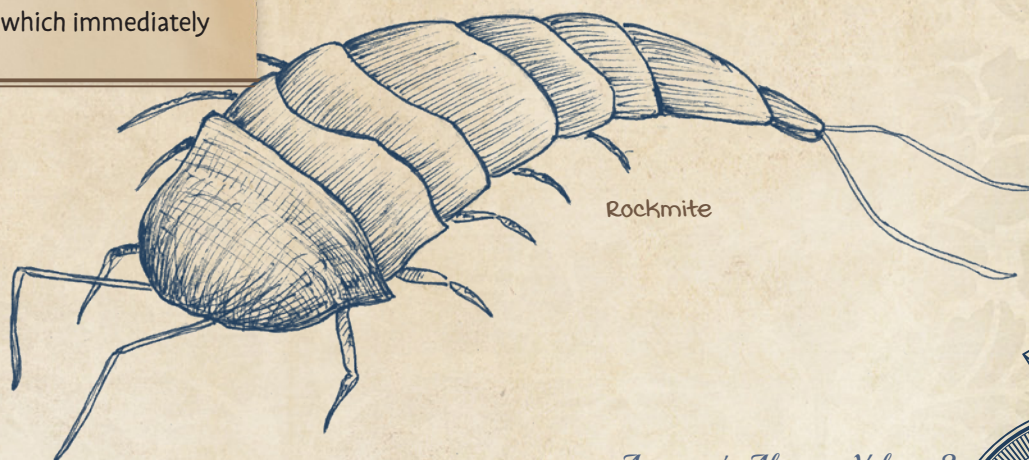
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rockmite. The swarm can't regain hit points or gain temporary hit points, except through its reaction.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Reactions

Danger Frenzy. When the swarm takes damage, it can summon an additional rockmite from a stone surface within 30 feet of it, adding it to the swarm and regaining 2d6 hit points.



Sharn

Sharn are a mysterious race, wrought of chaotic arcane energies. These creatures dwell in the ruins of ancient civilizations across the Northdark, as well as at the border of the Buried Realms. Sharn possess innate magic of both arcane and divine nature, part of the blessing of their form provided by elven, dwarven, and human gods. They say the sharn could easily rule the planet, if they cared to.

The secret of the sharn is they are an amalgamation of races created through arcane

rituals. These rituals are performed near the cataclysmic end of a great civilization. Its participants give themselves willingly, and are merged into a new sharn. The sharn's chaotic nature stems from the fact that each one bears the full mind and psyche of all its constituent creatures, usually three. In this form, the sharn lives on with the knowledge of its civilization, and is compelled to protect the weave, preserve lost knowledge, and to fight abuses of arcane power across Toril.

Sharn

Large aberration, chaotic neutral

Armor Class 17 (*haste*)

Hit Points 126 (12d10 + 60)

Speed 10 ft., fly 50 ft. (*hover*)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	20 (+5)	18 (+4)	18 (+4)	20 (+5)

Saving Throws Wis +8

Skills Arcana +12, Deception +9, Insight +8,

Investigation +8, Perception +8, Persuasion +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses blindsight 5 ft., darkvision 60 ft., passive

Perception 18

Languages Common, Sharn

Challenge 10 (5,900 XP)

Archetypal Form. The sharn is immune to any spell or effect that would alter its form. Additionally, no other creatures can use magic to replicate a sharn's shape, or anything approximating it.

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

Innate Haste. The sharn is permanently under the effect of an enhanced *haste* spell, which can't be dispelled or negated. It gains a +2 to its AC (included above), has advantage on Dexterity saving throws, and can take an additional action of any type on each of its turns.

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

Regeneration. The sharn regenerates 5 hit points at the start of its turn. If the sharn takes radiant damage or is maintaining a hex portal, this trait doesn't function at the start of the sharn's next turn.

Spellcasting. The Sharn is an 8th-level spellcaster. It's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The sharn has the following cleric and sorcerer spells prepared, requiring no material components:

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

1st level (4 Slots): *command*, *detect magic*, *inflict wounds*, *magic missile*

2nd level (3 Slots): *blindness/deafness*, *blur*, *darkness*, *silence*

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

4th level (2 Slots): *banishment*, *dimension door*

Actions

Multiattack. The sharn makes one claw attacks and one bite attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Bonus Actions

Hex Portals. The sharn creates a 3-foot wide hexagonal portal through the ethereal plane in a space within 30 feet of it that it can see. A sister portal appears in the sharn's space and follows it. The sharn can see, cast spells, and attack as if it was standing in the portal's space. A creature can try to attack the sharn through the portal, although the sharn has three-quarters cover from the attack.

The sharn can maintain up to three such portals at once, and can destroy them at any time (no action required). They automatically disappear if the sharn is farther than 100 feet away from the portal. If it creates a new portal while it already is maintaining three, it must immediately destroy one, or this ability fails. On each of its turns, the sharn can use its bonus action to move one or more portals it's maintaining up to 20 feet in a direction of its choice.

Spore Weavers

Found skittering amongst dense webs of mycelia, spore weavers are a strange merging of spider and fungus. Smaller than true giant spiders, but still quite large for arachnids, they appear covered in fungus that is intertwined with their bodies and growing out of their carapaces. This symbiosis causes their webs to be covered in fungal growths,

and inoculates them against most toxins. Some myconids are able to tame spore weavers, and use them as sentinels, and to harvest their fungal silk.

Myconids use the unique silk of spore weavers to craft fungal bowstrings that are then used in the crafting of magical bows known as spore launchers.

NATHANAËL ROUX



Spore Weaver

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 25 (3d8 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	18 (+4)	2 (-4)	12 (+1)	4 (-3)

Skills Stealth +6

Damage Resistances poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Spider Climb. The spore weaver 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 spore weaver knows the exact location of any other creature in contact with the same web.

Web Walker. The spore weaver ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. **Hit:** 5 (1d6 + 2) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Fungal Web (Recharge 5–6). Ranged Weapon Attack: +4 to hit, range 30/60 ft., one creature. **Hit:** The target is restrained by webbing coated in fungal mycelia, and must make a DC 14 Constitution saving throw. On a failed save, the creature is also poisoned while it is restrained.

As an action, the restrained target can make a DC 14 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).

Reactions

Spore Spray. When the spore weaver is hit with a melee attack by a creature within 5 feet of it, it can eject noxious fumes at the attacker. The attacker must succeed on a DC 14 Constitution saving throw or be poisoned until the end of their next turn.

Magic Items

In addition to the flora, fauna, and specific realms within the Underdark, throughout my travels I have learned about or interacted with multiple wondrous artifacts. Relics inspired by the depths, suffused with its magic, or simply discarded from the surface in hopes of never being seen again.

Amulet of Arachnid Alliance

Amulet, very rare (requires attunement)

This amulet is made from delicate strands of silver wrapped around an amethyst to form the likeness of a spider. This amulet has 5 charges and regains 1d4 + 1 expended charges after a long rest.

While attuned to this amulet, you are able to convey basic commands and feelings to spiders and spider-like creatures. Creatures you are able to communicate with in this way will not attack you unless you attack them first, and as a bonus action, you can expend a charge to cast the *command* spell (save DC 18) targeting one such creature within range.

Biolantern

Wondrous item, uncommon

This rock has a large cluster of bioluminescent mushrooms and moss growing on it that act like a natural lantern. It has a chain bolted into the rock with a hoop fastened at the top so you can easily carry it.

This magical item has three charges and regains all expended charges each day at dawn if it is in darkness.

After one minute of being in darkness, the mushrooms begin to glow heavily, casting a bright light in a 30-foot radius and a dim light for an additional 30 feet.

Amulet of Arachnid Alliance



Rapport spores. As a bonus action, you can pluck one of the mushrooms from the lantern, expending a charge. A 10-foot radius of spores extends from the lantern. These spores can go around corners and only affect creatures that have an Intelligence of 2 or higher and aren't immune to poison. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other for the next hour.

When you pluck a mushroom from this lantern, all myconids within 240 feet sense it.

Breachgnome Warpick

Weapon (warpick), rare

Judging by the materials used, this warpick was made to last several lifetimes. Its head is made of pure adamantine and its handle is carved from ancient zurkhwood. It has 4 charges and regains 1 expended charge each day at dawn.

Piercing Tip. Because its made of adamantine this pick is extraordinarily good at breaking other objects. Whenever you hit a hard object with this warpick, the hit is a critical hit. Additionally, you score a critical hit against armored creatures on a roll of 19 or 20.

Unstoppable. As an action, you can focus on the warpick and strike an object of stone or ice, expending a charge. As the pick pierces through with ease, it pulverizes up to a 5-foot-cube of material.

Maggris' Bracelet of Summoning

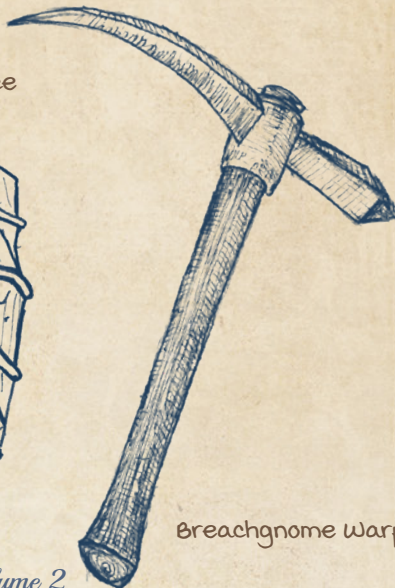
Wondrous item, rare (requires attunement)

This bracelet was created long ago by Maggris as a gift for attempting to help her escape Halaster's grasp and is littered with bits of carapace and spines from her brood.

While attuned to this bracelet, you constantly have insects and bugs harmlessly following you as if drawn to you. As a bonus action, you can direct these vermin towards a target within 60 feet. The target creature must succeed a DC 14 Constitution saving throw or have disadvantage on the next attack roll it makes before the end of its next turn.

Additionally, as an action, you can summon up to ten **Giant Centipedes**, six **Swarms of Beetles**, or three **Giant Spiders**, to an empty space within 30 feet of you. Each creature obeys your verbal commands, and in combat and acts on your turn. Once you have used this feature you can not use it again until you take a long rest.

Breachgnome Warpick



Mithral Needle

Weapon (rapier), legendary (requires attunement)

This rapier is thinner than any other you have seen, and is known as a needle due to the lack of guard or pommel. This weapon has a +2 bonus to attack and damage rolls and feels as light as a feather.

Metallic Flash. As an action you can teleport up to 15 feet and make an attack with this weapon against a creature within reach. On a successful attack you deal an additional 2d8 piercing damage.

Mithral Ribbons. As a bonus action you can slash through the air, creating strands of mithral that are so thin they can slice with a gentle touch. Choose three 5-foot cubes within 15 feet of you to create these strands in. The next time a creature moves through these cubes they take 3d4 magical slashing damage. These strands last 1 minute, until a creature moves through them, or until you use this feature again.

Web of Mithral. Once per short rest, as an action, you can begin an intricate slashing pattern, filling the space around you with writhing mithral strands. All creatures of your choice within 15 feet of you must make a DC 18 Dexterity saving throw, taking 8d4 slashing damage on a failed saving throw, or half as much on a successful one. Additionally, any creature that moves within this radius before the beginning of your next turn must also make this saving throw.

Obsidian Ooze Amulet

Wondrous item, very rare (requires attunement)

This jet black amulet is made from hardened sludge that once belonged to a black pudding and trembles faintly as you hold it.

While attuned to this amulet, you have blindsight out to 60 feet and can sense when an ooze is within 120 feet of you, even through walls. Additionally, any acid or poison damage you take is reduced by 5.

Potion of Reflex

Potion, very rare

This potion is carefully concocted out of a mixture of different mushrooms found only in the deepest caves. When you drink this potion, for the next 10 minutes your walking speed increases by 15 feet, you have a +5 bonus to Wisdom (Perception) checks, you have advantage on Dexterity saving throws, and have up to three reactions which can be used for opportunity attacks.

Spore Launcher

Weapon (shortbow), very rare

Crafted by myconids, this fungal bow attaches pods of fungal spores to its ammunition. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it deals an extra 1d4 poison damage.

The bow has 8 charges, and regains 1d6 charges each day at dawn. When you hit a target with the bow, you can spend 1 charge to cause the arrow to explode with poisonous spores in a 5-foot radius from the target. The cloud of spores persists for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When a creature enters the cloud's area for the first time on a turn or starts its turn there, that creature must make a DC 17 Constitution saving throw. The creature takes 2d8 poison damage on a failed save, or half as much damage on a successful one.

As an action, you can spend 2 charges and loose a pacifying spore from the bow at a point within 30 feet of you. The spore explodes in a 10-foot radius from the point. Each creature in the area must succeed on a DC 17 Constitution saving throw or be stunned until the end of their next turn.

Tessadyle Vest

Wondrous item, rare

This deep green vest is woven from the rough fibers of the tessadyle fungus and fastened with several buttons made from semi precious stones. While wearing it, your AC can not be lower than 12 + your Dexterity modifier. If this vest has not been exposed to the sun, or the *sunbeam* or *sunburst* spells in the last 24 hours, this increases to 14 + your Dexterity modifier.

Additionally, the fibers of the vest themselves seem to want to assist you. While wearing this vest, your carrying capacity increases by 100 pounds and if you press an object against the vest, the object is held in place for you. You can adhere up to 20 pounds to the vest this way.

Torglor Skullcap

Wondrous item, rare

This tight-fitting purple cap is made from the hide of a mind flayer. It is often worn under helmets of high ranking Torglor dwarves to protect against illithid attacks.

While wearing this helmet, you can not be detected by *detect thoughts* or similar effects, and you can choose to prevent creatures from communicating telepathically with you. Additionally, you are immune to the Mind Blast attack from mind flayers or other illithids.

Torglor Skullcap



Tunnels and Toadstools: An Underdark Guide

Wondrous item, uncommon

This book is covered in spider webs and tiny mushrooms. They are so embedded on its surface, it could pass as a rock or hummock. When you open it, the pages luminesce just enough you can make out the words no matter how dark it is around you.

If you spend a long rest or an equivalent amount of time studying this book, the underdark becomes favored terrain for you for the next week and you can ask up to three questions about a city, spider-like creature, or fungus within the underdark that the DM gives a short reply to. Additionally, you can identify any spider or fungus in any biome with a successful DC 12 Intelligence (Nature) check by looking through the book. If you succeed by 5 or more, you can ask the DM one question about the type of spider or fungi you identified.

